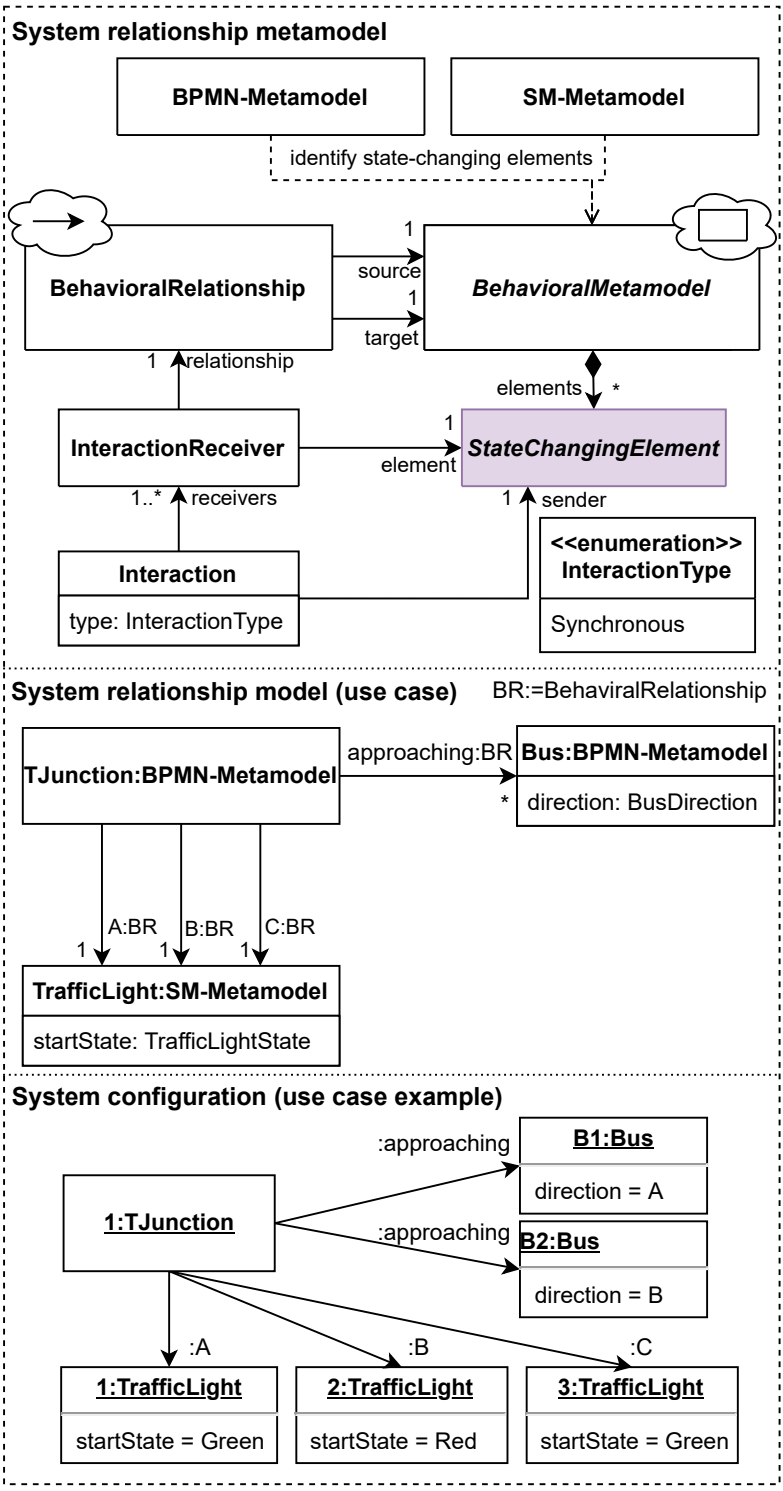
System relationship metamodel
BPMN-Metamodel
SM-Metamodel
identify state-changing elements
BehavioralRelationship
1
source
1
target
BehavioralMetamodel
1
relationship
elements
*
InteractionReceiver
1
element
StateChangingElement
1..*
receivers
1
sender
Interaction
type: InteractionType
<<enumeration>>
InteractionType
Synchronous
System relationship model (use case)
BR:=BehaviralRelationship
TJunction:BPMN-Metamodel
approaching:BR
Bus:BPMN-Metamodel
*
direction: BusDirection
1
A:BR
1
B:BR
1
C:BR
TrafficLight:SM-Metamodel
startState: TrafficLightState
System configuration (use case example)
:approaching
B1:Bus
direction = A
1:TJunction
:approaching
B2:Bus
direction = B
:A
:B
:C
1:TrafficLight
startState = Green
2:TrafficLight
startState = Red
3:TrafficLight
startState = Green