What about non-Active Objects?

Recall:
- We're still working under the assumption that all classes in the class diagram (and thus all objects) are active.
- That is, each object has its own thread of control and is (if stable) at any time ready to process an event from the ether.

But the world doesn't consist of only active objects. For instance, in the crossing controller from the exercises we could wish to have the whole system live in one thread of control. So we have to address questions like:
- Can we send events to a non-active object?
- And if so, when are these events processed?
- etc.

Active and Passive Objects: Nomenclature

[Harel and Gery, 1997] propose the following (orthogonal!) notions:
- A class (and thus the instances of this class) is either active or passive as declared in the class diagram.
- An active object has (in the operating system sense) an own thread: an own program counter, an own stack, etc.
- A passive object doesn't.
- A class is either reactive or non-reactive.
- A reactive class has a (non-trivial) state machine.
- A non-reactive one hasn't.

Which combinations do we understand?

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<th>active</th>
<th>passive</th>
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<td>reactive</td>
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<td>non-reactive</td>
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Passive and Reactive

So why don't we understand passive/reactive?

Assume passive objects $u_1$ and $u_2$, and active object $u$, and that there are events in the ether for all three. Which of them (can) start a run-to-completion step...? Do run-to-completion steps still interleave...?

Reasonable Approaches:
- Avoid — for instance, by requiring that reactive implies active for model well-formedness.
- Requiring for model well-formedness that events are never sent to instances of non-reactive classes.
- Explain — here: (following [Harel and Gery, 1997])
- Delegate all dispatching of events to the active objects.
Passive Reactive Classes

Firstly, establish that each object $u$ knows, via (implicit) link $\text{itsAct}$, the active object $u\text{act}$ which is responsible for dispatching events to $u$.

If $u$ is an instance of an active class, then $u\text{act} = u$.

Sending an event:
• Establish that of each signal we have a version $E \in C$ with an association $\text{dest} = C_0, 1, C \in C$.
• Then $n! E\in u_1 : C_1$ becomes:
  • Create an instance $u_e \in E\in C_2$ and set $u_e$'s $\text{dest} = \sigma(u_1)(n)$.
  • Send to $u_a = \sigma(\sigma(u_1)(n))(\text{itsAct})$, i.e., $\varepsilon' = \varepsilon \oplus (u_a, u_e)$.

Dispatching an event:
• Observation: the ether only has events for active objects.
• Say $u_e$ is ready in the ether for $u_a$.
• Then $u_a$ asks $\sigma(u_e)(\text{dest}) = u_d$ to process $u_e$—and waits until completion of corresponding RTC.
• $u_d$ may in particular discard event.