

Customizing UML for Component Design

Marc Born

GMD Fokus

born@fokus.gmd.de

Olaf Kath

Humboldt-Universität zu Berlin

kath@informatik.hu-berlin.de

www.dot-profile.de



Motivation

- Definition of a design method for component-based distributed (telecommunication-) systems
 - ◆ System realized by interworking of autonomous distributed entities
 - ◆ Interactions and behavior of entities supported by different middleware platforms
 - ◆ Support for all relevant concepts of application domain within design method, e.g.
 - ◆ different interaction kinds, e.g. continuous media interaction
 - ◆ design support for non-functional object interaction aspects, e.g. secure or transactional binding

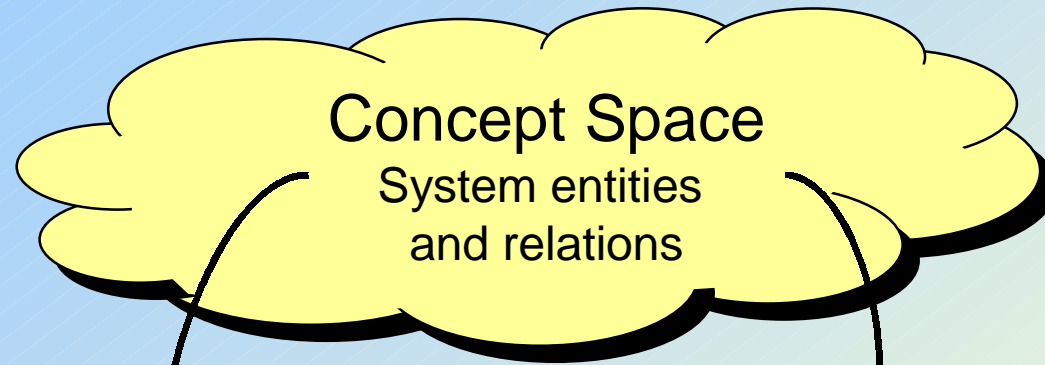


Motivation & Goals (ctnd.)

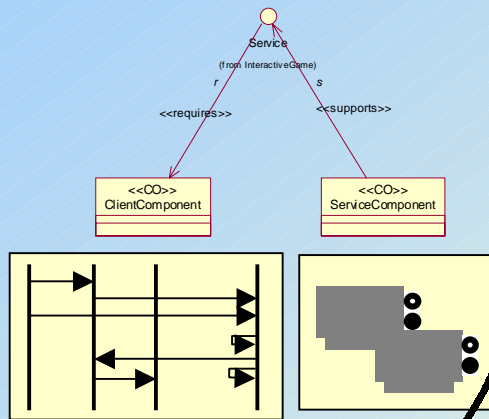
- Provision of tool support for design method
 - ◆ (graphical) notation support
 - ◆ Generation of middleware platform specific code, e.g. interface definitions and implementation code
 - ◆ Simulation of systems behavior prior to implementation (whereever possible)
- Enabling design reuse
 - ◆ Enable import of IDL 2.3.1 specs
 - ◆ Allow for migration of other existing designs (e.g. TINA specifications, Z.130) to emerging platforms



General Approach



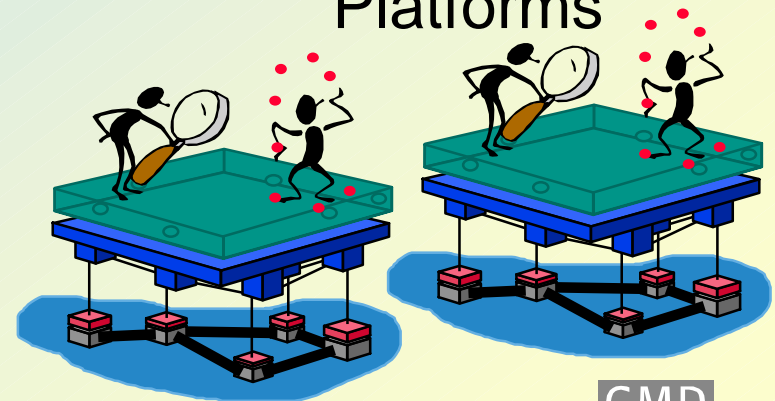
*Representation
of Concepts*



Notations

*Mapping
of Concepts
(Code Generation)*

Middleware
Platforms



Concept Space Definitions

- Foundation: Discerning evaluation of current approaches
 - ◆ RM-ODP, X.901 - 904
 - ◆ Rational Unified Process
 - ◆ TINA Computational Modeling Concepts
 - ◆ CORBA Component Model
 - ◆ Enterprise Java Beans
 - ◆ ITU ODL, Z.130



