

*Softwaretechnik / Software-Engineering*

*Lecture 11:  
Structural Software Modelling II*

*2019-06-24*

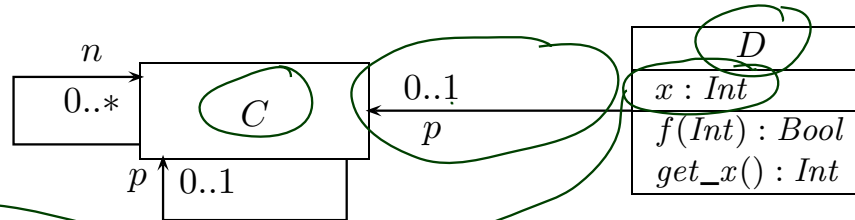
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Albert-Ludwigs-Universität Freiburg, Germany

# Topic Area Architecture & Design: Content

- VL 10
  - **Introduction and Vocabulary**
  - **Software Modelling**
    - model; views / viewpoints; 4+1 view
- ⋮
- VL 11
  - **Modelling structure**
    - (simplified) Class & Object diagrams
    - (simplified) Object Constraint Logic (OCL)
- ⋮
- VL 12
  - **Principles of Design**
    - modularity, separation of concerns
    - information hiding and data encapsulation
    - abstract data types, object orientation
- ⋮
- VL 13
  - **Design Patterns**
  - **Modelling behaviour**
    - Communicating Finite Automata (CFA)
    - Uppaal query language
    - CFA vs. Software
- ⋮
- VL 14
  - **Unified Modelling Language (UML)**
    - basic state-machines
    - an outlook on hierarchical state-machines
- ⋮
- **Model-driven/-based Software Engineering**

# From Abstract to Concrete Syntax



$$\mathcal{S} = (\mathcal{T}, \mathcal{C}, V, atr, F, mth)$$

- $\mathcal{T} = \{Int, Bool\}$
- $\mathcal{C} = \{C, D\}$
- $V = \{x: Int, p: C_{0,1}, n: C_*\}$
- $atr = \{C \mapsto \{n, p\}, D \mapsto \{x, p\}\}$
- $F = \{f: Int \rightarrow Bool, \dots\}$
- $mth = \{C \mapsto \emptyset, \dots, get\_x\}$

# Basic Object System Structure Example

**Wanted:** a structure for signature

$$\mathcal{S}_0 = (\{Int, Bool\}, \{C, D\}, \{x : Int, p : C_{0,1}, n : C_*\}, \{C \mapsto \{p, n\}, D \mapsto \{p, x\}\}, \\ \{f : Int \rightarrow Bool, get\_x : Int\}, \{C \mapsto \emptyset, D \mapsto \{f, get\_x\}\})$$

A structure  $\mathcal{D}$  maps

- $\tau \in \mathcal{T}$  to **some**  $\mathcal{D}(\tau)$ ,  $C \in \mathcal{C}$  to **some** identities  $\mathcal{D}(C)$  (infinite, pairwise disjoint),
- $C_*$  and  $C_{0,1}$  for  $C \in \mathcal{C}$  to  $\mathcal{D}(C_{0,1}) = \mathcal{D}(C_*) = 2^{\mathcal{D}(C)}$ .

$$\begin{aligned} \mathcal{D}(Int) &= \mathbb{Z} \\ \mathcal{D}(C) &= \mathbb{N} \times \{C\} = \{1_C, 2_C, 3_C, \dots\} \\ \mathcal{D}(D) &= \mathbb{N} \times \{D\} = \{1_D, 2_D, 3_D, \dots\} \\ \mathcal{D}(C_{0,1}) = \mathcal{D}(C_*) &= 2^{\mathcal{D}(C)} \\ \mathcal{D}(D_{0,1}) = \mathcal{D}(D_*) &= 2^{\mathcal{D}(D)} \end{aligned}$$

$$\mathcal{D}' : \begin{cases} \{3, 17, 25\} \\ \{\bullet, \triangle, \square, \dots\} \\ \{a, aa, aaa, \dots\} \end{cases}$$

# System State Examples

$$\begin{aligned} \mathcal{S}_0 = & (\{Int, Bool\}, \{C, D\}, \{x : Int, p : C_{0,1}, n : C_*\}, \{C \mapsto \{p, n\}, D \mapsto \{p, x\}\}, \\ & \{f : Int \rightarrow Bool, get\_x : Int\}, \{C \mapsto \emptyset, D \mapsto \{f, get\_x\}\}) \\ \mathcal{D}(Int) = & \mathbb{Z}, \quad \mathcal{D}(C) = \{1_C, 2_C, 3_C, \dots\}, \quad \mathcal{D}(D) = \{1_D, 2_D, 3_D, \dots\} \end{aligned}$$

A system state is a partial function  $\sigma : \mathcal{D}(\mathcal{C}) \rightarrow (V \rightarrow (\mathcal{D}(\mathcal{T}) \cup \mathcal{D}(\mathcal{C}_*)))$  such that

- $\text{dom}(\sigma(u)) = \text{atr}(C)$ ,
- $\sigma(u)(v) \in \mathcal{D}(\tau)$  if  $v : \tau, \tau \in \mathcal{T}$ ,
- $\sigma(u)(v) \in \mathcal{D}(C_*)$  if  $v : D_*$  or  $v : D_{0,1}$  with  $D \in \mathcal{C}$ .

$$\sigma_1 = \left\{ \underbrace{2_C}_{\mathcal{D}(C)} \mapsto \{p \mapsto \{2_C\}, n \mapsto \emptyset\}, \underbrace{1_D}_{\text{link}} \mapsto \{p \mapsto \{2_C\}, x \mapsto 2_C\} \right\}$$

$$\sigma_2 = \emptyset$$

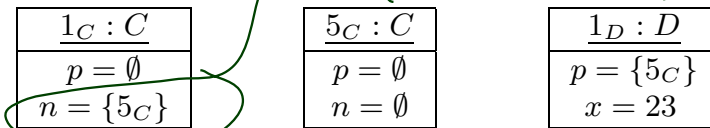
$$\sigma_3 = \left\{ 5_C \mapsto \{p \mapsto \{3_C\}, n \mapsto \emptyset\} \right\} \checkmark$$

# Object Diagrams

$$\mathcal{S}_0 = (\{Int, Bool\}, \{C, D\}, \{x : Int, p : C_{0,1}, n : C_*\}, \{C \mapsto \{p, n\}, D \mapsto \{p, x\}\}, \\ \{f : Int \rightarrow Bool, get\_x : Int\}, \{C \mapsto \emptyset, D \mapsto \{f, get\_x\}\}), \quad \mathcal{D}(Int) = \mathbb{Z}$$

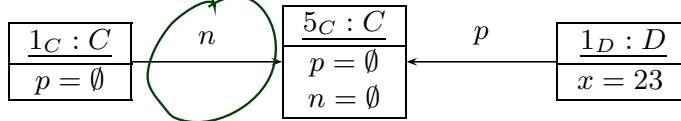
$$\sigma = \{1_C \mapsto \{p \mapsto \emptyset, n \mapsto \{5_C\}\}, 5_C \mapsto \{p \mapsto \emptyset, n \mapsto \emptyset\}, 1_D \mapsto \{p \mapsto \{5_C\}, x \mapsto 23\}\}$$

- We may **represent**  $\sigma$  graphically as follows:

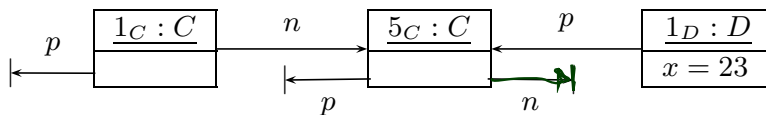


This is an **object diagram**.

