



state view INestedContext depends on Context

Pointcut

Any

Advice

Any

Context binding

Any --> Context.Active

addChild

getParent

SetParent

behavior createContext depends on Context

Pointcut

caller: Caller

target: INestedParticipant

createAndEnterContext()

Context.createAndEnterContext instantiation

createAndEnterContext.Icallee → target

createAndEnterContext.ICaller → Caller

createAndEnterContext.Icaller → caller

Advice

caller: Caller

target: INestedParticipant

oldContext: INestedContext

newContext: INestedContext

opt [oldContext <> null]

oldContext := getContext()

createAndEnterContext()

newContext := getContext()

addChild(newContext)

setParent(oldContext)

Binding

caller → \*

Caller → \*

target → \*

behavior leaveContext depends on Context

Pointcut

caller: Caller

target: INestedParticipant

leaveContext()

Context.leaveContext instantiation

leaveContext.Itarget → target

leaveContext.ICaller → Caller

leaveContext.Icaller → caller

Advice

caller: Caller

target: INestedParticipant

oldContext: INestedContext

opt [parentContext <> null]

oldContext := getContext()

leaveContext()

parent := getParent()

setContext(parent)

Binding

caller → \*

Caller → \*

target → \*

behavior informParent

Pointcut

caller: Caller

target: INestedContext

m(..)

Advice

caller: Caller

target: INestedContext

parent: INestedContext

loop [parent <> null]

m(..)

parent := getParent()

m(..)

parent := getParent()

Binding

caller → \*

Caller → \*

target → \*

m → \*