yWorks UML Doclet 3.0_02 User's Guide

Contents

1.	Introduction
2.	System Requirements
3.	Installing yDoc
4.	Running yDoc
	• Using the yDoc docletp. 6
	• Using the yDoc doclet from within a Java IDE p. 7
	• <u>yDoc Quick Start</u>
5.	<u>vDoc Features</u>
	Generating UML class diagrams
	General Layout of UML class diagrams p. 11
	• Using filters
	Using the XML driven taglet factory p. 12
	Custom command line options
6.	<u>Configuring yDoc</u>
	• resources/ydoc.cfg
	• <u>UML Styles</u>
7.	<u>Limitations</u>
8.	Acknowledgments
٠.	Apache Software License
	GNU Lesser General Public License
	<u></u>

1. Introduction

Welcome to the yWorks UML Doclet User's Guide.

This guide explains how to use *yWorks UML Doclet* or *yDoc* for short, a javadoc extension (more specifically a doclet/taglet bundle) that provides

- functionality to auto-generate, customize, and include UML diagrams in the API documentation of your Java products
- a filter interface which allows for custom suppression of class, field, or method documentation
- an easy to use mechanism for defining simple custom tags via XML

Although, yDoc is designed in such a way that it allows user's to continue using all the features they know from standard javadoc, some basic knowledge about javadoc usage in general and doclet usage specifically is required to successfully use yDoc.

Detailed information on javadoc is available at http://java.sun.com/j2se/javadoc/. Detailed information on doclets is available at

http://java.sun.com/j2se/1.5.0/docs/guide/javadoc/doclet/overview.html.

2. System Requirements

yDoc 3.0_02 requires JDK 1.5.0 or JDK 1.6.0 installed on your system. To view UML class diagrams in SVG or SVGZ format, you either need a browser with native SVG support or a SVG plug-in. For Microsoft Internet Explorer, you can download one such plug-in from the Adobe SVG website. To view UML class diagrams in SWF format, you need a browser with a Flash Player plug-in. Flash Player plug-ins are available from Adobe, too.

If you want to run yDoc under Unix/Linux operating systems, you need to have an X server installed and running, since yDoc makes use of the java awt and/or swing packages (for UML generation only).

3. Installing yDoc

Unzip the yDoc archive (ydoc-3.0_02-jdk1.4.zip or ydoc-3.0_02-jdk1.5.zip respectively) into a directory of your choice. It will create a lib/, a doc/, and a resources/ subdirectory.

The lib directory contains the java classes you need to run the ydoc expansion as jar libraries.

The doc directory contains the yDoc User's Guide in HTML and PDF format, the DocFilter and PathResolver API Documentation in HTML format, and several usage samples.

The resources directory contains various configuration files which you can use to customize the behaviour of the yDoc expansion. See <u>Configuring yDoc</u> and <u>Using the XML driven taglet factory</u> for more details.

4. Running yDoc

Basically you run javadoc. The only difference is, that you tell javadoc to use the facilities provided by yDoc as a plug-in.

Read on for detailed information on how to do that. You can skip this part, if you are already familiar with using custom doclets for javadoc.

Using the yDoc doclet

We recommend running javadoc either using a build tool such as <u>ANT</u> (version 1.5.2 or better) or directly from commandline. Before running javadoc from commandline, put your commandline options into a file called "options" and run javadoc by invoking javadoc @options @packages

where "packages" is the filename of a file containing the java packages you want to be documented.

See yDoc Quick Start for simple examples on how to use yDoc.

For detailed documentation on the javadoc options, see the javadoc tool homepage at http://java.sun.com/j2se/javadoc/index.html.

To use the yDoc expansion the following options are especially important:

-docletpath docletpathlist

This option tells javadoc where to look for the yDoc expansion.

The docletpathlist must contain the path to the library ydoc.jar

```
<ydoc_install_dir>/lib/ydoc.jar
and the resources directory
<ydoc_install_dir>/resources
```

Important:

If you want to use the yDoc UML generation, *docletpathlist* must also contain the path to your *compiled*, *unobfuscated* Java class files (*.class), for which you want to generate the API documentation, and to all libraries needed to compile your Java source files.

-doclet ydoc.doclets.YStandard

The -doclet ydoc.doclets.YStandard option finally tells javadoc to actually use the YStandard doclet, which is the core class of the ydoc expansion.

See <u>yDoc Features</u> for information on (custom) commandline options and on how to use the specific capabilites of yDoc.

A sample options file on a Win32 operating system could look like this:

```
-d <destination directory>
-sourcepath <source directory>
-breakiterator
-generic
-umlautogen
-author
-docletpath <YID>/lib/ydoc.jar;<YID>/resources;<some path>/myapp.jar
-doclet ydoc.doclets.YStandard
-filterpath <YID>/lib/ydoc.jar
-filter ydoc.filters.ExcludeFilter
-tagletpath <YID>/lib/ydoc.jar
-tag param
-tag return
```

```
-tag see
-ytag y.uml
```

where <YID> denotes the <ydoc_install_dir>.
On Unix/Linux operating systems, you will have to use ": " as a path separator instead of "; ".

Using the yDoc doclet from within a Java IDE

Running yDoc from within Eclipse 3

- 1. Select Export from the File menu.
- 2. Choose *Javadoc* from *Select an export destination*. Go to the next tab.
- 3. Select *Use Custom Doclet* then specify *Doclet name* and *Doclet class path*.