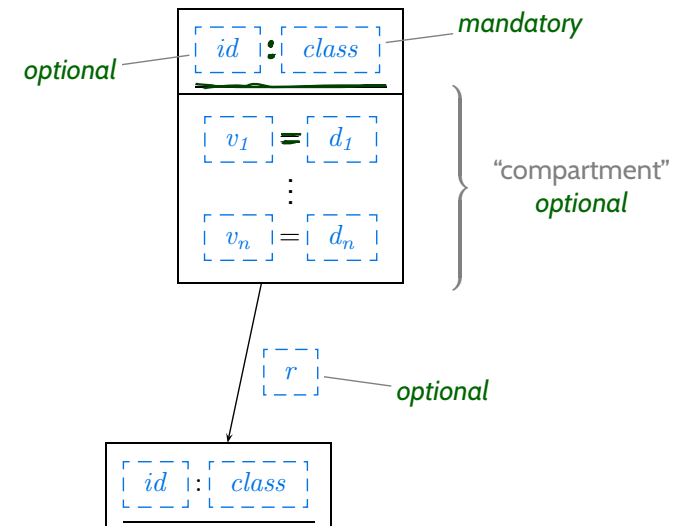
- Alternative notation:



- Alternative **non-standard** notation:



## Concrete Syntax:



- **Object Diagrams Cont'd**
  - dangling references
  - partial vs. complete
  - object diagrams at work

- **Proto-OCL**
  - syntax, semantics
  - Proto-OCL vs. OCL
  - Putting It All Together:  
Proto-OCL vs. Software

## *Object Diagrams Cont'd*



# Special Case: Dangling Reference

## Definition.

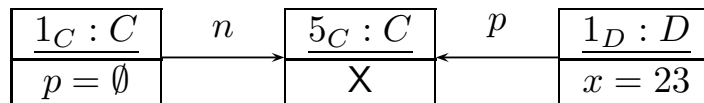
Let  $\sigma \in \Sigma_{\mathcal{D}}$  be a system state and  $u \in \text{dom}(\sigma)$  an alive object of class  $C$  in  $\sigma$ .

We say  $r \in \text{atr}(C)$  is a **dangling reference** in  $u$  if and only if  $r : C_{0,1}$  or  $r : C_*$  and  $u$  refers to a **non-alive** object via  $r$ , i.e.

$$\langle \sigma(u) \rangle(r) \notin \text{dom}(\sigma).$$

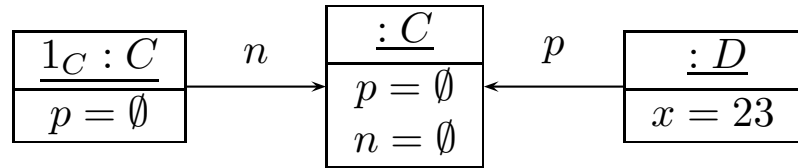
## Example:

- $\sigma = \{1_C \mapsto \{p \mapsto \emptyset, n \mapsto \{5_C\}\}, 1_D \mapsto \{p \mapsto \{5_C\}, x \mapsto 23\}\}$
- Object diagram representation:



# Special Case: Anonymous Objects

If the object diagram




is considered as **complete**, then it denotes the set of all system states

$$\{1_C \mapsto \{p \mapsto \emptyset, n \mapsto \{c\}\}, \boxed{c} \mapsto \{p \mapsto \emptyset, n \mapsto \emptyset\}, \boxed{d} \mapsto \{p \mapsto \{c\}, x \mapsto 23\}\}$$

where  $c \in \mathcal{D}(C)$ ,  $d \in \mathcal{D}(D)$ ,  $c \neq 1_C$ .

**Intuition:** different boxes represent different objects.

- **Object Diagrams Cont'd**

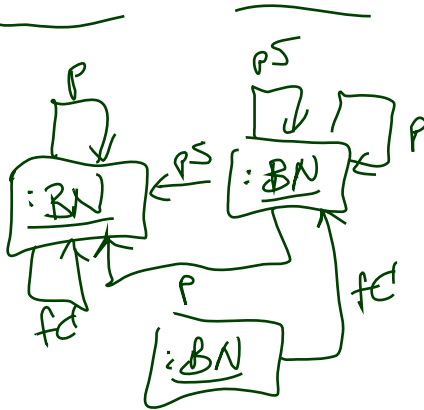
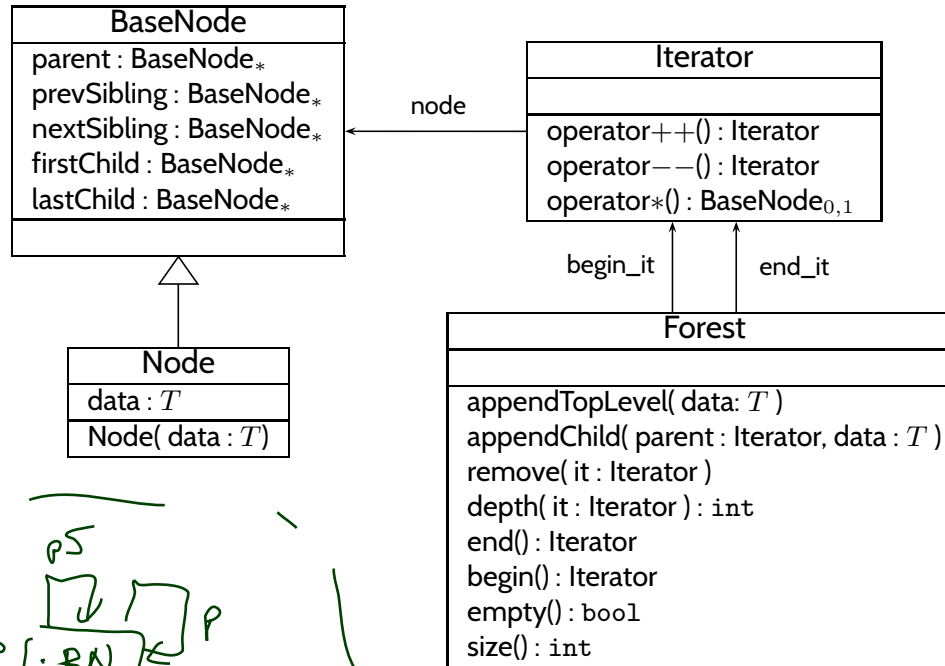
- dangling references
  - partial vs. complete
  - object diagrams at work
- 

