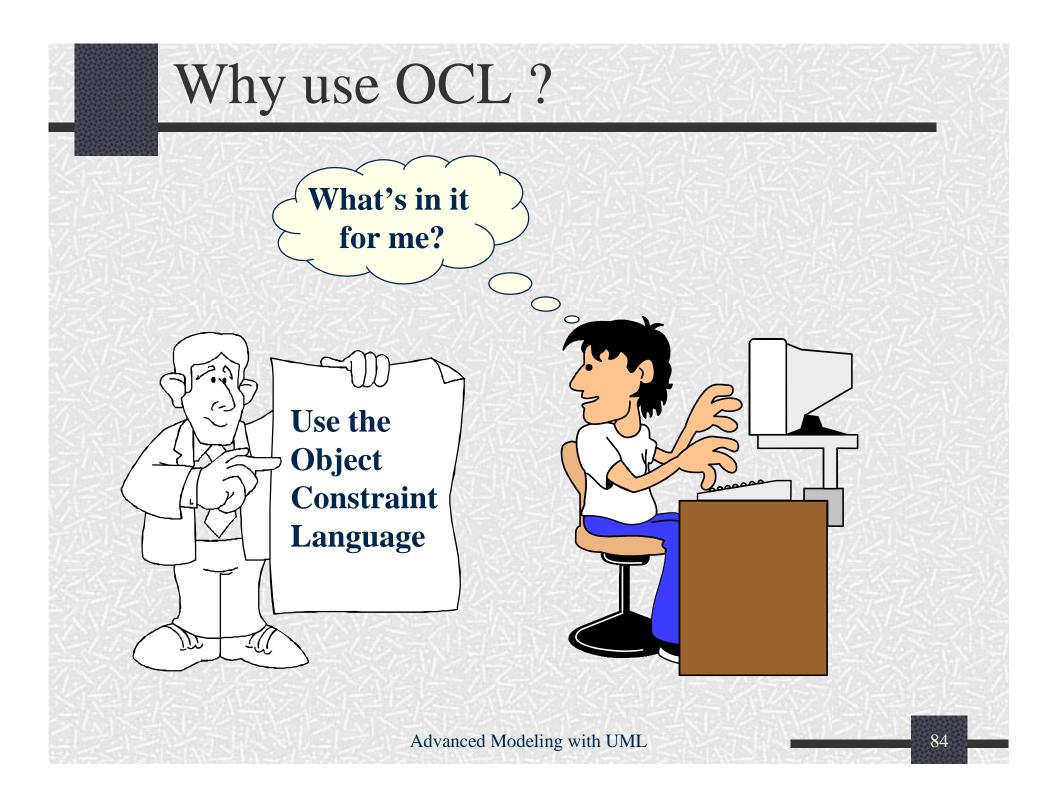
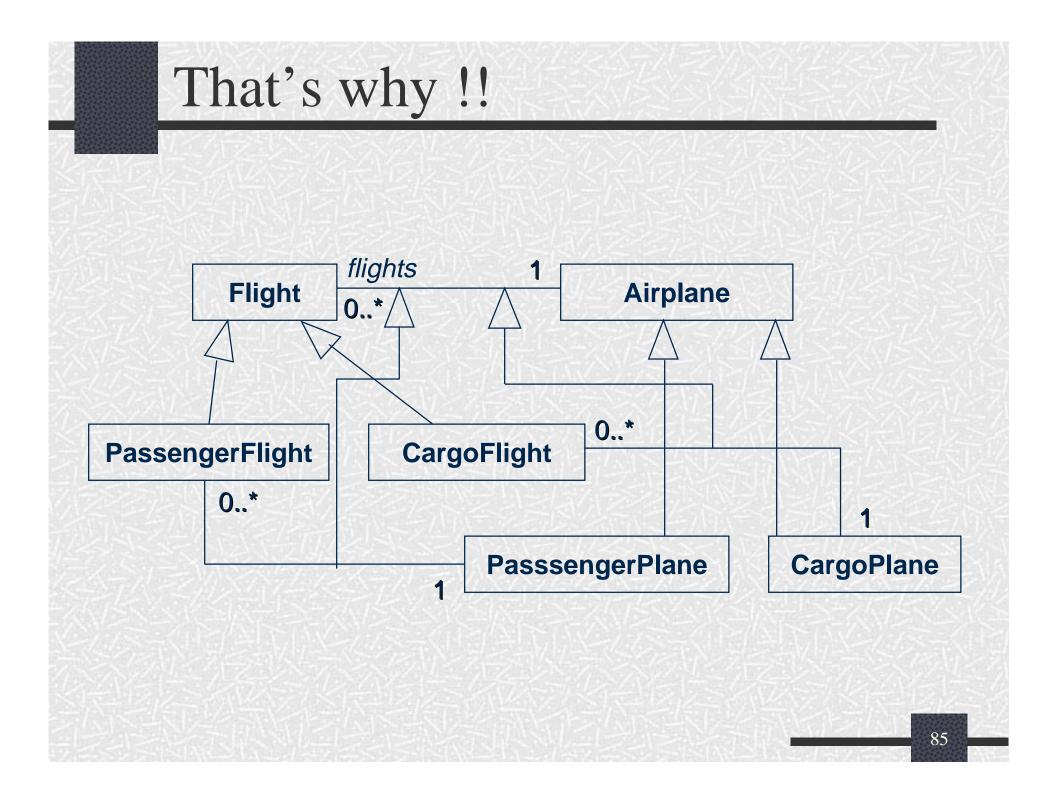
# Advanced Modeling with UML

