file:///C:/uml/BOUML/bouml_3.0/doc/TOUT.html

BOUML

User Manual

BOUML

BOUML is a UML tool box allowing you to specify and generate code in C++, Java, Php and IDL.

The main key points of BOUML are :

- it is free
- it runs under Linux, Sun Solaris, MacOS X and Windows
- it allows to program simultaneously in C++, Java, Php and IDL
- thank to a full access to the generated forms, you are the master and you decide what must be generated
- it is extensible, and the external tools (I name them *plug-out* because they are executed outside BOUML) may be developed in C++ or Java, using BOUML for their definition as any other program (clearly I do not like very much language like *Visual Basic*, and I do not understand how this one can be imposed in a UML environment !)
- it is fast and doesn't need a lot of memory to manage several thousands of classes, see benchmark

To develop BOUML alone at home during the nights and weekends is hard and tiring ... perhaps crazy ! The reasons inciting me to do it are mainly : the pleasure to develop freely a tool and I hope to see it used by many people (I already had this very pleasexperience with two friends for <u>Xcoral</u>), and frankly a reaction to the very expensive price of the commercial UML tools.

The graphic part of BOUML is based on **Qt**, many thanks to <u>Trolltech</u> for this marvelous GUI application framework, clearly BOUML exists thanks to Qt. The implementation of BOUML is compatible with Qt version 2.4 up to (at least) the 3.3, but the releases can't be used because thee releases are compatible with the previous.

ThedocumentationiswrittenwithOpenOffice.orgwriter, many thanks for this powerful and pleasant office suite. The screen copies are made with KsnapshotMore than the screen made with KsnapshotMore than the screen made with Ksnapshotby Le Gimp to have burred areas, thanks to the authors for these practical tools.More than the screen made with KsnapshotMore than the screen made with Ksnapshot

Some of the examples given in this documentation spoke about the organs, describing an organ is very easy for me in French ... not in English ! I get the English translation of the words associated to the organs from a <u>Marya J. Fancey</u> documentation, thanks to her.

Copyright

BOUML is a free software distributed on the Internet (http://bouml.free.fr/)

Copyleft 2004-2007 by Bruno Pagès

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2, or (at your option) any later version.

This program 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 <u>GNU General Public License</u> for more details.

The complete text of the GNU General Public License can be found in this document appendix.

Copying and distribution of the documentation or a part of the documentation and screnshots is permitted worldwide in any m provided a mention of *Bouml* or <u>http://bouml.free.fr</u> However, following the shocking behavior of administrators of Wikipedia, the distribution on all the Wikipedia sites of screenshot any part of the documentation is forbidden without autorisation.

Apologies :-))

First I apologize for the poor quality of my English, and secondly it is clear that BOUML is not developed following all standard object principles UML help to diffuse, this is a little bit strange for an UML tool...

Nevertheless I hope the documentation is enough clear and consistent, and I am sure that BOUML is fast and not glutton in memory !

At least, this document describe BOUML, not the Unified Modeling Language.

Next : Starting

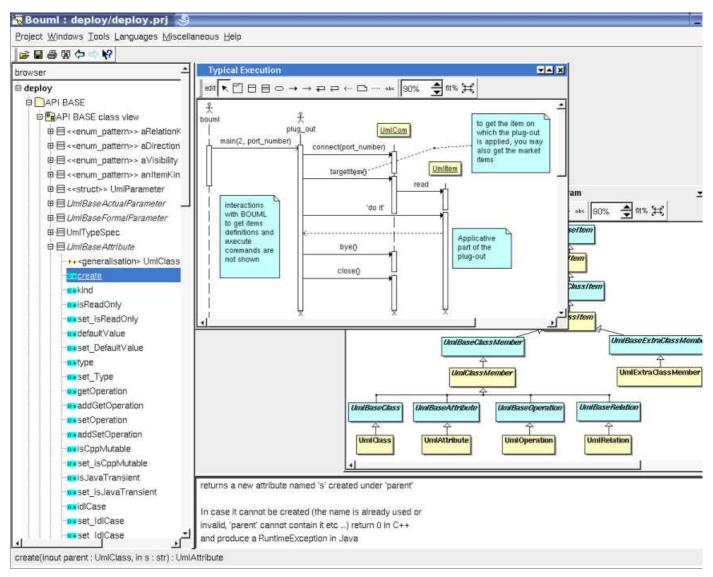
Starting

When you execute BOUML for the first time, this one ask you to have an \underline{own} identifier between 2 up to 127 through the environment variable BOUML_ID (<u>Multi users considerations</u>):



I insist : the better way is to exit BOUML after the dialog acknowledge, to define BOUML_ID then to restart BOUML.

After this annoyance you may use BOUML, open an already created project, or create a new one.



The *bouml* window is composed of three parts :

- The left sub-window display a browser presenting your project, the navigation may be done by the mouse or the keyboar arrows. The bold font is used when an item is modifiable, an item is *read-only* when you do not have the write permission for the file(s) supporting it (see <u>project files</u>). The *system* items supporting the <u>plug-out</u>'s API (for instance UmlBaseActor) are also read-only.
- The bottom-right sub-window is used to display/modify the comment associated to the current selected item.

• The top-right part is used to display/modify the diagrams, these ones may be maximized or minimized.

Notes :

- if you have at least a dual monitor configuration the better is to set the environment variable BOUML_LIMIT_DESKTOP, see <u>here</u>.
- if you use non ISO_8859-1 (latin1) characters, for instance Cyrillic, set the environment variable BOUML_CHARSET, see <u>here</u>.
- it is possible to start a *plug-out* when Bouml is launch, see here

Project creation

A project creation is done through the entry new of the project menu.

When you create a new project, a file dialog appears (its aspect depend on the used system and window manager) and you have t select the directory where the project will be placed and its name, for instance in */tmp* (probably just for a trial !) with the name *foo*.

	😑 ex	🕮 kde-bruno	🗀 pr
YaST2-02452-FeMmdj	gconfd-root	🗀 kde-root	gsd
alijava	🗀 gpro	ksocket-bruno	😑 sv8j8.tmp
aze	hsperfdata_bruno	ksocket-root	Sysconfig-
aze_html	🗀 html	🗀 mcap-bruno	uml
e	html_html	mcop-root	
ed	⊒javaseul	🗀 p1	Ωz
4]		2
ile <u>n</u> ame: foo			Save

In this case BOUML create the directory foo under */tmp*, and place some files in */tmp/foo* including *foo.prj* which represents the project (see project files) :

2000	00 4 1	0-9			
URL : Efile:	/tmp/foo				Ŧ
id_includes	java_imports	tools	cpp_includes	generation_ settings	stereotypes

Do not rename or delete the files produced by BOUML nor the directory itself !

Project loading

You may associate a *.prj* file to *bouml* using your window manager capabilities, call *bouml* through a command line given the *.prj* file (see <u>project files</u>) in argument, or launch *bouml* then load a project using the <u>project menu</u> or the open icon, or the historic (the historic is saved in the file *.bouml* placed on your home directory) :

	New	Ctrl+N					
6	Qpen	Ctrl+O					
	<u>S</u> ave	Ctrl+S					
	Save as						
8	Print	Ctrl+P					
	Close	Ctrl+W					
	Quit Ctrl+Q						
	/tmp/fao/fao.prj						
	/home/bruno/uml/html/html.prj						
	/home/bruno/uml/pr/pr.prj						
	/home/bruno/uml/singleton/singleton.prj						
	/tmp/b/b.prj						
	/home/bruno/uml/rose/rose.prj						
	/home/bruno/uml/genpro/genpro.prj						
	/tmp/es/es.prj						
	/home/bruno/uml/empty/empty.prj						
	/tmp/b						
	/tmp/em/em.prj						

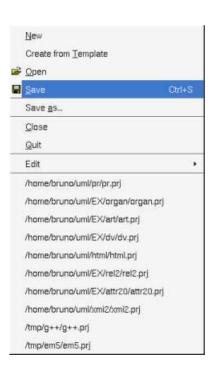
Previous : <u>bouml</u>

Next : top level menus

Top level menus

The menus accessible from the BOUML's window are :

Project menu :



The

Project

menu allows to create a new project, load a project, save it in place or in a new location, print the current diagram, close the project, or quit bound. The bottom of the menu contains the historic, the upper line correspond to last opened project, for instance the curre one. When you try to close a modified project, perhaps to load an other one, BOUML ask for a saving.

If

the environment variable BOUML_TEMPLATE is defined, you can create a project from the one specified by this variable. The goal is to get the settings from this project rather than to get the default settings I decide to set. This variable must value the absolute path of a project file (extension .prj), and probably this project is empty. In this case, when you choose create from template the specified project is load and a save-as is automatically done.

Windows menu :

M	/indows
	Cascade
	Ile
Ē	Preferred geometry
-	Typical Execution
	Class and class members classes inheritance diagram

The Windows menu allows to select an opened diagram or change the sub-windows disposition.

Tools menu :

Show Trace Wind	ow/
Generate C++	Ctrl+G
Generate Java	Ctrl+J
Generate Php	Ctrl+P
Generate Idl	Ctrl+l
Reverse C++	
Reverse Java	
Reverse Php	
Java Catalog	
HTML documenta	tion
HTML doc. (flat)	
HTML doc. (svg)	
HTML doc. (flat, s	vg)
Import Rose	
Generate XMI 1.2	
Generate XMI 2.1	
Import XMI 2.1	
Check-in	
Check-out	
Global Change	

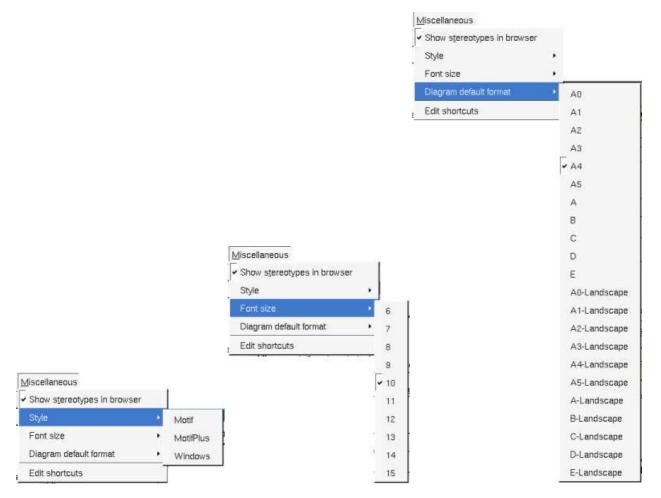
The *Tools* menu allows to (re)open the trace window where the *plug-outs* write their messages, to apply a *plug-out* on the project (independently of the browser item currently selected), to add/remove/modify the known *plug-outs* list (see <u>plug-out</u>), or to import the *plug-outs* list defined in an other project.

Language menu :

Ŀ	anguages
-	C++ management and default declaration/definition
	Java management and default definition
•	Php management and default definition
	Idl management and default declaration
	Verbose code generation
	Preserve operations's body
	Add operation profile on body edition

The *Languages* menu allows to ask BOUML to produce or not a default definition/declaration (refer to the <u>C++ generation</u>, <u>Java generation</u>, <u>Php generation</u> and <u>Idl generation</u>) when a browser item is created, and to select for which language(s) the dialogs through tabs. This menu also allows to update or not the body of the operation during the code generation (refer to the <u>C++ generation</u>, <u>Java generation</u>, and <u>Php generation</u>), to produce or not the operation's profile when you edit an operation's body through an external editor (refer to <u>operation</u> edition).

Miscellaneous menu :



The

Miscellaneous

menu allows to show/hide the stereotypes in the browser, to change the used style, to change the size of the font, to set the defa diagram format, and to edit the shortcuts.

Note that sometimes changing the size of the base font does nothing because the desired font is not available. I had introduced the feature mainly because the default size under Linux and Windows is not the same, this may change the relative position of the objects and a relation drawn vertically with one font will be inclined with an other. Nevertheless because the fonts under Linux and Windows are not strictly the same, a diagram can't have the same aspect under the two operating systems. This size is memorized in the <u>file</u> memorizing the project, but BOUML allows to change the font size even when the file is read only (the new font size can't be saved).

Shortcut edition

When you select *Edit shortcuts* a dialog appears :

		Н	lere	are the she	ortcuts to do a command (menu entry)	
	Shift	Ctrl	Alt	Key	command	do
1		yes		A	Select all	1
2		yes		C	Сору	
2 3 4 5		yes		D	Delete	
4	1 3			Dawn	Move down	
5		yes		L	Arrow geometry	
6				Left	Move left	
7		yes		R	Redo	
8				Return	Menu	
9				Right	Move right	
10		yes		S	Save	
11		10		Suppr	Remove from view	
12		yes		U	Undo	
13				Up	Move up	
14		yes		V	Paste	
15		yes		×	Cut	
16		yes		Y	Redo	
17		yes		Z	Undo	
18						

A shortcut is a key and the optional modifiers *shift, control* and alt. Under MacOS X *control* is replaced by the apple () and *alt* is named *option* on the old keyboards.

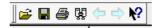
This first tab allows to define shortcuts to apply a command on the selected element(s). The available commands are proposed or mouse click in the column *command*, their correspond to the menu entries. In the previous picture you see the default shortcuts.

The second tab allows to define shortcuts to apply a *plug-out* :

			?	Here are th	e shortcuts to call a tool (plug-out)
2	Shift	Ctrl	Alt	Key	tool display	da
	<u>,</u>					

A *plug-out* is specified by its display specified through the *plug-out* <u>editor</u>. The available *plug-outs* are proposed on a mouse click in the column *tool display*.

Icons bar



These buttons allow to :

- open a project
- save the current project
- print

the active diagram, a first menu appears to choose the printer or print in a file ans set properties, then a second dialog ask you to print the diagram on 1, 4 or 9 pages

• search

an element through its name and may be its kins, or to search for a string in the declarations/definitions or operation bodies :

😽 Bro	wser search 🧕		7 _ 🗆
Kind	<any></any>		2
Containi	ng		
	Г case sensitive Г even del	eted 🛛 🤄 name 🗅 descrip	otion 🤉 declaration/definition/body
Result			2
-	Search	Select	Close

• navigate in the historic of the last selected elements in the browser

• describe

the behavior of a button or a menu entry, for that hit the button then the desired button or select a menu entry, a short description will be given. When you maintain the mouse on a button a very small description also appears.

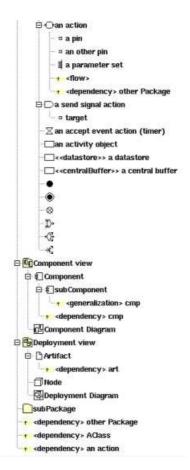
for

Previous : starting

Next : browser items

Browser items

	ther Package
11	ackage
-	Use Case View
E	∃⊖use case
	⊖SubUseCase
	egeneralization> use case
	-+
	− 犬 < <actor>> anActor</actor>
	−⊟aClass
	- 🖾 Use Case Diagram
	Barner Diagram
	Collaboration Diagram
	- RObject Diagram
	- 犬 < <actor>> AnActor</actor>
	- 🗏 Aclass
	- 🗄 aClassinstance : AClass
	Use Case Diagram
	El Sequence Diagram
	Collaboration Diagram
	입bject Diagram
E	Sub Use Case View
_	SUse Case Diagram7
-	Class view
ŧ	∃ ⊟AClass
	anAttribute
	-++ <generalisation> Aclass</generalisation>
	**a (<unidirectional association="">)</unidirectional>
	- n+ an Operation
	- ext
	- a Classinstance : A Class
	🖾 Class Diagram
	- BObject Diagram
	Sequence Diagram
	Collaboration Diagram
E	⊇⊖<«machine»> AStateMachine
E	⊂ «machine» AStateMachine ⊨⊖AState
E	G≪machine>> AStateMachine
E	Germachine>> AStateMachine
E	G≪machine>> AStateMachine
E	Germachine>> AStateMachine
E	C< <machine>> AStateMachine CAState CAState C</machine>
E	
E	
E	 <<machine>> AStateMachine</machine> AState AState Tregion State Diagram
E	 <<machine>> AStateMachine</machine> AState AState Tregion State Diagram <!--</td-->
E	
E	
E	
E	
E	
E	
E	
E	
E	
E	
	 <amachine>> AStateMachine</amachine> AState Astate Tregion State Diagram <amachine>> ASubMachine</amachine> State Diagram <amachine>> AsubMachine</amachine> State Diagram <amachine>> AsubMachine</amachine> State Diagram <amachine>> AsubMachine</amachine>
	
	 <amachine>> AStateMachine</amachine> AState Astate Tregion State Diagram <amachine>> ASubMachine</amachine> State Diagram <amachine>> AsubMachine</amachine> State Diagram <amachine>> AsubMachine</amachine> State Diagram <amachine>> AsubMachine</amachine>
	
	Astate Astate Astate Astate Astate State Diagram Astate Diagram<
	
	 <amachine>> AStateMachine</amachine> AState AState Tregion Tregion State Diagram State Diagram State Diagram ASubMachine State Diagram State
	
	Astate State Diagram Astate Diagra
	Astate <
	Astate State Diagram Astate Diagra



All the browser items may have a description, a stereotype (sometime without special meaning for BOUML, the default stereotype may be defined for some types of item), and <u>user properties</u>. The browser item's stereotype may be showed/hidden through the <u>Miscellaneous menu</u>.

The bold font is used when an item is modifiable, an item is *read-only* when you do not have the write permission for the file(s) supporting it (see <u>Project files</u>). The *system* items supporting of the *plug-out's* API (for instance *UmlBaseClass*) are also *read-only*, this help you to not modify them to have a chance to remain compatible with the future versions.

When you create a new item, this last is placed at the end of the items of the same container, using the left button of the mouse as for a drag&drop

it is possible to move an item to place it in an other container (except for the relations) or to change the items order. The *drag* & *drop* from the browser to an opened diagram is also possible when it is legal. When you drag an item *it1* on a non-container item *it2*, *it1* will be placed just after *it2 at the same level*. When you drag an item *it1* on a container item *it2* which may contain *it1*, *it1* will be the first *it2*'s children, in case *it1* may be moved in *it2* or after *it2*, Bouml ask you to choose.

Multiple selection is not allowed in the browser using the classical way, I consider that it is to simple to loose a multiple selecti through a wrong mouse click. I replace classical multiple selection with the possibility to mark browser items through the me appearing on a right mouse click, or through a *control left mouse click*. Marked items are written on a red background, and may be moved or duplicated (under condition) :

- M Sequence Diagram - Sub Use Case View - Class view - Class View - Class Diagram	Sub Use Case View new use case diagram new sequence diagram		
-쪮Sequence Diagram - 월Collaboration Diagram - 월Component view - 윈 component - 윈 Component Diagram - 웹 Deployment view - ① Node - 월Deployment Diagram	new collaboration diagram new use case new actor new class new sub use case view edit		
	edit drawing settings delete mark move marked into move marked after duplicate marked into		
Use Case View	tool +		

On the example above at the menu appearing on the <u>use case view</u> propose to mark it, to move the marked items into it, to move the marked items after it (in this case only the order of the items is modified) or to duplicate the marked items into it. The menu is context dependent, for a marked item it proposes to unmark the item, or to unmark all the marked items, and for instance for a <u>component view</u> it just proposes to mark it because the two marked diagrams cannot be placed into the <u>component view</u> or after (the marked diagrams cannot be placed into the <u>package</u> containing the <u>component view</u>).

When you remove an item from the model, the icon contains a red cross (for instance \bigotimes), note that a deleted item is **never** saved when you save your project, but it may be undeleted with or without its children until you close the project. Sometimes it is no possible to delete an items because this one contains read-only items or is referenced by a read-only relation.

A double mouse click on an item allows to edit it except when the item have an associated diagram, in this case the diagram is showed. The other mouse buttons show a menu depending on the item kind.

control s is a shortcut to save the project

control d and suppr are a shortcut to delete the selected item

Sul

Package

A Package (may be the project itself) is first something like a directory and may contain :

- packages
- <u>use case views</u>
- class views
- component views
- <u>deployment views</u>
- relations

A package may indicate where the code must be produced by the generator for each language, and may specify the C++ namespac Java package / Idl module. A generator producing code for an <u>artifact</u> looks at the package containing the <u>deployment view</u> where is the artifact to get these information.

Refer to <u>package</u> for more information.

K Use case view

A use case view may contain :

- sub use case view
- <u>use cases</u>
- classes, an actor is just a class having the stereotype actor
- class instances
- <u>state</u>s
- <u>activities</u>
- use case diagrams
- object diagrams
- sequence diagrams
- collaboration diagrams

Refer to use case view for more information.

Class view

A class view is used to design the classes and may contain :

- <u>class</u>es
- class instances
- <u>state</u>s
- activities
- class diagrams
- object diagrams
- sequence diagrams
- collaboration diagrams

Refer to class view for more information.

Component view

A component view may contains :

- components
- component diagrams

Refer to component view for more information.

Deployment view

A deployment view may contains :

- <u>node</u>s
- artifact
- deployment diagrams

Refer to deployment view for more information.

⊖Use case

A use case is ... a use case, but also a browser container and may contain :

• use cases

- <u>actor</u>s
- <u>class</u>es
- class instances
- <u>state</u>s
- activities
- relations
- use case diagrams
- object diagrams
- sequence diagrams
- collaboration diagrams

Refer to <u>use case</u> for more information.

∃ Class

A *class* is the support to define a *class* (!), an *interface*, an *enum*, an *union*, a *struct*, an *exception*, or a *valuetype*, depending on the language. The stereotype specify what a class is, the way a stereotype is translated for each language may be specified through the *generation settings*

Of course a class is also a browser container and may contain :

- (nested) classes
- relations
- attributes
- operations
- extra members

The order of the class's sub-items is very important because it is followed by the C++/Java/Idl generators.

Refer to <u>class</u> for more information.

★+ Relation

They are two kinds of relation : the <u>relations between classes</u> whose are considered by the source code generators, and the relations between the other items (inheritance and dependency)

To add a relation you have to use a diagram (obviously the relation drawing may be deleted just after !), it is not possible to add relation through the browser. It is also not possible to move a relation out of the items containing it.

The icon in the browser indicate if a relation between classes is public (+), protected (#) or private (-). The *protected* visibility is translated in *private* in Idl.

A bi-directional relation between classes is supported by two items in the browser.

Generally the stereotype of a relation between classes is used to specify how a relation with a multiplicity different than 1 is translated in each language (refer to <u>default stereotype</u> and <u>generation settings</u>), for instance to produce a vector. The *friend* stereotype is a special case for a *dependency* and is used to produce a C++ *friend* declaration.

Refer to <u>relation</u> for more information.

a+ Attribute

There is not restriction for the attributes, an attribute's type may be a class or an *int* for instance.

The icon in the browser indicate if the attribute is public (+), protected (#) or private (-). The *protected* visibility is translated in *private* in Idl.

Refer to attribute for more information.

••• Operation

The icon in the browser indicate if the operation is public (+), protected (#) or private (-). The *protected* visibility is translated in *private* in Idl.

Refer to operation for more information.

•× Extra member

An extra member is an alien allowing you to specify directly the generated code for each language. This allows to manage non U items, for instance C++ pre-processor directives, Java attribute initializations etc ...

Refer to extra member for more information.

\Box Class instance

A *modeled* class instance, a <u>sequence diagram</u>, <u>object diagram</u> or <u>collaboration diagram</u> may contain *modeled* class instances and *graphical* classes instances (out of the model).

Refer to class instance for more information.

○ State

A state represents a state machine, a sub machine, a composite state or a simple state

A state may contains :

- state diagrams
- sub-states
- regions
- pseudo states
- transitions
- actions
- receive signals (an action with the stereotype receive-signal)
- send signals (an action with the stereotype *send-signal*)

Refer to state and for more information.

Pseudo State

A pseudo state may be :

- final state (for reasons of simplification)
- initial
- 😬 deep history
- (H) shallow history
- ≯ join
- ⊀ fork
- junction
- ♦ choice
- entry point
- ⊗ exit point
- \times terminate

A pseudo state may contains :

• transitions

Refer to pseudo state for more information.

C Activity

An activity may contains:

- activity diagrams
- parameters
- activity nodes
- expansion and interruptible activity regions

Refer to activity for more information.

Expansion region

An expansion region may contains :

- expansion and interruptible activity sub regions
- **m** expansion nodes
- control nodes
- action nodes
- object nodes

Refer to region for more information

⇒ Interruptible activity region

An interruptible activity region may contains :

- expansion and interruptible activity sub regions
- control nodes
- action nodes
- object nodes

Refer to region for more information

Activity node

An activity node may be :

 \bigcirc <u>activity action</u> (opaque, \square accept event, \boxtimes accept timer event, read variable value, clear variable value, write variable value, add variable value, remove variable value, call behavior, call operation, send object, \square send signal, broadcast signal, unmarshall or value specification)

□ object nodes

<u>control nodes</u> (\bullet initial, \circledast final, \otimes flow final, \clubsuit merge, % decision, % fork, \clubsuit join)

Activity nodes may contain :

- <u>flow</u>
- • pins (action only)

Refer to activity action, object node and control node for more information.

Component

A component is an autonomous unit with well defined interfaces that is replaceable within its environment.

A component may contains :

- relations
- components

Refer to component for more information.

C Artifact

Artifacts are basically used to produce source file(s) when the stereotype is source, or to specified how libraries or an execut composed.

A *source* artifact is (potentially) associated to classes, but you may directly give its source(s) contain for instance to define the C++ *main* function. The other artifacts may be associated to artifacts.

Note : In the old release of BOUML (up to the 1.5.1), the behavior of the artifact was defined at the component level.

An artifact may contains :

• relations

Refer to artifact for more information.

🗇 Node

To specify how the deployment is made, a node may represent a CPU, a device etc ...

Refer to node for more information.

🔁 Use case diagram

Refer to use case diagram for more information.

🖼 Sequence diagram

Refer to sequence diagram for more information.

Collaboration diagram

Refer to <u>collaboration diagram</u> for more information.

冒 Class diagram

Refer to <u>class diagram</u> for more information.

