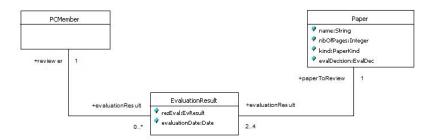
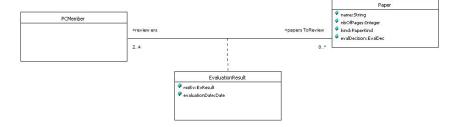
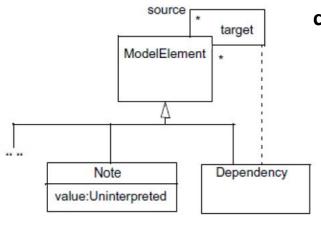


UML – Equivalent architectures





OCL – Accessing Overridden properties



context Dependency

inv: self.source <> self /*ambiguous specification*/

inv: self.oclAsType(Dependency).source->isEmpty()

inv: self.oclAsType(ModelElement).source->isEmpty()

Figure 7.4 - Accessing Overridden Properties Example

OCL — few operations used in today specifications

/* All these are literal expressions – context independent */

```
Set{1,5,7,9,8} - Set{2,4,6,8,5} = Set{1,7,9}
```

 $Set{1,5,7,9,8}->symmetricDifference(Set{2, 4, 6, 8, 5}) = Set{1, 7, 9, 2, 4, 6}$

$$Set{1,5,7,9,8}->any(true)=1$$

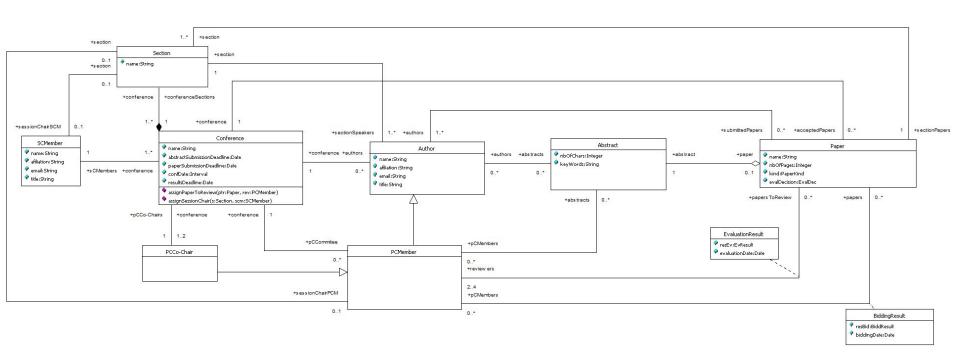
$$Set{1,5,7,9,8}->any(i | i > 8) = 9$$

$$Set{1,5,7,9,8}->any(i | i >= 7) = 7$$

$$Set{1,5,7,9,8}->any(i | i>= 8) = 9$$

The purpose of using assertions

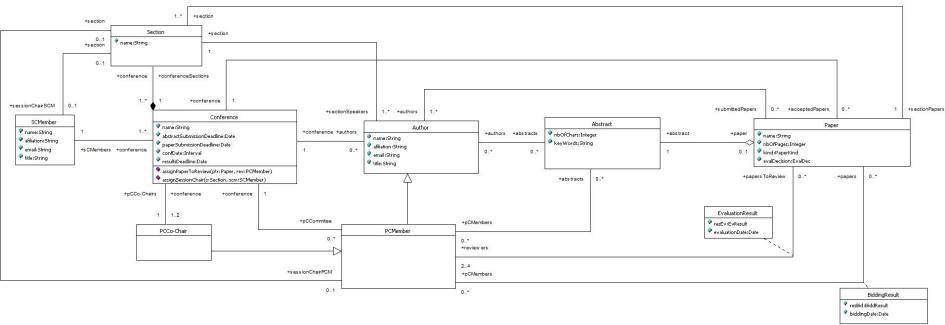
- Support in writing correct software, including the means to formally define correctness
- The writing of explicit contracts comes as a prerequisite of their enforcement in software
- Support for a better software documentation
- Essential when it comes to reusable assets, see the case of Ariane!
- Support for testing, debugging and quality assurance
- Levels of runtime assertion monitoring:
- 1.preconditions only
- 2.preconditions and postconditions
- 3.all assertions
- While testing, enforce level 3, in production, there is a tradeoff between trust in the code, efficiency level desired and critical nature of the application
- Support for the development of fault tolerant systems



context PCMember

inv approprPapToReview:

