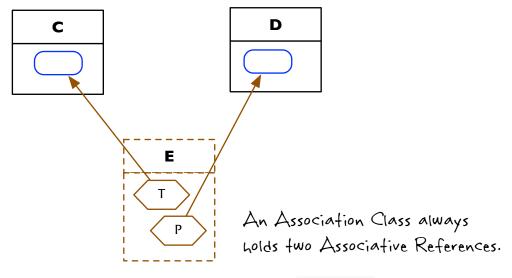
# miUML Formalization Subsystem scrapbook

Leon Starr Sat May 28 2011

This is a repository for graphics pasted into another document.

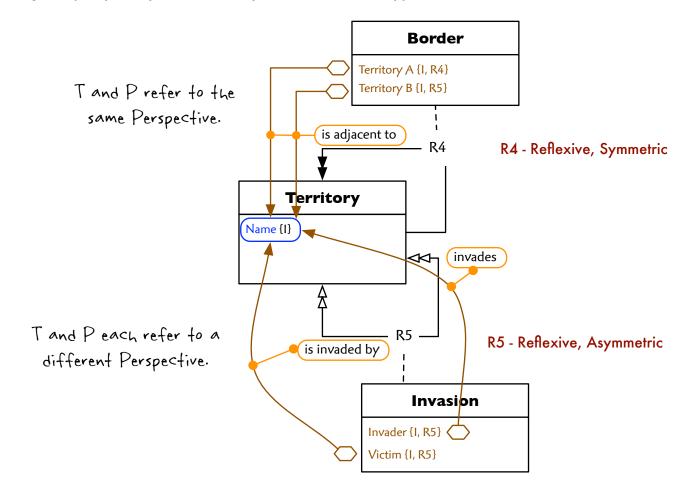




The two References are arbitrarily named T and P.



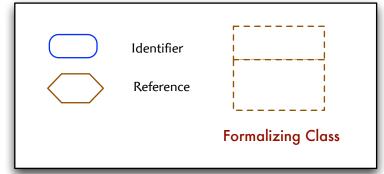
### Differing multiplicity for Symmetric vs. Asymmetric Reference Types



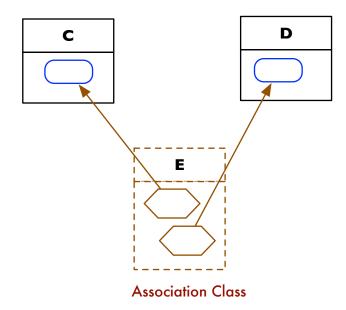
### Non Associative Formalization



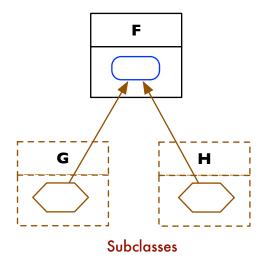
**Referring Participant Class** 

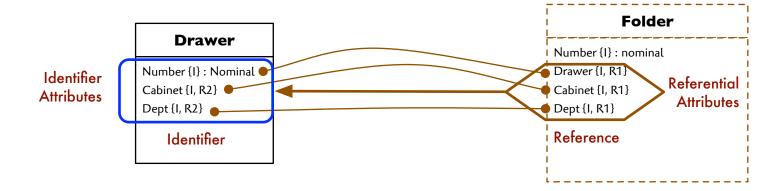


# **Associative Formalization**



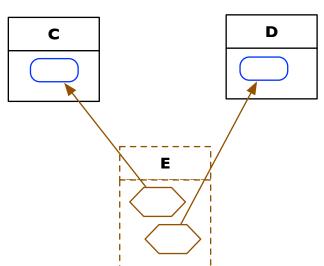
# **Generalization Formalization**

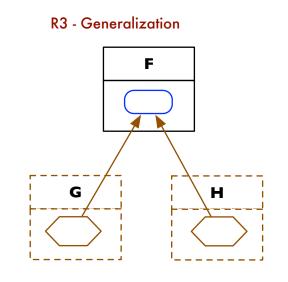




In each of these cases, there is only one Reference per Reference Path.