Activity diagram

Refer to activity diagram for more information

🗄 State diagram

Refer to state diagram for more information

呂Object diagram

Refer to object diagram for more information

🗗 Component diagram

Refer to component diagram for more information.

🛱 Deployment diagram

Refer to deployment diagram for more information.

Previous : top level menus

Next : <u>package</u>

Package

A Package is first something like a directory and may contain other packages, <u>use case views</u>, <u>class views</u>, <u>component views</u> and <u>deployment views</u>, and dependencies, in any order :

2

A package allows also to indicate where the code must be produced by the generator for each language, and to specify the C namespace / Java package / Idl module. A generator producing code for a component looks at the package containing the compon view where is the component to get these information.

The *project* is in fact the top level package.

The relation between packages are dependencies and inheritances. Because here the inheritance is very soft, A inherits on B wl contains a class inheriting an other one defined in B, BOUML accept that circular inheritances.

Menus

The project and package menus appearing with a right mouse click on their representation in the browser are something like supposing them not *read-only* nor deleted :

html	
new package	
new use case view	
new class view	
new component view	
new deployment view	
import project	
edit	
edit default stereotypes	
edit class settings	
edit generation settings	
edit drawing settings	
import	
referenced by	
mark	
generate	
reverse	,
tool	,

project menu

Package	
new package	
new use case view	
new class view	
new component view	
new deployment view	
import project	
edit	
edit class settings	
edit drawing settings	
delete	
referenced by	
mark	
generate	×
reverse	•
tool	

(non project) package menu

Menu : import project

import

project

allows to import a BOUML project into the current package as a standard package with its contain. Note that the imported proje default settings are not imported. It is not possible to import a project formated by a release of BOUML less than 1.3, then to import an older project you have to reformat it. To do this, load the project to import with a release greater or equal to 1.3, edit the pr package, hit Ok (BOUML doesn't check if something is really modified) then save the project.

Menu : edit

edit allows to show/modify the project/packages properties with the following dialog (here Php is not selected in the top level menu *Languages*, so its tab is not visible) :

Package	a dialog 🧕 🛛 🦿 🗖	3
Uml C++	Java IDL User	
name :	html	
stereotype :		•
	This is a HTML documentation generator.	
	It is implemented simultaneously in C++ and Java, and produce documentation running over the browser tree.	
description :		
Editor		
	OK Cance	el

The project's name cannot be changed through this dialog, use save as in the project menu.

The stereotype of the project and packages doesn't have a special meaning for BOUML.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

The C++, Java, Php and Idl tabs (visible only i these languages are all set in the *Languages* menu) allow to specify the directory where the generation are made and the *namespace/package/module* :

f = 13
Properties
e relative in case the root directory enu entry 'edit generation settings'
Set it absolute
Set it absolute

🖥 Package dialog 🏼 🦉 📃	
Uml C++ Java Php IDL Properties	
The generation directory may be relative in case the root director is specified (through the project menu entry 'edit generation set	
directory : Browse Set it absolute	_
package :	
ОК Са	ncel
Package dialog 🔮 🛛 ? _	
Uml C++ Java Php IDL Properties	
The generation directory may be relative in case the root director is specified (through the project menu entry 'edit generation set	359
Browse Set it absolute	
ОК Са	ncel
Package dialog ? Uml C++ Java Php IDL Properties	
The generation directory may be relative in case the root director is specified (through the project menu entry 'edit generation sett	
directory : Browse Set it absolute	
module :	_
ОК Са	ncel

When a directory specification is empty, the generation is made in the directory specified through the last tab of the <u>generation</u> <u>settings</u> dialog. As it is mentioned in the dialogs, in case a root directory is specified through the <u>generation settings</u> dialog, the directory specifications in the three dialogs above may be relative, the directory(ies) used by the code generators will be the *root* directory collapsed with the appropriate relative directory. This allows to move all the generated files changing only one path.

namespace/package/module specification : this allows to have a browser's package tree different than the *namespaces/packages/modules* imbrication.

For instance in case the C++ namespace is mynamespace, the generated code will be placed in the namespace mynamespace (!). In case the C++ namespace is mynamespace::subnamespace, the generated code will be placed in the namespace subsubnamespace, the generated code will be placed in the namespace subsubnamespace itself nested in the namespace subnamespace itself nested in the namespace. In Java the separator is a "." rather than "::". In Idl the separator is "::".

Menu : edit default stereotypes

This entry is only available in the project's menu. Allows to set a default stereotypes list for some kinds of object, the dialog's associated to the packages is :

	Stereotypes
elations stereotypes :	 access import

As you can see, it is possible to set a default stereotypes list for the packages and the *dependency* relation starting from a package. In the lists the stereotypes must be separated by a space.

Menu : edit class settings

? _ 🗆 X
protected -
protected -
public •
Cancel

As you can see, this setting allows to set a default visibility at the UML level for the attributes, relations and operations. This setting may be redefined in nested packages and class views. At the project level you have to choose between *public, protected* and *private*, elsewhere you may also choose *default*, this means that the visibility of the upper level is followed (which itself may be *default* etc ... up to the *project* level). When you create a new package or class view the visibilities are set to *default*.

Menu : edit generation settings

The biggest menu in BOUML, used to specify a default definition/declaration for all the generated forms. This entry is only available in the project's menu, for the package point of view the associated dialog's tab is the last one named D*irectory* :

🖉 GenerationSettings dialog 🅘		7 _
Types Stereotypes C++[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Java[4] Php[1] Php[2] Idl[1] Idl[2] Idl[3] Idl[4]	Idi[5] De	scription Direc
Defining a project root directory allows to specify packages's generation directory relative to the root directory rather than absolute. A root directory may itself be relative to the project path		
C++ root dir : /tmp/html/cpp/	Browse	Set it relativ
Java root dir : //mp/ntmi/java/	Browse	Set it relation
Php root dir :	Browse	Set it absolu
tdi root dir :	Browse	Set it absolu
		OK Car

Thisoneallowstospecifyarootdirectory where the generations will be made, this the possibility to change it at each package level as it was previously said. Thisroot directory may be relative to the project. The browse buttons call a file browser.

Menu : edit drawing settings

ass sequence collaboration of	ject use case .	class sequence collaboration	object use case
drawing language : classes drawing mode :	uml •	drawing language :	um 🔽
hide classes attributes : hide classes operations :			
show classes members full definition :		show operations full definition	: no 🔹
show classes members visibility : show operation parameter direction :	no 🔹 yes 🔹		
show operation parameter name :	yes -	write name:type horizontally :	no
draw all relations : show packages name in tab :	yes 🔹		lues al
show classes and packages context :	no ·	draw all relations :	yes 🔟
automatic labels position : show information note :	yes 🖌	draw shadow :	yes *
draw shadow :	yes •		
	OK Cancel		OK Cance

😽 Diagram Drawing Settin	gs dialo 🔤 🥇 🗖 🗙	😽 Diagram Drawing Settin	gs dialo 🔤 🤋 🗖 🗙
class sequence collaboration	object use case · ·	class sequence collaboration	object use case
drawing language :	umi 💌	write name:type horizontally :	yes 🛨
show operations full definition :	no		
show hierarchical rank :	no	show packages name in tab :	
write name:type horizontally:	no 🔹	show packages context :	no -
show packages name in tab :	no y	automatic labels position ;	yes 🔻
show packages context :	no 📩	draw all relations :	yes *
draw all relations :	yes 🔹	uraw an relations .	lines -
draw shadow :	уез 🔹	draw shadow :	yes -
2	OK. Cancel		OK Cancel
Diagram Drawing Settin	A	Diagram Drawing Settin	
	A		
class sequence collaboration	object use case	Jence collaboration object u	se case component
class sequence collaboration	object use case	Jence collaboration object u show packages name in tab :	se case component
class sequence collaboration show packages name in tab : show packages context :	na •	Jence collaboration object u show packages name in tab : show packages context :	se case component /)
class sequence collaboration show packages name in tab :	object use case	Jence collaboration object us show packages name in tab : show packages context : automatic labels position :	se case component .
class sequence collaboration show packages name in tab : show packages context :	na •	Jence collaboration object us show packages name in tab : show packages context : automatic labels position : draw all relations ;	se case component ,
class sequence collaboration show packages name in tab : show packages context : automatic labels position :	object use case .	Jence collaboration object us show packages name in tab : show packages context : automatic labels position : draw all relations ; draw shadow :	se case component ,
class sequence collaboration show packages name in tab : show packages context : automatic labels position :	object use case .	Jence collaboration object u show packages name in tab : show packages context : automatic labels position : draw all relations : draw shadow : draw component as icon : show component's required	se case component ,
class sequence collaboration show packages name in tab : show packages context : automatic labels position : draw all relations :	object use case	Jence collaboration object us show packages name in tab : show packages context : automatic labels position : draw all relations : draw shadow : draw component as icon : show component's required and provided interfaces :	se case component .

Diagram Drawing Settings dialo 🗌	📪 🗖 🗙 😽 Diagram Drawing Settings dialo 🔤	? _ 🗆
pration object use case component dep	playment	state 1
show packages name in tab : no 💌	show packages name in tab : no 💌	
show packages context : no	show packages context : no	·
write node instances horizontally : yes 💌	automatic labels position : yes 💌	
automatic labels position : yes -	write transition horizontally: yes 💌	
	show transition definition : no -	
draw all relations ; yes 🚽	draw all relations : yes 🚽	
draw shadow : yes -	draw shadow : yes 📩	
draw component as icon :	show state activities : yes 🚽	
show component's required and provided interfaces :	draw state's regions horizontally: yes 💌	
show component's realizations : no 📩	drawing language :	
OK	Cancel	Cancel

😽 Diagram Drawing Setting	s dialo 🔤 ? 💶 🗙	🗧 Diagram Drawing Sett	ings dialo 🔤 🤋 💶 🗙
use case component deployme	ent state activity	component deployment st	ate activity color [1]
show packages name in tab :	no 🔹	default class color :	
show packages context :	no 🔹	default note color :	
		default package color :	Transparent 🔹
automatic labels position :	yes -	default fragment color :	Transparent •
write flow label horizontally :	no 🔹	default subject color :	Transparent •
show opaque action definition :	no 🔹	default use case color :	- ·
draw all relations :	yes 🔹	default duration color :	Transparent 💌
draw shadow :	yes •	default continuation color :	
uraw shadow .	lives _	default component color :	
show information note :	yes 🔹	default artifact color :	
drawing language :	umi 💌	default node color :	
	OK Cancel	2	OK Cancel

😽 Diagram Drawing Setting	s dialo 🔤 ? 💶 🗙
nt deployment state activity	color [1] color [2]
default state color :	
default state action color :	Transparent 🔹
default activity color :	Transparent •
default activity region color :	Transparent 🔹
default activity action color :	Transparent 🔹
default parameter and pin color :	
	OK Cancel

This dialog allows to specify how the diagrams must be drawn by default, at the package level you may specify all the drawing settings because a package may contain indirectly all the kinds of diagram. Except at *project* level you may choose *default* for each value, in this case the effective value if specified in the upper level (which itself may specify *default* etc ... up to the *project* level).

Refer to drawing for the settings concerning the packages.

Menu : import

Allows to import the generation settings (except the specification of the base directories) or the default stereotypes from an othe project.

Menu : delete

The *delete* entry is only present when the package is not *read-only*. Note that this entry is proposed even the package cannot be deleted because a children at any sub-level is read-only or referenced by a read-only relation, these cases are checked when you ask for the deletion for performance purpose (else the menu may take too many time to appears).

Delete the package and all its children, and all the representation of them in the opened diagrams. After that it is possible to undel them (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : referenced by

To know who are the packages referencing the current one class through a relation.

Menu : mark

See mark

Menu : generate

To generate the C++/Java/Idl code of all the sub-items. To generate C++/Java/Idl code for all the project, do it at the project lev through the <u>Tools menu</u>. Note that the generators does not re-write a file when it is not necessary, to not change the last modification date of the files for nothing, *make* will appreciate !

Refer to C++ generator, Java generator and Idl generator for more details.

Menu : reverse

To reverse sources placing the result into the current package.

Refer to C++ reverse, Java reverse and Java catalog for more details.

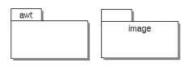
Menu : tools

The menu entry tool is only present in case at least a <u>plug-out</u> may be applied on the project/package.

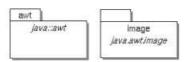
Drawing

When a package is drawn in a diagram, the available options are :

• package name in tab : to indicate if the package's name must be written in the tab which is the small rectangle on the top :



• *show classes and packages context* : to indicate if the context where the package is defined must be written, it is not the case just above. The context may be t "UML context" which is the path of the package in the browser (choice followed for *awt* below), or the C++ namespace specified by the package, or the Java package specified by the package (choice followed for *picture* below) or at least the Idl module :



• package color : when you create a new project, the packages are transparent by default.

In all the diagrams, a package may be resized.

When you move a package in a diagram, the <u>artifacts</u>, <u>classes</u>, <u>components</u>, <u>deployment nodes</u>, <u>sub-packages</u> and <u>use cases</u> defined in the package (not through an other one) and in collision with the package at the beginning of the move are also moved. If you want also move the connected elements, do a very short move (for instance use the keyboard arrows to do a move and its opposite) then ask for *select linked items* and restart the move. Note : contrarilly to the <u>states</u> when you resize a package the sub-elements are not moved to stay in it.

A right mouse click on a package in a diagram calls the following menu :

awt	
upper	
lower	
edit	
edit drawing settings	
select in browser	
set associated diagram	
remove from view	
delete from model	
tool	•

The drawing settings concerns only the picture for which the menu is called.

🔍 Diagram Drawii 🥅 🛜	🗖 🗙 👘 Di	agram Drav	vii 🔤 ? 💶 🗖	×
diagram color	diag	ram color		,
name in tab : default • show context : default •		Package color :	default 💌	
OK Can	cel	0	K Cancel	

set

diagram

associated allows to automatically open the current diagram when a double mouse click is made on the package representation in a diagram or the browser. After that the only way to edit the package is to choose the *edit* entry in the menu.

Previous : browser items

Next : use case views

Use case view

A use case view may contain other use case views, <u>use cases</u>, <u>actors</u>, <u>classes</u>, <u>class instances</u>, <u>activities</u>, <u>state machines</u>, <u>use case</u> <u>diagrams</u>, <u>object diagrams</u>, <u>sequence diagrams</u> and <u>collaboration diagrams</u> in any order :

Buse Case View
 Cuse case
 - ²/₂ <<actor>> AnActor
 - Baclass
 - Cassinstance : Aclass
 - Cassinstance : Aclass
 - Cacasinstance : A

Menus

The menu appearing with a right mouse click on a use case view in the browser is something like this, supposing it is not *read-only* nor deleted :

New	use case diagram	
New	sequence diagram	
New	collaboration diagram	
New	object diagram	
New	use case	
New	actor	
New	class	
New	class instance	
New	state machine	
New	activity	
New	sub use case view	
Edit		
Edit	drawing settings	
Delet	te	
Mark	ć	

Menu : edit

edit allows to show/modify the use case view properties with the following dialog :

name :	external event	s	
stereotype	:		•
description	with the e	the use cases xternal events	
Editor	1 s		

The stereotype of a use case view doesn't have a special meaning for BOUML.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u>

<u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Menu : edit drawing settings

🌄 Diagram Drawing Settings di 🔜 7 💻 🗖 🗙	😽 Diagram Drawing Settings di 🔜 7 🔜 🗖 🗙
use case object sequence collaboration stat	use case object sequence collaboration stat
show packages name in tab : default 💌	write name:type horizontally : default 🝷
show packages context : default	show packages name in tab : default
automatic labels position : default 👻	show packages context : default
	automatic labels position : default
draw all relations : default 💌	draw all relations : default
draw shadow : default 📩	draw shadow : default 🔹
OK Cancel	OK Cancel
Diadram Drawing Settings di	🔁 Diagram Drawing Settings di 👥 🕇 🚬 🗖 🗙
Use case object sequence collaboration stat	Use case object sequence collaboration stat
use case object sequence collaboration stat / •	use case object sequence collaboration stat +
use case object sequence collaboration stat .	use case object sequence collaboration stat
use case object sequence collaboration stat .	use case object sequence collaboration stat drawing language : default . show operations full definition : default .
use case object sequence collaboration stat drawing language : default . Instances drawing mode : default .	use case object sequence collaboration stat drawing language : default show operations full definition : default show hierarchical rank : default
use case object sequence collaboration stat drawing language : default instances drawing mode : default show operations full definition : default write name:type horizontally : default	use case object sequence collaboration stat • drawing language : default • • • show operations full definition : default • • show hierarchical rank : default • write name:type horizontally : default • show packages name in tab : default •
use case object sequence collaboration stat	use case object sequence collaboration stat • drawing language : default • • show operations full definition : default • • show hierarchical rank : default • write name:type horizontally : default • show packages name in tab : default •
use case object sequence collaboration stat drawing language : default instances drawing mode : default show operations full definition : default write name:type horizontally : default	use case object sequence collaboration stat • drawing language : default • • • • show operations full definition : default • • • • show hierarchical rank : default • • • • write name:type horizontally : default • • • • show packages name in tab : default • • • • show packages context : default • • • •

ase object sequence coll	aboration state	quence collaboration state	activity color [1]
show packages name in tab :	default 👻	default note color :	default 🔹
show packages context :	default 🔹	default use case color :	default 🔹
automatic labels position :	default 👻	default package color :	default 🔹
write transition horizontally :	default -	default fragment color :	default 📩
show transition definition :	default 👻	default subject color :	default -
		default duration color :	default -
draw all relations :	default 🝷	default continuation color :	default •
draw shadow :	default 📩	default class instance color :	default -
show state activities :	default 💌	default state color :	default •
draw state's regions horizontally	: default	default state action color :	default 👻
drawing language :	default 👻	default activity color ;	default 🔹

default activity region color :	default	•
default activity action color :	default	·
default parameter and pin color :	default	•

This dialog allows to specify how the sub diagrams must be drawn by default.

Menu : delete

The *delete* entry is only present when the package is not *read-only*.

Delete the use case view and all its children, and all the representation of them in the opened diagrams. After that it is possible undelete them (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : mark

See mark

Menu : tools

The menu entry tool not present above is present in case at least a <u>plug-out</u> may be applied on the use case view.

Previous : package

Next : class view

Class view

A class view is used to design the classes and may contain <u>classes</u>, <u>class instances</u>, <u>states</u>, <u>activities</u>, <u>class diagrams</u>, <u>object diagrams</u>, <u>sequence diagrams</u> and <u>collaboration diagrams</u> in any order :

Class view

Class view

Class lacass lacass

Class Diagram

Clobject Diagram

Clobject Diagram

Clobject Diagram

Cloblaboration Diagram

Cloblaboration Diagram

Cloblaboration AstateMachine

Class Diagram

Class Di

A class view may have an associated <u>deployment view</u>, in this case the menu of the sub-classes propose a shortcut to create an artifact in the associated deployment view (refer to <u>class menu</u>).

Menus

The menu appearing with a right mouse click on a class view in the browser is something like this, supposing it is not *read-only* nor deleted :

Class view1	
New class diagram	
New sequence diagram	
New collaboration diagram	
New object diagram	
New class	
New class instance	
New state machine	
New activity	
Edit	
Edit class settings	
Edit drawing settings	
Delete	
Mark	
Generate	•
Tool	,
Select associated deployment	view

Themenuentryselectassociateddeploymentviewis only present when the class view has an associated deployment view, this feature allows to quickly associate an artifact to a class
(see class menu).classclass

Menu : edit

-
dify them !

The stereotype of a class view doesn't have a special meaning for BOUML.

As you can see, the association with a deployment view is made through this menu.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Menu : edit class settings

7 - 1	
default	•
default	·
default	·
ancel	
	default default

This setting allows to set a default visibility at the UML level for the attributes, relations and operations of the classes defined in the class view. *default* means that the visibility of the upper level is followed (which itself may be *default* etc ... up to the *project* level). When you create a new class view the visibilities are set to *default*.

Menu : edit drawing settings

Diagram Drawing Settings d	1 1 11	class sequence collaboration	object state acti
drawing language :	default -	1	
classes drawing mode :	default 👻	drawing language :	default 💌
hide classes attributes :	default 💌		
hide classes operations :	default 💌		
show classes members full definition :	default 📩	show operations full definition	: default 📩
show classes members visibility :	default •		
show operation parameter direction :	default 📩	write name:type horizontally :	default -
show operation parameter name :	default 💌	while name cypic noncontainy ,	
draw all relations :	default 💌		
show packages name in tab :	default 🔹	draw all relations :	default 👻
show classes and packages context :	default		
automatic labels position :	default 📩		
show information note :	default 📩	draw shadow :	default 🔹
draw shadow :	default 🛨		
	OK Cancel		OK Cance

😽 Diagram Drawing Setting	s dialo 👥 7 💶 🗆 🗙	😽 Diagram Drawing Settin	gs dialo 🔤 🥇 💶 🗙
class sequence collaboration	object state acti	class sequence collaboration	object state active
drawing language :	default 💌	write name:type horizontally :	default 📩
show operations full definition :	default 💌	show packages name in tab :	default 👻
show hierarchical rank :	default 💌		
write name:type horizontally :	default 🔹	show packages context :	default 🔹
show packages name in tab :	default 💌	automatic labels position ;	default 💌
show packages context ;	default	draw all relations :	default 👻
draw all relations ;	default		
draw shadow :	default 💌	draw shadow :	default 💌
-	OK Cancel		OK Cancel
H Diserson Descript Cathing		······································	
Diagram Drawing Setting class sequence collaboration	1 1 1	Diagram Drawing Settin S sequence collaboration ob	1 1 1 1 1 1
And the second second second	1 1 1		1 1 1 1 1 1
class sequence collaboration	object state acti	s sequence collaboration ob	ject state activity
class sequence collaboration	object state acti	s sequence collaboration ob show packages name in tab :	ject state activity .
class sequence collaboration show packages name in tab : show packages context :	object state acti	s sequence collaboration ob show packages name in tab : show packages context :	ject state activity . , default .
class sequence collaboration show packages name in tab ; show packages context ; automatic labels position ;	object state acti , default , default , default ,	s sequence collaboration ob show packages name in tab : show packages context : automatic labels position :	ject state activity
class sequence collaboration show packages name in tab : show packages context : automatic labels position : write transition horizontally :	object state acti , default , default , default , default ,	s sequence collaboration ob show packages name in tab : show packages context : automatic labels position : write flow label horizontally : show opaque action definition ;	ject state activity
class sequence collaboration show packages name in tab : show packages context : automatic labels position : write transition horizontally : show transition definition :	object state acti , default , default , default , default , default ,	s sequence collaboration ob show packages name in tab : show packages context : automatic labels position : automatic labels position : write flow label horizontally : show opaque action definition ; draw all relations :	ject state activity
class sequence collaboration show packages name in tab : show packages context : automatic labels position : write transition horizontally : show transition definition : draw all relations :	object state acti , default , default , default , default , default , default ,	s sequence collaboration ob show packages name in tab : show packages context : automatic labels position : write flow label horizontally : show opaque action definition ;	ject state activity
class sequence collaboration show packages name in tab ; show packages context ; automatic labels position ; write transition horizontally ; show transition definition ; draw all relations ; draw shadow ; item (collaboration);	object state acti , default , default , default , default , default , default , default , default , default ,	s sequence collaboration ob show packages name in tab : show packages context : automatic labels position : automatic labels position : write flow label horizontally : show opaque action definition ; draw all relations :	ject state activity
class sequence collaboration show packages name in tab : show packages context : automatic labels position : write transition horizontally : show transition definition : draw all relations : draw shadow : show state activities :	object state acti , default , default , default , default , default , default , default , default , default ,	s sequence collaboration ob show packages name in tab : show packages context : automatic labels context : automatic labels position : write flow label horizontally : show opaque action definition ; draw all relations : draw shadow ;	ject state activity (), default () default () default () default () default () default () default ()

efault · efault · efault · efault ·
efault •
efault
efault 🗾
efault
efault
efault 📩
efault 📩
efault 📩
efault 📩

This dialog allows to specify how the class view's diagrams must be drawn by default.

Menu : delete

The menu entry *delete* is only present when the class view is not *read-only*.

Delete the class view and all its children, and all the representation of them in the opened diagrams. After that it is possible to undelete them (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : mark

See mark

Menu : generate

To generate the C++/Java/Idl code of all the sub-items. Refer to C++ generator, Java generator and Idl generator for more details.

Menu : tools

The menu entry *tool* is present in case at least a *plug-out* may be applied on the class view.

Menu : select associated deployment view

Only present when the class view has an associated deployment view, select it as you do this manually, except that you do not have to search it !

Previous : use case view

Next : component view

Component view

A component view may contains components and component diagrams in any order :

自覺Component view - 최Order - 최Customer - 원Product 記component diagram

Menus

The menu appearing with a right mouse click on a component view in the browser is something like this, supposing it is not *read-only* nor deleted :

Component view	
new component diagram	n
new component	
edit	
edit drawing settings	
delete	
mark	
tool	

Menu : edit

Uml Use	nent view d		and part of
name :	Component vie	ew	
stereotype			<u>·</u>
description			
Editor	1		
		OK	Cancel

The stereotype of a component view doesn't have a special meaning for BOUML.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Menu : edit drawing settings

Diagram Drawing Setting		Component color
show packages name in tab :	default 👻	
show packages context :	default •	default component color : default
automatic labels position : draw all relations :	default 👻	default note color : default 👻
draw shadow :	default	default package color : default
draw component as icon :	default 🝷	
show component's required and provided interfaces :	default -	default fragment color : default 💌
show component's realizations :	default -	
	OK Cance	OK Cance

This dialog allows to specify how the component diagrams must be drawn by default.

Menu : delete

The menu entry *delete* is only present when the class view is not *read-only*.

Delete the component view and all its children, and all the representation of them in the opened diagrams. After that it is possil undelete them (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : mark

See mark

Menu : tools

The menu entry tool not present above is present in case at least a <u>plug-out</u> may be applied on the component view.