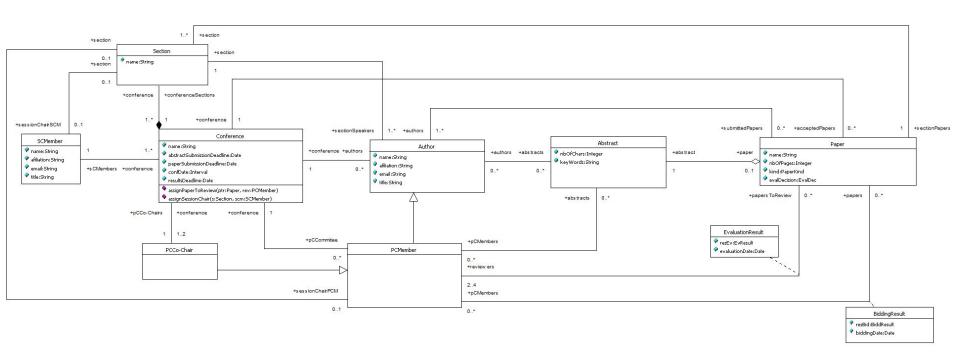
self.papersToReview->select(p:Paper | Set{BiddResult::conflict, BiddResult::refuseToEv}->
includes(p.biddingResult->any(br| br.pCMembers->includes(self)).resBid))->isEmpty and
self.papersToReview.authors->excludes(self.oclAsType(Author))



context Conference::assignPaperToReview(ptr:Paper, rev:PCMember)

pre: ptr.reviewers->size < 4 and ptr.reviewers->excludes(rev) and
self.submittedPapers->includes(ptr) and self.pCCommitee->includes(rev) and
Set{BiddResult::conflict, BiddResult::refuseToEv}->excludes(ptr.biddingResult->
select(br | br.pCMembers = rev)->any(true).resBid)

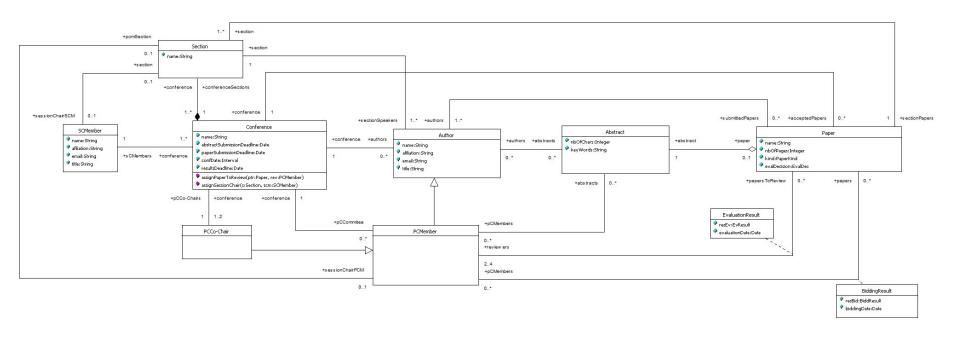
post: ptr.reviewers->includes(rev) and ptr.reviewers->size = ptr.reviewers@pre->size + 1



context PCMember

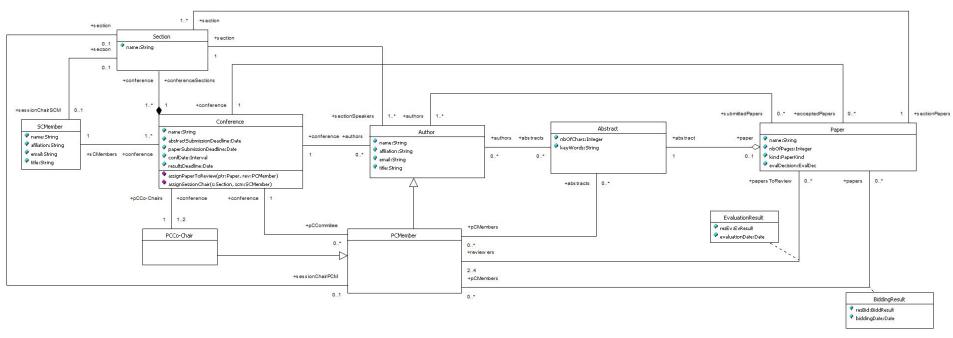
inv sessionChair:

not self.oclAsType(PCMember).section.isDefined implies
self.oclAsType(PCMember).section.sectionSpeakers->excludes(self.oclAsType(Author))



The previous OCL specification, using uppercast for the section property visible in the PCMember context was made for an uncompilable model because in the namespace of PCMember there is a conflict name. The correct solution is this.

context PCMember
inv sessionChair:
 not self.pcmSection.isDefined implies
 self.pcmSection.sectionSpeakers->excludes(self.oclAsType(Author))