Name has to be ydoc.doclets.YStandard and path has to be <yid>/lib/ydoc.jar. <yid> denotes the absolute path to the yDoc directory. Go to the next tab.

Add in Extra Javadoc options
 -docletpath <yid>/resources

If your sources depend on additional libraries, you also need to append the path to these libraries to the above line.

Any other options you want to use, e.g. -d <destination> or -umlautogen, need to be specified in this input area, too.

5. Optionally, add -J-Xmx1024m in *VM options*. You may want to play with the numerical value depending on available RAM and project size.

Running yDoc from within IntelliJ Idea 6

- 1. Select Generate JavaDoc ... from the Tools menu.
- 2. Add in Other command line arguments
 -docletpath "<yid>/lib/ydoc.jar"-doclet
 ydoc.doclets.YStandard-resourcepath
 "<yid>/resources"
 <yid> denotes the absolute path to the yDoc directory.
 If your sources depend on additional libraries, you also need
 to append the path to these libraries to the -docletpath
 option.

Any other options you want to use, e.g. -d <destination> or -umlautogen, need to be specified in this input field, too.

3. Click Start.

Running yDoc from within Netbeans 5.5

- 1. Switch to Projects view.
- 2. Open context menu for *Source Packages* (by right clicking). Choose *Properties*.
- 3. Expand *Build*. Choose *Documenting*.
- 4. Add in Additional Javadoc Options
 -docletpath "<yid>/lib/ydoc.jar"-doclet
 ydoc.doclets.YStandard-resourcepath
 "<yid>/resources"
 <yid> denotes the absolute path to the yDoc directory.
 If your sources depend on additional libraries, you also need
 to append the path to these libraries to the -docletpath
 option.
 - Any other options you want to use, e.g. -d <destination> or -umlautogen, need to be specified in this input field, too.
- 5. Choose *Generate Javadoc for "project name>" from the Build menu.*

yDoc Quick Start

This section demonstrates how to use yDoc to generate a Javadoc page of a sample class that will automatically include an UML diagram depicting that class.

yDoc from commandline

Look in <YID>/doc/examples for sample options files and sample Java sources to test yDoc.

All you need to do is invoking javadoc in c_install_dir> with either javadoc @doc/examples/options.sample.linux or

javadoc @doc/examples/options.sample.win32 depending on your operating system.

yDoc in ANT

Using ANT 1.5.2 or better, you can use ANT's javadoc task to run yDoc.

Look in <YID>/doc/examples for a sample ANT build file and sample Java sources to test yDoc.

All you need to do is invoking ant in doc_install_dir> with
ant -buildfile doc/examples/build-sample.xml test-ydoc

The generated API pages can now be found in

<ydoc_install_dir>/doc/api/examples.

Note that the generated UML diagrams are in PNG format. If you want to generate the uml diagrams in a different format (SVG, SVGZ, SWF, GIF, JPG) simply change the value of **formats.fileformat** in the yDoc configuration file <ydoc_install_dir>/resources/ydoc.cfg accordingly.

The next tutorial step would be to look in for the sample option/build files and sample Java sources which have been used in this example. Once you understand the options and tags, you are ready to use yDoc in your own project.

5. yDoc Features

Generating UML class diagrams

yDoc will generate UML diagrams, if one or more of the following commandline options are used:

- -umlgen
- -umltypegen
- -umlpackagegen
- -umloverviewgen
- -umlautogen

All UML diagrams feature hyperlinks for the displayed packages, types, and type members, which allow direct access to the corresponding documentation.

See Custom command line options for additional details.

yDoc supports several output formats for UML diagrams, including SVG, SWF, and PNG and will automatically integrate the diagrams into the generated HTML API documentation.

Moreover, yDoc provides many settings which allow to customize the generated UML diagrams in great detail.

See Configuring yDoc for details.

Important:

yDoc uses the Java Reflection API to generate the class diagrams, therefore you need to specify the path to your *compiled, unobfuscated* Java class files (*.class) and to all libraries needed to compile your Java source files in the -docletpath option. Your class files may be located in a jar file.

Alternatively, yDoc can embed predefined diagrams instead of generating them. Predefined diagrams have to be available in GraphML. GraphML is a generic graph interchange file format. Diagrams in this format can, e.g., be created using yEd, yWorks' free graph editor.

For yDoc to be able to find and read such diagrams, a diagram locator has to be specified.

The distribution comes with one predefined diagram locator. For this default locator to work successfully, predefined diagram files have to meet the following criteria:

- Overview diagrams must be in the same directory as your overview.html. The
 diagram files have to be named overview <id>.graphml, where <id>
 denotes the diagram ID (see also Configuring yDoc).
- Package diagrams must be in the same directory as your package.html. The diagram files have to be named package <id>.graphml, where <id>denotes the diagram ID (see also Configuring yDoc).
- Type diagrams must be in the same directory as the corresponding source file. The diagram files have to follow the same naming convention as the Java source file except for the <code>.graphml</code> file extension.

work successfully, predefined diagram files have to meet the following criteria:

To use this default diagram locator, you need to specify the following two commandline options:

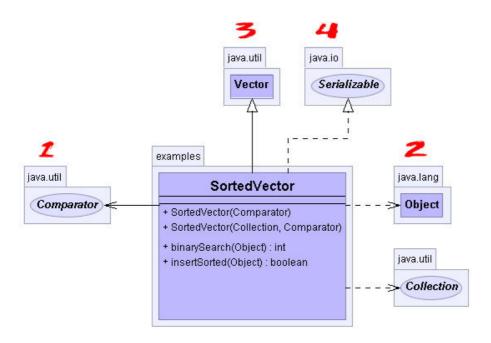
- -diagramlocatorpath <ydoc_install_dir>/lib/ydoc.jar
- -diagramlocator ydoc.resolvers.DefaultDiagramLocator

To create and use your own diagram locators, all you have to do is implementing the ydoc.resolvers.PathResolver interface and register the locator similar to the above example. The mechanism to register locators works similar to the one used for doclets.

PathResolver API

Documentation for the ydoc.resolvers.PathResolver interface, which comprises the PathResolver API.

General Layout of UML class diagrams



Associations

structural relationships between a whole and its parts, i.e. *has* a or *instantiates*

Every declared field constitutes an association.

Dependencies

semantic relationships in which a change to one thing may effect the semantics of the other thing

There are several heuristics as to what constitues a dependency. See Configuring yDoc.

Generalizations

specialization/generalization relationships, i.e. *is a* or *subclass/superclass*

For interfaces there may be more than one generalization relationship.

Realizations

semantic relationships between classifiers, i.e. interface/implementing class

For interfaces there are no realization relationships.

Using filters

yDoc provides a sophisticated filter framework, which lets you exclude parts of your API from documentation using customizable filter criteria.

The distribution comes with one predefined filter, which lets you exclude classes/interfaces, fields, and/or methods from documentation, if their documentation comment contains an @y.exclude tag.

To use this filter, you need to specify the following two commandline options:

- -filterpath <ydoc_install_dir>/lib/ydoc.jar
- -filter ydoc.filters.ExcludeFilter

To create and use your own filters, all you have to do is implement the ydoc.filters.DocFilter interface and register the filter similar to the above example. The mechanism to register filters works similar to the one used for doclets.

DocFilter API

Documentation for the ydoc.filters.DocFilter interface, which comprises the DocFilter API.

Using the XML driven taglet factory

By specifying the -generic option, you can tell yDoc to register simple taglets, which are more powerful than the ones created by the standard -tag option and are defined in the resources/taglet_definitions.xml and resources/taglet_templates.xml files.

By adding more definitions to those files, you can use/register more simple taglets.

The basic idea is to have template definitions that define taglet behaviour and taglet definitions that define scope, name, and which template to use.

For examples on how to define taglets, see the two mentioned xml files.

Taglet Definitions

The following XML elements are used to define taglets:

<taglet>

Each of these elements results in the registration of one particular taglet. The value of the name attribute specifies the javadoc tag for the taglet. The value of the attribute allowMultipleTags specifies if more than one appearance of the javadoc tag per doc element is allowed. If not, all but the first tag will be ignored.

<usage>

Required element that specifies the taglet scope as per the taglet API.

• <headline>

Required root element for <singular> and <plural>.

<singular>

Required element that specifies the headline for the tag comment if only one javadoc tag or no <plural> element is present.

• <plural>

Optional element that specifies the headline for the tag comment if multiple javadoc tags are allowed and present.

In general, it is a good idea to use at least one '.' character in the name of custom tags to avoid potential conflicts/overrides.

Template Definitions

The following XML elements are used to define templates:

<template>

Each of these elements results in the creation of one particular template. The value of the name attribute has to be unique among all templates. It is used to reference the template in the taglet definition.

<headline>

Required element that specifies the HTML code for the headline of the tag comment.

You may specify one parameter sign, i.e. #0.

You may use a single parameter multiple times, e.g. <headline>

<![CDATA[bla #0 bla#0bla]]> </headline>

The element should contain unparsed character data, i.e. <! [CDATA[....]]>

• <content>

Required element that specifies the HTML formatting for the tag comment. The value of the separator attribute specifies if and how to break down the comment into parameters.

Possible values are:

- any single character breaks the comment at each occurance

of the specified character

- the token "first-whitespace" breaks the comment at the first

occurance of a whitespace

- the token "whitespace" breaks the comment at each occurance

of a whitespace

- the token "none" (default) results in one token only, namely the

whole comment

• <content-item>

Required element that specifies the HTML code to wrap the tag comment in. If multiple javadoc tag are present for a particular doc element, then one content item is created for each tag comment.

You may specify up to ten parameter signs, i.e. #x, where -1 < x < 10.

You may use a single parameter multiple times.

The element should contain unparsed character data.

• <content-sep>

Optional element that defaults to "".

Its value will be inserted between content items.

The element should contain unparsed character data.

• <content-start>

Optional element that defaults to "".

Its value will be inserted directly after the headline, before the first content item.

The element should contain unparsed character data.

<content-end>

Optional element that defaults to "".

Its value will be inserted directly after the last content item.

The element should contain unparsed character data.

In general, it is a good idea to use the <DT> tag for headlines and the <DD> tag for content, since all output generated by javadoc taglets appears in definition lists.

Custom command line options

yDoc provides several custom command line options:

-diagramlocator class

Specifies the class file for the diagram locator to be used. Use the fully-qualified name for *class*. Use the -diagramlocatorpath option to specify the path to the diagram locator.