- **Proto-OCL**

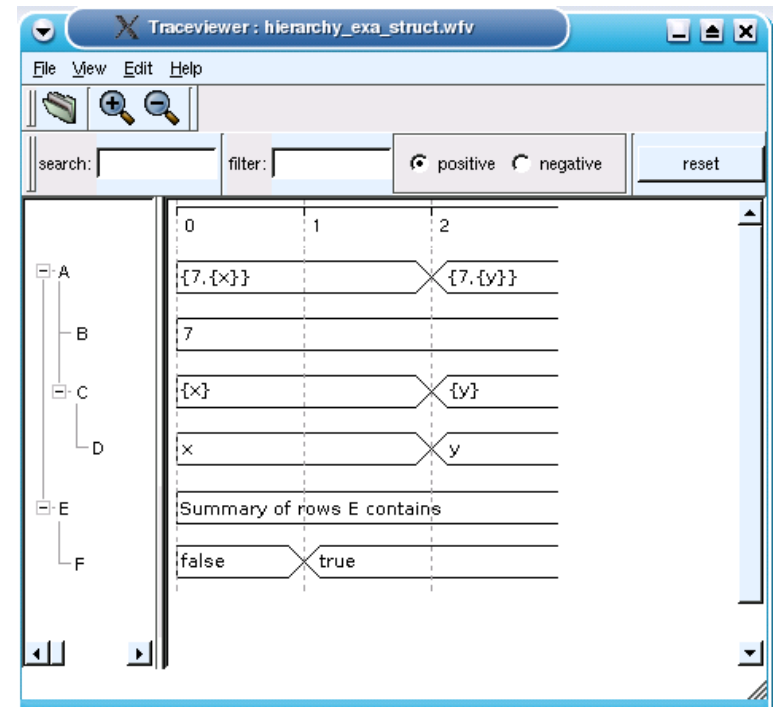
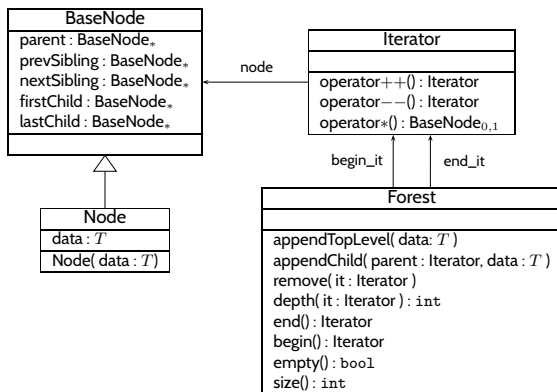
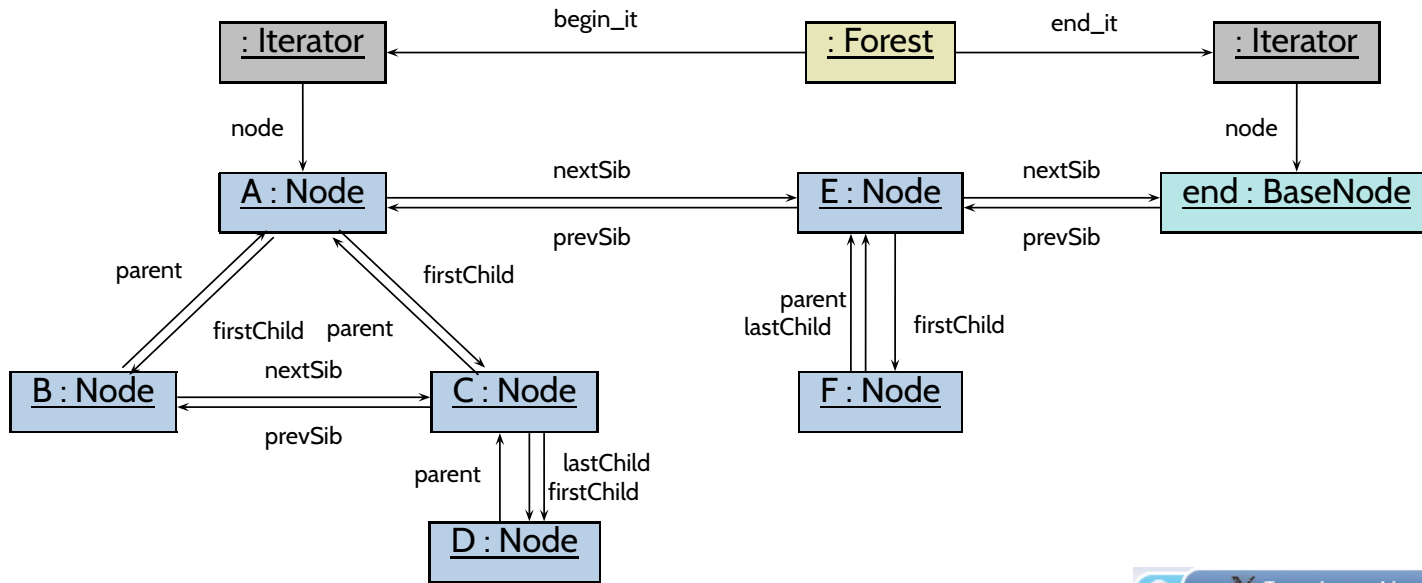
- syntax, semantics
- Proto-OCL vs. OCL
- Putting It All Together:  
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# *Object Diagrams at Work*