Previous : class view

Next : deployment view

Deployment view

A deployment view may contains nodes, artifacts and deployment diagrams in any order :

Menus

The menu appearing with a right mouse click on a deployment view in the browser is something like this, supposing it is not *read-only* nor deleted :

a Deployment view	W_
new deployment diagra	m
new node	
new artifact	
edit	
edit drawing settings	
delete	
mark	
generate	,
tool	•

Menu : edit

name :	Considered deployments
stereotype ;	
description	Here are the deployments we propose depending on the available targets.
Editor	1

The stereotype of a deployment view doesn't have a special meaning for BOUML.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Menu : edit drawing settings

show packages name in tab :	default -	deployment color	
show packages context :	default •	default node color :	default -
write node instances horizontally :	default 📩	default artifact color :	default 🔹
automatic labels position :	default 📩	default component color :	default -
draw all relations : draw shadow :	default 💌	default note color :	default 🖌
draw component as icon :	default 💌	default package color :	default 🗸
show component's required and provided interfaces : show component's realizations :	default 🔹	default fragment color :	default 🗸

This dialog allows to specify how the deployment diagrams must be drawn by default.

Menu : delete

The menu entry *delete* is only present when the class view is not *read-only*.

Delete the deployment view and all its children, and all the representation of them in the opened diagrams. After that it is possi undelete them (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : mark

See mark

Menu : tools

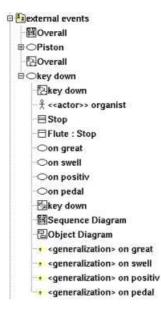
The menu entry *tool* not present above is present in case at least a <u>plug-out</u> may be applied on the component view. The selected tool is called and applied on the current deployment view.

Previous : component view

Next : <u>use case</u>

Use case

In the browser, an use case may contain other use cases, actors (classes stereotyped *actor*), <u>classes</u>, <u>class instances</u>, <u>state machine</u>, <u>activities</u>, <u>use case diagrams</u>, <u>sequence diagrams</u>, <u>collaboration diagrams</u>, <u>object diagrams</u>, and the relations, in any order :



Define a use case nested in an other one in the browser is a practical way when a use case is refined into sub use cases.

The relations between use cases presented in the browser are the inheritance and dependency.

Menus

The menu appearing with a right mouse click on a use case in the browser are something like this, supposing it is not *read-only* nor deleted :

key down	
New use case diagram	
New sequence diagram	
New collaboration diagram	1
New object diagram	
New use case	
New actor	
New class	
New class instance	
New state machine	
New activity	
Edit	
Edit drawing settings	
Delete	
Referenced by	
Mark	
Tool	

Menu : edit

edit allows to show/modify the use case properties with the following dialog :

editor

name :	key down
stereotype :	<u>.</u>
extension points :	

The stereotype of a use cases doesn't have a special meaning for BOUML.

The

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Menu : edit drawing settings

Diagram Drawing Settings 📰 🦹 💻 🗖	🗙 😽 Diagram Drawing Settings 📰 🤋 🗖
se case sequence collaboration object c	use case sequence collaboration object c
show packages name in tab : default 📩	drawing language : default 🝷
show packages context : default -	show operations full definition : default 🛨
automatic labels position : default	write name:type horizontally : default 💌
draw all relations : default 💌	draw all relations : default 💌
draw shadow : default	draw shadow : default 💌
OK Cancel Diagram Drawing Settings	OK Cancel
Diagram Drawing Settings 7 _ D	X Diagram Drawing Settings 7 _ 0
Diagram Drawing Settings ? _ D se case sequence collaboration object c	
Diagram Drawing Settings ? se case sequence collaboration object c drawing language : default _ show operations full definition : default _	
Diagram Drawing Settings ? se case sequence collaboration object c drawing language : default • show operations full definition : default • show hierarchical rank : default •	
Diagram Drawing Settings ? se case sequence collaboration object c drawing language : default • show operations full definition : default • show hierarchical rank : default • write name:type horizontally : default •	
Diagram Drawing Settings ? se case sequence collaboration object c drawing language : default • show operations full definition : default • show hierarchical rank : default • write name:type horizontally : default • show packages name in tab : default •	Diagram Drawing Settings use case sequence collaboration object c write name:type horizontally : default • show packages name in tab : default • show packages context : default • automatic labels position : default •

Diagram Drawing Sett	
use case sequence collabo	oration object color
default note color :	default -
default use case color :	default 💽
default package color :	default -
default fragment color :	default 🔹
default subject color :	default -
default duration color :	default
default continuation color :	default
	OK Cancel

This dialog allows to specify how the sub diagrams must be drawn by default.

Refer to drawing, for the settings concerning the use cases.

Menu : delete

The *delete* entry is only present when the use case is not *read-only*.

Delete the use case and all its children, and all the representation of them in the opened diagrams. After that it is possible to undel them (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : referenced by

To know who reference the use case through a dependency or an inheritance, show a dialog, for instance :

Referenced By dial	og 🎐 🦷 🗆 🗙
on swell is referenced by :	
<generalization> [external e</generalization>	vents::key down] 🔹
Select	Close

Menu : mark

See mark

Menu : tools

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on the use case. The selected tool is called and applied on the current use case.

Default stereotypes

The dialog allowing to set the default stereotypes has a tab reserved for the use cases :

ise case	real	UseCase Artifact Views Diagrams Other
tereotypes :		Stereotypes
relations stereotypes :	_	
		include extend

UML propose a simple line for the relation between use cases and actors/classes. I propose also an arrow because I prefe representation.

Drawing

A use case is drawn in a diagram with a sizable ellipse, the available options are :

- use case color
- label • automatic position : this concerns the relation's labels, by default BOUML automatically move the labels associated to a relation accordingly to its extremities. If you do not like how BOUML place the labels, set this option to false and you will be the master (note that the labels default position entry of the relation's menus in the diagrams remains available to help you when you are lost).

A right mouse click on a use case in a diagram calls the following menu :

key down	
upper	
lower	
edit	
edit drawing setting	s
select in browser	
select linked items	
set associated diag	jram
remove from view	
delete from model	
tool	,

The drawing settings concerns only the picture for which the menu is called.

select linked items select all the items connected with the current one through any line

set

associated

diagram

allows to automatically open the current diagram when a double mouse click is made on the use case representation in a diagram or the browser. After that the only way to edit the use case is to choose the edit entry in the menu.

Previous : deployment view

Next : class

Class

A class may contain nested classes, <u>relations</u>, <u>attributes</u>, <u>operations</u>, <u>extra members</u> and dependencies on <u>packages</u>. The order of the class's sub-items is very important because it is followed by the C++/Java/Idl generators.

UmlClassDiagram
 '++ <generalisation> UmlBaseClassDiagram
 '0+ UmlClassDiagram
 '0+ sKind
 '0+ memo_ref
 '0+ ref_index
 '0+ generate_index
 ** diagrams
 -** initialization

The representation of a class in the browser indicates if the class is abstract or is a template class, furthermore a nested class icon has a reduced size :

Class view1

Class

StandardClass

EnbeddedClass

EnbeddedTemplateClass

Class

А

is the support to define all kinds of class depending on the languages, the stereotype specify what a class is. The way a stereot translated for each language is configured and is specified through the *generation settings*. You can set a default list of stereotypes for the classes and their relations through the *edit default stereotype* entry of the project's menu.

Some stereotypes have a special meaning for BOUML :

• typedef

: a class having this stereotype may have an associated base type used to construct the typedef. It is not per relation/attribute/operation to a class stereotyped *typedef*, nor to define it as a *template* (but it may instantiate a *template*). This stereotype doesn't have sense in Java.

- *enum*: a class having this stereotype is an *enum*, need at least the JDK 5 in Java. Because a Java JDK 5 enum may hav attributes, relations and operations, it is possible to add these kinds of members to a class having the stereotype enum, but default definitions are empty in C++ and Idl. it is not possible to define or instantiate a *template*, they are not yet managed in Java. In Php an enum produces a class having only *const* variables
- *enum_pattern* : a class having this stereotype is an *enum* even in Java for which a special definition compatible with JDK release less than 5 is produced. it is not possible to add a relation/operation to a class stereotyped *enum* nor to define or instantiate a *template*.
- union : a class having this stereotype cannot instantiate a template
- actor : just to change the representation, not relevant for the code generators

Obviously because you may change the stereotype at any time, it is possible to define for instance a class with an operation and aft that to change its stereotype to *enum_pattern* ... In this case BOUML does nothing, for instance it does not delete itself the operation to help you to come back to a more appropriate stereotype without undesirable modifications.

The extend of the previous stereotypes include C++ and Java and Idl <u>both</u>. This means for instance that you cannot add an operation to an *enum_pattern* independently of the translation of this stereotype in C++/Java/Idl specified through the *generation settings*. But it is also possible to have stereotypes with an extend limited to each language through the definition of new stereotypes. For instance, if you define the stereotype *eiu* which is translated by *enum* in C++, *interface* in Java and *union* in IDL through the *generation settings*, you will have exactly that you want : magic ! isn't it ?

The stereotypes known at each language level by BOUML are :

- C++ : class (or empty stereotype), enum, struct, typedef and union
- Java : class (or empty stereotype), enum, enum_pattern, interface and @interface
- Php : class (or empty stereotype), enum, interface

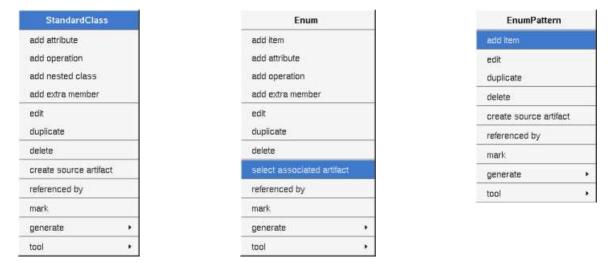
class

• Idl : enum, exception, interface, struct, typedef, union and valuetype

The class's properties will be exposed below.

Menus

The class menu appearing with a right mouse click on its representation in the browser depend on the stereotype and the <u>artifact</u> association, it is something like these, supposing the class not *read-only* nor deleted (see also <u>menu in a diagram</u>):



Menu : add ...

The first entries of the menu allowing to add something may not be present depending of the class's stereotype.

Menu : edit

edit

allows to show/modify the class properties. In case the class is read-only, the fields of the dialog are also read-only. Note th consistency purpose you cannot edit a class while any other edition is made, and while a class is edited all the other editions impossible.

Class dialog, tab Uml

The tab Uml is a global tab, independent of the language :

name : stereotype :	UmIClass				
	abstract	C public	C protected	C private	package
artifact :	UmIClass [A	PI USER]			-
tescription : Editor	This class manages 'classes', notes that the class 'ClassItem' is a mother class of the class's children.				ssitem'
Default	You can modi	fy it as you w	ant (except the	constructor)	
onstraint :					
Editor					

The proposed stereotypes are the default one specified through the Default stereotypes dialog more the current one (empty here). It is

possible to choose into the list or to give a new one, or to empty it.

abstract allows to declare that the class is an abstract class (not instanciable).

The

used to produce the class source code must be chosen in the proposed list or the field may be empty. Obviously a nested class can' have an associated artifact, but a nested class has a visibility.

The description will be generated in the class source code (in case the *\${comment}*) or *\${description}* macro appears in the class definition) as a comment.

The

editor button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance Xcoral) specified through the environment variable BOUML_EDITOR. Note that this external editor have to create an own window, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

The

default

artifact

button visible above associated to the description allows to set the description with a default contain specified through the generation settings. Useful to generate comments compatible Java Doc or Doxygen for instance.

Class dialog, tab Parametrized

The parametrized tab allows to specify the formals of a template / generic class.

For instance with :

	Type (C++)	Name	Default value (C+-	Extends (Java)	do
1	class	K			
2	class	V			
3	class				
				11.	

if the class have the default proposed class definition, the C++ class definition (named Dict) is :

template<class V, class K = string> class Dict ...

Class dialog, tab Instantiate

The *instantiate* tab allows to specify the actual of a class inheriting templates classes. It appears only when the edited class inherits or realizes at least a template class. Obviously, a template class may inherit another ones.

For instance with this definition of Dict :

Uict	ml Parametrized		case the class is parametriz	ed	
key	Type (C++)	Name	Default value (C++)	Extends (Java)	do
value	class	V	string		
2	class	K	string		
3	class				
neredheaded 4	class				

if the class have the default proposed class definition, the C++ class definition of theredheaded is :

class theredheaded : public Dict<string, string> ...

the Java class definition is :

class theredheaded extends Dict<String, String> ...

When the class theredheaded is edited only the actuals are editable in the tab Instantiate, both for C++ and Java.

Supposing you have a template class vector and you want to define a vector or boolean, obviously the right definition is not :

```
class vectorOfBoolean : public vector<bool> {...}
```

the right definition is :

template<> class vector<bool> {...}

To do this you just have to define the class named vector<bool>

Class dialog, tab C++

This tab allows to give the C++ definition of the class, it is visible only when C++ is set through the Languages menu.

Template definition :

	alog <2> এ netrized C++ Java DL Us	ser	2
	r external		
Declaration :	<pre>\${comment}\${template}clas \${members}); \${inlines}</pre>	s \${name}\$(inherit) {	
Result after substitution :	template <class class="" k<br="" v,="">key value };</class>	= string> class Dict {	-
	Default declaration	Not generated in C++	
		OK Cancel	

Template instantiation (of course a class may be both a template definition and a template instantiation) :

Uml Paran	netrized Instantiate C++ Jav	a IDL User
	Г external	
Declaration :	<pre>\${comment)\$(template}clas \${members}; \${inlines}</pre>	s \${name}\${inherit} {
Result after substitution :	<pre>//A famous french diction class theredheaded : publ };</pre>	
	Default declaration	Not generated in C++

Enum (class with the stereotype *enum* or *enum_pattern*) :

	r external	
Declaration :	<pre>\${comment)enum \${name} (\${items});</pre>	
Result after substitution :	enum Enum (One Two };	
	Default declaration	Not generated in C++

Standard class :

Class di	alog 🧐	7 _ 0
Uml Paran	netrized C++ Java IDL User	
	Г external	
Declaration :	<pre>\${comment)\$(template)class \$(name)\$ \$(members)); \$(inlines)</pre>	(inherit) (
Result after substitution :	<pre>// This class manages 'classes', no // is a mother class of the class's // // You can modify it as you want (e class UmlClass : public UmlBaseClasUmlClass()skind()html()html()write()ttsl()</pre>	; children. except the constructor)
		1

In BOUML the generated code is obtained by the substitution of macros in a text, only the *Declaration* part is editable, the other one help you to see what will be generated for C++ (supposing you do not modify the C++ code generator !).

When you push the button *default declaration*, the form specified through the <u>generation settings</u> depending on the class stereotype (and of course the language !) is proposed, this last may be modified as you want, even to produce illegal source code. For instance if you do not want to follow the inheritance specified by the class's relations, you just have to replace *\${inherit}* by anything you want.

When you do not want to have this class defined in C++ (but it must be defined in Java or Idl, so the class must have an <u>associated</u> <u>artifact</u>), empties the declaration manually or using the button *not generated in* C++ (an other way is to empty the C++ definition of the <u>artifact</u>).

The

external

check box must be used when the class must not be defined in C++ by BOUML, but you want to specify the name of the class (to not follow the *Uml/Java/Idl* name) and/or the included files and/or *using* forms or any other forms needed to use it.

\${template} produce a template declaration in case the class is a template class, else an empty string.

\${members} produce the declaration and definition of the class members (<u>relations</u>, <u>attributes</u>, <u>operations</u> and <u>extra members</u>) following the browser order and repartition in the header and source files.

\${inline} produce the definition of the <u>operations</u> and <u>extra members</u> declared *inline*, may be an empty string.

Refer to the generation settings for more details.

The forms @{property} are replaced by the value of the corresponding user property if it is defined for the class or at an upper level, else it is not substituted.

Class dialog, tab Java

This tab allows to give the Java definition of the class, it is visible only when Java is set through the Languages menu

Generic definition :

	F public	🗖 final	🗖 external
Definition :	<pre>\${comment)\$(public)\$(f \${members})</pre>	final}\$(abstract)class \$(na	me}\$(extends)\$(implements)
Result after substitution :	class Dict <v, k=""> (key value }</v,>		
substitution .			

Generic instantiation :

[F and the		
	F public	☐ final	F external
	{comment)\$(public}\$(fi {members})	nal}\$(abstract)class \$(na	ame}\${extends}\$(implements) {
Result after	lass theredheaded exte	ends Dict <string, string=""></string,>	×1
substitution :	Default definition	Not generated in Java	Edit annotation

For a JDK 5 enum (class with the stereotype enum) :

	F public	🖵 final	F external		
Definition :	<pre>\${comment)\$(@}\${public}\${final}\${abstract}enum \${name}\${implements} { \${items}; \${members}}</pre>				
Result after substitution	enum Enum (One Two ; attr oper()				
		1 Acres Acres Acres	1		

For a class with the Java stereotype *enum_pattern* :

	F public	F final	E exter	nal
Definition :	switch (val	value; alue() (le; c \$(name} from lue) { ault: throw n	uInt(int value ew Error();	ne) (
Result after substitution :	switch (val Zero One Two Two Several default: th .)	value; alue() (ne; : IntegerValue	();	
	Default definition	Not generated	in Java E	dit annotation

Standard class :

	F public	F final	F externa	
Definition :	<pre>\${comment)\$(public)\${f \${members}};</pre>	inal)\$(abstract)class	\${name}\${extend	ls}\${implements}
Result after substitution :			n.	ssItem'
		202 202	12	

\${public} produce an empty string when the check box *public* is not checked, else produce *public* (!)

\${final} produce an empty string when the check box *final* is not checked, else produce *final* (!!)

The

external

check box must be used when the class must not be defined in Java by BOUML, but you want to specify the name of the class (to not follow the Uml/C++/Idl name).

\${members} produce the declaration of the class members (<u>relations</u>, <u>attributes</u>, <u>operations</u> and <u>extra members</u>) following the browser order, doesn't produce the enumeration items of an *enum*. In an *enum*, an attribute is not an enumeration item when its stereotype is *attribute*.

\${items} produces the enumeration items of an *enum*. an attribute is an enumeration item when its stereotype is not *attribute*.

\${extend} is replaced by the class inheritance

\${implement} is replaced by the interface inheritance

 ${\mathbb Q}$ produces the annotations, when it is present in the definition the button *Edit annotation* is active, a specific dialog allows you to enter the annotations proposing the default annotations (*Deprecated* ...) and the ones defined through the classes stereotyped @*interface* :

bouml	9	? _ □ >
To a	dd an annotation at the	e cursor position
	may select it in the list	한 것은 아이들은 것은 것은 것이 같이 같다.
Add	Deprecated	-
Ē	ок	Cancel

The

forms

@{property}

are replaced by the value of the corresponding user property if it is defined for the class or at an upper level, else it is not substituted.

Class dialog, tab Php

This tab allows to give the Php definition of the class, it is visible only when Php is set through the Languages menu

For an *enum* (class with the stereotype *enum*) :

	netrized C++ Java Php I	
Definition :	<pre>\${comment)final \${visibi \${items}}</pre>	lity)class \${name} (
Result after substitution :	final class Enum { One Two }	

Standard class :

- 1	1 1	Php IDL Properties		_
	☐ final	r external		
Definition :	<pre>\${comment}\$(final \${members})</pre>	l)\${visibility}\$(abstra	ct)class \${name}\$(extends)\${implements) {
Result after substitution :	class C (attr cte op())			

{visibility} produce an empty string when the visibility except if this one is *package*. If you want to generate Php 4, set the visibility to *package*

\${final} produce an empty string when the check box *final* is not checked, else produce *final* (!!)

\${abstract} produce an empty string when the check box *abstract* is not checked, else produce *abstract* (!!)

The

check box must be used when the class must not be defined in Php by BOUML, but you want to specify the name of the class (to follow the Uml/C++/Php/Idl name).

{members} produce the declaration of the class members (relations, attributes, operations and extra members) following the browser order

\${items} produces the enumeration items of an *enum*. other members are not produced

\${extend} is replaced by the class inheritance

\${implement} is replaced by the interface inheritance

The

forms

@{property}

external

are replaced by the value of the corresponding user property if it is defined for the class or at an upper level, else it is not substituted.

Class dialog, tab Idl

This tab allows to give the Idl definition of the class, it is visible only when Idl is set through the Languages menu

			2
	□ external	Filedal	☐ custom
Declaration :	<pre>\${comment}\$(abstract) \${members});</pre>	\${custom}valuetype	\${name}\$(inherit) {
Result after substitution :	<pre>valuetype C1 {atop()the_o2sself };</pre>		
substitution :			

\${local} produce an empty string when the check box *local* is not checked, else produce *local* (!!), this one is only available when the stereotype of the class is *interface* in Idl (see <u>generation settings</u>).

\${custom} produce an empty string when the check box *custom* is not checked, else produce *custom* (!), custom is available when the stereotype of the class is *valuetype* in Idl (see generation settings).

The

check box must be used when the class must not be defined in Idl by BOUML, but you want to specify the name of the class (to follow the Uml/C++/Java name) and/or the included files needed to use it. Not yet implemented in the Idl generator.

{{members}} produce the declaration of the class members (<u>relations</u>, <u>attributes</u>, <u>operations</u> and <u>extra members</u>) following the browser order.

Refer to the generation settings for more details.

The forms @{property} are replaced by the value of the corresponding user property if it is defined for the class or at an upper level, else it is not substituted.

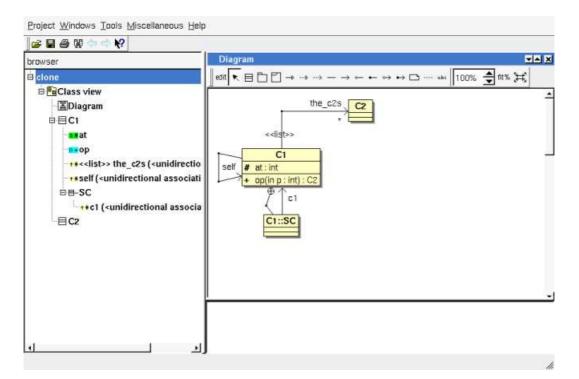
Menu : duplicate

The menu entry *duplicate* clone the class and all its children, including the nested classes.

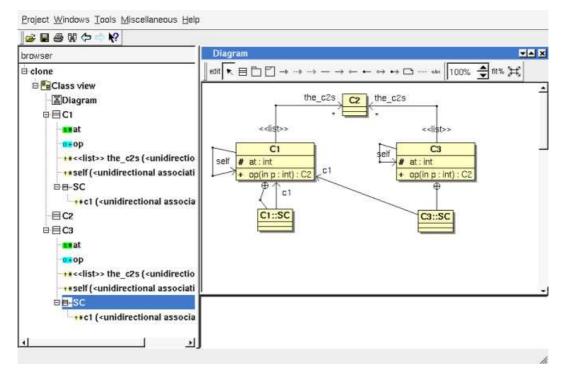
The self relations (a self relation is a relation between a class and itself) are specially managed : they became a self relation to the clone.

For instance, if the initial situation is the following :

external



After the duplication of *C1* into the new class *C3* :



Note that the duplication of the relation c1 of C3::SC is still a relation to C1, because only the self relation are specially managed, not all the relation to the duplicated class (the context of the inner class(es) SC is visible thanks to the *drawing setting "show context*" and also to the inner class relation).

Menu : create source artifact

Themenuentrycreatesourceartifactis present when the class does not have an associated artifact, but the class view containing the class have an associated deploymentview. Choosing this entry a new artifact having the name of the current class and the stereotype source is created in the deploymentview associated to the class view containing the current class.

To quickly create is needed the associated *deployment view* and associate an *artifact* to all the classes of a class view use the *plug-out* <u>deploy</u>.

Menu : select associated artifact

This menu entry is present when the class have an associated artifact, to quickly select this one, the current class may also be quickly

selected from its associated artifact.

Menu : select associated component Menu : select an associated component

This menu entry is present when the class have an associated component(s), to quickly select this one, the current class may also quickly selected from its associated component.

Menu : referenced by

To know who reference the current class

Menu : mark

See mark

Menu : delete

The menu entry *delete* is only present when the class is not *read-only*.

Delete the class and all its children, and all the representation of them in the opened diagrams. After that it is possible to undelete them (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : generate

To generate source code for the languages for whose the class and the associated artifact have a definition.

Menu : tool

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on a class. The selected tool is called and applied on the current class.

Default stereotypes

The dialog allowing to set the default stereotypes has a tab reserved for the classes :

Default :	ster	eotypes o	dialog	9							7 _ [
ackage C	lass	UseCase	Artifact	Views	Diagrams	Activities	Others				
ass tereotypes :	acto	r auxiliary bo	undary cor	trol entity	enum enun	_pattern exc	eption focus	implementatio	n class int	erface @inter	face metac
tribute erectypes :	Γ										
eration erectypes :	Γ	_	_	_	_	_	_		_	_	
		Stereotypes									
		the local data was the second data was a second data was a second data was a second data was a second data was	and the second se	omplete d	islipint) (cam	pliete,overfap	ping) (incom	olete overlappi	na)		
		list set vecto									
		list set vecto									
		list set vecto									
		list set vecto list set vecto									
		list set vecto									
		friend import									
ations	_	bind									
ereotypes :	Г										
	L .										
	L										
	_										
										OK	Cance

As you can see, it is possible to set a default stereotypes list for the classes and all the relations between classes.

The code generators does not distinguish the generalization and the realization, even they do not have the same meaning in UML.

Generation settings

This very important dialog allows to specify many default definitions concerning the classes, more details will be given in $\underline{C++}$ generator, Java generator, Php generator and Idl generator.

The tabs associated to a given language are only visible when the corresponding language is set through the Languages menu.