• -diagramlocatorpath -diagramlocatorpathlist

Specifies the search paths for finding diagram locator class files (*.class). The diagramlocatorpathlist can contain multiple paths separated by the system-dependant path-separator.

-filter class

Specifies the class file for the filter to be applied. Use the fully-qualified name for *class*. Use the -filterpath option to specify the path to the filter.

• **-filterpath** filterpathlist

Specifies the search paths for finding filter class files (*.class). The *filterpathlist* can contain multiple paths separated by the system-dependant path-separator.

-generic

The taglet definitions in resources/taglet_definitions.xml and resources/taglet_templates.xml are used to create and register simple taglets.

• -license file

Specifies the path to the license file.

• -resourcepath resourcepathlist

Specifies the search paths for finding resource files (i.e. taglet definition files, ydoc configuration file, ydoc license file). The *resourcepathlist* can contain multiple paths separated by the system-dependant path-separator.

• -umlautogen

Same as using -umltypegen, -umlpackagegen, and -umloverviewgen in combination

-umlfileformat formatname

Overrides the uml_file_format property in resources/ydoc.cfg
See the section about <u>UML file formats</u> for a list of supported formats.

-umlgen

UML diagrams will be created and embedded for all documented files with an @y.uml tag.

@y.uml may be used in type, package, and overview documentation.

• -umloverviewgen

An UML overview diagram will be created and embedded, even if there is no **@y.uml** tag in overview.html.

• -umlpackagegen

UML diagrams will be created and embedded for all documented packages, not only for those with an @y.uml tag.

-umltypegen

UML diagrams will be created and embedded for all documented classes and interfaces, not only for those with an @y.uml tag.

-ytag

Allows to specify the position of custom yDoc tags (i.e. @y.uml or tags defined via the taglet factory) in relation to standard tags.

6. Configuring yDoc

resources/ydoc.cfg

resources/ydoc.cfg is yDoc's main configuration file.

It uses a simple XML format consisting of nested group and property elements.

Following is the complete list of recognized group and property declarations.

Group diagrams

Encapsulates settings that determine all aspects of yDoc's UML generating mechanism. These settings are grouped into the categories *overview*, *package*, and *type* in correspondance to the available diagram types.

You may have multiple *diagram* subgroups in each of the above mentioned three categories. For each *diagram* group, one UML diagram will be generated and embedded into the corresponding HTML file.

Group diagrams.overview.diagram

 Property style accepts an arbitrary text value interpreted as a file name.

This property specifies the path to a yDoc style definition file, which determines the visual properties of the generated UML diagram, such as line colors or font sizes.

See <u>UML Styles</u> for more information.

- Property type accepts one of the following values:
 - dependency
 Dependency diagrams depict package-level dependencies in your project.
 - inheritance Inheritance diagrams depict project-wide inheritance trees.

This property specifies the overview diagram type.

Property id accepts an arbitrary text value.
 This property specifies a diagram ID, which is used to distinguish between multiple overview diagrams.
 The value of this property has to be unique among all diagrams.overview.diagram ID values.

Group diagrams.overview.diagram.include

- Property dependencies accepts one of the following values:
 - all
 All package dependencies are displayed.
 - reduced

No transitive dependencies are displayed.

This property specifies whether transitive dependencies should be displayed.

This property is only respected for overview diagrams of type dependency.

- Property groups accepts values true and false.
 This property specifies whether package nodes should be grouped according to the -group options. If no -group option is used, this property is ignored.
- Property packages accepts values true and false.
 This property specifies whether type nodes should be grouped according to their containing packages.
 This property is only respected for overview diagrams of type inheritance.

Group diagrams.overview.diagram.insets

- Property group accepts non-negative integer values.
 This property specifies the distance from a group node's border to the package nodes contained in the group node.
- Property package accepts non-negative integer values.
 This property specifies the distance from a package node's border to the type nodes contained in the package node.

Group diagrams.overview.diagram.layout

- Property BUS_ROUTING accepts values true and false.
 This property specifies whether multiple relations (e.g. in the case of a class having multiple subclasses) should be routed in a bus style manner.
- Property CYCLE_LAYERING_POLICY accepts one of the following values:
 - DEFAULT_POLICY
 All backwards relation edges as determined by a depth-first-search on the diagram nodes are temporarily removed for layering.
 - ASSIGN_CYCLES_TO_SAME_LAYER_POLICY
 Diagram nodes with cyclic dependencies are put into the same layer.
 - BREAK_CYCLES_BY_WEIGHT_POLICY
 Cyclic dependencies are resolved by temporarily removing the least significant relation edges for layering.

This property specifies the layering policy for cyclic dependencies.

- Property GROUP_COMPACTION accepts values true and false
 - This property specifies whether package and group digram nodes should be kept as small as possible.
- Property ORIENTATION accepts one of the following values:

- TOP TO BOTTOM
- LEFT TO RIGHT
- RIGHT_TO_LEFT
- BOTTOM_TO_TOP

This property specifies the layout orientation.

 Property RECURSIVE_GROUP_LAYERING accepts values true and false.

This property specifies whether layering should be performed locally on a per group basis or globally for the whole diagram.

This property is ignored, if the diagram does not contain node groups.