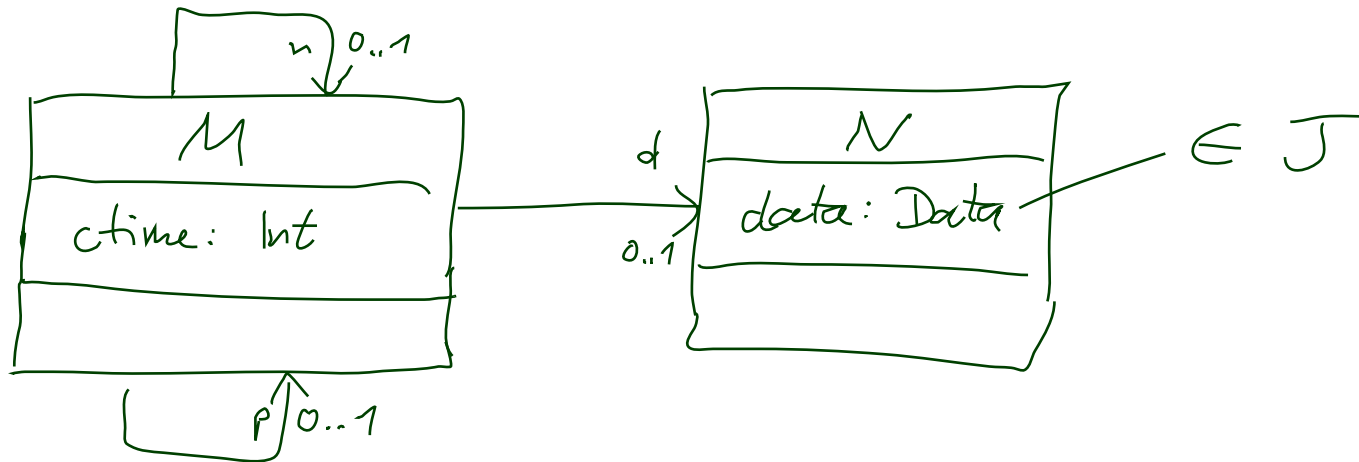
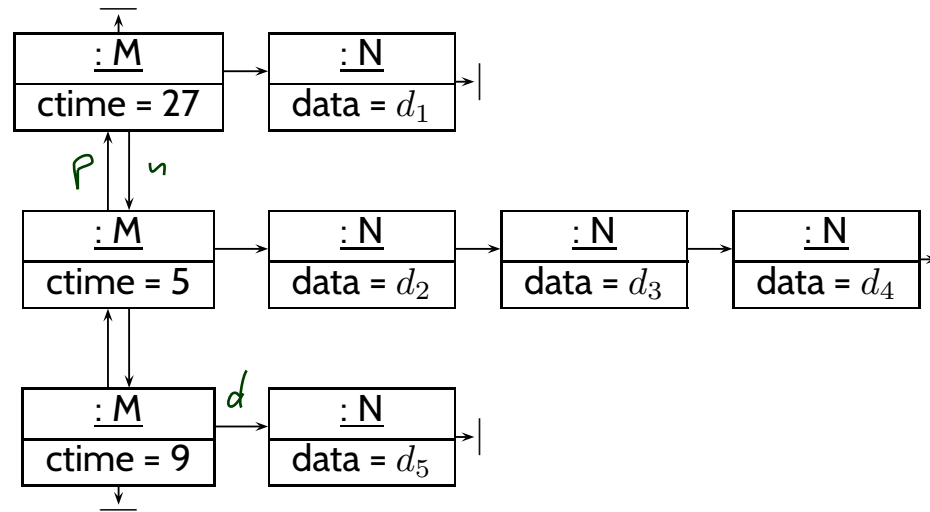
# Example: Data Structure (Schumann et al., 2008)



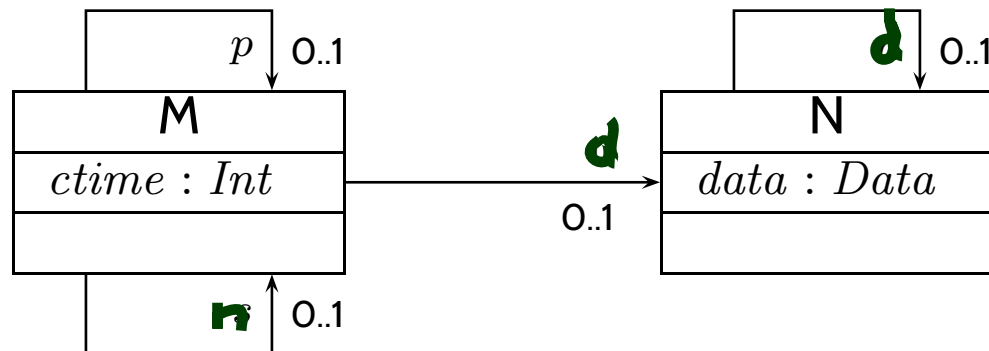
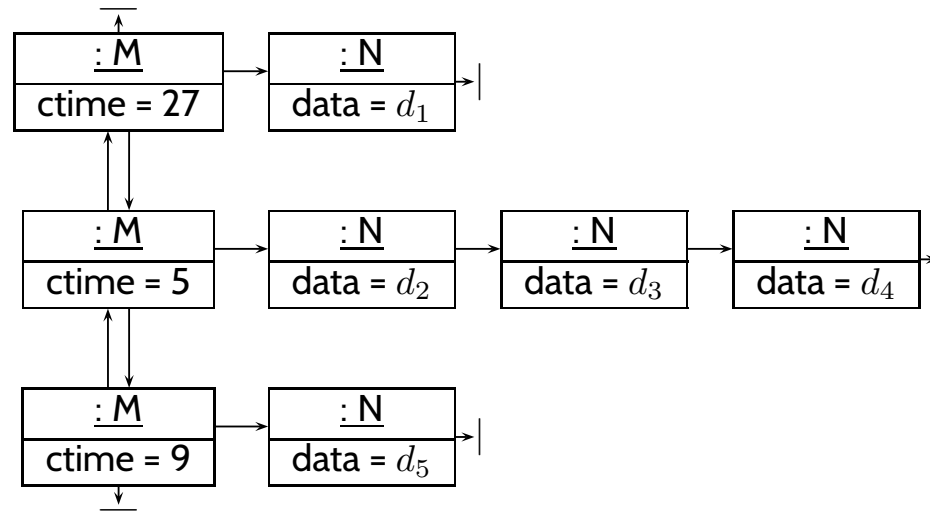
# Example: Illustrative Object Diagram (Schumann et al., 2008)



# Object Diagrams for Structural Analysis



# Object Diagrams for Structural Analysis





- **Object Diagrams Cont'd**

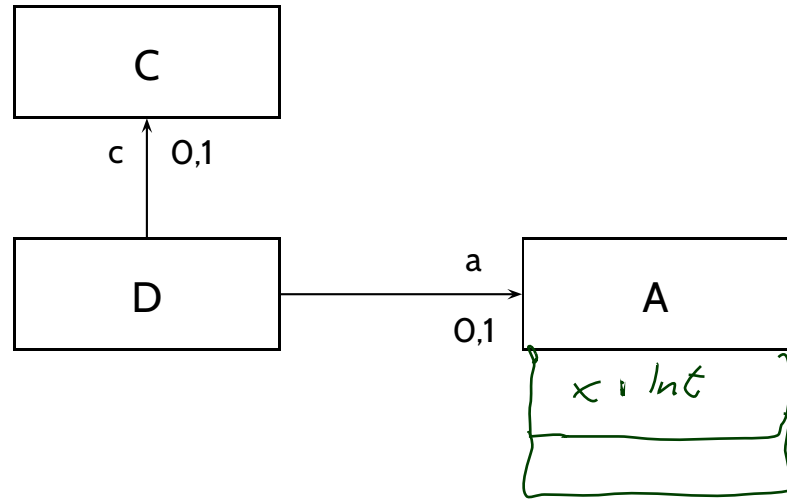
- dangling references
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- **Proto-OCL**