The tab Stereotypes allows to specify how the class's stereotypes are translated in each language :

Types Stereoty		M 0/1/145 11 13	uner concent	+[4] C++[5]		S. 15	1	101121103	
		Uni	C++		Java		1di		d
	1	sequence	vector		Vector		sequent	28	
	2	vector	vector		Vector		sequent		
	2	list	list		Vector		00.410.0	sequence	
Attributes and	4	set	set		Vector	tor 9		28	
Relations itereotypes correspondence :	Γ								
	1	Uml Class	C++ class	Java class	c	°hp Iass		uetype	d
	1	class interface	class class	class interface	c	lass nterface	val	uetype erface	d
	3	class Interface exception	class class class	class interface class	c ir c	lass nterface lass	val intr exc	uetype erface ception	d
	3	class interface exception enum	class class class enum	class interface class enum	c ir c	lass nterface lass num	va intr exc en	uetype erface ception um	d
Jasses's	3 4 5	class interface exception enum enum_pattern	class class class enum enum	class interface class enum enum_pat	c ir c tern e	lass hterface lass num num	val intr exc en en	uetype erface ception um um	d
Second Second	3 4 5 6	class interface exception enum enum_pattern struct	class class class enum enum struct	class interface class enum enum_pat class	c ir c tern e c	lass hterface lass num num lass	val inte exe en en str	uetype erface ception um um uct	d
tereotypes	3 4 5 6 7	class interface exception enum enum_pattern struct union	class class class enum enum struct union	class interface class enum enum_pai class class	c ir c tern e c c	lass hterface lass num lass lass	val inte exe en en str uni	uetype erface ception um um uct on	d
Classes's itereotypes iterespondence :	3 4 5 6 7 8	class interface exception enum enum_pattern struct union typedef	class class class enum enum struct union typedef	class interface class enum enum_pai class class ignored	c ir c tern e c c ig	lass nterface num num lass lass gnored	val inte en en str uni typ	uetype erface ception um um uct on edef	d
tereotypes	3 4 5 6 7 8 9	class interface exception enum_pattern struct union typedef boundary	class class class enum struct union typedef class	class interface class enum enum_pai class class ignored class	c ir c tern e c c c c c	lass nterface num num lass lass gnored lass	val intr en en str uni typ intr	uetype erface ception um um uct on edef erface	d
tereotypes	3 4 5 7 8 9 10	class interface exception enum_pattern struct union typedef boundary control	class class enum enum struct union typedef class class	class interface class enum_pal class class ignored class class	c ir c tern e c c c c c c	lass terface lass num num lass lass gnored lass lass	val intr exc en str uni typ intr val	uetype erface ception um um uct on edef erface uetype	d
tereotypes	3 4 5 6 7 8 9	class interface exception enum_pattern struct union typedef boundary	class class class enum struct union typedef class	class interface class enum enum_pai class class ignored class	c ir c tern e c c c c c c c c c	lass nterface num num lass lass gnored lass	val inte eno eno str uni typ inte val val	uetype erface ception um um uct on edef erface	c

The second C++ tab allows to define the default C++ class definition depending on the stereotype :

Generation	nSettings dialog 🎯 🕴 ? 🔤	
Types Stereo	btypes C++[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Idi[1] Idi[2] Idi[1.
Class default declaration :	<pre>\${comment)\$(template)class \$(name)\$(inherit) { \$(members)); \$(inlines)</pre>	
Struct default declaration :	<pre>\$(comment)\$(template)struct \${name)\$(inherit) { \$(members)); \$(inlines)</pre>	_
Union default declaration :	<pre>\${comment)\${template}union \${name} { { { {members}}; \${inlines} }</pre>	_
Enum default declaration :	<pre>\$(comment)enum \${name} (\${items} };</pre>	-
Typedef default declaration :	<pre>\$(comment)typedef \$(type) \$(name);</pre>	_
	OK Canc	el

The first Java tab allows to define the default Java class definition depending on the stereotype :

GenerationS	iettings dialog 🧕	? _ 🗆 ×
Types Stereotyp	pes C++[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Idl[1] Idl[2] Id	dl[3] Idl[4] D
file default content :	S(comment) S(package) S(imports) S(definition)	i/ reversed java 💌
Class default declaration :	<pre>\${comment)\${public}\${final}\$(abstract)class \${name}\${extends}\${implements} \${members}}</pre>	{
Interface default declaration :	<pre>\${comment}\${public}interface \${name}\$(extends) {</pre>	
Enum default declaration :	<pre>\${comment}\$(public)\${final}\$(abstract)enum \${name}\${implements} (\${items}; \${members})</pre>	
Enum pattern default declaration :	<pre>\${comment}\$(public)final class \${name} { { {members} private int value; }</pre>	 -
Attribute default declaration :	<pre>\${comment}\${visibility}\${static}\${final}\${transient}\${volatile}\${type} \${</pre>	name)\$(value);
Enumeration item default definition :	<pre>\${name}\$(value),\$(comment)</pre>	
Enum pattern item default definition :	<pre>\${comment}public static final int _\$(name)\$(value); public static final \$(class) \${name} = new \$(class)(_\$(name));</pre>	
Enum pattern item 'case' in 'from_int' :		
		OK Cancel

The first Php tab allows to define the default Php class definition depending on the stereotype :

	Settings dialog 🧶		? _ 🗆
Types Stereoty	pes C++[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Jav	/a[3] Java[4]	Php[1]
file default content :	<pre><?php \$(comment) \$(definition) ?></pre>	generated / rever file extension :	sed php •
Class default declaration :	\${comment}\${final}\${visibility}\${abstract}class \${name}\${e \${members}}	(tends)\$(impl	ements) {
Interface default declaration :	<pre>\${comment}\${visibility}interface \${name} (\${members}}</pre>		
Enum default declaration :	<pre>\${comment}final \${visibility}class \${name} { \${items}}</pre>		
]	ок	Cancel

The first Idl tab allows to define the default Idl class definition depending on the stereotype :

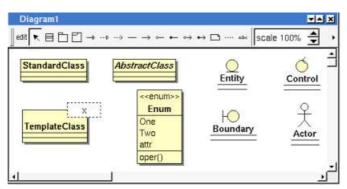
Generation	Settings dialog 🧕 🕴 🤉 🗖 🗙
Types Stereoty	pes C++[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Idl[1] Idl[2] Idl[
file default content :	•ifndef _0 (NAME)_H •define _0 (NAME)_H •define _0 (NAME)_H file extension: idl _
Interface default declaration :	<pre>\${comment)\${abstract}\${local}interface \${name}\${inherit} {</pre>
Valuetype default declaration :	<pre>\${comment)\${abstract}\${custom}valuetype \${name}\${inherit} { \${members}};</pre>
Struct default declaration :	<pre>\$(comment)struct \$(name) (\$(members));</pre>
Union default declaration :	<pre>\$(comment)union \${name} switch(\${switch}) { \${members}};</pre>
Enum default declaration :	<pre>\$(comment)enum \$(name) { \$(items));</pre>
Typedef default declaration :	<pre>\$(comment)typedef \${type} \${name);</pre>
Exception default declaration :	<pre>\${comment}exception \${name} { \$(members}); }</pre>
	OK Cancel

The tab *Description* allows to set a default description (the default description is used when you hit the button *default* in the description part of a class of the class dialog) :

Generati	onSetti	ngs dial	og 🍠	_							? _	
+[2] C++[3] Artiliact default description :	C++[4]	C++[5]	Java[1]	Java[2]	Java[3]	Idl[1]	Idl[2]	Idl[3]	Idl[4]	Description	Directory	<u>.</u>
Class default description :												_
Operation default description :												
Attribute default description :												
Relation default description :												
-										ОК	Ca	ncel

Drawing

A class is drawn in a diagram as a rectangle or an icon depending on the class's stereotype and the drawing settings :



A right mouse click on a class in a diagram calls the following menu (supposing the class editable) :

StandardClass	
upper	
lower	
edit drawing settings	
individual attribut visibility	
individual operation visibility	
edit class	
add attribut	
edit attribut	٠
add operation	
edit operation	•
select in browser	
set associated diagram	
remove from view	
delete from model	
generate	×
tool	

Menu : edit drawing settings

These drawing settings concerns only the picture for which the menu is called.

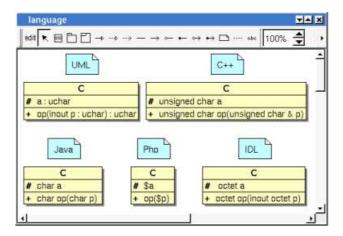
A settings valuing *default* indicates that the setting specified in the upper level (here the diagram) must be followed, obviously this one may also be *default* ... up to the project level. When you add a class in a diagram, all the settings are set to *default*.

		T. T
drawing language :	default 📩	
drawing mode :	default 💌	Diagram Drawing Settings 💦 🚬
show context :	default 💌	diagram color
hide attributes :	default 💌	
hide operations :	default 👻	
show members full definition :	default	
show members visibility :	default	class color : default 💌
show parameter direction :	yes •	
show parameter name :	default	
show information note :	default 💌	

drawing language :

Allows to choose how the operations and attributes of the class must be written in case *show full members definition* is true (at the class level or an upper level), this may hide an operation or an attribute when it is not defined for the chosen language.

For instance, the class *C* has the attribute *a* having the type *uchar* (supposed translated *unsigned char* in C++, *char* in Java and *octet* in Idl), the operation *op* returning an *uchar* and having the *input* parameter *p* having the type *uchar* and only in Idl a second *out* parameter p2 of the same type. The C picture is, depending on the *drawing language* :



drawing mode :

Allows to draw the class using a rectangle or an icon :

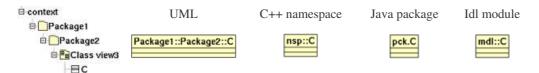
class : to draw a rectangle whatever the stereotype of the class *control* : to draw the *control* icon whatever the stereotype of the class *boundary* : to draw the *boundary* icon whatever the stereotype of the class *entity* : to draw the *entity* icon whatever the stereotype of the class *actor* : to an actor whatever the stereotype of the class *natural* : the draw the class depending on its the stereotype

show context :

To indicate if the context where the class is defined must be written, and if yes, how. The context may be the "UML context" which

is the path of the class in the browser, or the C++ *namespace*, or the Java *package* or at least the Idl *module*. In case the class has an associated artifact, the *namespace/package/module* is the one specified by the <u>package</u> containing the artifact, else by the package containing the class itself. Obviously nothing is written in case the *namespace/package/module* is not specified.

For instance, the package *p2* specify the C++ *namespace nsp*, the Java *package pck* and the Idl *module mdl*. The C picture is, depending on the *show context* :



hide attributes :

To hide or not the attributes, it is also possible to specify the visibility for each one.

hide operations :

To hide or not the operations, it is also possible to specify the visibility for each one.

show full members definition :

To write all the attribute/operation definitions, or just their names. See also drawing language.

show members visibility :

To write or not the visibility

show parameter direction :

To write or not the direction of the operation's parameters

show information note :

To show or not the constraints as a note. This note is able to contain the constraints of the class itself, the constraints of its member and the inherited constraints. To choose which constraint must be written, edit the node and a dedicated dialog will appears :

	element	constraint		
29 V +-	visibility [API BASE::UmlBaseClassIvember]			
30 V ==	volatile [API BASE:UmlBaseClassMember]			
31 V	all [API USER:Umiltem]			
32 V 0+	annotation constraint [API USER::UmIClassMemI	ber		
33 V D+	apply [API BASE:UmlBaseItem]	53776.0		
134 V 0+	bypass_comment [API USER::UmlItem]			
135 V 04	chapter [API USER:UmlItem]			
136 V 📭	chapterp [API USER:UmlItem]			
Specify	visible elements rather than hidden ones Sh	iow all	Hide all	Hide inherited

class color :

To specify the fill color.

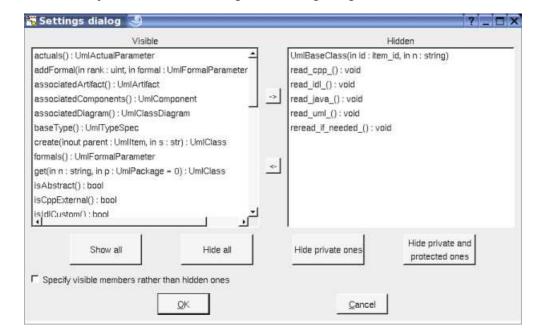
Menu : individual attribute visibility :

To specify the hidden / written attributes of the class through the following dialog :

Visibl	e		н	dden
abstract : bool			_java_final : bo	ol
_cpp_external : boo jdl_custom : bool jdl_local : bool Java_external : boo java_public : bool ;lasses : UmIClas:	ol	ارة الأ	_idi_external : t	2001
Show all	Hide all	Hid	e private ones	Hide private and protected ones

If you set *specify visible members rather than hidden ones*, when you will add new attributes these ones will not be added in the class picture.

Menu : individual operation visibility :



To specify the hidden / written operations of the class through the following dialog :

If you set *specify visible members rather than hidden ones*, when you will add new operations these ones will not be added in the class picture.

Menu : set associated diagram

set

associated

diagram

allows to automatically open the current diagram when a double mouse click is made on the class representation in a diagram (browser. After that the only way to edit the class is to choose the *edit* entry in the menu.

Menu tools :

Appears only when at least one *plug-out* is associated to the classes. To apply a *plug-out* on the class.

Previous : use case

Next : relation

Relation

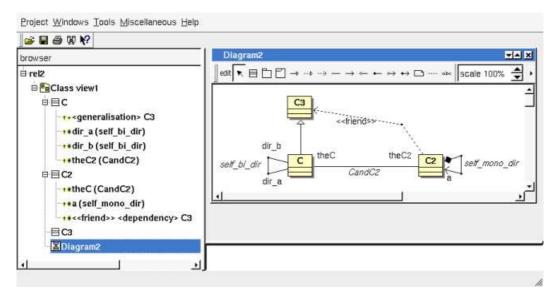
We consider in this chapter only the relations between classes. To add a relation to a class you have to use a class diagram (obviously the diagram or the relation drawing may be deleted just after !), it is not possible to add a relation through the browser. It is also possible to move a relation into an other class or elsewhere.

The icon in the browser indicates if the relation is public (+), protected (#), private (-) or package (~). The *protected* and *package* visibilities are translated in *private* in Idl. The *package* visibility is translated in *private* in C++, and doesn't produce a visibility in Php (use this case to produce Php 4 code). A class relation is <u>underlined</u>.

A bi-directional relation is supported by two relation items in the browser.

A relation have a name, a stereotype, may have one or two roles and multiplicity (one by direction). Note that it is not possible specify a stereotype for each direction of a bi directional relation, frankly I avow that the main reason is to simplify as it is possible the drawing of the relations in the diagrams with the associated labels.

In the browser are written the name of the relations (by default its kind) between parenthesis, the role(s) of the association aggregations, the end class of the generalization, realization and dependency. The stereotype may be may be showed/hidden throug the <u>Miscellaneous menu</u>. The name of a relation is not used by the code generators.



Generally the relation's stereotype is used to specify how a relation with a multiplicity?different than 1 is translated in each language, for instance to produce a vector. The *friend* stereotype is a special case for a *dependency* and is used to produce a C++ *friend* declaration.

There are several kinds of relation :

- generalization : to produce an inheritance
- *realization* : produce also an inheritance, the code generators do not distinguish a *realization* and a *generalization*.
- *dependency* : only the *dependency* having the stereotype friend are considered by the C++ code generator.
- unidirectional

association

: to define a directional relation, the code generators will produce an attribute having the role name. In C++ the default generated code use pointer(s).

- *directional aggregation* : to define a directional relation, the code generators do not distinguish association and aggregation.
- *directional* aggregation by value : to define a directional composition, the code generators will produce an attribute having the role name. In C++ the de generated code does not use pointer(s).

association

: to define a bi-directional relation, the code generators will produce two attributes whose names are the roles's name.

• aggregation

: to define a bi-directional aggregation, the code generators will produce two attributes whose names are the roles's name. Tl kind of relation may considered to be a shortcut to define two (directional) aggregations.

• aggregation

: to define a bi-directional composition, the code generators will produce two attributes whose names are the roles's name. This kind of relation may considered to be a shortcut to define two (directional) aggregations by value.

By default, the example above produce the following codes (the visibility may be replaced by *var* to be compatible with Php 4) :

C++	Java	Php	Idl
<pre>class C : public C3 { protected: C * dir_a; C * dir_b; C2 * theC2; };</pre>	<pre>class C extends C3 { protected C dir_a; protected C dir_b; protected C2 theC2; }</pre>	<pre>class C extends C3 { protected \$dir_a; protected \$dir_b; protected \$theC2; }</pre>	<pre>valuetype C : C3 { private C dir_a; private C dir_b; private C2 theC2; };</pre>
<pre>class C2 { protected: C * theC; C2 a; friend class C3; };</pre>	<pre>class C2 { protected C theC; protected C2 a; }</pre>	<pre>class C2 { protected \$theC; protected \$a; }</pre>	<pre>valuetype C2 { private C theC; private C2 a; };</pre>

The multiplicity and stereotype may be used to produce the appropriate code with a natural and intuitive way. For instance the C's relation *theC*2 with the stereotype *vector* and multiplicity * will produce (depending on the generation settings) :

C++	Java	Idl
vector <c2 *=""> theC2;</c2>	protected Vector theC2;	<pre>private sequence<c2> theC2;</c2></pre>

With the stereotype vector and the multiplicity 12, the C's relation the C2 will produce (depending on the generation settings) :

C++	Java	Idl
C2 * theC2[12];	protected C2[] theC2;	<pre>private sequence<c2,12> theC2;</c2,12></pre>

Refer to the C++ Generator, Java generator, Php Generator and Idl generator for additional information.

Menus

The relation menu appearing with a right mouse click on its representation in the browser is something like these, supposing it is not *read-only* nor deleted (see also <u>menu in a diagram</u>) :

edit	
duplicate	
add get operation	
add set operation	
add get and set operati	ion
delete	
select C2	
mark	
tool	,

Menu : edit

edit allows to show/modify the relations properties. In case the relation is read-only, the fields of the dialog are also read-only.

Relation dialog, tab Uml

The tab Uml is a global tab, independent of the language :

Imi C++	Java IDL Properties	
ame :	CandC2	
pe:	association stereotype :	
sociation :		
n C'		
iame :	theC2	
nultiplicity :	initial value :	Editor
	□ Class relation □ volatile □ read-only □ public ☞ protecte	ed ⊂ private ⊂ package
lescription :		Editor
resemption :		Default
constraint :		Editor
n C2		
name :	theC	
nultiplicity :	initial value :	Editor
	C class relation C volatile C read-only C public C protecte	ed C private C package
lescription :		Editor
e sumpoor i	<u> </u>	Default
constraint :		Editor

Here the two roles are editable because the relation is bi-directional, and because it is an association or aggregation.

The default *name* of a relation is its kind between < and >, for instance <*association*>, the default name does not appears in a diagram.

It is possible to change the kind of the relation through the combo box *type*, but it is not possible to reverse a relation, the role A is always attached to the start class used to draw the relation, and the role B is only available when the relation is bi-directional.

The proposed *stereotypes* are the default ones specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it. The stereotype and the multiplicity are used both (may be with the stereotype of the class(es) in Idl) to compute the default declaration.

Association allows to define a *class association*, to produce it in the generated code use the keyword *\${association}*

By default, the names of the generated attributes are the *role names*.

The

is used to compute the default declaration and the generated code for each language, the proposed ones are not the alone know by code generators, you may also use a number or a number between [] (they are not distinguished by BOUML) to specify a vector, or a sequence or numbers each between [] to specify a multi dimensioned array.

The

initial

give the default value of the generated attribute(s), in C++ it is taken into account only when the relation is a read only class relation. By default the generated form is exactly the one you give, this means that you have to give the '=' when it must be generated, thi allows to give the arguments of a constructor.

The visibility may be chosen with the radio buttons, the relations have a default visibility set through the class settings :

07/10/2007 16:00

multiplicity

value

Class Settings d	? _ 🗆 🗙
default attributs visibility :	protected •
default relations visibility :	protected -
default operations visibility:	public .
QK	Cancel

By default the *description* is used to produce comments by the code generators.

The

editor

button visible above and associated here to the description and initial value, allows to edit the description or initial value in an window, or to call an external editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel with BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much this polling but this works even QT isn't compiled with the thread support).

The

default

button visible above associated to the description allows to set the description with a default contain specified through the *generation settings*. Useful to generate comments compatible Java Doc or Doxygen for instance.

Relation dialog, tab C++

This tab allows to give the C++ definition of the relation, it is visible only when C++ is set through the Languages menu

For an association or an aggregation without multiplicity :

	T virtue	
isibility :	€ follow uml (protected) ⊂ public ⊂ protected ⊂ private	r mutable
eclaration :	<pre>\$(comment)\$(static)\${mutable}\$(volatile)\${c</pre>	onst}\$(type) * \$(name}\$(value)
esult after ubstitution :	C2 * theC2;	
	Default declaration	Not generated in C++
OLE 2		
OLE 2	€ follow uml (protected) ⊂ public ⊂ protected ⊂ private	☐ mutable
	<pre>follow uml(protected) C public C protected C private \${comment}\${static}\${mutable}\${volatile}\${comment}</pre>	
isibility :		

for a generalization, realization or a dependency :

	tual	
isibility:	ollow uml (public) <pre> public </pre> protected <pre> private </pre>	☐ mutable
laration :	pe)	
sult after		
	Default declaration Not ge	nerated in C++
.82		
	max-umi (anarested) C. public C. protected C. privete	r mutabi
oligy:		
-		
stelley :		

In BOUML the generated code is obtained by the substitution of macros in a text, only the *Declaration* part is editable, the other one help you to see what will be generated for C++ (supposing you do not modify the C++ code generator !).

When you push the button *default declaration*, the form specified through the <u>generation settings</u> depending on the stereotype and multiplicity (and of course the language !) is proposed, this last may be modified as you want, even to produce illegal source code.

When you do not want to have this relation defined in C++, empties the declaration manually or using the button *not generated in* C++.

It is possible to follow the *visibility* as it is set in the UML Tab or to change it.

\${static} produce an empty string when the relation is not an class relation (see the UML tab), else produce *static*

\${const} produce an empty string when the relation is not read only (see the UML tab), else produce *const*

\${type} is replaced by the class pointed by the relation (see the UML tab)

\${name} is replaced by the relation's role name (see the UML tab)

\${stereotype} is replaced by the stereotype translated in C++ (first tab of the generation setting dialog)

\${multiplicity} is replaced by the multiplicity (see the UML tab)

 (h_value) is replaced in the header file by the initial value of the relation (see the UML tab)

\${mutable} produce an empty string when the check box *mutable* is not checked, else produce *mutable*

\${volatile} produce an empty string when the check box volatile is not checked (see the UML tab), else produce volatile

\${association} produce the association class

The

forms

@{property}

are replaced by the value of the corresponding user property if it is defined for the class or at an upper level, else it is not substituted.

When the check box *virtual* is checked the inheritance is *virtual*.

Refer to the generation settings and the C++ Generator for more details and explanation of the other keywords.

Relation dialog, tab Java

This tab allows to give the Java definition of the relation, it is visible only when Java is set through the Languages menu

For an association or an aggregation without multiplicity :

	transient		
	<pre>\${comment}\$(@)\${visibility}\$</pre>	<pre>(static)\$(final)\${transient}\${vola</pre>	atile)\${type} \$(name)\$(value)
eclaration :			
L L	protected C2 theC2;		
esult after ubstitution :			
	Default declaration	Not generated in Java	Edit annotation
OLE 2			
г -	transient		
	<pre>\${comment}\$(visibility)\${sta</pre>	tic}\${final}\${transient}\${volatile	<pre>a)\${type} \${name}\${value};</pre>
claration :			
eclaration :	protected C theC;		
sult after	protected C theC;		

In BOUML the generated code is obtained by the substitution of macros in a text, only the *Declaration* part is editable, the other one help you to see what will be generated for Java (supposing you do not modify the Java code generator !).

When you push the button *default declaration*, the form specified through the <u>generation settings</u> depending on the stereotype and multiplicity (and of course the language !) is proposed, this last may be modified as you want, even to produce illegal source code.

When you do not want to have this relation defined in Java, empties the declaration manually or using the button *not generated in Java*.

It is possible to follow the *visibility* as it is set in the UML Tab or to change it replacing *\${visibility}* by the desired one.

\${static} produce an empty string when the relation is not an class relation (see the UML tab), else produce *static*

\${final} produce an empty string when the relation is not read only (see the UML tab), else produce final

\${volatile} produce an empty string when the check box volatile is not checked (see the UML tab), else produce volatile

\${transient} produce an empty string when check box *transient* is not checked, else produce *transient*

\${type} is replaced by the class pointed by the relation (see the UML tab)

\${stereotype} is replaced by the stereotype translated in Java (first tab of the *generation setting* dialog)

\${multiplicity} is replaced by the multiplicity, a form [123] become [], (see the UML tab)

\${name} is replaced by the relation's role name (see the UML tab)

\${value} is replaced by the initial value of the relation (see the UML tab)

\${association} produce the association class

 ${\mathbb Q}$ produces the annotations, when it is present in the definition the button *Edit annotation* is active, a specific dialog allows you to enter the annotations proposing the default annotations (*Deprecated* ...) and the ones defined through the classes stereotyped @*interface* :

boum	3		inife head to be
T		and the second second	
	add an annotation at may select it in the	Contract of the second	
ури	may select it in the	Contract of the second	
		Contract of the second	

The

forms

@{property}

are replaced by the value of the corresponding user property if it is defined for the class or at an upper level, else it is not substituted.

Refer to the *generation settings* and Java generator for more details and explanation of the other keywords.

Relation dialog, tab Php

This tab allows to give the Php definition of the relation, it is visible only when Php is set through the Languages menu

nc	lava Php IDL Properties	
10-	<pre>\${comment}\$(visibility)\$(const)</pre>	<pre>\$(static)\${var}\${name}\${value};</pre>
eclaration :		
esult after	var \$theC2;	
ubstitution :	Default declaration	Not generated in Php
C2		
	<pre>\${comment}\$(visibility)\$(const)</pre>	<pre>\$(static)\${var}\${name}\${value};</pre>
eclaration :		
	protected \$theC;	
esult after ubstitution :		
	Default declaration	Not generated in Php

In BOUML the generated code is obtained by the substitution of macros in a text, only the *Declaration* part is editable, the other one help you to see what will be generated for Php (supposing you do not modify the Php code generator !).