- Property REVERSE_EDGES accepts values true and false.
 This property specifies whether the direction of relation edges should be reversed during layout calculation.

 Reversing the edge directions does e.g. affect the alignment of the diagram nodes.
- Property ROUTE_ORTHOGONAL accepts values true and false

This property specifies whether relation edges should be routed orthogonally or polyline-style.

Group diagrams.package.diagram

 Property style accepts an arbitrary text value interpreted as a file name.

This property specifies the path to a yDoc style definition file, which determines the visual properties of the generated UML diagram, such as line colors or font sizes.

See <u>UML Styles</u> for more information.

Group diagrams.package.diagram.include

Property packages accepts values true and false.
 This property specifies whether type nodes should be grouped according to their containing package.

Group diagrams.package.diagram.insets

- Property group accepts non-negative integer values.
 This property specifies the distance from a group node's border to the package nodes contained in the group node.
- Property package accepts non-negative integer values.
 This property specifies the distance from a package node's border to the type nodes contained in the package node.

Group diagrams.package.diagram.layout

Property BUS_ROUTING accepts values true and false.
 This property specifies whether multiple relations (e.g. in the

case of a class having multiple subclasses) should be routed in a bus style manner.

- Property ORIENTATION accepts one of the following values:
 - TOP TO BOTTOM
 - LEFT_TO_RIGHT
 - RIGHT_TO_LEFT
 - BOTTOM TO TOP

This property specifies the layout orientation.

- Property REVERSE_EDGES accepts values true and false.
 This property specifies whether the direction of relation edges should be reversed during layout calculation.

 Reversing the edge directions does e.g. affect the alignment of the diagram nodes.
- Property ROUTE_ORTHOGONAL accepts values true and false.

This property specifies whether relation edges should be routed orthogonally or polyline-style.

Group diagrams.type.diagram

 Property style accepts an arbitrary text value interpreted as a file name.

This property specifies the path to a yDoc style definition file, which determines the visual properties of the generated UML diagram, such as line colors or font sizes. See UML Styles for more information.

Group diagrams.type.diagram.exclude.pattern

- Property associations accepts a pattern text value.
 Type names matching the pattern text will not be displayed among the diagram's association types.
- Property dependencies accepts a pattern text value.
 Type names matching the pattern text will not be displayed among the diagram's dependency types.
- Property generalizations accepts a pattern text value.
 Type names matching the pattern text will not be displayed among the diagram's generalization types.
- Property realizations accepts a pattern text value.
 Type names matching the pattern text will not be displayed among the diagram's realization types.

Pattern text values are a comma-separated list of full-qualified typename patterns where the '?' character denotes a wildcard of length one and the '*' character denotes a wildcard of arbitrary length.

Group diagrams.type.diagram.include

Property associations accepts values true and false.
 This property specifies whether association nodes should be

displayed.

- Property dependencies accepts one of the following values:
 - all
 Any non-primitive type referenced in a type's byte code is considered a dependency.
 - none
 No dependency information is calculated.
 - parameters
 Any non-primitive parameter types of constructor and method signatures are considered dependencies.
 - parameters-returntype
 Any non-primitive parameter types of constructor and method signatures as well as all non-primitive method return types are considered dependencies.

This property specifies the heuristic approach as to what constitutes a dependency. Note, that types which are associations will not appear as dependencies no matter which heuristic is chosen.

- Property packages accepts values true and false.
 This property specifies whether type nodes should be grouped according to their containing package.
- Property paramters accepts values true and false.
 This property specifies whether parameter types should be displayed in constructor and method signatures.

Group diagrams.type.diagram.insets

Property package accepts non-negative integer values.
 This property specifies the distance from a package node's border to the type nodes contained in the package node.

Group diagrams.type.diagram.order

- Property fields accepts one of the ordering enumeration values.
 - This property specifies the order of fields in type diagrams.
- Property constructors accepts one of the ordering enumeration values.
 - This property specifies the order of constructors in type diagrams.
- Property methods accepts one of the ordering enumeration values.
 - This property specifies the order of methods in type diagrams.

The following ordering enumeration values are available:

- lex
 Members are sorted according to their qualified names (and signatures in case of constructors and methods).
- lex-ic

Same as lex, but case insensitive.

mod-lex

Members are sorted according to their modifiers. Modifiers are considered to imply the following order:

static public < public < static protected < protected < static package-private < package-private < private < private < fitwo (or more) members are equal according to this ordering, they are sorted according to their qualified names (and signatures in case of constructors and methods).

mod-lex-ic

Same as mod-lex, but case insensitive.

Group diagrams.type.diagram.layout

- Property PACKAGE_DISTANCE accepts values non-negative decimal values.
 This property specifies the distance between adjacent package nodes.
- Property RELATION_BUS_ROUTING accepts values true and false.

This property specifies whether multiple generalization or realization edges should be routed in a bus-style manner.

- Property RELATION_DISTANCE accepts values non-negative decimal values.
 - This property specifies the distance between the detailed type node and related type nodes.
- Property RELATION_TYPE_ALIGNMENT accepts one of the following values:
 - LEFT
 - CENTER
 - RIGHT
 - SHORTEST DISTANCE

Association nodes will be right aligned, dependency nodes left aligned.

LONGEST_DISTANCE
 Association nodes will be left aligned, dependency nodes right aligned.