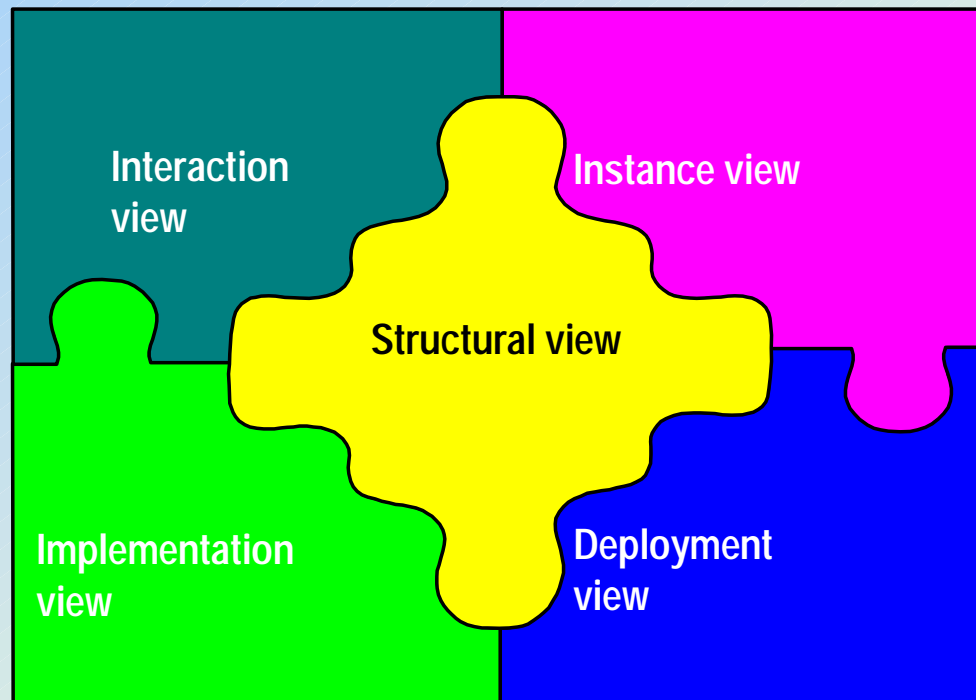
Concept Space Definitions

- Basic concepts
 - ◆ Structural aspects
 - ◇ Computational object, interfaces, types, interaction kinds
 - ◆ Configuration issues
 - ◇ Single ports (like CCM), multiple ports (to acquire references dynamically)
 - ◆ Interaction rules
 - ◇ Binding and binding rules
 - ◆ Implementation structure
 - ◇ Artifacts, implementation elements
 - ◆ Deployment aspects
 - ◇ Component, assembly, deployment „constraints



Concept Space Definitions

- Basic concepts
- Structured into views



Notation

- More than one concrete notation possible
- Candidate Unified Modeling Language:
 - ◆ Object-oriented approach
 - ◆ Graphical notation
 - ◆ Metamodel based
 - ◆ Built in extension mechanism
 - ◆ Wide spread + existing tool support
- Approach: Definition of UML Profile
 - ◆ Extension of metamodel for defined concepts
 - ◆ Introduction of stereotypes, tagged values, constraints
 - ◆ Realization of profile with existing UML tool