When you push the button *default declaration*, the form specified through the <u>generation settings</u> depending on the stereotype and multiplicity (and of course the language !) is proposed, this last may be modified as you want, even to produce illegal source code.

When you do not want to have this relation defined in Php, empties the declaration manually or using the button *not generated in Php*.

It is possible to follow the *visibility* as it is set in the UML Tab or to change it replacing *{visibility}* by the desired one, to not generate the visibility set it to *package*

\${static} produce an empty string when the relation is not an class relation (see the UML tab), else produce *static*

\${const} produce an empty string when the relation is not read only (see the UML tab), else produce const

{var} produce *var* when the relation is not read only nor static(see the UML tab) and the visibility is not *package*, else produce an empty string

\${name} is replaced by the relation's role name (see the UML tab)

\${value} is replaced by the initial value of the relation (see the UML tab)

The forms @{property} are replaced by the value of the corresponding user property if it is defined for the class or at an upper level, else it is not substituted.

Refer to the *generation settings* and <u>Php generator</u> for more details and explanation of the other keywords.

Relation dialog, tab Idl

This tab allows to give the Idl definition of the relation, it is visible only when Idl is set through the Languages menu

For an association or an aggregation without multiplicity :

	- truncasiene		
	<pre>\$(comment)\$(visibility)\$(type</pre>	} \${name};	
Declaration :			
	private C2 theC2;		_
Result after substitution :			
	Default declaration	Not generated in Idl	1
ROLE 2			
I I I I	<pre>\${comment}\${visibility}\${type</pre>	} \${name};	
Declaration :			
6	private C theC;		
lesult after			
substitution :			

In BOUML the generated code is obtained by the substitution of macros in a text, only the *Declaration* part is editable, the other one help you to see what will be generated for Idl (supposing you do not modify the Idl code generator !).

When you push the button *default declaration*, the form specified through the <u>generation settings</u> depending on the stereotype of the class, the stereotype and multiplicity of the relation (and of course the language !) is proposed, this last may be modified as you want, even to produce illegal source code.

When you do not want to have this relation defined in Idl, empties the declaration manually or using the button not generated in Idl

It is possible to follow the *visibility* as it is set in the UML Tab or to change it replacing *\${visibility}* by the desired one.

\${type} is replaced by the class pointed by the relation (see the UML tab)

\${name} is replaced by the relation's role name (see the UML tab)

The

check

box

truncatable

is available when the relation is an attribute or a generalization or a realization, and allows to produce the Idl keyword truncatable.

The forms @{property} are replaced by the value of the corresponding user property if it is defined for the class or at an upper level, else it is not substituted.

Refer to the *generation settings* and <u>Idl generator</u> for more details and explanation of the other keywords.

Menu : duplicate

Themenuentryduplicateclone the relation in the two directions when the relation is bi-directional. The name of the role(s) is empty in the new relation(s).

<u>Menu</u> : add ...

These entries allow to produce get and set operations on the relation, contrarily to the similar operations made by hand, these two ones are linked to the associated relation to be updated, or deleted when the relations is deleted. The default name of the operations and their characteristics are set through the *generation settings*.

By default, the get and set operations generated for the C's relation the C2 are :

C++	Java	Php
<pre>inline const C2 * C::get_theC2() const { return theC2; }</pre>	<pre>public final C2 get_theC2() { return theC2; }</pre>	<pre>final public function getTheC2() { return \$this->theC2; }</pre>
<pre>void C::set_theC2(C2 * value) {</pre>	<pre>public void set_theC2(C2 value) {</pre>	
theC2 = value;	theC2 = value;	public function setTheC2(\$value)
1	1	<pre>\$this->theC2 = \$value; }</pre>

Menu : delete

The menu entry *delete* is only present when the relation is not *read-only*.

Delete the relation, associated get and set operations when they exist, and all the representation of them in the opened diagrams. After that it is possible to undelete them (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : mark

See mark

Default stereotypes

The dialog allowing to set the default stereotypes has a tab reserved for the relations :

Stereotypes → vector list set	
→ vector list set	
vector list set	
relations	
vector list set	
stereotypes : vector list set	
↔ vector list set	
friend	
→ bind	

As you can see it is possible to specify a default stereotypes list for each kind of relation. Associated to a multiplicity the stereotype is used by the code generators to produce the desired forms, the translation in each language of the UML stereotype is specified through the *generation settings*.

Generation settings

This very important dialog allows to specify many default definitions concerning the relations, more details will be given in $\underline{C++}$ generator, Java generator and Idl generator.

The tab Stereotypes allows to specify how the relation's stereotypes are translated in each language except Php :

		Uml	C++	Java	Idl *
	1	sequence	vector	Vector	sequence
	2	vector	vector	Vector	sequence
	3	list	list	Vector	sequence
lelations's	4	set	set	Vector	sequence
tereotypes	5				
		Umi	C++	Java	idi *
	1	Uml	C++ class	Java class	idi *
	1				194
	1 2 3	class	class	class	valuetype
Dasses's	1 14 19 4	class interface	class class	class interface class enum	valuetype interface exception enum
	10 4 W	class interface exception enum struct	class class class enum struct	cless interface class enum class	valuetype interface exception enum struct
Desses's hereotypes orrespondence :	34 5 6	class interface exception enum struct union	class class class enum struct union	cless interface class enum class class class	valuetype Interface exception enum struct union
tereotypes	34567	class interface exception enum struct union typedef	class class class enum struct union typedef	cless interface class enum class class class ignored	valuetype Interface exception enum struct union typedef
tereotypes	345670	class interface exception enum struct union typedef boundary	class class class enum struct union typedef class	class interface class enum class class class ignored class	valuetype Interface exception enum struct union typedef interface
tereotypes	3456709	class interface exception enum struct union typedef	class class class enum struct union typedef	cless interface class enum class class class ignored	valuetype Interface exception enum struct union typedef

The third C++ tab allows to specify the default C++ generated code for the relations :

Types Ste	111112 TT	[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Java[4] Idl[1] Idl[2] Idl[3] Idl[4] Idl[4]
	Multiplicity unspecified, 1 or 1	<pre>\${comment)\${static}\${mutable}\${volatile}\${const}\${type} \${name}\${value};</pre>
elauit. eclaration :	* or a.b	<pre>\${comment)\${static}\${mutable}\${volatile}\${const}\${stereotype}<\${type}> \${name}\${value};</pre>
	× (means [×]) or [][]	<pre>\${comment}\${static}\${mutable}\${volatile}\${const}\${type} \${name}\${multiplicity}\${value};</pre>
	Multiplicity	Association — and aggregation ←
	unspecified, 1 or 01	<pre>\${comment}\${static}\${mutable}\${volatile}\${const}\${type} * \${name}\$(value);</pre>
gregation	* or ab	<pre>\${comment}\${static}\${mutable}\${volatile}\$(const}\${stereotype}<\${type} *> \${name}\${value};</pre>
	X (means [X]) or [][]	<pre>\${comment}\${static}\${mutable}\${volatile}\${const}\${type} * \${name}\${multiplicity}\${value};</pre>
	Multiplicity	Aggregation by value
gieganun	unspecified or 1	<pre>\$(comment)\${static}\${mutable}\${volatile}\${const}\${type} \$(name)\${value};</pre>
fault	* or ab	<pre>\${comment}\${static}\${mutable}\${volatile}\${const}\${stereotype}<\${type}> \${name}\${value};</pre>
	X (means [X]) or [][]	<pre>\$(comment)\$(static)\$(mutable)\$(volatile)\$(const)\$(type) \$(name)\$(multiplicity)\$(value);</pre>

The fourth C++ tab allows to specify the get and set operations specificities in C++ :

Types Stereotype	s C++[1] C++[2] C++[3] C+	+[4] C++[5] Java[1] Java[2]	Java[3] Java[4] Idl[1]	Idi[2] Idi[3] Idi[4] Idi[5
Get operation default definition :	Visibility ✓ G public ⊂ protected ⊂ private	Modifiers	name:[get_\${name}	r also in um
Set operation default definition :	Visibility © public C protected C private	Modifiers ┌ inline ┌ const param ┌ by ref	name: set_\$(name)	Г also in um
Enumeration item default definition :	<pre>\${name)\${value},\${comment</pre>	t)		
Default type forms or the enums :	\$(tvpe)	utput arameter: \$(type) 4 inp par	ut output (\$ (t.yp-e) = 4 remeter :	eperation (\$ (type)
Default type forms for the types not given in the first tab:	input Inst fitypel 6	anameter:	ut output remeter :	operation (\$(type))
Operation default declaration :	<pre>\$(comment)\$(friend)\$(#)</pre>	tatic)\$(inline)\$(virtual)\$	(type) \$(name)\$(()\${)	\$(const)\$(volatile)\$(thr
Operation default definition :	<pre>(comment)\$(inline)\$(type) \$(body);</pre>	<pre>\$(class)::\$(name)\$(()\$())\$</pre>	<pre>\${const}\${volatile}\${</pre>	throw)\$(station1)

The form in from of *also in uml* allows to specify the name of the operation in C++, the same rule is followed in UML if *also in uml* is set.

The second Java tab allows to specify the default Java generated code for the relations in Java :

😽 Genera	ationSet	tings dia	alog ತ)							_						7 _
Types S	Stereotypes	C++[1]	C++[2]	C++[3]	C++[4]	C++[5]	Java[1]	Java[2]	Java[3]	Java[4]	Idl[1]	Idl[2]	Idl[3]	Idi[4]	Idl[5]	Descripti	on Di
		licity '1' ipecified	\$ (comme	nt)\$(0)	¢[vi≡ib	ility)\$	[static	(final)	¢(tran≉	ient)\$(volati1	e)\$(ty	npe) \$	(name) ((value	e) 1	
Attribute default declaration	or 'a t	icity **	\$ (comme	nt)\$(0)	¢{vi≡ib	ility}\$	(statio	(final)	0{trans	ient)\$[1	rolatil	e)\$(st	erecty	/pe) \$((name) ((value)	1
	X (pro numbe	bably a	\$ (comme	at)\$(⊕)	\$(visib	ility)\$	(static	\$(final)	\${trans	ient}\${	rolatil	e)\$(ty	rpe)\${i	multipl	licity)	¢(name)\${va1
		licity '1' specified	\$ (comme	nt)\$(@)	\${visib	ility)\$	(static	\$(final)	\$(trans	ient}\${	volatil	e)\$(ty	pe) \$	(name) ({valu	e);	
Association aggregation default declaration	n multipl or 'at	licity '*'	\$ (comme	nt}\${@}	\${visib	ility}\$	(static	\$(final)	\$(trans	ient}\$(v	volatil	e}\$(st	erect	ype) \$	(name}	(value)	×
		bably a er)	\${comme	nt}\${@}	\${visib	ility}\$	(static	\$(final)	\$(trans	ient}\$(volatil	e}\${ty	/pe)\$(1	multipl	licity)	\${name)\${val
																OK	Car

The third Java tab allows to specify the get and set operations specificities in Java :

GenerationS	ettings dialog	9					_		7 _	
Types Stereotyp	bes C++[1] C+	++[2] C++[3] C	++[4] C++[5] Java[1]	Java[2]	Java[3]	Java[4]	[d][1]	Idl[2]	
Enumeration item default definition :	\$(0)\$(name)	\$(value),\$(com	ment)							
Enum pattern item default definition :	\$(comment)\$ public static	(0)public stat final \$(class	ic final) \$(name)	int _\$[nam = new \$[c	68)\$[value 1855)(_\$[);););				_
Enum pattern item "case" in 'itom_int" :	case _\$(n	ame): return ((name);							_
Get operation default definition :	Visibility c public c prot	ected C private C	s 10 4	Modifiers — ⊽ final	name : ge	t\${Name}	1	— r	also ir	n uml
Set operation default definition :	Visibility r public r prot	ected C private C		Modifiers — Final IF fin	al parameter	name : s	et\${Nam	ie) Г	also ir	n uml
Operation default definition :	<pre>\$(comment)\$ \$(body))</pre>	(#) \$ (visibilit	γ)\$(final	(static)	\${abstrac	t)\$(synd	bronize	d)¢(tγ	pe) \$	(/sadb
	<u>+ </u>						1.01 (201			2
							(ж	Car	ncel

The form in from of *also in uml* allows to specify the name of the operation in Java, the same rule is followed in UML if *also in uml* is set.

The second Php tab allows to specify the default Php generated code for the relations and to specify the get and set operation specificities in Php :

😽 GenerationS	nSettings dialog 🎱 🦷 🦷	>
Stereotypes C++	++[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Java[4] Php[1] Php[2	j . .
Attribute default declaration :	<pre>\$(comment)\$(visibility)\$(const)\$(static)\$(var)\$(name)\$(value);</pre>	
Association and aggregation default declaration :	<pre>\${comment}\${visibility}\${const}\${static}\$(var)\${name}\${value};</pre>	
Enumeration item default definition :		
Get operation default definition :	Visibility (shared with Java) Modifiers If public C protected C private If final name : [get \${Name}]	in uml
Set operation default definition :	Visibility (shared with Java) Modifiers r public r protected r private r final name : Set \${Name}	in uml
Operation default definition :	<pre>\${comment}\${final}\${visibility}\${abstract}\${static}function \${name}\${()\$ { \${body}} }</pre>	()) *
External classes : name making	\$(name)	
	OK Ca	ancel

The form in from of *also in uml* allows to specify the name of the operation in Php, the same rule is followed in UML if *also in uml* is set.

The third Idl tab allows to specify the default Idl generated code for the relations :

Types Stere	otypes C++[1]	C++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Java[4] Idl[1] Idl[2] Idl[3] Idl[4
	multiplicity '1'	<pre>\${comment}\${readonly}\${attribute}\${type} \${name};</pre>
ssociation an	_d or unspecified	
ggregation efault	multiplicity '*' or 'a.b'	<pre>\${comment)\${readonly}\${attribute)\${stereotype}<\${type}> \${name};</pre>
eclaration :	X (probably a number)	<pre>\$(comment)\$(readonly)\$(attribute)\$(stereotype)<\$(type),\$(multiplicity)> \$(name);</pre>
ssociation an	multiplicity '1' d or unspecified	<pre>\$(comment)\$(visibility)\$(type) \$(name);</pre>
gregation efault eclaration in	multiplicity '*' or 'a.b'	<pre>\${comment}\${visibility}\$(stereotype)<\${type}> \${name};</pre>
aluetype :	X (probably a number)	<pre>\${comment}\${visibility}\$(stereotype}<\${type},\${multiplicity}> \${name};</pre>
ssociation an	multiplicity '1' ^d or unspecified	<pre>\$(comment)case \$(case) : \${readonly)\$(type} \$(name);</pre>
ggregation efault eclaration in	multiplicity '*' or 'a.b'	<pre>\${comment)case \${case} : \${readonly}\${stereotype}<\${type}> \${name};</pre>
nion:	X (probably a number)	<pre>\${comment}case \${case} : \${readonly}\${stereotype}<\${type},\${multiplicity}> \${name}</pre>

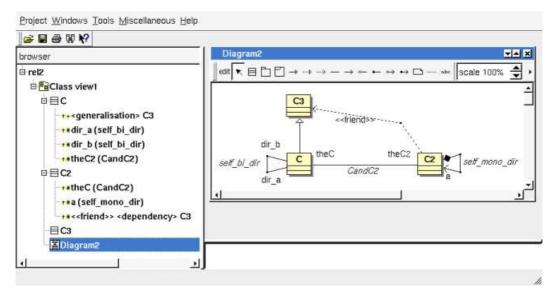
At least the third Idl tab allows to specify the get and set operations specificities in Idl :

Generation	Settings dialog 🧕	7 _ 0
C++[1] C++[2]	C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Java[4] Idl[1] Idl[2]	Idl[3] Idl[4] •
	<pre>#utiplicity '1' f(comment)case \$(case) : \$(readonly)\$(type) \$(name) or unspecified</pre>	2
Union Item default declaration :	multiplicity'*' {(comment)caze \$(caze) : \$(readonly)\$(stereotype)<\$ or'a.b'	(type)> \$(name
	X (probably a f(comment) case \$(case) : \$(readonly)\$(stereotype)<\$ number)	(type),\$(multi
Enumeration item Selauit declaration	\$ (name), \$ (comment)	
Get operation default definition :	name:[get_\${name}	r also in u
Set operation default definition :	C oneway name: set_\$(name)	Г also in u
Operation default declaration :	\$(comment)\$(oneway)\$(type) \$(name)\$(()\$())\$(raisesn1)\$(raises	3.2
		OK Cance

The form in from of *also in uml* allows to specify the name of the operation in Idl, the same rule is followed in UML if *also in uml* is set.

Drawing

A relation is drawn in a diagram with a line may be with an arrow, and the associated labels : relation's name, stereotypes, role(s) and multiplicity(ies) :



When a class inherits a template class the actuals are indicated as a label of the realization :

cd	VA X
edit 🗮	80.
<u> </u>	101 A
Lis	j _
LIS	nt in the second s
<x->9</x->	ung>
String	List
	ب 🗕
<u>.</u>	2

To add a new relation between classes, select the appropriate relation through the buttons on the top of the diagram sub window, click on the start class with the left mouse button, move the mouse, each time the mouse button is raised a new line break is introduced, at least click on the end class. To abort a relation construction press the right mouse button or do a double click with the left mouse button.

A line may be broken, during its construction of after clicking on the line with the left mouse button and moving the mouse with mouse button still pushed. To remove a line break, a double click on the point with the left mouse button is enough, or use the lin break menu of the point using the right mouse button.

By default the lines go to the center of their extremities, to decenter a line click near the desired extremity and move the mouse c down. To come back to a center line, use the menu geometry

A right mouse click on a relation in a diagram or a double click with left mouse button calls the following menu (supposing the relation editable) :

CandC2	
edit	
select in browser	
select labels	
labels default position	
geometry (Ctrl+l)	•
remove from view	
delete from model	
tool	•

Menu : edit

To edit the relation

Menu : select labels

To select the labels (relation's name, stereotypes, role(s) and multiplicity(ies)) associated to the relation. Useful when you are lost after many label movings.

Menu : labels default position

To place the labels (relation's name, stereotypes, role(s) and multiplicity(ies)) associated to the relation in the default position. Useful when you are lost after many label movings.

By default when you move a class or a relation point break or edit the relation, the associated labels are moved to their default position, this may be irritating. To ask BOUML to not move the associated labels on the relations in a diagram, use the <u>drawing</u> <u>settings</u> of the diagrams.

Menu : geometry

Allows to choose one of the line geometry or to recenter a decentered line :



Note : if you manually move the central line of the last two geometries this one stop to be automatically updated when you move one of the two extremities of the relation.

Menu : tools

Appears only when at least one <u>plug-out</u> is associated to the relation. To apply a *plug-out* on the relation.

Drawing settings

The drawing settings associated to the relations in a diagram may be set through the the diagram itself or one of its parent, for instance :

agram color	
drawing language :	default •
classes drawing mode :	defauit -
hide classes attributes :	default •
hide classes operations :	default •
show classes members full definition :	default •
show members visibility :	default •
show parameter direction :	defauit •
show parameter name :	default •
draw all relations :	default -
show packages name in tab :	default •
show classes and packages context :	default •
automatic labels position :	no 🔹
show information note :	default 🔸
dræw shadow :	default •

A settings valuing *default* indicates that the setting specified in the upper level (here the diagram) must be followed, obviously this one may also be *default* ... up to the project level.

draw all relations :

To automatically draw or not the new relations, obviously a relation will be added in a diagram only when the start and end classe (may be the same) are drawn.

class diagram automatic labels position :

To ask BOUML to move or to not move the associated labels on the relations in a diagram when the relation is edited or the associated class pictures moved etc ...

show information note :

TO ask Bouml to write the relation's constraint in the note attached to the class (except if this setting is set to false on the class, or when you ask for hide at least relation's constraint).

Previous : class

Next : attribute

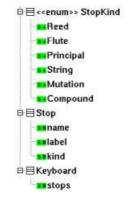
Attribute

Contrarily to the relations, there is no restriction concerning the types of the attributes, whose may be a class or an int for instance.

An attribute is created through the class menu called from the browser or a class picture in a class diagram :



The icon in the browser indicates if an attribute is public (+), protected (#), private (-) or package (~). The *protected* and *package* visibilities are translated in *private* in Idl. The *package* visibility is translated in *private* in C++. A class attribute is <u>underlined</u>. It is possible to move an attribute from a class into an other using the *drag and drop* or the marked items capabilities, see <u>browser items</u>.



In a class having the stereotype enum, the attributes are renames item in the menus.

Menus

The attribute menu appearing with a right mouse click on its representation in the browser is something like these, supposing it is not *read-only* nor deleted (the second one is associated to an enumeration's item) :

name	
edit	
add get operation	
add set operation	Reed
add get and set operation	edit
duplicate	duplicate
delete	delete
mark	mark
tool +	tool •

Menu : edit

edit allows to show/modify the properties of the attribute. In case the attribute is read-only, the fields of the dialog are also read-only.

Attribute dialog, tab Uml

The tab Uml is a global tab, independent of the language.

For a standard attribute :

😴 Attribut	te dialog 🅘		? _ 🗆
Uml C++	Java Php Idl Properties		
class :	Stop [Organ]		
name :	name		
stereotype :			
type :	string		2
multiplicity :			
initial value :			Edito
	C public C protected C private C package	C class attribute C volatile	F read-only
	the name of the stop.	1	
description :	Reeds are : trumpet, cromorne, Flutes are : bourdon, rhorflote, Principal are :montre, prestant,		
Editor Default	Strings are : viola, unda maris, Mutation are : nazard, thierce, Compound are : mixture, cornet,		
	[-
constraint :			
Editor			
Editor	1	r	
			OK Cancel

For an enumeration's item :

class :	Java Php Idl Propertie StopKind [Organ]	1	
name :	Reed		
value :	[Editor
description Editor Default	All the organ's pipes the reed pipes have a resting against a shal	metal tonge (the reed))
onstraint :			

The proposed *types* for a standard attribute are the *non class* types defined in the first tab of the <u>generation settings</u>, more all the classes defined in the project (with their localization to distinguish synonymous classes). You are not limited to the proposed list, and any form (even invalid for the target language(s)) may be given. The button *type* shows a menu proposing :

- if the current type of the attribute is a class : to select this class in the browser
- if the attribute is not read-only and if a class is selected in the browser : to set the type to be this class
- if the view containing the class containing the attribute is not read-only : to create a new class and to set the attribute type to it

Nevertheless I <u>strongly</u> recommend you to not add type modifier (like *, & etc ...) with a class name in the UML tab because BOUML differentiate a reference to a class of the model and any other forms. Supposing you also have the class attribute *stops* defined (for C++) like this :

• vector<Stop> type : • multiplicity initial value Editor C public C protected C private C package □ class attribute □ volatile □ read-only description Editor Default constraint Editor **OK** Cancel

the C++ generated code will be the desired one, but if you rename the class *Stop*, the type of the attribute *stops* will **not** be updated. Furthermore the C++ code generator will not see the usage of the type Stop and will not automatically generate class declaration and *#include* form for it.

The good way may be :

- to say that stops is a Stop and modify the attribute definition in C++ to have a vector
- to set the stereotype to vector and the multiplicity to *

🖥 Attribute dialog 🏼 🚽

stops

Uml

class name

stereotype

C++ Java Idl Properties

Keyboard [Organ]

• but the right way here is to use a relation with the stereotype *vector* and the multiplicity * because *Stop* is a class

The proposed stereotypes are the default ones specified through the Default stereotypes dialog more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it. The stereotype of an attribute does not have special meaning for BOUML.

The

initial

value give the default value of the generated attribute(s), in C++ it is taken into account only when the attribute is a class attribute enumeration item. By default the generated form is exactly the one you give, this means that you have to give the '=' when it generated, this allows to give the arguments of a constructor.

7 _ T X

protected

Cancel

The *visibility* may be chosen with the *radio buttons*, the attributes have a default visibility set through the class settings : Class Settings d

default attributs visibility :

default relations visibility

sult operations v

OK

By default the <i>description</i> is used to produce con	mments by the code generators.
--	--------------------------------

The

button visible above and associated here to the description and initial value, allows to edit the description or initial value in an window, or to call an external editor (for instance *Xcoral*) specified through the environment variable BOUML_EDITOR. Note that this external editor have to create an own window, its parameter is the pathname of the file containing the description, its execution is done in parallel with BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much this polling but this works even QT isn't compiled with the thread support).

The

default

button visible above associated to the description allows to set the description with a default contain specified through the generation settings. Useful to generate comments compatible Java Doc or Doxygen for instance.

Attribute dialog, tab C++

editor

This tab allows to give the C++ definition of the attribute, it is visible only when C++ is set through the menu Languages

For a standard attribute :

Uml C++	Java Idi User	
Visibility :	€ follow umi (protected) ⊂ public ⊂ protected ⊂ private	
	<pre>\$(comment)\$(static)\$(mutable)\$(volatile);</pre>	<pre>\${const}\$(type) \${name}\${value};</pre>
Declaration :		
Result after substitution :	<pre>//the name of the stop. // // Reeds are : trumpet, cromorne, // Flutes are : bourdon, rhorflote, // Principal are :montre, prestant, // Strings are : viola, unda maris, // Mutation are : nazard, thierce, // Compound are : mixture, cornet, string name;</pre>	<u>-</u>

For an enumeration's item :

Enum ite	m dialog 🎐	? _ 🗆 ×
Uml C++	Java Idi User	
Declaration :	\${name)\${value},\${comment	t)
Result after substitution :	Compound,//have more than	n one pipe souding per note
	Default declaration	Not generated in C++
		OK Cancel

In BOUML the generated code is obtained by the substitution of macros in a text, only the *Declaration* part is editable, the other one help you to see what will be generated for C++ (supposing you do not modify the C++ code generator !).

