

aspect Transaction depends on Recovering

structure depends on Recovering

ITransactionParticipant

+ beginTransaction()
+ abortTransaction()
+ commitTransaction()

ITransactionalResource

+ * lm(..)

ITransactionParticipant
ITransactionalResource

Recovering instantiation

Recovering.IRecoverable → ITransactionalResource

Recovering.IRecoveringParticipant → ITransactionParticipant

behavior transactionExecution depends on Recovering

Pointcut

Iparticipant:
ITransaction
Participant

Iresource: 0..*
ITransactional
Resource

beginTransaction()

0..* lm(..)

commitTransaction()

Advice

Iparticipant:
ITransaction
Participant

Iresource: 0..*
ITransactional
Resource

beginTransaction()

createAndEnterContext()

0..* lm(..)

commitTransaction()

voteAndLeaveContext()

Iparticipant
0..* Iresource
0..* lm

Recovering.prepareRecovery instantiation

prepareRecovery.Icaller → Iparticipant

prepareRecovery.Icallee → Iresource

prepareRecovery.lm → lm

Recovering.createAndEnterContext instantiation

createContext.Icaller → Iparticipant

**createContext.Icaller →
ITransactionParticipant**

createContext.Itarget → Iparticipant

Recovering.voteAndLeaveContext instantiation

leaveContext.Icaller → Iparticipant

**leaveContext.Icaller →
ITransactionParticipant**

leaveContext.Itarget → Iparticipant