This property specifies specifies the alignment policy for association and dependency type nodes. If package nodes are displayed, alignment calculation is done on a per relation

package basis.

 Property RELATION_TYPE_DISTANCE accepts values non-negative decimal values.

This property specifies the distance between adjacent relation type nodes.

- Property RELATION_LABEL_LAYOUT_POLICY accepts one of the following values:
 - AS_IS
 No new label position is calculated.
 - OUTWARDS

For labels outside of a type node a new label position is calculated. For labels belonging to generalization or realization types, the new position is above the node, for labels belonging to association types the new position is to the left of the node, and for labels belonging to dependency types, it is to the right of the node.

This property specifies the label layout policy for labels of relation type nodes.

Group formats

Settings related to file formats of the generated UML diagrams and the way they are embedded into the HTML API documentation.

- Property fileformat accepts one of the following values:
 - GIF
 - Well-known image format.
 - JPG
 - Well-known image format.
 - PNG
 - Well-known image format, the default.
 - SVG
 - Scalable Vector Graphics, a XML-based vector graphics format.
 - SVGZ
 - Compressed SVG.
 - SWF
 - Shockwave Flash, a popular binary vector graphics format.

This property specifies the file format for the generated UML diagrams.

Group formats.vectorgraphics.display

- Property scaling accepts one of the following values:
 - FIXED SIZE

The diagram will be displayed in a fixed size canvas (specified by properties width and height).

ACTUAL SIZE

The diagram will be displayed in a canvas sized to the diagram's actual size.

This mode ignores properties width and height.

ACTUAL SIZE MAX WIDTH

The diagram will be displayed in a canvas sized to the diagram's actual size up to a fixed canvas width specified by property width).

This mode ignores property height.

ACTUAL SIZE MAX HEIGHT

The diagram will be displayed in a canvas sized to the

diagram's actual size up to a fixed canvas height (specified by property height).

This mode ignores property width.

ACTUAL SIZE MAX WIDTH MAX HEIGHT

The diagram will be displayed in a canvas sized to the diagram's actual size up to a fixed canvas size (specified by properties width and height).

FIT_TO_SIZE

The diagram will be scaled to fit into a canvas with fixed width and fixed height (specified by properties width and height).

FIT_TO_SIZE_BY_WIDTH

The diagram will be scaled to fit into a canvas with fixed width (specified by property width).

This mode ignores property height

FIT TO SIZE BY HEIGHT

The diagram will be scaled to fit into a canvas with fixed height (specified by property height).

This mode ignores property width.

SHRINK_TO_SIZE

The diagram will be scaled to fit into a canvas with fixed width and fixed height (specified by properties width and height), unless it already fits.

SHRINK TO SIZE BY WIDTH

The diagram will be scaled to fit into a canvas with fixed width (specified by property width), unless it already fits. This mode ignores property height.

SHRINK_TO_SIZE_BY_HEIGHT

The diagram will be scaled to fit into a canvas with fixed height (specified by property height), unless it already fits.

This mode ignores width.

This property specifies the display scaling policy for UML diagrams. All policies will retain the diagram's original aspect ratio.

- Property width accepts positive integer values.
 This property specifies the canvas width for the generated UML diagram.
- Property height accepts positive integer values.
 This property specifies the canvas height for the generated UML diagram.
- Property reserveMinimum accepts values true and false.
 This property specifies whether yDoc should reserve a canvas at least the size of width and height when embedding UML diagrams into HTML API documentation.

Group formats.vectorgraphics.svg

Property workaround accepts values true and false.
 This property specifies whether yDoc should use alternative HTML code for SVG embedding.

Due to changes in the plug-ins API in the gecko code base, the current version of the Adobe SVG Plugin 3.0 crashes browsers of the gecko family (Mozilla, Netscape 6+7, ...) when displaying HTML with embedded SVG images. There is an experimental workaround by wrapping the <EMBED> tag(s) in <IFRAME> tags, albeit with a significant disadvantage: It is no longer possible to use javascript based hyperlinks in SVG, which are neccessary to make URI fragments work properly.

Group formats.image

- Property quality accepts values ranging from 0.0 to 1.0.
 This property specifies the compression quality for image formats that support compression (e.g. PNG, JPG).
 A compression quality setting of 0.0 is most generically interpreted as high compression is important, while a setting of 1.0 is most generically interpreted as high image quality is important.
- Property antialiasing accepts values true and false.
 This property specifies whether anti aliasing should be used in UML diagram image files.
- Property progressive accepts values true and false.
 This property specifies whether UML diagram image files should be encoded in progressive mode for image formats that support progressive encoding.

 Progressive encoding will result in image streams containing a series of scans of increasing quality.

Group formats.image.tiling

- Property enabled accepts values true and false.
 This property specifies whether UML diagrams should be written to multiple small image files instead of a single large one, if the image's width or height exceeds the corresponding maximum.
- Property width accepts non-negative integer values.
 This property specifies the maximum width for UML diagram image tiles.
- Property height accepts non-negative integer values.
 This property specifies the maximum height for UML diagram image tiles.

Group misc

Property warnings accepts values true and false.
 This property specifies whether yDoc should emit warnings each time an explicit link (i.e. the result of @see or @link) to a documentation member, which was not accepted by the registered filters, is suppressed.