- Part 1: Model Management
- Part 2: Extension Mechanisms and Profiles
- Part 3: Object Constraint Language (OCL)
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### Overview

- What are constraints
- Core OCL Concepts
- Advanced OCL Concepts
- Wrap up





# Diagram with invariants

Flight	0*	-1<	Airplane
type = enum{cargo, passenger}	flights		type = enum{cargo, passenger}
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context Flight
inv: type = #cargo implies airplane.type = #cargo
inv: type = #passenger implies airplane.type = #passenger

# Definition of constraint

 "A constraint is a restriction on one or more values of (part of) an object-oriented model or system."

# Different kinds of constraints

- Class invariant
  - a constraint that must always be met by all instances of the class
- Precondition of an operation
  - a constraint that must always be true BEFORE the execution of the operation
- Postcondition of an operation
  - a constraint that must always be true AFTER the execution of the operation

# Constraint stereotypes

- UML defines three standard stereotypes for constraints:
  - invariant
  - precondition
  - postcondition

# What is OCL?

- OCL is
  - a textual language to describe constraints
  - the constraint language of the UML
- Formal but easy to use
  - unambiguous
  - no side effects

# Constraints and the UML model

OCL expressions are always bound to a UML model



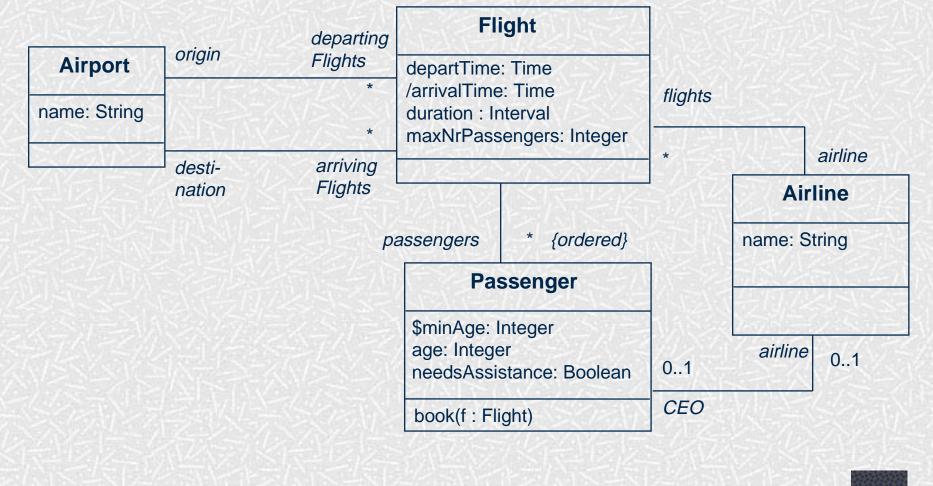
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### Example model



# Constraint context and self

- Every OCL expression is bound to a specific context.
- The context may be denoted within the expression using the keyword 'self'. Who?

Me?