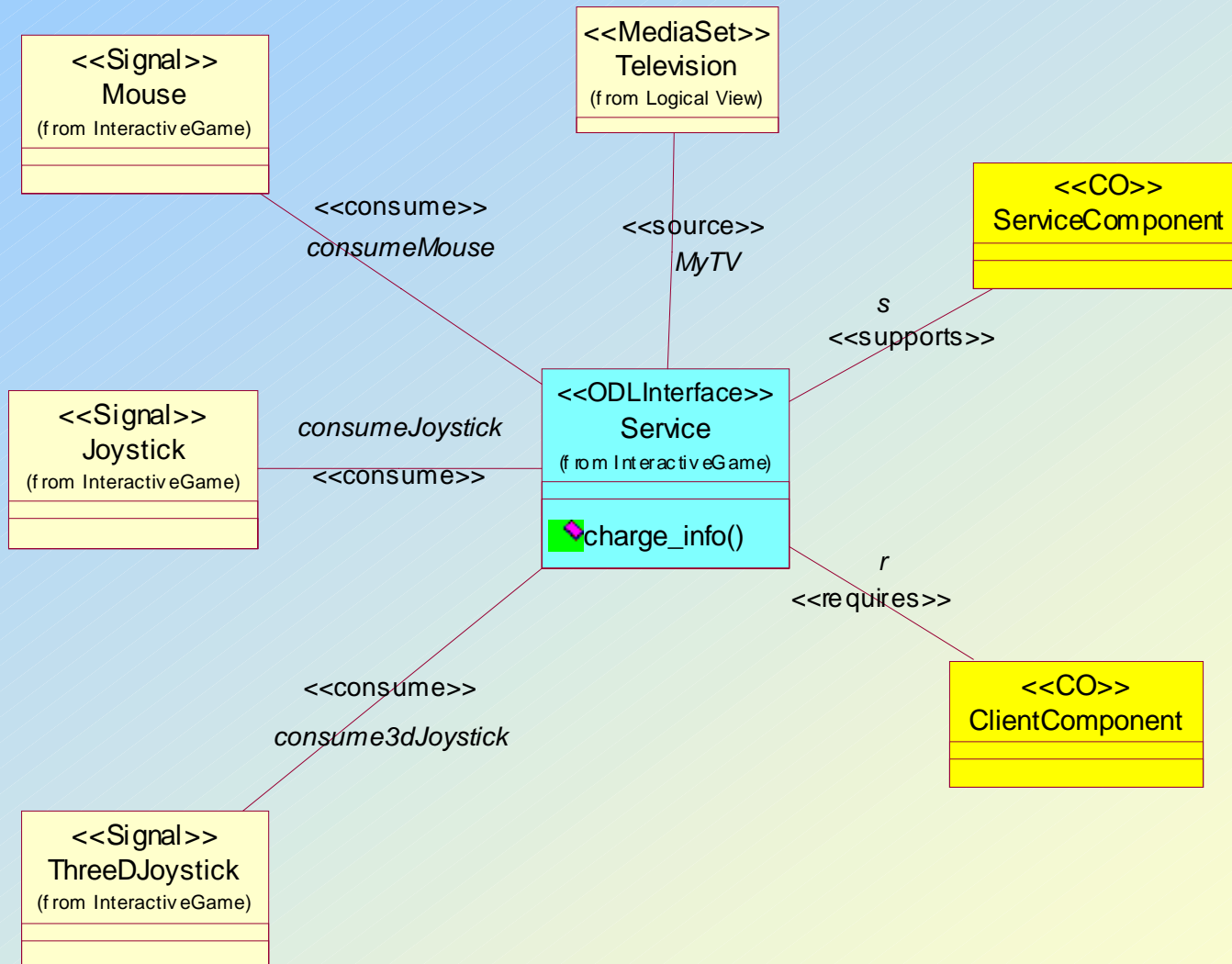


Example

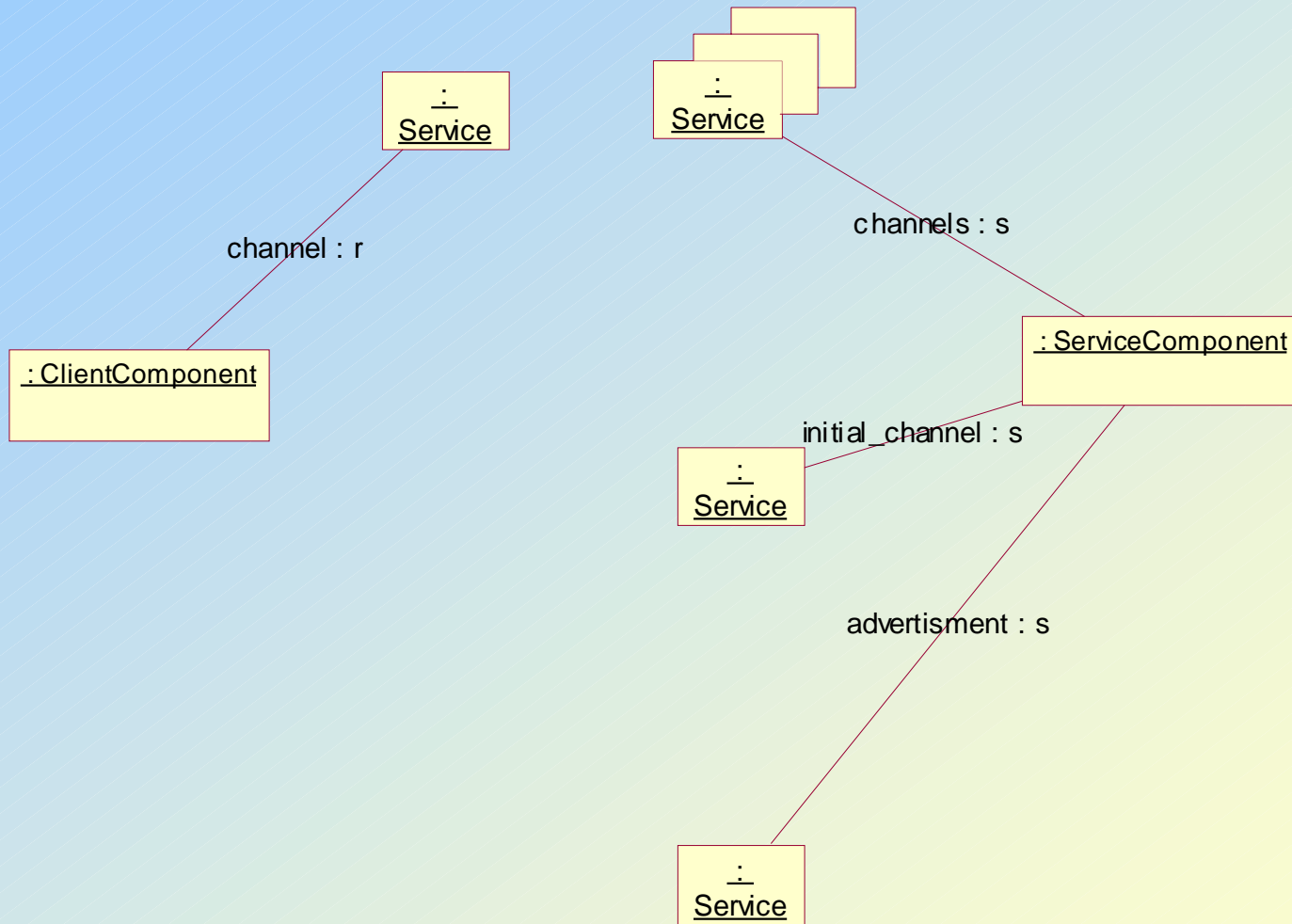
- Hypothetical Task: Develop an *Interactive TV Service* component
 - ◆ provide a number of combined audio/video channels to clients
 - ◆ shall be able to receive input from its clients in form of joystick and mouse events.