When you push the button *default declaration*, the form specified through the <u>generation settings</u> is proposed, this last may be modified as you want, even to produce illegal source code.

When you do not want to have this attribute defined in C++, empties the declaration manually or using the button *not generated in* C++.

It is possible to follow the visibility as it is set in the UML Tab or to change it.

\${static} produce an empty string when the attribute is not a class attribute (see the UML tab), else produce *static*

\${const} produce an empty string when the attribute is not read only (see the UML tab), else produce const

\${type} is replaced by the type of the attribute (see the UML tab)

\${stereotype} is replaced by the <u>translation in C++</u> of the relation's stereotype (see the UML tab)

\${multiplicity}

is replaced by the multiplicity of the relation (see the UML tab), must be used in case the multiplicity is a vector or array dimensioning ([and] are added when they are not present).

\${name} is replaced by the attribute's name (see the UML tab)

\${value}

is replaced in the source file by the initial value of the attribute (see the UML tab) when this one is not an enumeration item

enumeration items the value is of course generated in the header file.

 (h_value) is replaced in the header file by the initial value of the attribute (see the UML tab). (h_value) must be used when you want to set the value of a *const* attribute.

\${mutable} produce an empty string when the check box *mutable* is not checked, else produce *mutable*

\${volatile} produce an empty string when the check box *volatile* is not checked, else produce *volatile*

The definition of the attribute stops may be :

Attribute	dialog 🥑	2 _ 🗆
Uml C++	Java Idi User	
Visibility:	€ follow uml (protected) ⊂ public ⊂ protected ⊂ private	r mutable
Declaration :	<pre>\$(comment)\$(static)\$(mutable)\$(volatile)\$(const</pre>	:)vector<\$(type}> \$(name)\$(value);
i	vector <stop> stops;</stop>	c]
Result after substitution :	vector <stop> stops;</stop>	j,

Refer to the <u>generation settings</u> and the <u>C++ Generator</u> for more details and explanation of the other keywords.

Attribute dialog, tab Java

This tab allows to give the Java definition of the attribute, it is visible only when Java is set through the menu *Languages* For a standard attribute (as you can see *string* is automatically translated into *String* thanks to the <u>generation settings</u>):

[<pre>Translent \${comment}\${@}\${visibility}\$</pre>	{static}\${final}\${transient}\${vol	atile)\${type} \${name)\${value}.
Declaration :			
Result after	<pre>//the name of the stop. // // Reeds are : trumpet, c: // Flutes are : bourdon, n // Principal are :montre, // Strings are : viola, u // Mutation are : nazard, // Compound are : mixture</pre>	rhorflote, prestant, nda maris, thierce,	
substitution :	protected String name;		

For an enumeration's item :

Uml C++	em dialog 🌖 Java Idi User		(*)=)W
Declaration :		atic final int _\${name)\$(v (class) \${name) = new \$(c)	
Result after substitution :	public static final	a pipe souding per note int _Compound =; StopKind Compound = new S	<pre>StopKind(_Compound);</pre>

In BOUML the generated code is obtained by the substitution of macros in a text, only the *Declaration* part is editable, the other one help you to see what will be generated for Java (supposing you do not modify the Java code generator !).

When you push the button *default declaration*, the form specified through the <u>generation settings</u> is proposed, this last may be modified as you want, even to produce illegal source code.

When you do not want to have this attribute defined in Java, empties the declaration manually or using the button *not generated in Java*.

It is possible to follow the *visibility* as it is set in the UML Tab or to change it replacing *{visibility}* by the desired one.

\${static} produce an empty string when the attribute is not an class attribute (see the UML tab), else produce *static*

\${final} produce an empty string when the attribute is not read only (see the UML tab), else produce final

\${transient} produce an empty string when check box *transient* is not checked, else produce *transient*

\${volatile} produce an empty string when the check box *volatile* is not checked, else produce *volatile*

\${type} is replaced by the class pointed by the attribute (see the UML tab)

\${stereotype} is replaced by the <u>translation in Java</u> of the relation's stereotype (see the UML tab)

\${multiplicity}

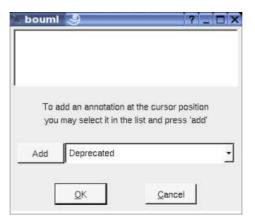
is replaced by the multiplicity of the relation (see the UML tab), must be used in case the multiplicity is a vector or array dimensioning ([and] are added when they are not present).

\${name} is replaced by the attribute's name (see the UML tab)

\${value}

is replaced by the initial value of the attribute (see the UML tab), may be used to specify the value of an enumeration's item for instance

 ${\mathbb Q}$ produces the annotations, when it is present in the definition the button *Edit annotation* is active, a specific dialog allows you to enter the annotations proposing the default annotations (*Deprecated* ...) and the ones defined through the classes stereotyped @*interface* :



Refer to the generation settings and Java generator for more details and explanation of the other keywords.

Attribute dialog, tab Php

This tab allows to give the Php definition of the attribute, it is visible only when Php is set through the menu Languages

For a standard attribute :

😽 Attribute	e dialog 🅘	7 <u> </u>
Uml C++	Java Php Idl Properties	
Declaration :	<pre>\${comment)\$(visibility)\${const)\${static}\${var}</pre>	\${name}\${value};
Result after substitution ;	<pre>//the name of the stop. // // Reeds are : trumpet, cromorne, // Flutes are : bourdon, rhorflote, // Principal are :montre, prestant, // Strings are : viola, unda maris, // Mutation are : nazard, thierce, // Compound are : mixture, cornet, protected \$name;</pre>	
	Default declaration	Not generated in Php
		OK Cancel

For an enumeration's item (of course in the generated code ... is replaced by the rank of the item in the enum) :

Uml C++ .	Java Php Idl Properties const \$(name)\$(value);\$(comment)	
Declaration :		
-		5
Result after substitution :	const Compound =;//have more to	han one pipe souding per note

In BOUML the generated code is obtained by the substitution of macros in a text, only the *Declaration* part is editable, the other one help you to see what will be generated for Php (supposing you do not modify the Php code generator !).

When you push the button *default declaration*, the form specified through the <u>generation settings</u> depending on the stereotype and multiplicity (and of course the language !) is proposed, this last may be modified as you want, even to produce illegal source code.

When you do not want to have this relation defined in Php, empties the declaration manually or using the button *not generated in Php*.

It is possible to follow the *visibility* as it is set in the UML Tab or to change it replacing *\${visibility}* by the desired one, to not generate the visibility set it to *package*

\${static} produce an empty string when the relation is not an class relation (see the UML tab), else produce *static*

\${const} produce an empty string when the relation is not read only (see the UML tab), else produce *const*

{var} produce *var* when the relation is not read only nor static(see the UML tab) and the visibility is not *package*, else produce an empty string

\${name} is replaced by the relation's role name (see the UML tab)

\${value} is replaced by the initial value of the relation (see the UML tab)

The

forms

@{property}

are replaced by the value of the corresponding user property if it is defined for the class or at an upper level, else it is not substituted.

Refer to the generation settings and Php generator for more details and explanation of the other keywords.

Attribute dialog, tab Idl

This tab allows to give the Idl definition of the attribute, it is visible only when Idl is set through the menu Languages

For a standard attribute (here of a *valuetype*) :

Attribute	ə dialog 🎐		? _ 🗆 ×
Uml C++	Java Idi User		
Declaration :	\${comment}\${readon1y}\$	{attribut} \${type} \${nam	ne};
Result after substitution :	<pre>// Flutes are : bou // Principal are :m // Strings are : vi // Mutation are : n</pre>	pet, cromorne, rdon, rhorflote, ontre, prestant, ola, unda maris, azard, thierce, iixture, cornet,	
	Default Attribute declaration	Default State declaration	Not generated in Idl
		i I	Not generated in Idl

For an enumeration's item :

Enum iter	m dialog 🍠	? _ 🗆 ×
Uml C++	Java Idi User	
Declaration :	\${name},\$(comment)	
Result after substitution :	Compound,//have more than	one pipe souding per note
	Default declaration	Not generated in Idl
		OK Cancel

In BOUML the generated code is obtained by the substitution of macros in a text, only the *Declaration* part is editable, the other one help you to see what will be generated for Idl (supposing you do not modify the Idl code generator !).

When you push the button *default declaration*, the form specified through the <u>generation settings</u> is proposed, this last may be modified as you want, even to produce illegal source code.

When you do not want to have this attribute defined in Idl, empties the declaration manually or using the button not generated in Idl

It is possible to follow the visibility as it is set in the UML Tab or to change it replacing \${visibility} by the desired one.

\${type} is replaced by the class pointed by the attribute (see the UML tab)

\${name} is replaced by the attribute's name (see the UML tab)

\${stereotype} is replaced by the <u>translation in Idl</u> of the relation's stereotype (see the UML tab)

\${multiplicity} is replaced by the multiplicity of the relation (see the UML tab)

Refer to the generation settings and Idl generator for more details and explanation of the other keywords.

Menu : duplicate

The menu entry *duplicate* clone the attribute.

<u>Menu</u> : add ...

These entries allow to produce get and set operations on the attribute, contrarily to the similar operations made by hand, these two ones are linked to the associated attribute to be updated, or deleted when the attributes is deleted. The default name of the operation and their characteristics are set through the *generation settings*.

By default, the get and set operations generated for the Stop's attribute name are :

```
C++
inline const string Stop::get_name() const {
  return name;
}
void Stop::set_name(string new_value) {
  name = new_value;
}
```

Java

```
public final String get_name() {
  return value;
}
public void set_name(String new_value) {
  name = new_value;
}
```

Php

```
final public function getName()
{
  return $this->name;
}
public function setName($value)
{
  $this->name = $value;
}
```

Idl

```
string get_name();
void set_name(string new_value);
```

Menu : delete

The menu entry *delete* is only present when the attribute is not *read-only*.

Delete the attribute, associated get and set operations when they exist, and all the representation of them in the opened diagrams. After that it is possible to undelete them (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : mark

See mark

Menu : tool

Appears only when at least one *plug-out* is associated to the attributes. To apply a *plug-out* on the attribute.

Default stereotypes

The dialog allowing to set the default stereotypes has a tab associated to the attributes :

ackage	Class	UseCase	Views	Diagrams	Others	
ctor tereotype	clow	n				_
tribut						
tereotype	s:					
peration						
erectype						
ereotype	1007	ce library ex	ecutable			
ode tereotype	s : cpu	device				
		device				

The stereotype of an attribute does not have a special meaning for BOUML.

Generation settings

This very important dialog allows to specify many default definitions concerning the attributes, more details will be given in $\underline{C++}$ generator, Java generator and Idl generator.

The first tab allows to specify how the types not supported by an UML class are translated in each language (except Php) :

ypi	es conespon	dence, and C++ of	peration argum	nent default passir	ng for them :				
	Uml	C++	Java	Idl	C++ in	C++ out	C++ in out	C++ return	do -
1	void	void	void	void	\${type}	\${type} &	\${type} &	\${type}	1
2	any	void *	Object	any	const \${type}	\${type}	\${type}	\${type}	
3	bool	bool	boolean	boolean	\${type}	\${type} &	\${type} &	\${type}	
4	char	char	char	char	\${type}	\${type} &	\${type} &	\${type}	
5	uchar	unsigned char	char	octet	\${type}	\${type} &	\${type} &	\${type}	
6	byte	unsigned char	byte	octet	\${type}	\${type} &	\${type} &	\${type}	
7	short	short	short	short	\${type}	\${type} &	\${type} &	\${type}	
8	ushort	unsigned short	short	unsigned short	\${type}	\${type} &	\${type} &	\${type}	
9	int	int	int	long	\${type}	\${type} &	\${type} &	\${type}	
10	uint	unsigned int	int	unsigned long	\${type}	\${type} &	\${type} &	\${type}	
11	unsigned	unsigned	int	unsigned long	\${type}	\${type} &	\${type} &	\${type}	
12	long	long	long	long	\${type}	\${type} &	\${type} &	\${type}	
13	ulong	unsigned long	long	unsigned long	\${type}	\${type} &	\${type} &	\${type}	
14	float	float	float	float	\${type}	\${type} &	\${type} &	\${type}	
15	double	double	double	double	\${type}	\${type} &	\${type} &	\${type}	
16	string	QCString	String	string	\${type}	\${type} &	\${type} &	\${type}	
17	str	char *	String	string	const \${type}	\${type} &	\${type} &	\${type}	
18	item_id	void *	long	item_id	\${type}	\${type} &	\${type} &	\${type}	
19	sbyte	char	byte	octet	\${type}	\${type} &	\${type} &	\${type}	1
20	Socket	QSocketDevice	Socket	Socket	\${type}	\${type} &	\${type} &	\${type}	

The third C++ tab allows to set the default definition of an attribute in C++, only visible when C++ is set through the menu Languages:

		[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Java[4] Idl[1] Idl[2] Idl[3] Idl[4] Idl[5]
State (1996)	Multiplicity unspecified, 1 or 1	<pre>\${comment)\${static}\${mutable}\${volatile}\${const}\${type} \${name}\${value};</pre>
	* or ab	<pre>\${comment)\${static}\${mutable}\${volatile}\${const}\${stereotype}<\${type}> \${name)\${value};</pre>
	X (means [X]) or [][]	<pre>\${comment}\${static}\${mutable}\${volatile}\${const}\${type} \${name}\${multiplicity}\${value};</pre>
	Multiplicity	Association — and appregation
	unspecified, 1 or 0.1	<pre>\${comment)\$(static)\$(mutable)\$(volatile)\$(const)\$(type) * \$(name)\$(value);</pre>
liggregation ; lefault leclaration :	* or a.b	<pre>\${comment)\${static}\${mutable}\${volatile}\${const}\${stereotype}<\${type} *> \${name}\${value}</pre>
	× (means [×]) or [][]	<pre>\${comment)\${static}\${mutable}\${volatile}\${const}\${type} * \${name}\${multiplicity}\${value}</pre>
	Multiplicity	Appregation by value +
ggregation y value	unspecified or 1	<pre>\${comment)\${static}\${mutable}\${volatile}\${const}\${type} \${name}\${value};</pre>
5 () () () () () () () () () (* or a.b	<pre>\$[comment)\${static}\${mutable}\${volatile}\${const}\${stereotype}<\${type}> \${name}\${value};</pre>
	× (means [×]) or [][]	<pre>\${oomment)\${static}\${mutable}\${volatile}\${oonst}\${type} \${name}\${multiplicity}\${value};</pre>

The fourth C++ tab allows to set the default definition of an enumeration's item in C++ and to specify the get and set opera specificities in C++, only visible when C++ is set through the menu *Languages* :

😽 GenerationSe	Settings dialog 🥞 🛛 🧧 🗧	
Types Stereotype	pes C++[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Java[4] Idl[1] Idl[2] Idl[3] Idl[4] Idl[5
Get operation default definition :	Visibility Modifiers r public r protected r private r inline r const value r const	
Set operation default definition :	Visibility Modifiers c public C protected C private C inline C const param C by ref name: [set_\$(name) C also in the const param C by ref	in uml
Enumeration Item default definition :	<pre>\$(name)\$(value),\$(comment)</pre>	
Default type forms for the enums :	input parameter: \$(type) & output parameter: \$(type) & return: \$(type) & comparameter: \$(type) & compa	-
Delault type forms for the types not given in the first tab:	Plant plant output plant output cutture plant output outpu	_
Operation delault declaration :	<pre>\${comment}\${friend}\${static}\${virtual}\${type} \${name}\${()\$}}\${const}\${volatile}\${throw}\${a</pre>	bstr
Operation default definition :	*] \$(inline)\$(type) \$(class)::\$(name)\$(()\$())\$(const)\$(volatile)\$(throw)\$(station)(\$(body)) T m	<u>.</u> ()«تە
	OK Car	ncel

The second Java tab allows to set the default definition of an attribute in Java, only visible when Java is set through the menu *Languages* :

😽 Generation	nSettings di	alog 🌏		_	_		_							_	_	7.
Types Stereo	types C++[1]	C++[2]	C++[3]	C++[4]	C++[5]	Java[1]	Java[2]	Java[3]	Java[4]	Idl[1]	Idl[2]	Idl[3]	Idl[4]	Idl[5]	Descript	on Dir
	multiplicity '1' or unspecified	\${comme	nt)\${vis	∶ibility	/}\$(sta	tic}\${f	inal)\${t	ransient	}\${volat	tile}\$(t	ype)	\$(name)	\${valı	1e);		
rietaur	multiplicity '*' or 'ab'	\$ (comme	nt)\${@}\$	{visibi	(lity)\$	(static	}\$(final)\$(trans	ient)\$(\	∕olatil€	e}\${st	erectyp	⊳e}\$(r	name}\$	(value)	;
	X (probably a number)	\${comme	nt)\${@}\$	{visibi	ility}\$	(static	}\$(final)\$(trans	ient}\$(v	volatile	≥}\${ty	pe}\${mu	ltip1:	icity}	\${name)\${val
	multiplicity '1' or unspecified	\$ (comme	nt)\$[vis	ribility	r) \$ { = t a	tic)\$(f	inal)\$(t	ransient)\$(volat	110)\$(1	(ype)	(name)	\$(valu	1 4] ;		
	multiplicity '*' or 'a.b'	\$ (cromme	nt]¢(vi≉	ibility	/)\$[sta	tic)\$(f	inal)\${t	ransient)\$[volat	110)\$(;	itereo/	type) ((name)	\$[val	16)1	
	× (probably a number)	\$ (comme	nt)\$(vis	ribility	/)\${#t#	tic)\$(f	inal)\${t	ransient)\${vo1#t	11e)\$(t	type)\$	(multip	licity	/) \$(m	ame)\$(v	alue);
-															OK	Ca

The third Java tab allows to set the default definition of an enumeration's item in Java, to set the get and set operations specificities in Java, only visible when Java is set through the menu *Languages* :

GenerationS	iettings dialog 🥘	7 _ 🗆
Types Stereoty	bes C++[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Java[4] I	Idl[1] Idl[2] Idl[: -
Enumeration item default definition :	<pre>\${name)\${value},\${comment}</pre>	
num pattern item lefault definition :	<pre>\${comment}public static final int _\${name}\${value}; public static final \$(class) \${name} = new \${class}(_\${name});</pre>	
num pattern item case' in 'from_int' :	case _\${name): return \${name);	
èet operation lefault definition :	Visibility Modifiers © public C protected C private C package Image: [get_\$ {name}]	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □
Set operation default definition :	Visibility Modifiers	ne} 「also in um
Operation lefault definition :	<pre>\${oomment}\${visibility}\${final}\${static}\${abstract}\${synchronized}\${t \${body}}</pre>	ype) \$(name)\$(()
	4	
		OK Cancel

The second Php tab allows to set the default definition of an attribute, to set the default definition of an enumeration's item, and to set the get and set operations specificities in Php, only visible when Php is set through the menu *Languages* :

es C++[1] C+	++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Java[4] Php[1] Php[2] Idl[1]
Attribute default declaration :	<pre>\${comment}\${visibility}\${const}\${static}\${var}\${name}\${value};</pre>
Association and aggregation default declaration :	<pre>\${comment}\${visibility}\${const}\${static}\${var}\${name}\${value};</pre>
Enumeration item default definition :	<pre>const \$(name)\$(value);\$(comment)</pre>
Get operation default definition :	Visibility (shared with Java) Modifiers © public C protected C private IF final name : [get \$ {Name} }
Set operation default definition :	Visibility (shared with Java) Modifiers © public C protected C private F final name: Set\${Name}
Operation default definition :	<pre>\${comment}\${final}\${visibility}\${abstract}\${static}function \${name}\${()\${}} { \${body}} </pre>
External classes : name making	\$(name)

The second Idl tab allows to set the default attribute definition for Idl, only visible when Idl is set through the menu Languages :

😴 Generatio	nSettings di	alog 🎱 🛛 🔭 🚽	
Stereotypes	C++[1] C++	[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Java[4] dl[1] dl[2] dl[3] dl[4]	11
	multiplicity '1' or unspecified	<pre>\$(comment)\${readonly}\${attribut} \${type} \${name};</pre>	<u>·</u>
Attribute default declaration :	multiplicity '*' or 'a.b'	<pre>\${comment)\${readonly}\${attribute}\${stereotype}<\${type}> \${name};</pre>	
	X (probably a number)	<pre>\${comment}\${readonly}\${attribute}\${stereotype}<\${type},\${multiplicity}> \${nam</pre>	e);
	multiplicity '1' or unspecified	<pre>\$(comment)\$(visibility)\$(type) \$(name);</pre>	
Attribute default declaration in	multiplicity '*' or 'a.b'	<pre>\${comment)\${visibility}\${stereotype}<\${type}> \${name};</pre>	
valuetype :	X (probably a number)	<pre>\${comment}\${visibility}\${stereotype}<\${type},\${multiplicity}> \${name};</pre>	
	multiplicity "1" or unspecified	<pre>\$(comment)const \$(type) \$(name)\$(value);</pre>	
Constant default declaration :	multiplicity '*' or 'a.b'	<pre>\$(comment)const \$(stereotype)<\${type}> \$(name)\${value};</pre>	
	X (probably a number)	<pre>\$(comment)const \${stereotype}<\${type},\${multiplicity}> \${name}\${value};</pre>	
		ОК	Can

The third Idl tab allows to set the default definition of an attribute in a union, the enumeration item default definition and the get and set specificities for Idl, only visible when Idl is set through the menu *Languages* :

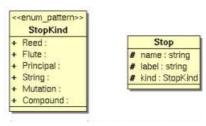
Types Stereo	types C++[1]	C++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Java[4] Idl[1] Idl[2] Idl[3]	Idl[4]
·	multiplicity 1 or unspecified	<pre>\$(comment)case \$(case) : \${readonly}\$(type} \${name};</pre>	
Inion item efault eclaration :	multiplicity '*' or 'a.b'	<pre>\$(comment)case \$(case) : \${readonly}\${stereotype}<\${type}> \${name};</pre>	
	X (probably a number)	<pre>\$(comment)case \$(case) : \${readonly}\$(stereotype)<\${type},\${multiplicity}></pre>	\${name);
numeration item efault declaratio	Contraction of the Contraction o	\${comment}	
iet operation	name:]get_\$	(name)	Г also in um
Get operation lefault definition : Set operation lefault definition :	E opeway pa		「 also in um
Get operation lefault definition : Get operation	⊏ oneway na		

The tab *Description* allows to set a default description :

GenerationSettings dialog 🧕	? _ 🗆 🗙
+[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Idi[1] Idi[2] Idi[3] Idi[4]	escription Directory
Artifact default description :	
Class default description :	
Operation default description :	
Attribute default description :	
Relation description :	
	OK Cancel

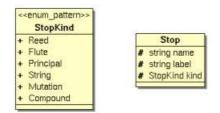
Drawing

The attributes are only drawn with their <u>class</u> in a <u>class diagram</u> (here the <u>drawing language</u> is UML, the full member definitions and the visibility are shown) :



The way an attribute is written or not in its class picture depend on the <u>class drawing settings</u>, <u>drawing language</u>, <u>hide attributes</u>, <u>show member visibility</u> and <u>show full members definition</u>, and also on the <u>class menu entry individual attribute visibility</u>.

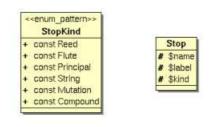
Changing the drawing language from UML (the default) to C++ or IDL :



Changing the <u>drawing language</u> to Java:

< <enum_pattern>> StopKind</enum_pattern>	7.5
+ public static final int _Reed	Stop
+ public static final int _Flute	# String name
+ public static final int _Principal	# String label
+ public static final int _String	# StopKind kind
+ public static final int _Mutation	
+ public static final int Compound	

Changing the drawing language to Php :



Previous : relation

Next : operation

Operation

BOUML only manage class's operations and *friend* operations, not standard C or Php functions (even it is possible to define a C or Php function through an <u>extra member</u> or in an artifact definition etc ...). An operation may have a stereotype, but it does not have a special meaning for BOUML.

Contrarily to several UML toolbox, the body of the operations is fully managed by BOUML and saved among the project data (see <u>project files</u>). Howerver you can also enter the bodies out of BOUML thanks to the option *Preserve operations's bodies* of the *Language* (see top level menu).

An operation is created through the class menu called from the browser or a class picture in a class diagram :

		UmlOperation		
		upper lower		
UmIOperation	edit drawing settings individual attribut visibility individual operation visibility			
add operation add inherited operation add embedded class add extra member		edit class add attribut edit attribut add operation		
edit duplicate set it embedded in UmlNode		add inherited operation edit operation		
delete		select in browser select linked items		
select associated component		set associated diagram		
referenced by		remove from view		
mark.		delete from model		
generate	٠	generate	•	
tool		tool		

The icon in the browser indicate if the operation is public (+), protected (#), private (-) or package (~). The *protected* and *package* visibilities are translated in *private* in Idl. The *package* visibility is translated in *private* in C++, and produce nothing in Php allowing you to generate Php 4 code. Note that BOUML doesn't check the validity of the (re)refinition of an inherited operation (for instance the visibility is not checked, the operation may be *final* in Java etc ...), but some operations are not part of the proposed operations list : the constructors, destructors, and the operations already defined in the current class for the UML point of view (the 'UML' definition of an operation is the one written under the browser window when the operation is selected in the browser).

A class operation is <u>underlined</u>, an abstract one is written in *italic*. It is possible to move an operation from a class into an other, except for the *get* and *set* operations associated to a <u>relation</u> or an <u>attribute</u>.



Menus

The operation menu appearing with a right mouse click on its representation in the browser is something like these, supposing it is not *read-only* nor deleted :

oper	
edit	
duplicate	
delete	
mark	
tool	•

edit

allows to show/modify the operation properties including the body. In case the operation is read-only, the fields of the dialog read-only.