### Notation

- Constraints may be denoted within the UML model or in a separate document.
  - the expression:

context Flight inv: self.duration < 4

is identical to:

context Flight inv: duration < 4

• is identical to:

<<invariant>> duration < 4



# Elements of an OCL expression

- In an OCL expression these elements may be used:
  - basic types: String, Boolean, Integer, Real.
  - classifiers from the UML model and their features
    - attributes, and class attributes
    - query operations, and class query operations
  - associations from the UML model

# Example: OCL basic types

context Airline inv: name.toLower = 'klm'

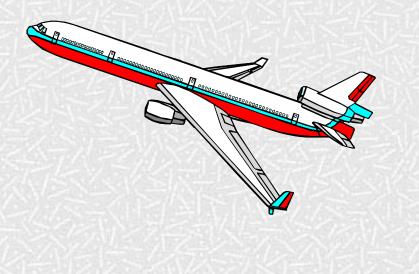
context Passenger inv: age >= ((9.6 - 3.5)\* 3.1).floor implies mature = true

### Model classes and attributes

- "Normal" attributes

   context Flight inv:
   self.maxNrPassengers <= 1000</li>
- Class attributes

   context Passenger inv:
   age >= Passenger.minAge



### Example: query operations

# context Flight inv:

self.departTime.difference(self.arrivalTime) .equals(self.duration)

#### Time

\$midnight: Time month : String day : Integer year : Integer hour : Integer minute : Integer

difference(t:Time):Interval before(t: Time): Boolean plus(d : Interval) : Time

#### Interval

nrOfDays : Integer nrOfHours : Integer nrOfMinutes : Integer

equals(i:Interval):Boolean \$Interval(d, h, m : Integer) : Interval

# Associations and navigations

- Every association is a navigation path.
- The context of the expression is the starting point.
   LEIDSEPLEIN
- Role names are used to identify the navigated association.

## Example: navigations

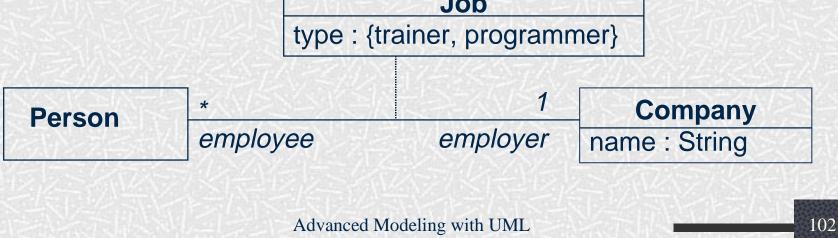
Navigations

context Flight
inv: origin <> destination
inv: origin.name = 'Amsterdam'

context Flight inv: airline.name = 'KLM'

# Association classes

```
context Person inv:
if employer.name = 'Klasse Objecten' then
job.type = #trainer
else
job.type = #programmer
endif
```



# The OCL Collection types

\* .

0

- What are constraints
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   Collections
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X

# Three subtypes to Collection

- Set:
  - arrivingFlights(from the context Airport)
- Bag:
  - arrivingFlights.duration (from the context Airport)
- Sequence:
  - passengers (from the context Flight)



• OCL has a great number of predefined operations on the collections types.

• Syntax:



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# The collect operation

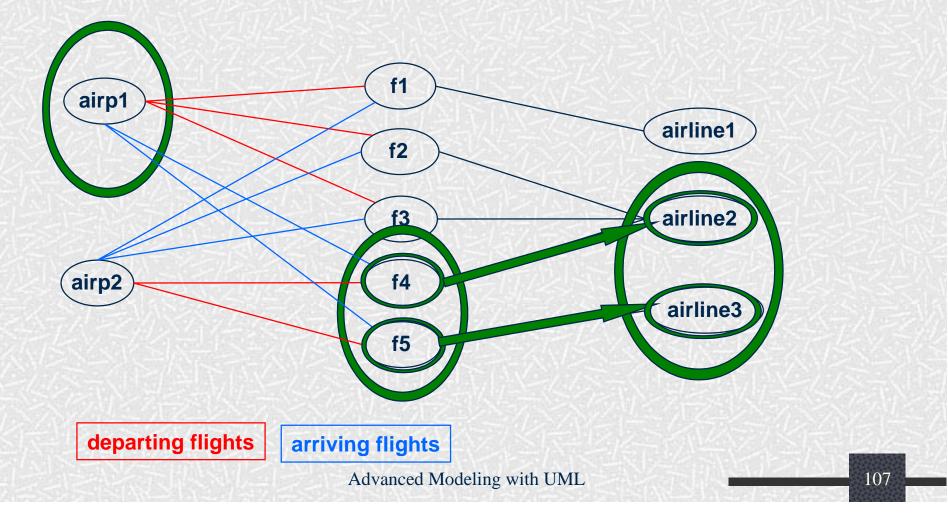
- Syntax: collection->collect(elem : T | expr) collection->collect(elem | expr) collection->collect(expr)
- Shorthand: collection.expr