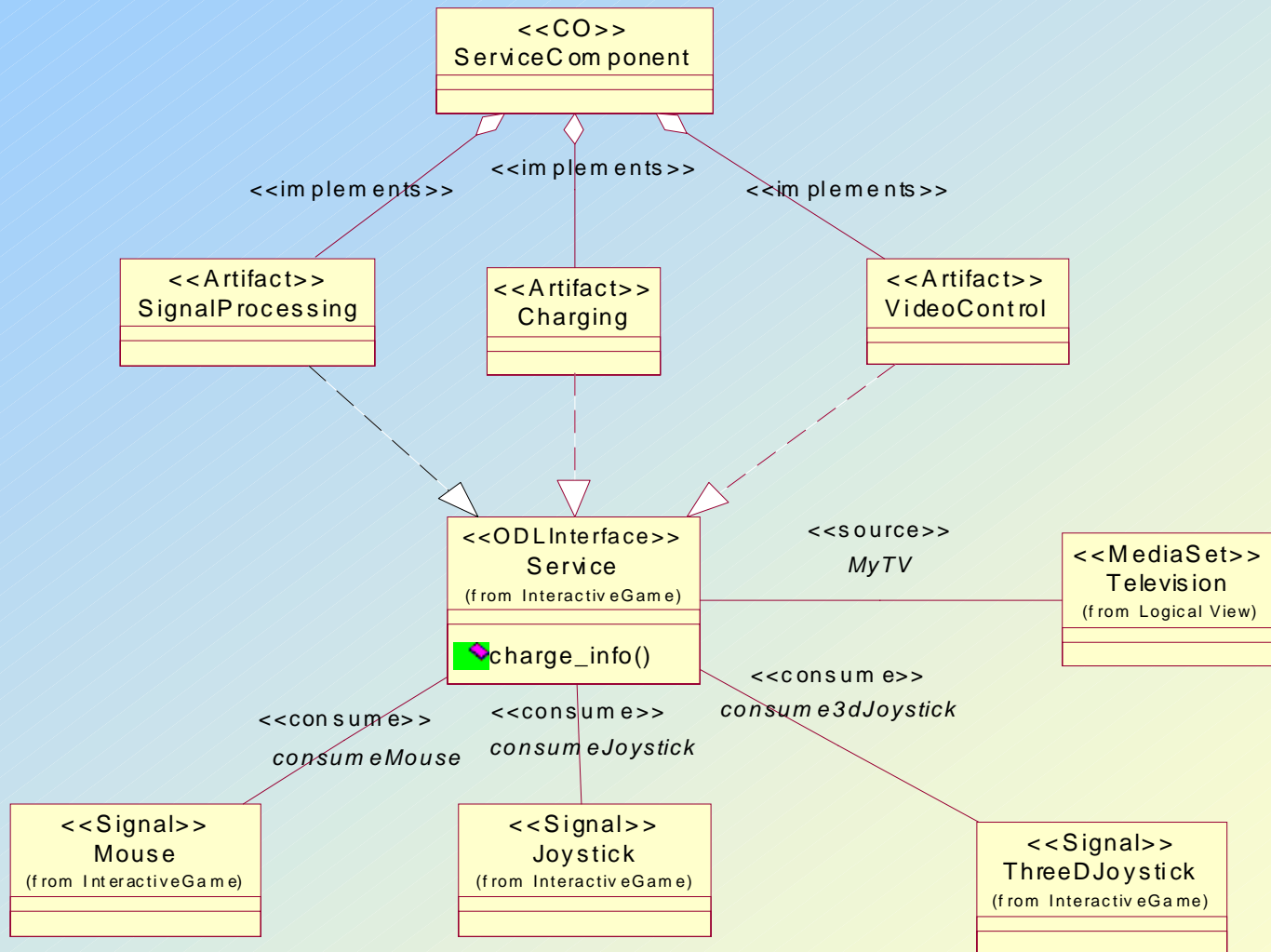
Structural Specifications



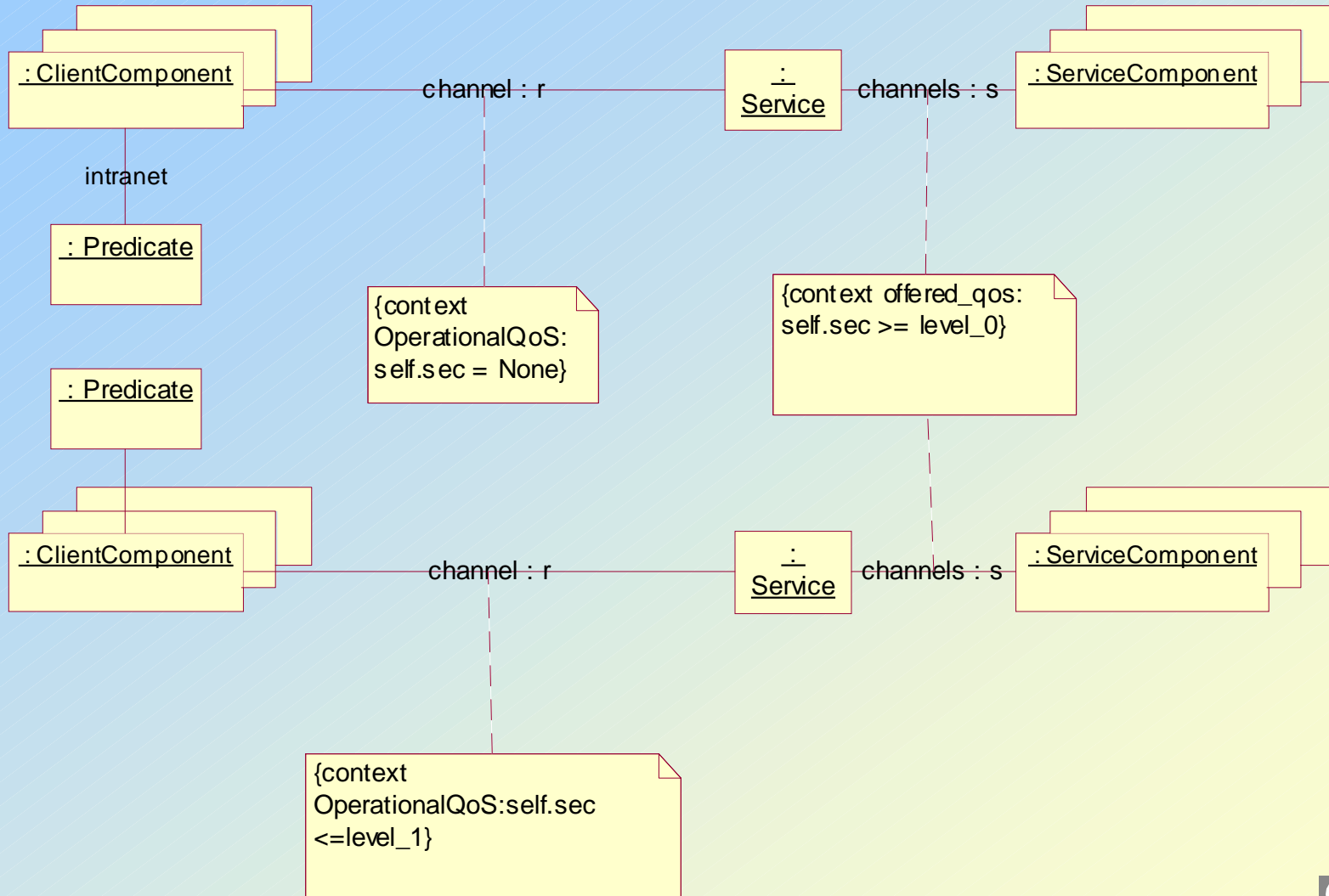
Configuration Specification



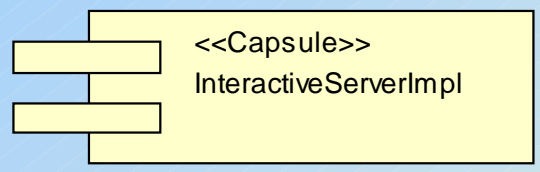
Implementation Specification



Interaction Rules



Deployment Specification (Components)