- syntax, semantics
- Proto-OCL vs. OCL
- Putting It All Together:  
Proto-OCL vs. Software

*Towards Object Constraint Logic (OCL)*  
— “Proto-OCL” —

# Motivation

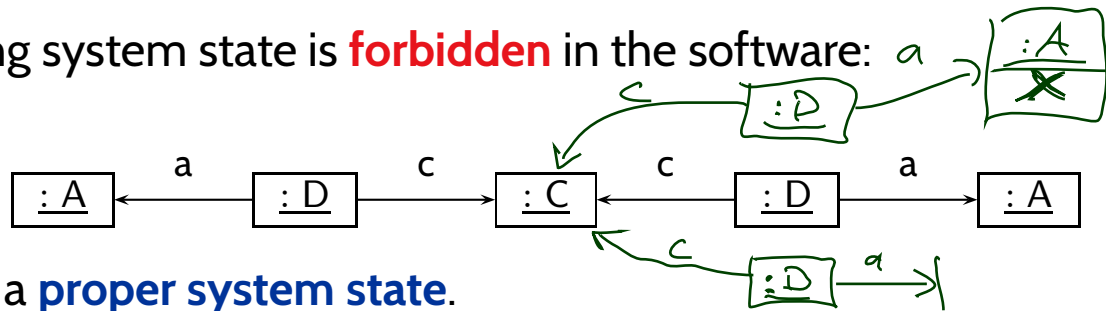


- How do I **precisely, formally** tell **my developers** that

|| All D-instances having a link to the same C object must have links to the same A.

$x(a(d_1))$

- That is, the following system state is **forbidden** in the software:



Note: formally, it is a **proper system state**.

- Use **(Proto-)OCL**: “Dear developers, please only use system states which satisfy:”

||  $\forall d_1 \in allInstances_D \bullet \forall d_2 \in allInstances_D \bullet c(d_1) = c(d_2) \implies a(d_1) = a(d_2)$

# Constraints on System States: Proto-OCL Syntax

$C$
$x : Int$

- **Example:** for all  $C$ -instances,  $x$  should never have the value 27.

$$\forall c \in allInstances_C \bullet x(c) \neq 27$$

**Definition. Proto-OCL Formulae** wrt. signature  $(\mathcal{I}, \mathcal{C}, V, atr, F, mth)$   
 ( $c$  is a **logical variable**,  $C \in \mathcal{C}$ ):

$$\begin{array}{l}
 F ::= c \quad : \tau_C \\
 | \quad allInstances_{\underline{C}} \quad : 2^{\tau_C} \\
 | \quad v(F) \quad : \tau_C \rightarrow \tau_{\perp}, \quad \text{if } v : \tau \in atr(C), \tau \in \mathcal{I} \\
 | \quad v(F) \quad : \tau_C \rightarrow \tau_D, \quad \text{if } v : D_{0,1} \in atr(C) \\
 | \quad v(F) \quad : \tau_C \rightarrow 2^{\tau_D}, \quad \text{if } v : D_* \in atr(C) \\
 | \quad f(F_1, \dots, F_n) \quad : \tau_1 \times \dots \times \tau_n \rightarrow \tau, \quad \text{if } f : \tau_1 \times \dots \times \tau_n \rightarrow \tau \\
 | \quad \forall \underline{c} \in \underline{F_1} \bullet \underline{F_2} \quad : \tau_C \times 2^{\tau_C} \times \mathbb{B}_{\perp} \rightarrow \mathbb{B}_{\perp}
 \end{array}$$

- The formula above in **prefix normal form**:  $\forall c \in allInstances_C \bullet \neq(x(c), 27)$

# Semantics

- **Proto-OCL Types:**

- $\mathcal{I}[\tau_C] = \mathcal{D}(C) \dot{\cup} \{\perp\}$ ,  $\mathcal{I}[\tau_\perp] = \mathcal{D}(\tau) \dot{\cup} \{\perp\}$ ,  $\mathcal{I}[2^{\tau_C}] = \mathcal{D}(C_*) \dot{\cup} \{\perp\}$
- $\mathcal{I}[\mathbb{B}_\perp] = \{true, false\} \dot{\cup} \{\perp\}$ ,  $\mathcal{I}[\mathbb{Z}_\perp] = \mathbb{Z} \dot{\cup} \{\perp\}$

$\perp \neq true, \perp \neq false$

- **Functions:**

- We assume  $f_{\mathcal{I}}$  given for each function symbol  $f$  ( $\rightarrow$  in a minute).

- **Proto-OCL Semantics** (interpretation function):

$$\mathcal{I}[\cdot](\cdot, \cdot) : \text{Proto-OCL-Formulae} \times \Sigma_{\mathcal{D}}^{\mathcal{D}} \times B \rightarrow \{true, false, \perp\}$$

sys. state      valuation of logical variables

- $\mathcal{I}[c](\sigma, \beta) = \beta(c)$  (assuming  $\beta$  is a type-consistent valuation of the logical variables),
- $\mathcal{I}[allInstances_C](\sigma, \beta) = \text{dom}(\sigma) \cap \mathcal{D}(C)$ ,
- $\mathcal{I}[v(F)](\sigma, \beta) = \begin{cases} (\sigma(\mathcal{I}[F](\sigma, \beta)))(v) & , \text{if } \mathcal{I}[F](\sigma, \beta) \in \text{dom}(\sigma) \\ \perp & , \text{otherwise} \end{cases}$  (if not  $v : C_{0,1}$ )
- $\mathcal{I}[v(F)](\sigma, \beta) = \begin{cases} \underline{u'} & , \text{if } \mathcal{I}[F](\sigma, \beta) \in \text{dom}(\sigma) \text{ and } \sigma(\mathcal{I}[F](\sigma, \beta))(v) = \{u'\} \\ \perp & , \text{otherwise} \end{cases}$  (if  $v : C_{0,1}$ )
- $\mathcal{I}[f(F_1, \dots, F_n)](\sigma, \beta) = \underline{f_{\mathcal{I}}}(\mathcal{I}[F_1](\sigma, \beta), \dots, \mathcal{I}[F_n](\sigma, \beta))$ ,
- $\mathcal{I}[\forall c \in F_1 \bullet F_2](\sigma, \beta) = \begin{cases} true & , \text{if } \mathcal{I}[F_2](\sigma, \beta[c := u]) = true \text{ for all } u \in \mathcal{I}[F_1](\sigma, \beta) \\ false & , \text{if } \mathcal{I}[F_2](\sigma, \beta[c := u]) = false \text{ for some } u \in \mathcal{I}[F_1](\sigma, \beta) \\ \perp & , \text{otherwise} \end{cases}$

