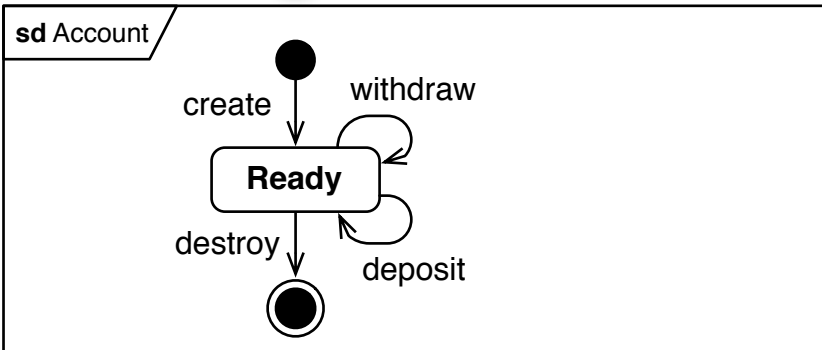
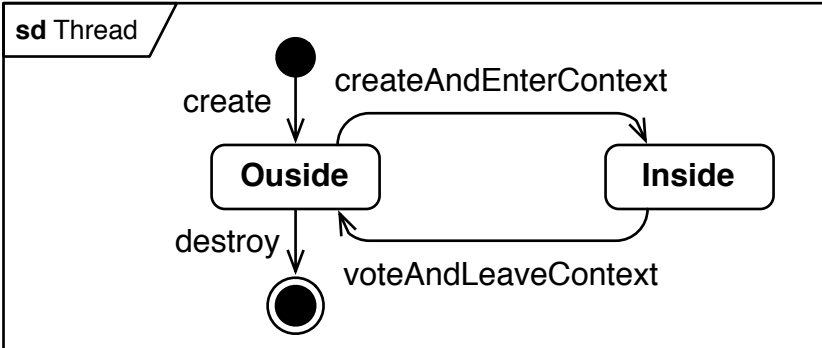
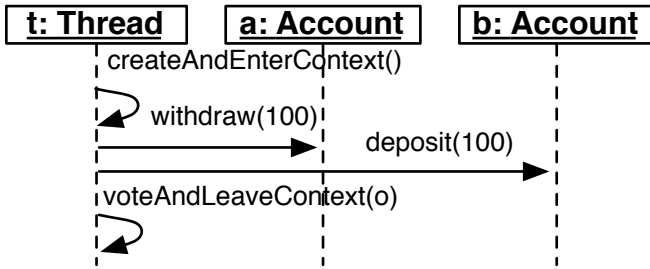


Structure:

Thread
+ Thread create() + destroy()

Account
int balance
+ Account create() + destroy() + withdraw(int amount) + deposit(int amount)

Behavior:



Recovering instantiation

Recovering.IRecoveringParticipant → **Thread**

Recovering.IRecoverable → **Account**

Recovering.prepareRecovery instantiation

prepareRecovery.Icaller → **t**

prepareRecovery.Icallee → **a, b**

prepareRecovery.Im → **withdraw, deposit**

Recovering.createAndEnterContext instantiation

createAndEnterContext.Icaller → **t**

createAndEnterContext.ICaller → **Thread**

createAndEnterContext.Itarget → **t**

Recovering.voteAndLeaveContext instantiation

voteAndLeaveContext.Icaller → **t**

voteAndLeaveContext.ICaller → **Thread**

voteAndLeaveContext.Itarget → **t**

Recovering.IRecoveringParticipant instantiation

IRecoveringParticipant.Idle → **Outside**

IRecoveringParticipant.IWorking → **Inside**

Recovering.IRecoverable instantiation

IRecoverable.Any → **Account.Ready**

IRecoverable.BeforeM → **Account.Ready**

IRecoverable.AfterM → **Account.Ready**