Component Specification for InteractiveServerI... ? X

General Component Specification for InteractiveServerImpl

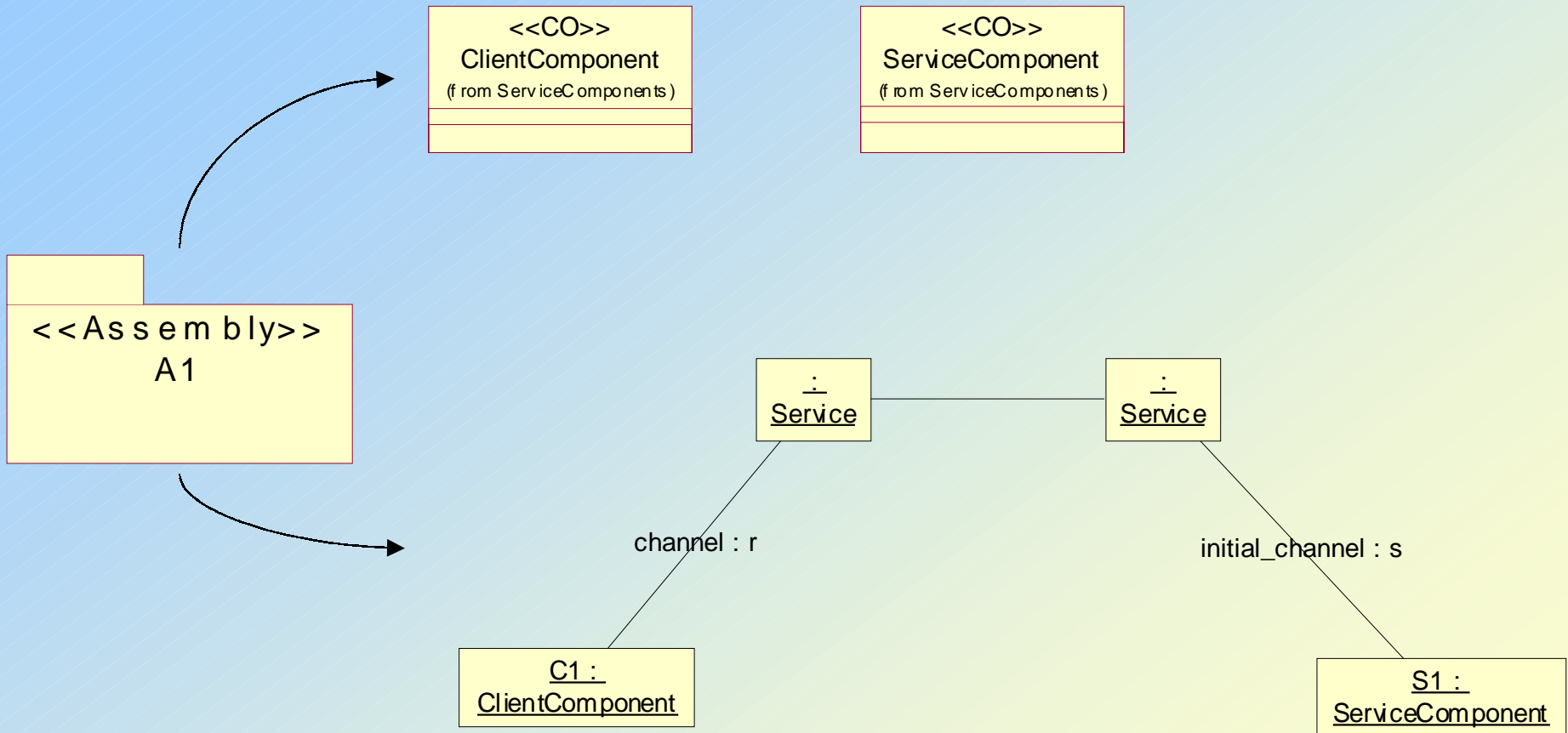
Show all classes

Class Name	Logical Packag...	Language
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<input type="checkbox"/> SecurityDimension	InteractiveGame	DOT
<input type="checkbox"/> MouseEvent	InteractiveGame	DOT
<input type="checkbox"/> Mouse	InteractiveGame	DOT
<input type="checkbox"/> VideoControl	ServiceComponent	DOT
<input type="checkbox"/> ClientComponent	ServiceComponent	DOT
<input type="checkbox"/> ThreeDJoyEvent	InteractiveGame	DOT
<input type="checkbox"/> Audio	Logical View	DOT
<input type="checkbox"/> statedescr	ServiceComponent	DOT
<input type="checkbox"/> ThreeDJoystick	InteractiveGame	DOT
<input type="checkbox"/> JoyEvent	InteractiveGame	DOT
<input type="checkbox"/> InteractionEvent	InteractiveGame	DOT
<input type="checkbox"/> Video	Logical View	DOT
<input type="checkbox"/> Television	Logical View	DOT
<input type="checkbox"/> Joystick	InteractiveGame	DOT