# Semantics Cont'd

- Proto-OCL is a **three-valued** logic: a formula evaluates to *true*, *false*, or  $\perp$ .
- Example:**  $\wedge_{\mathcal{I}}(\cdot, \cdot) : \{true, false, \perp\} \times \{true, false, \perp\} \rightarrow \{true, false, \perp\}$  is defined as follows:

$x_1$	<i>true</i>	<i>true</i>	<i>true</i>	<i>false</i>	<i>false</i>	<i>false</i>	$\perp$	$\perp$	$\perp$
$x_2$	<i>true</i>	<i>false</i>	$\perp$	<i>true</i>	<i>false</i>	$\perp$	<i>true</i>	<i>false</i>	$\perp$
$\wedge_{\mathcal{I}}(x_1, x_2)$	<i>true</i>	<i>false</i>	$\perp$	<i>false</i>	<i>false</i>	<i>false</i>	$\perp$	<i>false</i>	$\perp$

We assume common logical connectives  $\neg, \wedge, \vee, \dots$  with canonical 3-valued interpretation.

- Example:**  $+\mathcal{I}(\cdot, \cdot) : (\mathbb{Z} \dot{\cup} \{\perp\}) \times (\mathbb{Z} \dot{\cup} \{\perp\}) \rightarrow \mathbb{Z} \dot{\cup} \{\perp\}$

$$+\mathcal{I}(x_1, x_2) = \begin{cases} x_1 + x_2 & , \text{if } x_1 \neq \perp \text{ and } x_2 \neq \perp \\ \perp & , \text{otherwise} \end{cases}$$

We assume common arithmetic operations  $-, /, *, \dots$

and relation symbols  $>, <, \leq, \dots$  with **monotone** 3-valued interpretation.

- And we assume the special unary function symbol *isUndefined*:

$$isUndefined_{\mathcal{I}}(x) = \begin{cases} true & , \text{if } x = \perp, \\ false & , \text{otherwise} \end{cases}$$

*isUndefined* <sub>$\mathcal{I}$</sub>  is **definite**: it never yields  $\perp$ .

# Example: Evaluate Formula for System State



$$\forall c \in allInstances_C \bullet x(c) \neq 27$$

- Recall **prefix notation**:  $\forall c \in allInstances_C \bullet \neq(x(c), 27)$

**Note:**  $\neq$  is a binary function symbol, 27 is a 0-ary function symbol.

- Example:**

$\mathcal{I}[\forall c \in allInstances_C \bullet \neq(x(c), 27)](\sigma, \emptyset) = true$ , because...

$$\mathcal{I}[\neq(x(c), 27)](\sigma, \beta), \quad \beta := \emptyset[c := 1_C] = \{c \mapsto 1_C\}$$

=

# Example: Evaluate Formula for System State

$$\sigma : \frac{1_C : C}{x = 13}$$

C
$x : Int$

$$\forall c \in allInstances_C \bullet x(c) \neq 27$$

- Recall **prefix notation**:  $\forall c \in allInstances_C \bullet \neq(x(c), 27)$

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$$\mathcal{I}[\neq(x(c), 27)](\sigma, \beta), \quad \beta := \emptyset[c := 1_C] = \{c \mapsto 1_C\}$$

$$= \neq_{\mathcal{I}}(\mathcal{I}[x(c)](\sigma, \beta), \mathcal{I}[27](\sigma, \beta))$$

$$= \neq_{\mathcal{I}}(\sigma(\mathcal{I}[c](\sigma, \beta))(x), 27_{\mathcal{I}})$$

$$= \neq_{\mathcal{I}}(\underbrace{\sigma(\beta(c))}_{\sigma(1_C)}(x), 27_{\mathcal{I}})$$

$$= \underbrace{\sigma(1_C)}(x)$$



# Example: Evaluate Formula for System State



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$$\mathcal{I}[\neq(x(c), 27)](\sigma, \beta), \quad \beta := \emptyset[c := 1_C] = \{c \mapsto 1_C\}$$

$$= \neq_{\mathcal{I}}(\mathcal{I}[x(c)](\sigma, \beta), \mathcal{I}[27](\sigma, \beta))$$

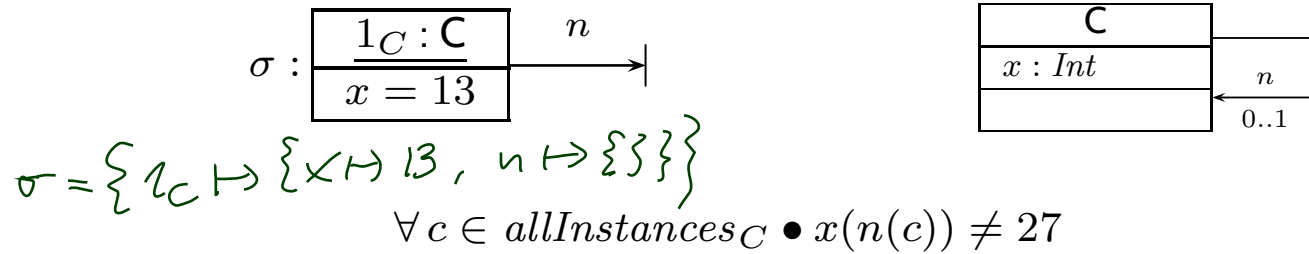
$$= \neq_{\mathcal{I}}(\sigma(\mathcal{I}[c](\sigma, \beta))(x), 27_{\mathcal{I}})$$

$$= \neq_{\mathcal{I}}(\sigma(\beta(c))(x), 27_{\mathcal{I}})$$

$$= \neq_{\mathcal{I}}(\sigma(1_C)(x), 27_{\mathcal{I}})$$

$$= \neq_{\mathcal{I}}(13, 27) = true \quad \dots \text{and } 1_C \text{ is the only } C\text{-object in } \sigma: \mathcal{I}[allInstances_C](\sigma, \emptyset) = \{1_C\}.$$

