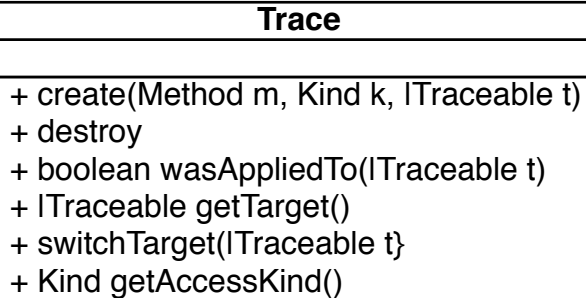


aspect Traceable depends on AccessClassified

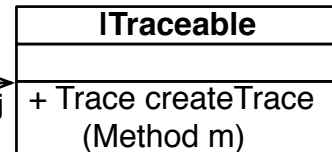
structure depends on AccessClassified

AccessClassified instantiation
AccessClassified.IAccessClassified
 → ITraceable



1
myObj

ITraceable



state view ITraceable

Pointcut

Any

Advice

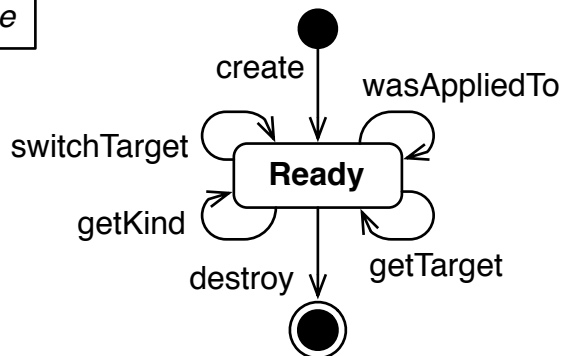
createTrace

Any

Binding
Any → *

IAccessClassified instantiation
IAccessClassified.Any → Any

state view Trace



message view createTrace

Pointcut

Advice

InewTrace, Im

caller: Caller

target: ITraceable

InewTrace := createTrace(Im)

Binding
caller → *
Caller → *
target → *

caller: Caller

target: ITraceable

InewTrace := createTrace(Im)

accessKind := getAccessKind(Im)

InewTrace := create(Im, accessKind, target)

InewTrace: Trace