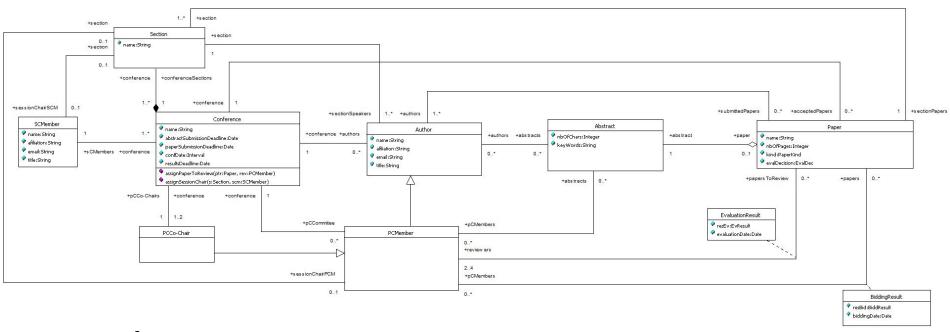


context Conference::assignSessionChair(s:Section, scm:SCMember)

pre:

s.sessionChairSCM.isUndefined and s.sessionChairPCM.isUndefined and self.sCMembers->includes(scm) and self.conferenceSections->includes(s)

post: not s.sessionChairSCM.isUndefined /* isUndefined is ocllsUndefined() */

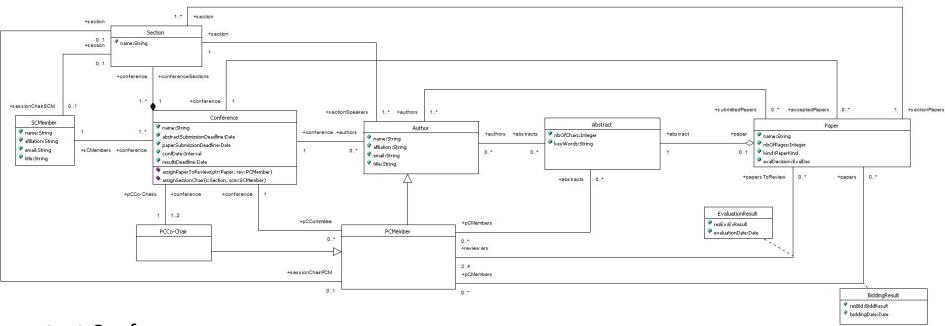


context Conference

def acceptRejectUndecided:

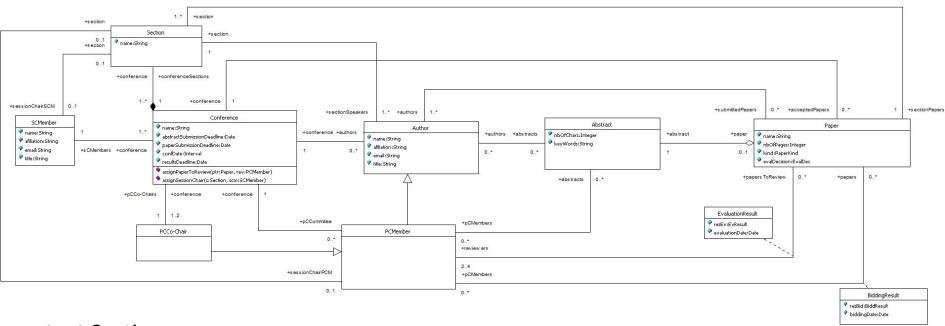
let allEvalResBorderline:Set(Paper)=self.authors.submittedPapers->asSet->select(p:Paper |
 p.evaluationResult.rezEv->forAll(rE | rE=EvResult::borderlinePaper))

let acceptedPapersC: Set(Paper) = self.authors.submittedPapers->asSet->select(p:Paper |
 Set{EvResult::strongAccept, EvResult::accept, EvResult::weakAccept,
 EvResult::borderlinePaper}->includesAll(p.evaluationResult.rezEv))-allEvalResBorderline



context Conference
 def acceptRejectUndecided:

let rejectedPapersC: Set(Paper) = self.authors.submittedPapers->asSet->select(p:Paper |
Set{EvResult::strongReject, EvResult::reject, EvResult::weakReject, EvResult::borderlinePaper}->
includesAll(p.evaluationResult.rezEv))-allEvalResBorderline

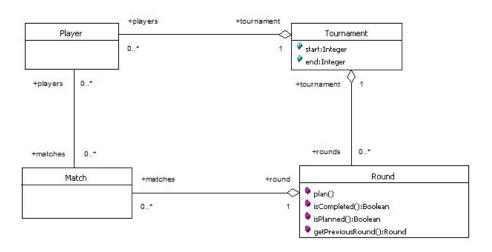


context Section

inv sessionChair:

self.sessionChairSCM->isEmpty xor self.sessionChairPCM->isEmpty

ARENA Case Study – Specifying Interfaces



context Player

```
inv:
```

/*A player cannot be assigned to more than one match per round */
self.matches->reject(m:Match | self.matches.round->count(m.round)=1)->isEmpty

context Round

```
inv:
```

```
/* choosing the context */
self.matches->forAll(m1:Match |
    m1.players->forAll(p:Player | p.matches->forAll(m2:Match | m1<>m2 implies m1.round
    <> m2.round)))
```