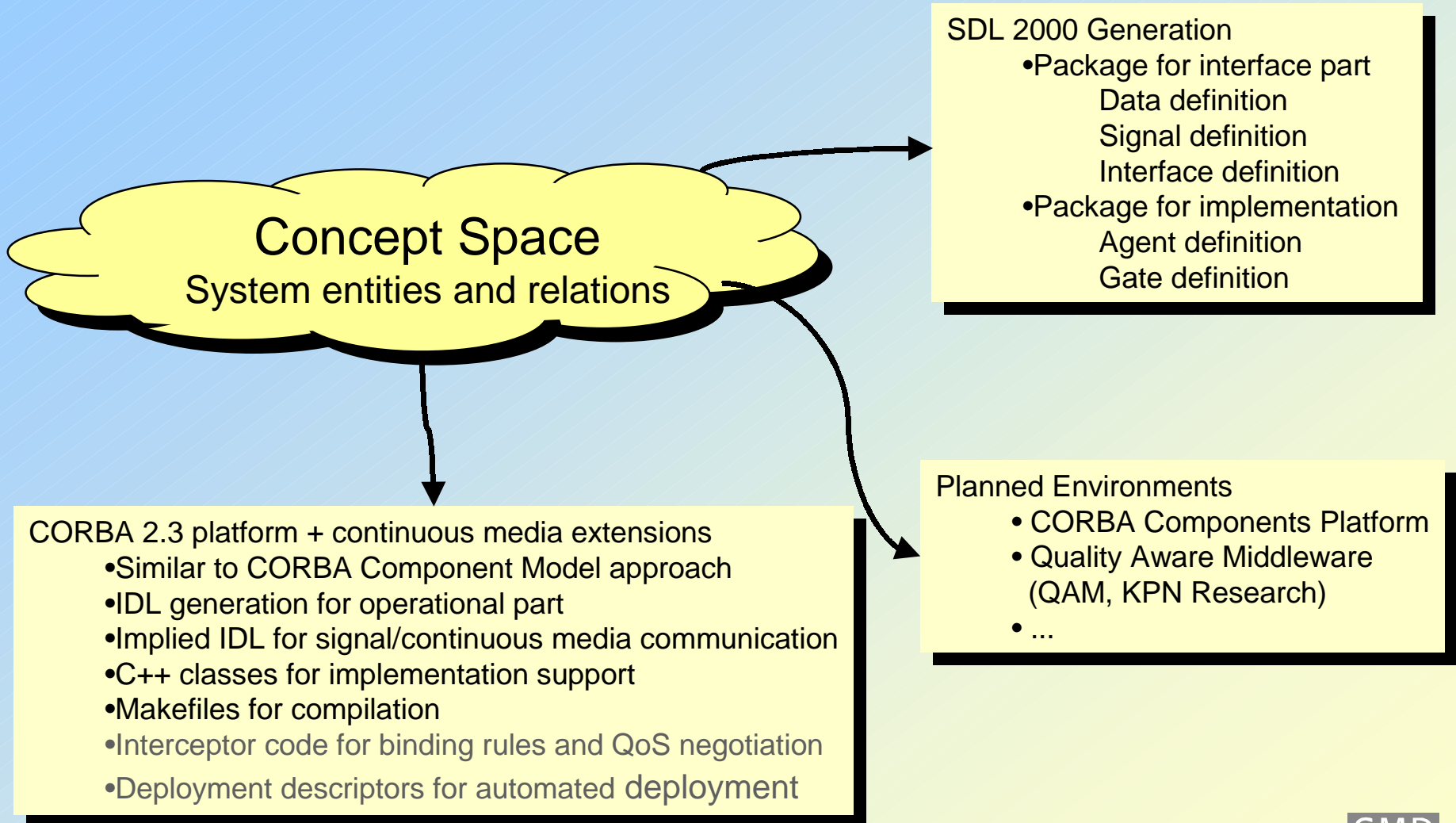
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Deployment Specification (Assemblies)



Code Generation Aspects



Demonstration

- Realization of UML profile + code generators with Rational ROSE
 - ◆ Minimal dependency on UML tool
 - ◆ Concept space and code generators realized as separate libraries

- Approach
 - ◆ Model Structure, Binding Rules and Ports, Implementation
 - ◆ Generation of platform specific IDL, C++ implementation code and makefile as well as SDL code for simulation
 - ◆ Embed Service in TINA Platform Environment through import of relevant platform specification