Group misc.gc

Property frequency accepts non-negative integer values. This property specifies the number of UML diagrams to be generated between explicit calls to the Java garbage collector. A value of 10, for example, would result in a call to the garbage collector after every tenth diagram, whereas a value of 1 will call garbage collection after each diagram. A value of 0 will prevent yDoc from explicitly calling the Java garbage collector.

UML Styles

A style set defines the visual features of UML diagrams and is specified in a XML file which conforms to the yDoc <u>style definition schema</u>.

The yDoc distribution comes with several predefined style files, see resources/styles.

You can customize colors (main, border, text), fonts, shapes, and lines by either modifying an existing style file or creating a new one.

The yDoc 3.0_02 distribution includes StyleEd, a GUI-based style editor, that greatly simplifies customization. The editor is completely written in Java and will run on any Java 1.4.x or higher platform. All files needed to run StyleEd are contained in the executable JAR file lib/styleed.jar, i.e. double-clicking the file or invoking java -jar <YID>/lib/styleed.jar

will start StyleEd.

Aside from style file editing, StyleEd also allows users to experiment with layout settings for the various diagram types.

7. Limitations

- The yDoc Evaluation version will only document ten classes.
 If one or more of those are excluded from documentation via the @y.exclude tag, they still count against that limit.
- In UML class diagrams generated by the yDoc Evaluation version, the associations list and the dependencies list will only display the ten above mentioned classes.

8. Acknowledgments

This product includes software developed by the Apache Software Foundation (http://www.apache.org/).

yDoc uses Batik to generate SVG files. Batik is distributed under the <u>Apache</u> Software License. Version 2.0.

yDoc uses FreeHEP VectorGraphics to generate SWF files. The FreeHEP VectorGraphics class library is distributed under the <u>GNU Lesser General Public License</u>.

Apache Software License

Apache License Version 2.0, January 2004 http://www.apache.org/licenses/

TERMS AND CONDITIONS FOR USE, REPRODUCTION, AND DISTRIBUTION

1. Definitions.

"License" shall mean the terms and conditions for use, reproduction, and distribution as defined by Sections 1 through 9 of this document.

"Licensor" shall mean the copyright owner or entity authorized by the copyright owner that is granting the License.

"Legal Entity" shall mean the union of the acting entity and all other entities that control, are controlled by, or are under common control with that entity. For the purposes of this definition, "control" means (i) the power, direct or indirect, to cause the direction or management of such entity, whether by contract or otherwise, or (ii) ownership of fifty percent (50%) or more of the outstanding shares, or (iii) beneficial ownership of such entity.

"You" (or "Your") shall mean an individual or Legal Entity exercising permissions granted by this License.

"Source" form shall mean the preferred form for making modifications, including but not limited to software source code, documentation source, and configuration files.

"Object" form shall mean any form resulting from mechanical transformation or translation of a Source form, including but not limited to compiled object code, generated documentation, and conversions to other media types.

"Work" shall mean the work of authorship, whether in Source or Object form, made available under the License, as indicated by a copyright notice that is included in or attached to the work (an example is provided in the Appendix below).

"Derivative Works" shall mean any work, whether in Source or Object form, that is based on (or derived from) the Work and for which the editorial revisions, annotations, elaborations, or other modifications represent, as a whole, an original work of authorship. For the purposes of this License, Derivative Works shall not include works that remain separable from, or merely link (or bind by name) to the interfaces of, the Work and Derivative Works thereof.

"Contribution" shall mean any work of authorship, including the original version of the Work and any modifications or additions to that Work or Derivative Works thereof, that is intentionally submitted to Licensor for inclusion in the Work by the copyright owner or by an individual or Legal Entity authorized to submit on behalf of the copyright owner. For the purposes of this definition, "submitted" means any form of electronic, verbal, or written communication sent to the Licensor or its representatives, including but not limited to communication on electronic mailing lists, source code control systems, and issue tracking systems that are managed by, or on behalf of, the Licensor for the purpose of discussing and improving the Work, but excluding communication that is conspicuously marked or otherwise designated in writing by the copyright owner as "Not a Contribution."

"Contributor" shall mean Licensor and any individual or Legal Entity on behalf of whom a Contribution has been received by Licensor and subsequently incorporated within the Work.