• The *collect* operation results in the collection of the values resulting evaluating *expr* for all elements in the *collection* 

### Example: collect operation

### context Airport inv:

### self.arrivingFlights->collect(airLine)->notEmpty



### The select operation

• Syntax:

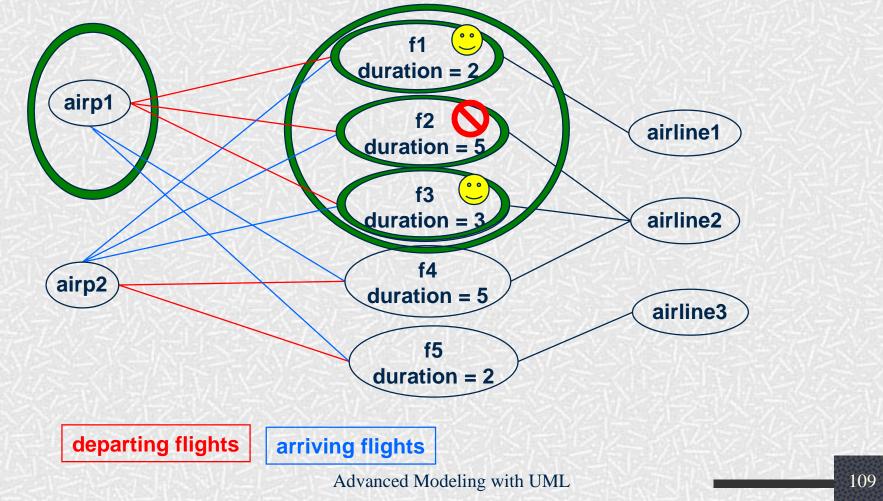
collection->select(elem : T | expression)
collection->select(elem | expression)
collection->select(expression)

• The *select* operation results in the subset of all elements for which *expression* is true

### Example: collect operation

#### context Airport inv:

self.departingFlights->select(duration<4)->notEmpty

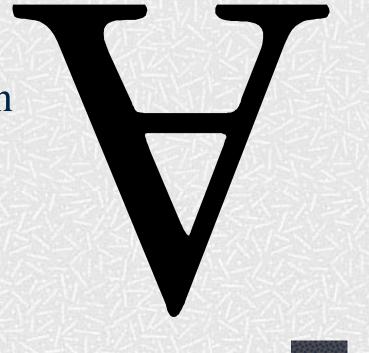


# The forAll operation

• Syntax:

collection->forAll(elem : T | expr)
collection->forAll(elem | expr)
collection->forAll(expr)

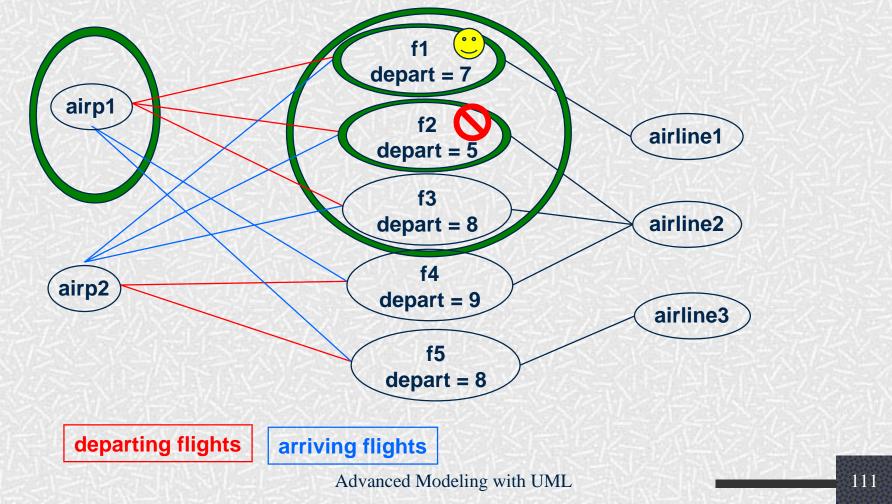
• The *forAll* operation results in true if *expr* is true for all elements of the collection



## Example: forAll operation

### context Airport inv:

self.departingFlights->forAll(departTime.hour>6)



### The exists operation

• Syntax:

collection->exists(elem : T | expr)
collection->exists(elem | expr)
collection->exists(expr)