# More Interesting Example



- Similar to the previous slide, we need the value of

$$\mathcal{I}[x(n(c))](\sigma, \beta), \beta = \{c \mapsto 1_C\}$$

- $\mathcal{I}[c](\sigma, \beta) = \beta(c) = 1_C$
- $\mathcal{I}[n(c)](\sigma, \beta) = \perp$  since  $\sigma(\mathcal{I}[c](\sigma, \beta))(n) = \emptyset \neq \{u'\}$  by rule

$$\mathcal{I}[v(F)](\sigma, \beta) = \begin{cases} u' & , \text{if } \mathcal{I}[F](\sigma, \beta) \in \text{dom}(\sigma) \text{ and } \sigma(\mathcal{I}[F](\sigma, \beta))(v) = \{u'\} \\ \perp & , \text{otherwise} \end{cases} \quad (\text{if } v : C_{0,1})$$

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$$\mathcal{I}[v(F)](\sigma, \beta) = \begin{cases} \sigma(\mathcal{I}[F](\sigma, \beta))(v) & , \text{if } \mathcal{I}[F](\sigma, \beta) \in \text{dom}(\sigma) \\ \perp & , \text{otherwise} \end{cases} \quad (\text{if not } v : C_{0,1})$$

# More Interesting Example



$$\forall c \in allInstances_C \bullet x(n(c)) \neq 27$$

- Similar to the previous slide, we need the value of

$$\mathcal{I}[x(n(c))](\sigma, \beta), \beta = \{c \mapsto 1_C\}$$

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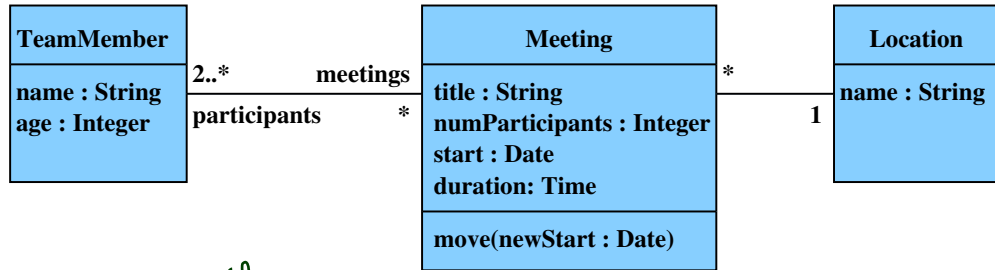
# *Object Constraint Language (OCL)*

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OCL is the same – just with less readable (?) syntax.

Literature: (OMG, 2006; Warmer and Kleppe, 1999).

# Examples (from lecture "Softwaretechnik 2008")

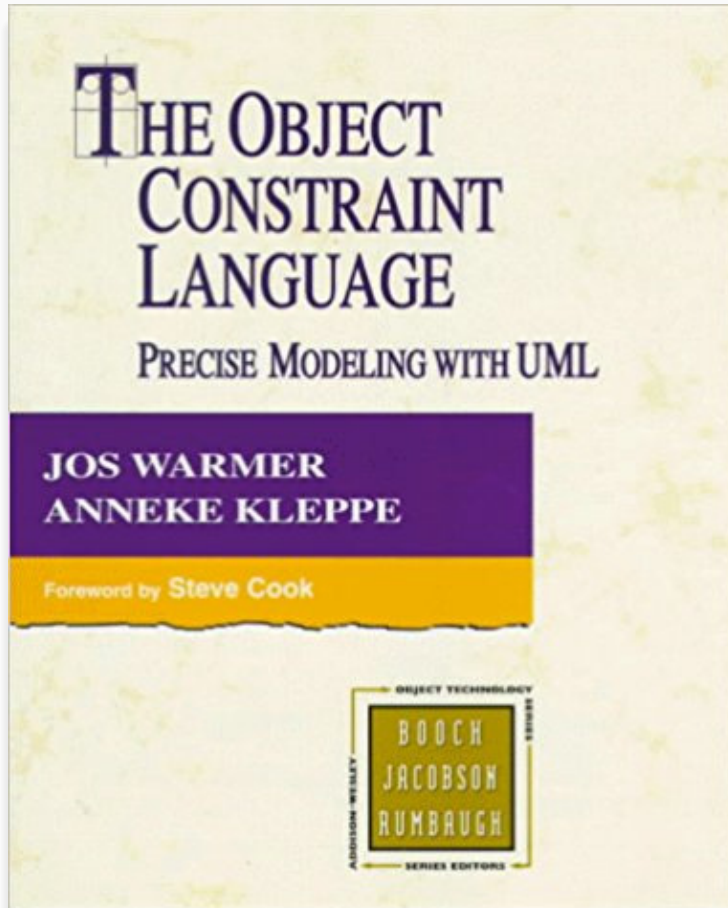


- **context** Meeting  
    • **inv:** self.participants->size() = self.numParticipants
- **context** Location  
    • **inv:** name="Lobby" **implies** meeting->isEmpty()

Navigation icons: back, forward, search, etc.

Prof. Dr. P. Thiemann, <http://proglang.informatik.uni-freiburg.de/teaching/swt/2008/>

$\forall self \in \text{all instances}_{Meeting}$  •  $size(participants(self)) = numParticipants(self)$



Date: May 2006

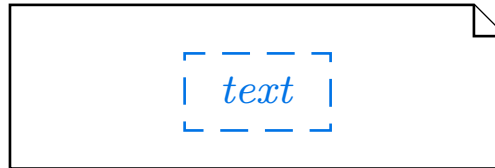
Object Constraint Language  
OMG Available Specification  
Version 2.0

formal/06-05-01



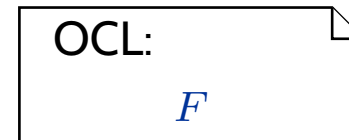
# Where To Put OCL Constraints?

- **Notes:** A UML **note** is a diagram element of the form

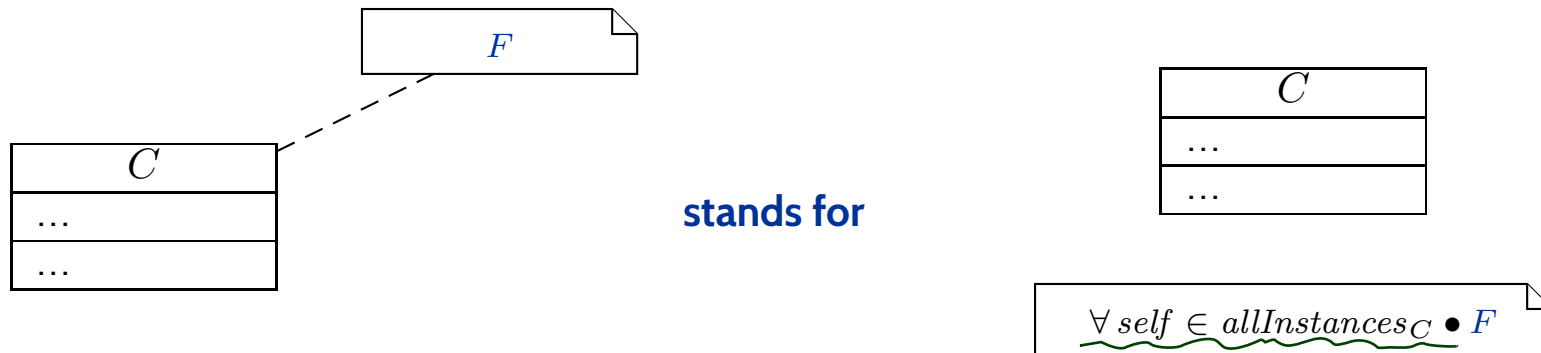


*text* can principally be **everything**, in particular **comments** and **constraints**.