- 2. Grant of Copyright License. Subject to the terms and conditions of this License, each Contributor hereby grants to You a perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable copyright license to reproduce, prepare Derivative Works of, publicly display, publicly perform, sublicense, and distribute the Work and such Derivative Works in Source or Object form.
- 3. Grant of Patent License. Subject to the terms and conditions of this License, each Contributor hereby grants to You a perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable (except as stated in this section) patent license to make, have made, use, offer to sell, sell, import, and otherwise transfer the Work, where such license applies only to those patent claims licensable by such Contributor that are necessarily infringed by their Contribution(s) alone or by combination of their Contribution(s) with the Work to which such Contribution(s) was submitted. If You institute patent litigation against any entity (including a cross-claim or counterclaim in a lawsuit) alleging that the Work or a Contribution incorporated within the Work constitutes direct or contributory patent infringement, then any patent licenses granted to You under this License for that Work shall terminate as of the date such litigation is filed.
- 4. Redistribution. You may reproduce and distribute copies of the Work or Derivative Works thereof in any medium, with or without modifications, and in Source or Object form, provided that You meet the following conditions:
 - (a) You must give any other recipients of the Work or Derivative Works a copy of this License; and
 - (b) You must cause any modified files to carry prominent notices stating that You changed the files; and
 - (c) You must retain, in the Source form of any Derivative Works that You distribute, all copyright, patent, trademark, and attribution notices from the Source form of the Work, excluding those notices that do not pertain to any part of the Derivative Works; and
 - (d) If the Work includes a "NOTICE" text file as part of its distribution, then any Derivative Works that You distribute must include a readable copy of the attribution notices contained within such NOTICE file, excluding those notices that do not pertain to any part of the Derivative Works, in at least one of the following places: within a NOTICE text file distributed as part of the Derivative Works; within the Source form or documentation, if provided along with the Derivative Works; or, within a display generated by the Derivative Works, if and wherever such third-party notices normally appear. The contents of the NOTICE file are for informational purposes only and do not modify the License. You may add Your own attribution notices within Derivative Works that You distribute, alongside or as an addendum to the NOTICE text from the Work, provided that such additional attribution notices cannot be construed as modifying the License.

You may add Your own copyright statement to Your modifications and may provide additional or different license terms and conditions for use, reproduction, or distribution of Your modifications, or for any such Derivative Works as a whole, provided Your use, reproduction, and distribution of the Work otherwise complies with

the conditions stated in this License.

- 5. Submission of Contributions. Unless You explicitly state otherwise, any Contribution intentionally submitted for inclusion in the Work by You to the Licensor shall be under the terms and conditions of this License, without any additional terms or conditions.

 Notwithstanding the above, nothing herein shall supersede or modify the terms of any separate license agreement you may have executed with Licensor regarding such Contributions.
- 6. Trademarks. This License does not grant permission to use the trade names, trademarks, service marks, or product names of the Licensor, except as required for reasonable and customary use in describing the origin of the Work and reproducing the content of the NOTICE file.
- 7. Disclaimer of Warranty. Unless required by applicable law or agreed to in writing, Licensor provides the Work (and each Contributor provides its Contributions) on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied, including, without limitation, any warranties or conditions of TITLE, NON-INFRINGEMENT, MERCHANTABILITY, or FITNESS FOR A PARTICULAR PURPOSE. You are solely responsible for determining the appropriateness of using or redistributing the Work and assume any risks associated with Your exercise of permissions under this License.
- 8. Limitation of Liability. In no event and under no legal theory, whether in tort (including negligence), contract, or otherwise, unless required by applicable law (such as deliberate and grossly negligent acts) or agreed to in writing, shall any Contributor be liable to You for damages, including any direct, indirect, special, incidental, or consequential damages of any character arising as a result of this License or out of the use or inability to use the Work (including but not limited to damages for loss of goodwill, work stoppage, computer failure or malfunction, or any and all other commercial damages or losses), even if such Contributor has been advised of the possibility of such damages.
- 9. Accepting Warranty or Additional Liability. While redistributing the Work or Derivative Works thereof, You may choose to offer, and charge a fee for, acceptance of support, warranty, indemnity, or other liability obligations and/or rights consistent with this License. However, in accepting such obligations, You may act only on Your own behalf and on Your sole responsibility, not on behalf of any other Contributor, and only if You agree to indemnify, defend, and hold each Contributor harmless for any liability incurred by, or claims asserted against, such Contributor by reason of your accepting any such warranty or additional liability.

END OF TERMS AND CONDITIONS

APPENDIX: How to apply the Apache License to your work.

To apply the Apache License to your work, attach the following boilerplate notice, with the fields enclosed by brackets "[]" replaced with your own identifying information. (Don't include the brackets!) The text should be enclosed in the appropriate comment syntax for the file format. We also recommend that a file or class name and description of purpose be included on the same "printed page" as the copyright notice for easier identification within third-party archives.

Copyright [yyyy] [name of copyright owner]

Licensed under the Apache License, Version 2.0 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at

http://www.apache.org/licenses/LICENSE-2.0

Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing permissions and limitations under the License.

GNU Lesser General Public License

GNU LESSER GENERAL PUBLIC LICENSE Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc. 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software—to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages—typically libraries—of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the

ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

GNU LESSER GENERAL PUBLIC LICENSE TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

- O. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".
- A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not

covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

- 2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:
 - a) The modified work must itself be a software library.
 - b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
 - c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
 - d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

- 4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.
- If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.
- 5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the

Library will not necessarily be able to recompile the application to use the modified definitions.)

- b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.
- c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
- d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
- e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

- 7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:
 - a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.
 - b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.
- 8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.
- 9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.
- 10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein.

You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

- 12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.
- 13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Libraries

If you develop a new library, and you want it to be of the greatest possible use to the public, we recommend making it free software that everyone can redistribute and change. You can do so by permitting redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License).

To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the library's name and a brief idea of what it does.>
Copyright (C) <year> <name of author>

This library is free software; you can redistribute it and/or modify it under the terms of the GNU Lesser General Public License as published by the Free Software Foundation; either version 2.1 of the License, or (at your option) any later version.

This library is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details.

You should have received a copy of the GNU Lesser General Public License along with this library; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA

Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!

Copyright © 2002-2012 yWorks GmbH. All Rights Reserved. Send comments and questions to ydoc@yWorks.com