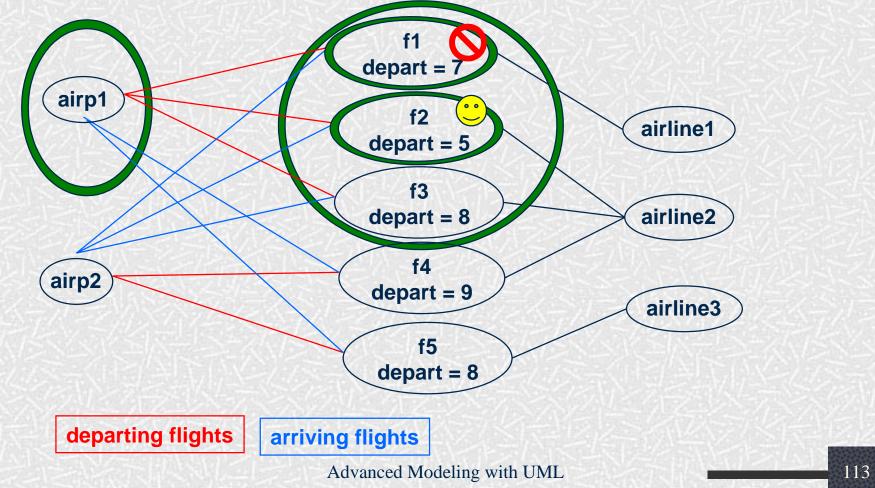
• The *exists* operation results in true if there is at least one element in the collection for which the expression *expr* is true.



### Example: exists operation

### context Airport inv:

self.departingFlights->exists(departTime.hour<6)



### Example: exists operation

context Airport inv: self.departingFlights -> exists(departTime.hour < 6)</pre>

# Other collection operations

- *isEmpty*: true if collection has no elements
- *notEmpty*: true if collection has at least one element
- size: number of elements in collection
- *count(elem)*: number of occurences of elem in collection
- *includes(elem)*: true if elem is in collection
- excludes(elem): true if elem is not in collection
- *includesAll(coll)*: true if all elements of coll are in collection

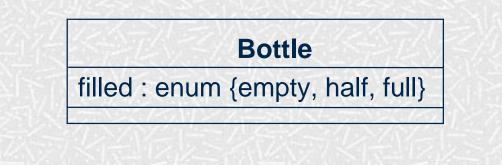
# Result in postcondition

• Example pre and postcondition

context Airline::servedAirports() : Set(Airport)
pre : -- none
post: result = flights.destination->asSet

# Statechart: referring to states

• The operation *oclInState* returns true if the object is in the specified state.





context Bottle inv: self.oclInState(closed) implies filled = #full

### Local variables

• The Let construct defines variables local to one constraint:

Let var : Type = <expression1> in <expression2>

### Iterate

• The *iterate* operation for collections is the most generic and complex building block.

collection->iterate(elem : Type; answer : Type = <value> | <expression-with-elem-and-answer>)

### Iterate example

• Example iterate: context Airline inv: flights->select(maxNrPassengers > 150)->notEmpty • Is identical to: context Airline inv: flights->iterate(f : Flight; answer : Set(Flight) = Set{ } | if f.maxNrPassengers > 150 then answer->including(f) else answer endif )->notEmpty

### Inheritance of constraints

- Guiding principle Liskovs Substitution Principle (LSP):
  - "Whenever an instance of a class is expected, one can always substitute an instance of any of its subclasses."



# Inheritance of constraints

- Consequences of LSP for invariants:
  - An invariant is always inherited by each subclass.
  - Subclasses may strengthen the invariant.
- Consequences of LSP for preconditions and postconditions:
  - A precondition may be weakened
  - A postcondition may be strengthened

# Wrap up

- What are constraints
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# **Current Developments**

- Feedback from several OCL implementors handled in UML-RTF
  - e.g. the grammar has some loose ends
  - typical tool-related issues
- Development of OCL metamodel
  - currently concrete syntax only
  - will result in abstract syntax
- OCL Workshop with pUML group
  formalization of OCL

# **OCL** Tools

- Cybernetics
  - ww.cybernetic.org
- University of Dresden
  - www-st.inf.tu-dresden.de/ocl/
- Boldsoft
  - www.boldsoft.com
- ICON computing
   www.iconcomp.com
- Royal Dutch Navy
- Others ....

# **Conclusions and Tips**

- OCL invariants allow you to
  model more precisely
  - stay implementation independent
- OCL pre- and postconditions allow you to
  specify contracts (design by contract)
  precisely specify interfaces of components
- OCL usage tips
  - keep constraints simple
  - always combine natural language with OCL
  - use a tool to check your OCL