# R1 - Non-associative B R2 - Associative

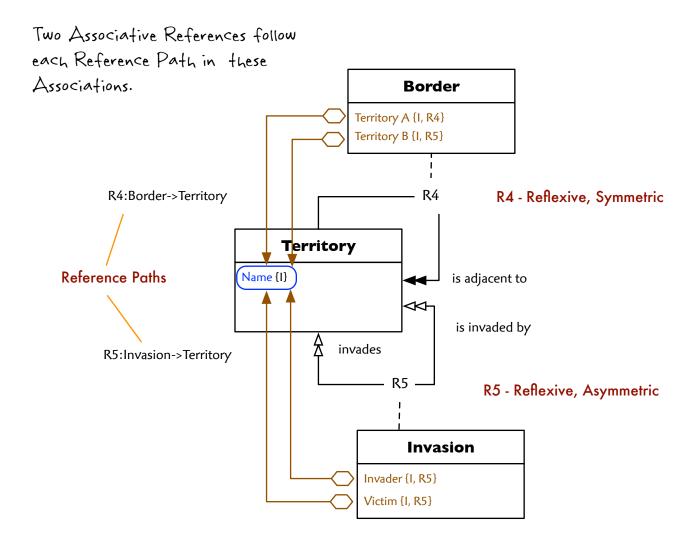


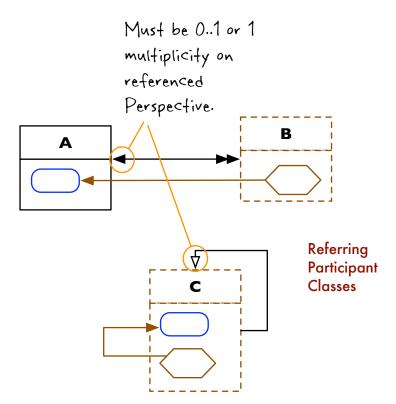


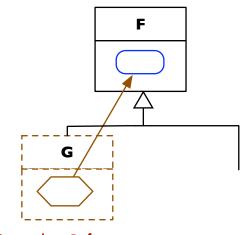
**Reference Paths** 

R1:A->B

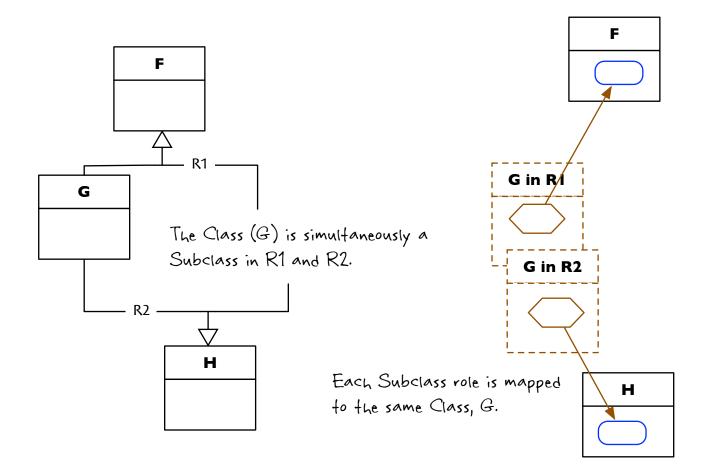
R2:E->C R2:E->D R3:G->F R3:H->F

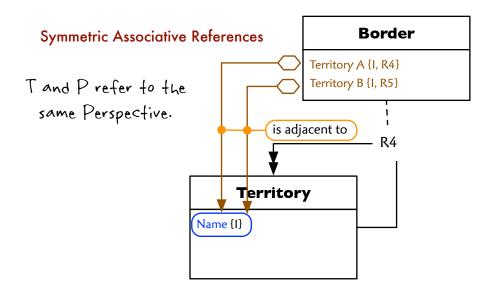




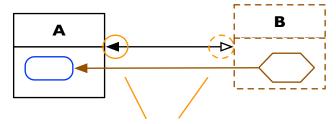


Superclass Reference

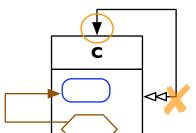




# Legal To One References

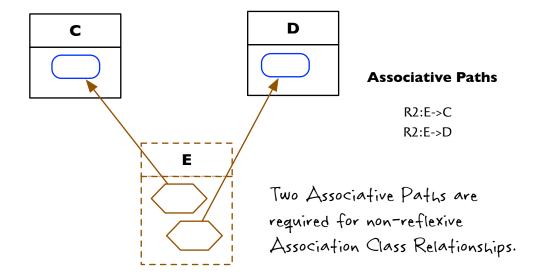


Either Perspective may be referenced by a To One Reference since neither is Mx (0...\* or 1...\*), though 1 is preferred over 0..1.



This Perspective is 0..\*, so it may not be referenced by a To One Reference.

### **R2 - Non-reflexive**



### R4 - Reflexive, Symmetric R5 - Reflexive, Asymmetric

**Border** Only One Associative Path is required for a reflexive Territory A {I, R4} Association since there is only Territory B {I, R5} one participating Class on the Association. R4 Territory Name {I} is adjacent to  $\forall \vdash$ is invaded by invades **Associative Paths** R5 — R4:Border->Territory R5:Invasion->Territory Invasion Invader (I, R5) Victim {I, R5}