Operation dialog, tab Uml

The tab Uml is a global tab, independent of the language :

lass :	Umi	Operation	[API USER	1			
ame :	htm	ű.					
tereotype :	Г						
value type :	void	d					-
	6	public	C protecte	ed C private C package	C class operation	□ abstract	
		Direction	Name	Туре	1	Default value	do
parameters :	1	in	pfix	string			-
	2	in in	rank level	uint			
	4	inout	10 0 01				
	-	Туре					do
xceptions :	1	IOExcept	ion				
	2		0000				
	ent	try to p	roduce th	ne html code receiving c	hapter number		
escription :	pat	th, rank	in the r	mother and level in the	browser tree		
Editor							
Default							
	_						
onstraint :							

The

may contains spaces to define C++ operator for instance, and a class may have several operations having the same name. A constructor have the name of its class.

The proposed type for the *value type* etc ... are the *non class* types defined in the first tab of the <u>generation settings</u>, more all the classes defined in the project (with their localization to distinguish synonymous classes). You are not limited to the proposed list, and any form (even invalid for the target language(s)) may be given. The button *value type:* shows a menu proposing :

- if the current value type is a class : to select this class in the browser
- if the operation is not read-only and if a class is selected in the browser : to set the value type to be this class
- if the view containing the class containing the operation is not read-only : to create a new class and to set the return type to it

Nevertheless I <u>strongly</u> recommend you to not add type modifier (like *, & etc ...) with a class name in the UML tab because BOUML differentiate a reference to a class of the model and any other forms, see type considerations.

The proposed *stereotypes* are the default ones specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it. The stereotype of an operation does not have special meaning for BOUML.

The visibility may be chosen with the radio buttons, the operations have a default visibility set through the class settings :

name

Class Settings d	? _ 🗆 🗙
default attributs visibility :	protected .
default relations visibility:	protected .
default operations visibility :	public •
QK	Cancel

The parameters have obviously a direction (but I known a commercial UML tool which does not manage it !), a name, a type (following the considerations about the return value type) and a *default value* (unfortunately this one is not yet managed by the code generators !). The last column (do) of the parameters table allows to insert/delete/move a parameter :

param 2	
insert param befo	ore
insert param afte	r
delete param	
copy param	
cut param	
paste param	
move param	

The

exceptions

produced by the operation may be specified (even for C++), these types follow the considerations about the return value type. The last column (do) of the exception table allows to insert/delete/move an exception.

By default the *description* is used to produce comments by the code generators.

The

editor button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance Xcoral) specified through the environment variable BOUML_EDITOR. Note that this external editor have to create an own window, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

The

default

button visible above associated to the description allows to set the description with a default contain specified through the generation settings. Useful to generate comments compatible Java Doc or Doxygen for instance.

Operation dialog, tab C++

This tab allows to give the C++ declaration and definition of the operation, it is visible only if C++ is set through the Language menu

	follow uml (public) C public C p	rotected C private	Const C vola	tile 🗖 friend 🖻 virtual Г inlin
	\${comment}\${static}\${virtua	 1)\$(type) \$(name)\$(()\$(t0) \$(p	0), \${t1} \${p1}, \${t2} \${p2}\${)}\${	const}\$(volatile)\$(abstract
claration :				
ult after	//entry to produce the html //path, rank in the mother wistual sold html/OString	code receiving chapter number and level in the browser tree pfix, unsigned int rank, unsig	med int level).	
stitution :		prin, alorgioù nio razo alorg		
	Default declaration	From definition	Not generated in C++	Edit parameters
	<pre>\$(inline)\$(type) \$(class)::\$(nat \$(body))</pre>	me}\${()\${t0}, \${t1}, \${t2}\${)}	<pre>\${const}\${volatile}\${staticnl}{</pre>	
nition :		me}\${()\${t0}, \${t1}, \${t2}\${)}	<pre>\${const}\${volatile}\${staticnl}{</pre>	
inition :	<pre>\$(body)) void UmlOperation::html(QCStrin)</pre>			
inition : sult after stitution :	\$(body))			

In BOUML the generated code is obtained by the substitution of macros in a text, only the *Declaration* and *Definition* part are editable, the other one help you to see what will be generated for C++ (supposing you do not modify the C++ code generator !). Yc can see above that the definition doesn't contains the name of the parameters whose aren't used to avoid C++ compiler warnings.

When you push the button **Default declaration** or **Default definition**, the form specified through the <u>generation settings</u> is proposed adding all the operation parameters given in the UML tab without any modifier. These forms may be modified as you want, every produce illegal source code, but more probably to add type modifiers etc ...

The buttons *From definition* and *From declaration* allow to produce the declaration/definition from the definition/declaration getting the specified list of parameters and return definition. For instance if I modify the operation's declaration like this (the first parameter is modified and the second and thir removed):

		otected C private	C const C vola	dile 🗖 friend 🛛 virtual Г inline
claration :	\${comment}\${static}\${virtua] L)\$(type) \$(name)\$(()\$(t0) & 8	<pre>\$(p0)\${)}\$(const)\$(volatile)\${abstr</pre>	act);
ult after stitution :	//entry to produce the html //path, rank in the mother wirtual wold html(QCString a	code receiving chapter number and level in the browser tree & pfix);	C	
	Default declaration	From definition	Not generated in C++	Edit parameters
stion :	E(imline)E(type) E(cimes). E(nm E(body))	me)\${()\${t0}, \${t1}, \${t2}\$()}	S(const)S(volatile)S(station1)(
ntion : uit after ditution :	[[inline)S(type) S(class) S(nam S(body)) [word Unligeration html(QCStrine S(body))			

and I press the *From declaration* button, the modifications are reported in the operation's definition :

	$\ref{eq:constraint}$ follow uml (public) $\ref{eq:constraint}$ public $\ref{eq:constraint}$ p	rotected C private	Const C vola	dile 🗖 friend 🛛 virtual Г inlin
ĺ	\${comment}\${static}\${virtua] 1)\$(type) \$(name)\$(()\$(t0) & \$	(p0)\${)}\${const}\${volatile}\${abstr	act);
claration :				
ult after stitution :	//entry to produce the html //path, rank in the mother wirtual woid html(QCString)	code receiving chapter number and level in the browser tree & pfix):		
1	Default declaration	From definition	Not generated in C++	Edit parameters
			ll	
	S(inline)S(type) S(class)::S(nam S(body))		t)\${volatile}\${staticnl}(
inition :	S(inline)&(type) &(class)::\$(nas \$(body)) void UmlOperation::html(QCStrin	me}\$(()\$(t0) & \$(p0)\$())\$(cons	<pre>t)\${volatile}\${staticnl}(</pre>	
inition :	\$(inline)\$(type) \$(class)::\$(nam \$(body))	me}\$(()\$(t0) & \$(p0)\$())\$(cons	<pre>}(volatile)S(stationl)(</pre>	

When you do not want to have this operation defined in C++, empties the declaration/definition manually or using the button *not generated in* C++.

It is possible to follow the *visibility* as it is set in the UML Tab or to change it.

\${static} produce an empty string when the operation is not an class operation (see the UML tab), else produce *static*

\${const} produce an empty string when the check box *const* is not checked, else produce *const*

\${volatile} produce an empty string when the check box *volatile* is not checked, else produce *volatile*

\${friend} produce an empty string when the check box *friend* is not checked, else produce *friend*

\${virtual} produce an empty string when the check box virtual is not checked, else produce virtual

\${inline} produce an empty string when the check box inline is not checked, else produce inline

\${type} is replaced by the value type (see the UML tab)

(abstract) produce the string = 0 when the operation is abstract (see the UML tab), else an empty string.

\${class} is replaced by the name of the class containing the operation.

\${staticnl} produce a line break when the operation is static, else an empty string. In case you do not like this notation, change the <u>generation settings</u> to remove this macro.

() and () produce (and), but there are also a mark for BOUML to find the parameters list

t<n> and t<n> and t<n> produce the type and the name of each parameter (count from 0), this allows you to remove a parameter, add type modifiers etc ...

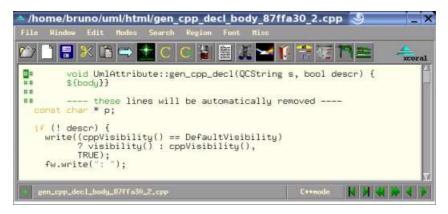
\${throw} is replaced by the form *throw* (...) when at least an exception is defined in the UML tab. It is also possible to produce *throw*() when there is no exception depending on the generation settings.

(body) is replaced by the body of the operation, this macro may also be replaced by the body itself (BOUML use this way for the *get* and *set* operations associated to a relation/attribute). The usage of (body) has a great advantage : when you hit *Default definition* or *From declaration* the body is not cleared ! At least BOUML share the declaration and definition forms of the operations (and other objects) to minimize the needed memory size, (body) help for this ! The indentation of the keyword (body) is added at the beginning of each line except the ones starting by a '#' or when the previous one ends by 'V'.

The forms @{property} are replaced by the value of the corresponding user property if it is defined for the class or at an upper level, else it is not substituted.

A *template operation* is defined with an empty declaration (allowing Bouml to detect this case) and placing the actuals between *\${class}* and :: in the definition part.

The **edit body** button is active when the definition contains *\${body}*, to edit it through the editor you want define the <u>environment</u> <u>variable</u> BOUML_EDITOR, furthermore, when you set *add operation profile on body edition* through the *miscellaneous* menu the form defining the operation in the editor is added at the beginning of the edited file.



Operation dialog, tab Java

This tab allows to give the Java definition of the operation, it is visible only if Java is set through the Language menu

😽 Operatio	on dialog 🎐		
Uml C++	Java Idi Properties		
	r final	☐ synchronized	
	<pre>\${comment)\${visibility}\${final}\${stati \${body}}</pre>	ic)\$(abstract)\$(synchronized}\$(type) \${name}\$(()\$(t0) \${p0},	<pre>\${t1) \${p1}, \${t2} \${p2}\$()}\${throws}\${staticn1}</pre>
Definition :			
Result after substitution :	/** * entry to produce the html code rece * path, rank in the mother and level */ public void html(String pfix, int rank \$(body))		
Edit body	Default definition	Not generated in Java	Edil annotation.
			OK Cancel

In BOUML the generated code is obtained by the substitution of macros in a text, only the *Definition* part is editable, the other one help you to see what will be generated for Java (supposing you do not modify the Java code generator !).

When you push the button *Default definition*, the form specified through the <u>generation settings</u> is proposed adding all the operation parameters given in the UML tab. These forms may be modified as you want, even to produce illegal source code !

When you do not want to have this operation defined in Java, empties the definition manually or using the button *not generated in Java*.

\${visibility} produce the visibility (see the UML tab)

\${final} produce an empty string when the check box *final* is not checked, else produce *final*

\${static} produce an empty string when the operation is not a class operation (see the UML tab), else produce *static*

\${abstract} produce *abstract* when the operation is abstract (see the UML tab), else an empty string.

\${synchronized} produce an empty string when the check box *synchronized* is not checked, else produce *synchronized*

\${type} is replaced by the value type (see the UML tab)

\${name} is replaced by the name of the operation.

() and () produce (and), but there are also a mark for BOUML to find the parameters list

f(t < n >) and f(p < n >) produce the type and the name of each parameter (count from 0), this allows you to remove a parameter, add type modifiers etc ...

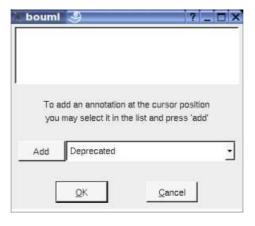
\${throws} is replaced by the form *throw* (...) when at least an exception is defined in the UML tab. It is also possible to produce *throw()* when there is no exception depending on the <u>generation settings</u>.

\${staticnl} produce a line break when the operation is static, else an empty string. In case you do not like this notation, change the <u>generation settings</u> to remove this macro.

(body) is replaced by the body of the operation, this macro may also be replaced by the body itself (BOUML use this way for the *get* and *set* operations associated to a relation/attribute). The usage of (body) has a great advantage : when you hit **Default** *definition*

the body is not cleared ! At least BOUML share the definition forms of the operations (and other objects) to minimize the need memory size, (body) help for this ! The indentation of the keyword (body) is added at the beginning of each line.

 ${\mathbb Q}$ produces the annotations, when it is present in the definition the button *Edit annotation* is active, a specific dialog allows you to enter the annotations proposing the default annotations (*Deprecated* ...) and the ones defined through the classes stereotyped @*interface* :



The

forms

@{property}

are replaced by the value of the corresponding user property if it is defined for the class or at an upper level, else it is not substituted.

The **edit body** button is active when the definition contains *\${body}*, to edit it through the editor you want define the <u>environment</u> <u>variable</u> BOUML_EDITOR, furthermore, when you set *add operation profile on body edition* through the *miscellaneous* menu the form defining the operation in the editor is added at the beginning of the edited file.

📤 /hom	e/bruno/u	ml/htm	l/gen_	java_d	ecl_bo	dy_871	ffda0	_2.jav	a	9	_
File H	indow Edit	Nodes	Search	Region	Font	Misc					
	1 🔀 🕄	j 👄 🛃	C	C			1 7	٩.	Ma		xcora
	M.Z.	duce th void g }}					inows	IOE×ce	ptic	in {	
## int int	the n = s.leng index = by e (index !	th(); pass_co			comati:	ally r	remove	ed	,		
e gen_	java_decl_bod	y_87ffda0	_2.jawa]			1	Java	K	*	* 1

Operation dialog, tab Php

This tab allows to give the Php definition of the operation, it is visible only if Php is set through the Language menu

Operatio	n dialog 🧕		7
imi C++	Java Php Idl Properties		
efinition :	<pre> final \$(comment)\$(final)\$(visibility (\$(body)) </pre>	y)\${abstract)\${static}function	\$(name)\$(()\${p0}, \$(p1), \$(p2)\$()
esult after ubstitution :	<pre>//entry to produce the html of //path, rank in the mother an public function html(\$pfix, \$) { \$(body))</pre>	d level in the browser tree	
Edit body	Default definition	Not generated in Php	Edit parameters
			OK Cancel

In BOUML the generated code is obtained by the substitution of macros in a text, only the *Definition* part is editable, the other one help you to see what will be generated for Php (supposing you do not modify the Php code generator !).

When you push the button *Default definition*, the form specified through the <u>generation settings</u> is proposed adding all the operation parameters given in the UML tab. These forms may be modified as you want, even to produce illegal source code !

When you do not want to have this operation defined in Php, empties the definition manually or using the button *not generated in Java*.

\${visibility} produce the visibility (see the UML tab), except if the visibility is *package*, use this case to generate Php 4 code

\${final} produce an empty string when the check box *final* is not checked, else produce *final*

\${static} produce an empty string when the operation is not a class operation (see the UML tab), else produce *static*

\${abstract} produce *abstract* when the operation is abstract (see the UML tab), else an empty string.

\${name} is replaced by the name of the operation.

 $\{() \text{ and } \}$ produce (and), but there are also a mark for BOUML to find the parameters list

f(t < n > f(t

\${staticnl} produce a line break when the operation is static, else an empty string. Not used bu default, to add it change the <u>generation</u> <u>settings</u> to use this macro.

(body) is replaced by the body of the operation, this macro may also be replaced by the body itself (BOUML use this way for the *get* and *set* operations associated to a relation/attribute). The usage of (body) has a great advantage : when you hit **Default** *definition*

the body is not cleared ! At least BOUML share the definition forms of the operations (and other objects) to minimize the need memory size, (body) help for this ! The indentation of the keyword (body) is added at the beginning of each line.

The

forms

@{property}

are replaced by the value of the corresponding user property if it is defined for the class or at an upper level, else it is not substituted.

The **edit body** button is active when the definition contains *\${body}*, to edit it through the editor you want define the <u>environment</u> <u>variable</u> BOUML_EDITOR, furthermore, when you set *add operation profile on body edition* through the *miscellaneous* menu the form defining the operation in the editor is added at the beginning of the edited file.

Operation dialog, tab Idl

This tab allows to give the Idl declaration of the operation, it is visible only if Idl is set through the Language menu

	on dialog 🧶	? _ C
C++	Java Idl Properties	
	Г oneway	
	<pre>\${comment}\${oneway}\${type} \${name}\${()\${d0} \${t0} \${p0}, \${d1} \${t}</pre>	tl} \${pl}, \${d2} \${t2} \${p2}\${)}\${raisesnl}\${raises}
laration :		
2		
	<pre>//entry to produce the html code receiving chapter number //path. rank in the mother and level in the browser tree woid html(in string pfix, in unsigned long rank, in unsigned long raises (IOException);</pre>	level)
ilt after Stution :	//path. rank in the mother and level in the browser tree woid html(in string pfix, in unsigned long rank, in unsigned long	level)

In BOUML the generated code is obtained by the substitution of macros in a text, only the *Definition* part is editable, the other one help you to see what will be generated for Java (supposing you do not modify the Java code generator !).

When you push the button *Default definition*, the form specified through the <u>generation settings</u> is proposed adding all the operation parameters given in the UML tab. These forms may be modified as you want, even to produce illegal source code !

When you do not want to have this operation defined in Java+, empties the definition manually or using the button *not generated in Idl*.

\${oneway} produce an empty string when the check box *oneway* is not checked, else produce *oneway*

\${type} is replaced by the value type (see the UML tab)

\${name} is replaced by the name of the operation.

f(0) and f(0) produce (and), but there are also a mark for BOUML to find the parameters list

 $t<n>\}$ and $t<n>\}$ produce the type and the name of each parameter (count from 0), this allows you to remove a parameter, add type modifiers etc ...

\${raise} is replaced by the form *raise* (...) when at least an exception is defined in the UML tab.

\${raisenl}

produce a line break when the operation have exception, else an empty string. In case you do not like this notation, change the generation settings to remove this macro.

The forms @{property} are replaced by the value of the corresponding user property if it is defined for the class or at an upper level, else it is not substituted.

Menu : duplicate

The menu entry *duplicate* clone the operation.

Menu : delete

The menu entry *delete* is only present when the operation is not *read-only*.

Delete the operation, and all its representation in the diagrams. After that it is possible to undelete it (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : mark

See mark

Menu : tools

Appears only when at least one <u>plug-out</u> is associated to the operations. To apply a plug-out on the operation.

Generation settings

This very important dialog allows to specify many default definitions concerning the operations, more details will be given in $\underline{C++}$ generator, Java generator, Php generator and Idl generator.

The first tab allows to specify how the types not supported by an UML class are translated in each language except Php, and the default C++ argument passing for these types depending on the direction more the default type form to return value :

_	Uml	C++	Java	Idl	C++ In	C++ out	C++ in out	C++ return	do
1	void	void	vold	void	\${type}	\${type} &	\${type} &	\${type}	-
2	any	void *	Object	any	const \${type}		\${type}	\${type}	
3	bool	bool	boolean	boolean	\${type}	\${type} &	\${type} &	\${type}	-
4	char	char	char	char	\${type}	\${type} &	\${type} &	\${type}	-
5	luchar	unsigned char	char	octet	\${type}	\${type} &	\${type} &	\${type}	
6	byte .	unsigned char	byte	octet	\${type}	\${type} &	\${type} &	\${type}	
7	short	short	short	short	\${type}	\${type} &	\${type} &	\${type}	
8	ushort	unsigned short	short	unsigned short	2.5.8.8.10.1.8.	\$(type) &	\$(type) &	\${type}	1
9	Int	int	int	lona	\${type}	\${type} &	\${type} &	\${type}	
10	uint	unsigned int	int	unsigned long	1 (C. C. C	\${type} &	\${type} &	\${type}	
11	unsigned	unsigned	int	unsigned long		\${type} &	\${type} &	\${type}	
12	lona	lona	long	long	\${type}	\${type} &	\${type} &	\${type}	
13	lulona	unsigned long	long	and the second sec	\${type}	\${type} &	\${type} &	\${type}	
14	float	float	float	float	\${type}	\${type} &	\${type} &	\${type}	
15	double	double	double	double	\${type}	\${type} &	\${type} &	\${type}	
16	string	QCString	String	string	\${type}	\${type} &	\${type} &	\${type}	
17	str	char *	String	string	const \${type}		\${type} &	\${type}	
18	item id	void *	long	item id	\${type}	\${type} &	\${type} &	\${type}	
19	sbyte	char	byte	octet	\${type}	\${type} &	\${type} &	\${type}	
20	Socket	GSocketDevice	Socket	Socket	\${type}	\${type} &	\${type} &	\${type}	
21	1				\${type}	\${type} &	\${type} &	\${type}	

ThefourthC++tabStereotypesallows to specify the default declaration and definition of an operation (without the parameters), the default argument passenumeration's item and an argument whose type is not one of the types defined in the first tab, and if a *throw()* must be generatedwhen the operation does not have exception. They are visible only if C++ is set through the menu Languages

😽 GenerationSe	ettings dialog 🥞 💦 🔽 🗖
Types Stereotype	es C++[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Idl[1] Idl[2] Idl[3] Idl[4]
Get operation default definition :	Visibility Modifiers F public C protected C private P Inline P const value P const name : get_\$ (name) F also in unit
Set operation default definition :	Visibility Modifiers
Enumeration item default definition :	<pre>\$(name)\$(value),\$(comment)</pre>
Default type forms for the enums :	input output parameter : \$ (type) a input output \$ (type) a return : \$ (type) a return :
Default type forms for the types not given in the first tab:	input parameter: \$ (type) & output parameter: \$ (type) & input output \$ (type) & operation \$ (type) parameter: \$ (type) & operation \$ (type) \$ (ty
Operation default declaration :	<pre>\${comment}\${static}\${virtual}\${type} \${name}\${(}\${)}\${const}\${volatile}\${abstract};</pre>
Operation default definition :	*(inline)\$(type) \$(class)::\$(name)\$(()\$())\$(const)\$(volatile)\$(staticn1)(\$(body)) [*(inline)\$(type) \$(class)::\$(name)\$(()\$())\$(const)\$(volatile)\$(staticn1)(\$(body))
-	OK Cancel

The second Java tab allows to set the default operation definition (without the parameters) in Java, it is visible only if Java is se through the menu *Languages*

Construction of the second	onSettings dialog 🧕	
Types Stereoty	types C++[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Idi[1] Idi[2] Idi[3] Idi[4]	Description Dir -
dribute default eclaration :	<pre>\${ccament)\${visibility}\${static}{final}\${transient}\${volatile}\${type} \${name}\${value};</pre>	
numeration item efault definition :	\$(name)\$(value).\$(comment)	
num pattern item efault definition :	<pre>\${ccmment)public static final int _\${name}\${value}; public static final \${class} \${name} - new \${class}(_\${name});</pre>	
num pattern item ase' in 'trom_int'		
ssociation and	<pre>multiplicity '1' \${comment}\${visibility}\${static}\${final}\${transient}\${volatile}\${type} \${name}\${val} or unspecified multiplicity ''' \${comment}\${visibility}\${atatic}\${final}\${transient}\${volatile}\${type}\${multiplicity} </pre>	
efault	or a.b' X (probably a \$(comment)\$(visibility)\$(static)\$(final)\$(transient)\$(volstile)\$(type)\$(multiplicit number)	
efault eclaration : et operation	or'a.b' X (probably a \$(comment)\$(visibility)\$(static)\$(final)\$(transient)\$(volstile)\$(type)\$(multiplicit)	y) \$(name)\$(value);
efault lectaration : let operation lefault definition : let operation lefault definition :	or "a.b" X (probably a S(comment)S(visibility)S(static)S(final)S(transient)S(volatile)S(type)S(multiplicity number) Visibility Modifiers	

The second Php tab allows to set the default operation definition (without the parameters) in Php, it is visible only if Php is set through the menu *Languages*

GenerationS	Settings dialog 🧕	?
Stereotypes C++	+[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Java[4] Php[1]	Php[2]
Attribute default declaration :	<pre>\$(comment)\$(visibility)\$(const)\$(static)\$(var)\$(name)\$(value);</pre>	
Association and aggregation default declaration :	<pre>\${comment)\$(visibility)\$(const)\$(static)\${var}\$(name)\${value};</pre>	
Enumeration item default definition :	const \$(name)\$(value);\$(comment)	
Get operation default definition :	Visibility (shared with Java) Modifiers Public ∩ protected ∩ private P final name: get \$(Name) □	also in uni
Set operation default definition :	Visibility (shared with Java) Modifiers Public ∩ protected ∩ private □ final name: [cet\$(Name) □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	aliso in umi
Operation default definition :	\${comment}\${final}\${visibility}\${abstract}\${static}function \${name}\$} { { \${body}}	(()\$())
External classes : name making	\$(name)	
	OK	Cancel

The third Idl tab allows to set the default operation declaration in Idl, it is visible only if Idl is set through the menu Languages

Types Stereotype	es C++(1] C++(2) C++(3) C++(4) C++(5) Java(7) Java(2) Java(3) Id((1) Id((2) [id((3)] Id((3)])]	1 Description Dir
Attribute default declaration :	<pre>\$(comment)\$(readonly)\$(attribut) \$(type) \$(name);</pre>	
Attribute default declaration in valuetype :	<pre>\$(comment)\${visibility)\${type} \${name};</pre>	
Constant default declaration :	<pre>\$(comment)const \$(type) \$(name)\$(value);</pre>	
Union item default declaration :	<pre>\${comment}case \${case} : \${readonly}\${type} \${name};</pre>	
Enumeration item default declaration	\${name}, \${comment}	
Get operation default definition :	name [get_S(name)	Г also in un
Set operation f default definition :	□ oneway name:[set_S(name)	□ also in un
Operation default declaration :	<pre>\$(comment)\$(oneway)\$(type) \$(name)\$(()\$())\$(raisesn1)\$(raises);</pre>	
		OK Cancel

The tab *Description* allows to set a default description :

😽 Genera	tionSe	ettings	s dialog	9	_		_				7 _	
(1) C++(2) Artifact default description :	C++[3]	C++[4]	C+++[5]	Java[1]	Java[2]	Java[3]	idi[1]	Idi[2]	Idl[3]	Idi[4]	Description	
Class default description :												_
Operation default description :												
Attribute default description :												
Relation default description :												
										0	K Ca	ncei

Drawing

The operations are drawn with their <u>class</u> in a <u>class diagram</u>, and alone in a <u>sequence diagram</u> or a <u>collaboration diagram</u>.

