

aspect Shared depends on AccessClassified, Lockable

structure depends on AccessClassified, Lockable

IShared
Im

AccessClassified instantiation

AccessClassified.IAccessClassified → IShared

IShared

+ Im(..)

Lockable instantiation

Lockable.ILockable → IShared

state view IShared depends on AccessClassified, Lockable

Pointcut

Any

BeforeM

Im

AfterM

Advice

Any

BeforeM

Im

AfterM

ILockable instantiation

ILockable.GetAllowed → BeforeM

ILockable.ReleaseAllowed → AfterM

IAccessClassified instantiation

IAccessClassified.Any → BeforeM

behavior protectedCall depends on Lockable

Pointcut

Icaller: ICaller

Itarget: IShared

Im(..)

Advice

Icaller: ICaller

Itarget: IShared

kind := getAccessKind(Im)

getLock(kind)

Im(..)

releaseLock(kind)

Lockable.getLock instantiation

getLock.Itarget → Itarget

getLock.ICaller → ICaller

getLock.Icaller → Icaller

Lockable.releaseLock instantiation

getLock.Itarget → Itarget

getLock.ICaller → ICaller

getLock.Icaller → Icaller

Itarget
ICaller, Icaller