**Sometimes**, content is **explicitly classified** for clarity:



- **Conventions:**



- **Object Diagrams Cont'd**

- └ (● dangling references
- └ (● partial vs. complete
- └ (● object diagrams at work

- **Proto-OCL**

- └ (● syntax, semantics
- └ (● Proto-OCL vs. OCL ✓
- └ (● Putting It All Together:  
Proto-OCL vs. Software



# *Putting It All Together*

# Modelling Structure with Class Diagrams

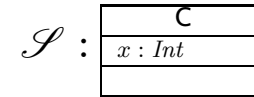
**Definition. Software** is a finite description  $S$  of a (possibly infinite) set  $\llbracket S \rrbracket$  of (finite or infinite) **computation paths** of the form  $\sigma_0 \xrightarrow{\alpha_1} \sigma_1 \xrightarrow{\alpha_2} \sigma_2 \dots$  where

- $\sigma_i \in \Sigma, i \in \mathbb{N}_0$ , is called **state** (or **configuration**), and
- $\alpha_i \in A, i \in \mathbb{N}_0$ , is called **action** (or **event**).

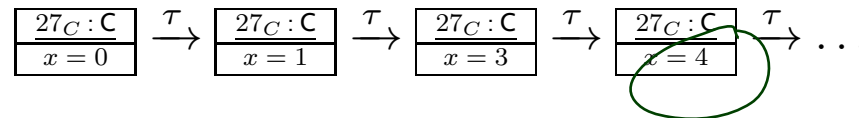
The (possibly partial) function  $\llbracket \cdot \rrbracket : S \mapsto \llbracket S \rrbracket$  is called **interpretation** of  $S$ .

- The set of **states**  $\Sigma$  could be the set of **system states** as defined by a class diagram, e.g.

$$\Sigma := \Sigma_{\mathcal{D}}^{\mathcal{S}}$$



- A corresponding **computation path** of a software  $S$  could be



- If a requirement is formalised by the Proto-OCL constraint

$$F = \forall c \in allInstances_C \bullet x(c) < 4$$

then  $S$  **does not** satisfy the requirement.

# More General: Software vs. Proto-OCL

- Let  $\mathcal{S}$  be an **object system signature** and  $\mathcal{D}$  a **structure**.

- Let  $S$  be a **software** with

- states  $\Sigma \subseteq \Sigma_{\mathcal{D}}$ , and
- **computation paths**  $\llbracket S \rrbracket$ .

- Let  $F$  be a Proto-OCL constraint over  $\mathcal{S}$ .

- We say  $\llbracket S \rrbracket$  **satisfies**  $F$ , denoted by  $\llbracket S \rrbracket \models F$ , if and only if for all

$$\sigma_0 \xrightarrow{\alpha_1} \sigma_1 \xrightarrow{\alpha_2} \sigma_2 \cdots \in \llbracket S \rrbracket$$

and all  $i \in \mathbb{N}_0$ ,


$$\mathcal{I}\llbracket F \rrbracket(\sigma_i, \emptyset) = \text{true}.$$

- We say  $\llbracket S \rrbracket$  **does not satisfy**  $F$ , denoted by  $\llbracket S \rrbracket \not\models F$ , if and only if there exists

$$\sigma_0 \xrightarrow{\alpha_1} \sigma_1 \xrightarrow{\alpha_2} \sigma_2 \cdots \in \llbracket S \rrbracket \text{ and } i \in \mathbb{N}_0, \text{ such that } \mathcal{I}\llbracket F \rrbracket(\sigma_i, \emptyset) = \text{false}.$$

- **Note:**  $\neg(\llbracket S \rrbracket \not\models F)$  does not imply  $\llbracket S \rrbracket \models F$ .

# Topic Area Architecture & Design: Content



VL 10	<ul style="list-style-type: none"><li>● <b>Introduction and Vocabulary</b></li><li>● <b>Software Modelling</b><ul style="list-style-type: none"><li>● model; views / viewpoints; 4+1 view</li></ul></li></ul>
⋮	
VL 11	<ul style="list-style-type: none"><li>● <b>Modelling structure</b><ul style="list-style-type: none"><li>● (simplified) Class &amp; Object diagrams</li><li>● (simplified) Object Constraint Logic (OCL)</li></ul></li></ul>
⋮	
VL 12	<ul style="list-style-type: none"><li>● <b>Principles of Design</b><ul style="list-style-type: none"><li>● modularity, separation of concerns</li><li>● information hiding and data encapsulation</li><li>● abstract data types, object orientation</li></ul></li><li>● <b>Design Patterns</b></li></ul>
⋮	
VL 13	<ul style="list-style-type: none"><li>● <b>Modelling behaviour</b><ul style="list-style-type: none"><li>● Communicating Finite Automata (CFA)</li><li>● Uppaal query language</li><li>● CFA vs. Software</li></ul></li></ul>
⋮	
VL 14	<ul style="list-style-type: none"><li>● <b>Unified Modelling Language (UML)</b><ul style="list-style-type: none"><li>● basic state-machines</li><li>● an outlook on hierarchical state-machines</li></ul></li><li>● <b>Model-driven/-based Software Engineering</b></li></ul>
⋮	

# Tell Them What You've Told Them...

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- **Class Diagrams** can be used to **graphically**
  - visualise code,
  - define an **object system structure**  $\mathcal{S}$ .
- An **Object System Structure**  $\mathcal{S}$  (together with a structure  $\mathcal{D}$ )
  - defines a set of **system states**  $\Sigma_{\mathcal{S}}^{\mathcal{D}}$ .
- A **System State**  $\sigma \in \Sigma_{\mathcal{S}}^{\mathcal{D}}$ 
  - can be **visualised** by an **object diagram**.
- **Proto-OCL** constraints can be evaluated on **system states**.
- A **software** over  $\Sigma_{\mathcal{S}}^{\mathcal{D}}$  satisfies a **Proto-OCL constraint**  $F$  if and only if  $F$  evaluates to *true* in all system states of all the software's computation paths.

# *References*

# References

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Warmer, J. and Kleppe, A. (1999). *The Object Constraint Language*. Addison-Wesley.