The way an operation is written or not in its class picture in a <u>class diagram</u> depend on the <u>class drawing settings</u> options <u>drawing</u> <u>language</u>, <u>hide operation</u>, <u>show full members definition</u> and <u>show member visibility</u>, and also on the <u>class menu</u> entry <u>individual</u> <u>operation visibility</u>.

Forinstanceinaclassdiagram,thedrawinglanguageis UML, the full member definitions and visibility are shown, and the attributes are hidden :

	UmlOperation
÷	UmlOperation(in id : Item_id, in n : string)
+	sKind() : string
÷.	memo_ref(): void
+	html(in pfix : string, in rank : uint) : void
+	ref_index(): void
+	generate_index(): void
÷	gen_cpp_decl(in s : string, in descr : bool) : void
-	gen_java_decl(in s : string) : void
+	compute_name(in s : string) : string

changing the <u>drawing language</u> from UML (the default) to C++ :

	UmlOperation
	UmiOperation(void * id, const QCString & n)
	QCString sKind() void memo ref()
	void html(QCString pfx, unsigned int rank)
	void ref_index()
+	void generate_index() void gen_cpp_decl(QCString s, bool descr)
1	void gen java decl(QCString s)
+	QCString compute_name(QCString s)

changing the drawing language to Java :

	UmlOperation
÷	UmIOperation(long id, String n)
+	String sKind()
+	void memo_ref()
+	void html(String pfix, int rank)
+	void ref_index()
+	void generate_index()
-	void gen_cpp_decl(String s, boolean descr)
-	void gen_java_decl(String s)
+	String compute_name(String s)

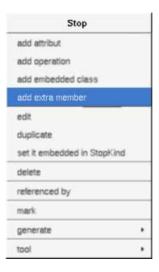
Previous : <u>attribute</u>

Next : <u>extra member</u>

Extra member

An extra member is an alien allowing you to specify directly the generated code for each language. This allows to manage non U items, for instance C++ pre-processor directives, Java attribute initializations etc ...

An extra member is created through the class menu called from the browser :



Menus

The extra member menu appearing with a right mouse click on its representation in the browser is something like these, supposing it is not *read-only* nor deleted :

extra mem	ber
edit	
duplicate	
delete	
mark	
tool	,

Menu : edit

edit

allows to show/modify the extra member properties. In case the extra member is read-only, the fields of the dialog are also read-only.

Extra member dialog, tab Uml

The tab Uml is a global tab, independent of the language :

Umi C++ Jav	va Php	Properties	5	
stereotype :				<u>·</u>
description :				
Editor				

The name and the stereotype do not have meaning for BOUML.

The *description* is not used by the code generators.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Extra member dialog, tab C++

The tab C++ allows to specify the code generated in the header and/or the source file(s), it is visible only if C++ is set through the menu Languages

	ass Member dialo		
	T inline		
++ eclaration			
Editor			
++ efinition :			
Editor			
		OK	Cancel

The *declaration* part is generated in the definition of the class containing the extra member, except if the *inline* toggle is set, in this case the generation is made after the class definition as for an inline operation.

The *definition* part is produced in the source file rather than in the header one.

For instance with :

EM	#ifdef	#endif
⊡ ⊟ EM -∞ #ifdef - <mark>0.6</mark> op	Umi C++ Java Idi User	Uml C++ Java Idl User
–∝ #endif	C++ declaration: Editor	C++ declaration: Editor
	C++ definition: Editor	C++ definition: Editor
	OK Cancel	OK Cancel

and :

	follow uml (public) C public C prot	rected C private	T volatile ☐ friend ☐ virtual ☐ inlin
Ē	\$(comment)\${friend)\${sta	tic)\$(virtual)\$(type) \$(nam	e)\${()\${))\${const}\${volati1
eclaration :	6		9
-	<pre>void op();</pre>		
esult after ubstitution :			
	Default declaration	From definition	Not generated in C++
finition :	inline}\${type} \${class}::\$	{name}\${()\${)}\$[const}\$[vol:	atile)\${throw}\${staticnl}(
	oid EM::op() (
esult after) Ibstitution :			

The generated code for the class is :

C++ header	C++ source
class EM { #ifdef NEEDED	<pre>#ifdef NEEDED // def</pre>
<pre>// decl public: </pre>	<pre>void EM::op() { }</pre>
<pre>void op(); #endif</pre>	#endif
};	

In case the extra members and op are inline, all is generated in the header file :

C++ header
class EM { #ifdef NEEDED // decl
<pre>public: void op();</pre>
<pre>#endif };</pre>
<pre>#ifdef NEEDED // def inline void EM::op() { }</pre>
#endif

Extra member dialog, tab Java

The tab Java allows to specify the code generated in Java, it is visible only if Java is set through the menu Languages, for instance

EM2	init
ë∃EM2 ■■ht •× init	Uml C++ Java Java: Static (H = new Hashtable();) Editor
	OK Cancel

and :

Г	<pre>transient \${comment}\${visibility}\${stati</pre>	c)\${final)\${transient}\${type} \${
Declaration :		
 	protected Hashtable ht;	<u> </u>
Result after substitution :	protected nashcapie nc,	
i.	Default declaration	Not generated in Java

The generated code for EM2 is :

```
class EM2 {
  protected Hashtable ht;
  static { H = new Hashtable(); }
}
```

Extra member dialog, tab Php

The tab Php allows to specify the code generated in Php, it is visible only if Php is set through the menu Languages :

5/11 C	1 Java	1	Properties	
'hp :				
Editor				

Extra member dialog, tab Idl

The tab Idl allows to specify the code generated in Idl, it is visible only if Idl is set through the menu Languages :

dl :			
Editor			

Menu : duplicate

The menu entry *duplicate* clone the extra member.

Menu : delete

The menu entry *delete* is only present when the extra member is not *read-only*.

Delete the extra member. After that it is possible to undelete it (from the browser) until you close the project : obviously the delet items are not saved !

Menu : mark

See mark

Menu : tools

Appears only when at least one *plug-out* is associated to the extra member. To apply a *plug-out* on the extra member.

Previous : operation

Next : class instance

Class instance

A class instance may be placed under a <u>class view</u>, a <u>use case view</u> or a <u>use case</u>.

Menus

The class menu appearing with a right mouse click on its representation is something like this, supposing the instance not *read-only* nor deleted (see also <u>menu in a diagram</u>) :

pascal	
Edit	
Duplicate	
Delete	
Referenced b	У
Mark	
Tool	

Menu : edit

edit allows to show/modify the instance properties. In case the class is read-only, the fields of the dialog are also read-only.

Class dialog, tab Uml

name: pascal		
tereotype :		_
class: Man		-
escription :		
Editor		

The button *class* shows a menu proposing :

- to select in the browser the class of the instance
- if the instance is not read-only and if a class is selected in the browser : to set the class of the instance to be this class
- if the view containing the class containing the instance is not read-only : to create a new class and to set the attribute type to it

The

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Class dialog, tab Attributes

This tab allows to specify the value of the attributes of the instance, including the inherited ones :

editor

At	tribute	Class	Value	
hai	rColar	Person	brown	

Unfortunately an attribute can't be set several times, this is a problem when an attribute has a multiplicity greater than 1.

Class dialog, tab Relations

This tab allows to specify the value of the relations of the instance, including the inherited ones:

Class Inst.	Role	kind	Role	Class Inst	Delete
pascal:Man pascal:Man		>	wife	sandrine:Woman joana:Woman	

Unfortunately a relation can't be set several times, this is a problem when a relation has a multiplicity greater than 1.

Menu : duplicate

The menu entry *duplicate* clone the class instance, except the value of the relations.

Menu : referenced by

To know who reference the current class instance

Menu : mark

See mark

Menu : delete

The menu entry *delete* is only present when the class instance is not *read-only*.

Delete the instance and all the representation of it in the opened diagrams. After that it is possible to undelete it (from the browser) until you close the project : obviously the deleted items are not saved !

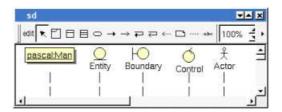
Menu : tool

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on a class instance. The selected tool is called and applied on the current class instance.

Drawing

Sequence diagrams

A class instance is drawn in a sequence diagram as a rectangle or an icon depending on the class's stereotype and the <u>drawing</u> settings, the value of the attributes and relations don't appears :



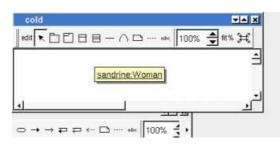
A right mouse click on a class instance in a sequence diagram calls the following menu (supposing the instance editable) :

Upper	
Lower	
Edit	
Becom	e mortal
Edit dra	awing settings
Select	in brawser
Select	class in browser
Exit fro	m model
Remov	e from view
Delete	from model

Please refer to the chapter sequence diagram for more details.

Collaboration diagrams

A class instance is drawn in a collaboration diagram as a rectangle, the value of the attributes and relations don't appears :



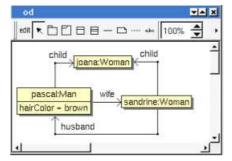
A right mouse click on a class instance in a collaboration diagram calls the following menu (supposing the instance editable) :

-	sandrine:Woman
Uppe	er
Lowe	er
Edit	drawing settings
Edit	
Sele	ct in browser
Sele	ct class in browser
Exit f	rom model
Rem	ove from view
Dele	te from model

Please refer to the chapter collaboration diagram for more details.

Object diagrams

A class instance is drawn in a collaboration diagram as a rectangle, the value of the attributes and relations appears :



A right mouse click on a class instance in an object diagram calls the following menu (supposing the instance editable) :

1	oana:Woman
Upper	
Lower	
Edit dr	awing settings
Edit	
Select	in browser
Select	class in browser
Select	linked items
Remov	ve from view
Delete	from model

Please refer to the chapter object diagram for more details.

Previous : extra member

Next : state

State

Currently BOUML manages only the behavioral states.

A state represents a state machine, a sub machine, a composite state or a simple state. By definition each state placed in a <u>class view</u>, a <u>use case view</u> or a <u>use case</u> is a state machine, and a state machine may contains sub machines and states. By default at the creation time a state machine is stereotyped machine, and a sub machine is stereotypes submachine.

Note : for reasons of simplification the *final state* is considered to be a pseudo state.

In the browser a state may contain sub states, regions, pseudo states, transitions, actions and state diagrams :

🗄 🔘 << machine >> AStateMachine	
⇔ ⊖AState	
region	
i-::::region	
-O< <submachine>> ASubMachine</submachine>	
-🗄 State Diagram	
•	
- O entry	
-•	
- © exit	
-@	
-09	
•	
- 0	
-*	
- 3+	
-×	
-0	
< <send-signal>></send-signal>	

The *state*'s properties will be exposed below.

Menus

The *state* menu appearing with a right mouse click on its representation in the browser is something like these, supposing the *state* not *read-only* nor deleted (see also <u>menu in a diagram</u>) :

ReadAmount	selectAmount		
new state diagram	new state diagram		
add submachine	add nested state		
add state	add region		
add region	edit		
edit	duplicate		
duplicate	extract it from ReadAmount		
delete	delete		
referenced by	referenced by		
mark	mark		
tool •	tool +		

Menu : add ...

These entries of the menu allow to add a <u>state diagram</u>, a sub state or a *region*, the *sub machine* will have the stereotype *submachine*. The <u>state diagrams</u> nested in a *state* are the ones for the *state*, this means that in case you use this <u>state diagram</u> to create a new *state* or *pseudo state* these ones will be a child of the *state* in the *browser*.

Menu : edit

edit allows to show/modify the state properties. In case the state is read-only, the fields of the dialog are also read-only.

State dialog, tab Uml

The tab *Uml* is a global tab :

Uml Ocl	C++ Java User ReadAmount	<u> </u>
stereotype :		<u>-</u>
description :		
Editor		
	ОК	Cancel

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

State dialog, tab Ocl

The *Ocl* tab allows to specify the *state* behavior using the *Ocl* language, but in fact BOUML doesn't check the syntax, this is just a convention.

State dia	log	9		7		×
Uml Ocl	C++	Java	User			
Entry behavior :						
Exit behavior :						
Do behavior :						
			OK	Can	cel	

State dialog, tab C++

This tab allows to specify the *state* behavior in C++, but in fact BOUML doesn't check the syntax, this is just a convention.

Uml Ocl		Java	User	7 -	. 🗆 X
Entry behavior :		-	<u></u>		
Exit behavior :					
Do behavior :					
	2		OK	Ca	Incel

State dialog, tab Java

This tab allows to specify the state behavior in Java, but in fact BOUML doesn't check the syntax, this is just a convention.

Entry behavior :			
Exit	 	 	
behavior :			
Do behavior :			

Menu : duplicate

The menu entry duplicate clone the state without its children

Menu : extract it from X

The menu entry *extract it from X* is present when the *stste* is nested in *X* (perhaps *X* is itself nested in another one, but it is not visible here). Choosing this entry the current *stste* became a children of the parent of *X*.

Menu : referenced by

To know who reference the current stste through a transition.

Menu : mark

See mark

Menu : delete

The menu entry *delete* is only present when the *state* is not *read-only*.

Delete the state and all its children, and all the representation of them in the opened diagrams. After that it is possible to undelete them (from t browser) until you close the project : obviously the deleted items are not saved !

Menu : tool

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on a *state*. The selected tool is called and applied on the current *state*.

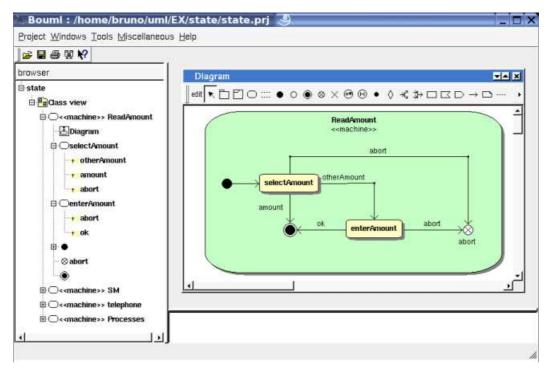
Default stereotypes

The <u>dialog</u> allowing to set the default stereotypes :

attribute stereotypes :				_	
operation stereotypes :		_	_		
state stereotypes :	machine s	ubmachine	top		
pseudostate stereotypes					
state action stereotypes :	send-sign	al receive-si	ignal		
component stereotypes :	source libr	ary executa	ibie		
node stereotypes :	cpu device		_		_

Drawing

A state is drawn in a diagram as a rectangle with rounded corners :



A right mouse click on a *state* in a diagram calls the following menu (supposing the *state* editable) :

enterAmount	
upper	
lower	
edit drawing settings	
edit state	
select in browser	
select linked items	
set associated diagram	
remove from view	
delete from model	
tool	•

Menu : edit drawing settings

These drawing settings concerns only the picture for which the menu is called.

A settings valuing *default* indicates that the setting specified in the upper level (here the diagram) must be followed, obviously this one may also be *default* ... up to the project level. When you add a *state* in a diagram, all the settings are set to *default*.

Diagram Drawing Se ? _ 🗆 🗙	Diagram Drawing Se ? _ C X
show activities : default • draw regions horizontally : default • drawing language : default •	state color :
OK Cancel	OK Cancel

show activities :

Allows to show or not the state's activities in a compartment depending on the drawing language.

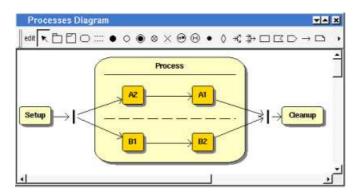


drawing language :

Allows to specify the used language in case the state's activities are shown.

drawing regions horizontally :

Allows to indicate if the *regions* are drawn horizontally or vertically, for instance :



Note : the regions are not visible while the state picture is too small.

State color :

To specify the fill color.

Menu : set associated diagram

set associated diagram allows to automatically open the current diagram when a double mouse click is made on the state representation in a diagram or the browser. After that the only way to edit the state is to choose the *edit* entry in the menu.

Menu tools :

Appears only when at least one *plug-out* is associated to the *states*. To apply a *plug-out* on the *state*.

Next : state action

State Actions

In the browser a state action may contain transitions

The *state action*'s properties will be exposed below.

Menus

The *state action* menu appearing with a right mouse click on its representation in the browser is something like these, supposing the *action* not *read-only* nor deleted (see also <u>menu in a diagram</u>) :

action	0
edit	
duplicate	
delete	
referenced t	y.
mark	
tool	•

Menu : edit

edit allows to show/modify the action properties. In case the action is read-only, the fields of the dialog are also read-only.

State action dialog, tab Uml

The tab *Uml* is a global tab :

State Action		7_	
stereotype :	 		•
description :			
Editor	 		
	ОК	Car	cel

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

State action dialog, tab Ocl

The *Ocl* tab allows to specify the *state action* expression using the *Ocl* language, but in fact BOUML doesn't check the syntax, this is just a convention.

State Action dialog 🛃	7_0
Uml Ocl C++ Java Use	er
	- Council
OK	Cancel

State action dialog, tab C++

This tab allows to specify the *state action* expression in C++, but in fact BOUML doesn't check the syntax, this is just a convention.

State action dialog, tab Java

This tab allows to specify the state action expression in Java, but in fact BOUML doesn't check the syntax, this is just a convention.

State Action dialog 🌏	? _ 🗆 ×
Uml Ocl C++ Java User	
1	
ок	Cancel

Menu : duplicate

The menu entry duplicate clone the state action without its children

Menu : referenced by

To know who reference the current state action through a transition.

Menu : mark

See mark

Menu : delete

The menu entry *delete* is only present when the *state action* is not *read-only*.

Delete

the state action and all its children, and all the representation of them in the opened diagrams. After that it is possible to undelete them (from t browser) until you close the project : obviously the deleted items are not saved !

Menu : tool

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on a *state action*. The selected tool is called and applied on the current *state action*.

Default stereotypes

The dialog allowing to set the default stereotypes :

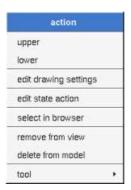
attribute stereotypes :	
operation stereotypes :	[
state stereotypes :	machine submachine top
pseudostate stereotypes	[
state action stereotypes :	send-signal receive-signal
component stereotypes :	source library executable
node stereotypes :	cpu device

Drawing

Depending on its stereotype a state action is drawn in a diagram as a rectangle, a convex pentagon or a concave pentagon :



A right mouse click on a state action in a diagram calls the following menu (supposing the state action editable) :



Menu : edit drawing settings

These drawing settings concerns only the picture for which the menu is called.

A settings valuing *default* indicates that the setting specified in the upper level (here the diagram) must be followed, obviously this one may also be *default* ... up to the project level. When you add a *state action* in a diagram, all the settings are set to *default*.

🔪 Diagram Drawi 🔤 🛜 🚍 🗙	🚴 Diagram Drawi 🔤 🦹 🗖 🗙
diagram color	diagram color
drawing language : default 💌	state action color : default 💌
OK Cancel	OK Cancel

drawing language :

Allows to specify the used language showing the expression

State action color :

To specify the fill color.

Menu tools :

Appears only when at least one *plug-out* is associated to the *state actions*. To apply a *plug-out* on the *state action*.

Previous : state

Next : pseudo state

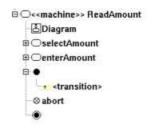
Pseudo State

Currently BOUML manages only the behavioral states.

The pseudo states are :

- final state (for reasons of simplification)
- initial
- deep history
- shallow history
- join
- fork
- junction
- choice
- entry point
- exit point
- terminate

In the *browser* a *pseudo state* may contain transitions (when this is legal) :



The pseudo state's properties will be exposed below.

Menus

The *pseudo state* menu appearing with a right mouse click on its representation in the browser is something like these, supposing the *pseudo state* not *read-only* nor deleted (see also <u>menu in a diagram</u>) :

exit poin	it
edit	
duplicate	
delete	
referenced b	y
mark	
tool	

Menu : edit

edit allows to show/modify the pseudo state properties. In case the pseudo state is read-only, the fields of the dialog are also read-only.

Uml Use name :	abort	 	
stereotype	:		ż
lescription	:		
Editor			

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Menu : duplicate

The menu entry duplicate clone the pseudo state without its children

Menu : referenced by

To know who reference the current pseudo state through a transition.

Menu : mark

See mark

Menu : delete

The menu entry *delete* is only present when the *pseudo state* is not *read-only*.

Delete the *pseudo state* and all its children, and all the representation of them in the opened diagrams. After that it is possible to undelete them (from t browser) until you close the project : obviously the deleted items are not saved !

Menu : tool

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on a *pseudo state* of this kind. The selected tool is called and applied on the current *pseudo state*.

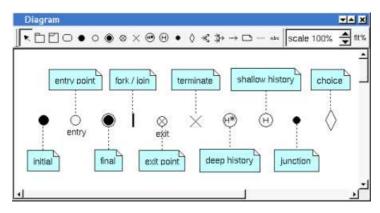
Default stereotypes

The <u>dialog</u> allowing to set the default stereotypes :

				 Diagrams	1.1
attribute stereotypes					
peration	_				
stereotypes	: I				
state					
tereatypes	Imac	hine subma	chine top		
seudostate					
	355				
stereotypes	866				
component	-				
omponent	-				
stereotypes component stereotypes node stereotypes		device			

Drawing

A pseudo state is drawn in a diagram depending on its kind :



A right mouse click on a *pseudo state* in a diagram calls the following menu (supposing the *pseudo state* editable) :

initial	
upper	
lower	
edit pseudo state	
select in browser	
select linked items	
remove from view	
delete from model	
tool	•

Menu tools :

Appears only when at least one *plug-out* is associated to the *pseudo state* kind. To apply a *plug-out* on the *pseudo state*.

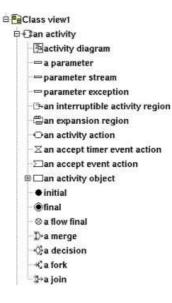
Previous : state action

Next : activity

Activity

Activity

In the *browser* an *activity* is placed in a <u>class view</u>, a <u>use case view</u> or a <u>use case</u>, and may contain parameters, expansion and interruptible <u>activity regions</u>, activity nodes (activity action, <u>object node</u> or <u>control node</u>) and <u>activity diagrams</u> :



The activity's properties are exposed below.

Activity parameter

To simplify in Bouml a parameter is both a UML parameter and a UML parameter node, this means that the properties of a parameter also contains the properties of a parameter node.

In the browser a *parameter* is placed under its *activity* and may contains <u>flows</u>. A flow can't directly connect two parameters, a parameter is connected through a <u>flow</u> to an *expansion node* or an *activity node* (<u>activity action</u>, <u>object node</u> or <u>control node</u>) whose must be in the *activity* owing the parameter.

Note : parameter sets are defined on actions, see actions.

Activity Menus

The *activity* menu appearing with a right mouse click on its representation in the browser is something like these, supposing the *activity* not *read-only* nor deleted (see also <u>menu in a diagram</u>) :

an activity
new activity diagram
add parameter
add interruptible activity region
new expansion region
add activity action
add object node
edit
duplicate
delete
referenced by
mark

Menu : add ...

These entries of the menu allow to add as <u>activity diagram</u>, a *parameter*, a <u>region</u> or an activity node (<u>activity action</u>, <u>object node</u> or <u>control node</u>). The <u>activity diagrams</u> nested in a *activity* are the ones for the *activity*, this means that in case you use this <u>activity</u>

diagram to create a new region or an activity node these ones will be a child of the activity in the browser.

Menu : edit

edit allows to show/modify the activity properties. In case the activity is read-only, the fields of the dialog are also read-only.

activity dialog, tab Uml

The tab *Uml* is a global tab :

Activity	dialog 🍚 🧧 🗆 🗙
Uml Oci	C++ Java Properties
name :	an activity
stereotype :	-
	□ read only □ single execution
description :	
accompany.	
Editor	
	OK Cancel

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it.

Read-only and single execution are the standard UML flags.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

activity dialog, tab Ocl

The Ocl tab allows to specify the pre and post conditions using the Ocl language, but in fact BOUML doesn't check the syntax, this is just a convention.

Activity Uml Oci	C++		ropertie	s	
Pre condition :					
Past condition :					
		0	к	Can	cel

activity dialog, tab C++

This tab allows to specify the *pre* and *post conditions* in C++, but in fact BOUML doesn't check the syntax, this is just a convention.

Uml Ocl	v dialog	operties
Pre condition ;		
Post condition :		
	OK	Cancel

activity dialog, tab Java

This tab allows to specify the pre and post conditions in Java, but in fact BOUML doesn't check the syntax, this is just a convention.

Uml O	cl C++	Java	Proper	ties	
Pre condition	4				
Post condition					
	1		ОК	Са	ncel

Menu : duplicate

The menu entry duplicate clone the activity without its children

Menu : referenced by

To know who reference the current activity through a dependency or a call behavior action.

Menu : mark

See mark

Menu : delete

The menu entry *delete* is only present when the *activity* is not *read-only* (I speak about the file permission, not about the *read-only* UML property)

Delete the *activity* and all its children, and all the representation of them in the opened diagrams. After that it is possible to undelete them (from t browser) until you close the project : obviously the deleted items are not saved !

Menu : tool

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on an *activity*. The selected tool is called and applied on the current *activity*.

Parameter Menus

The *parameter* menu appearing with a right mouse click on its representation in the browser is something like these, supposing the *parameter* not *read-only* nor deleted (see also <u>menu in a diagram</u>) :



Menu : edit

edit allows to show/modify the parameter properties. In case the parameter is read-only, the fields of the dialog are also read-only.

parameter dialog, tab Uml

The tab *Uml* is a global tab :

Parame	ter dialog 🌏	? _ 🗆 >
Uml Oci	C++ Java Properties	
name :	a parameter	
stereotype :		
type :		÷
direction :	inout multiplicity: or	rdering : unordered \star effect : none 👻
in state :		
default value	1	Editor
	□ is_control □ unique	
		4
description :		
Editor		
		OK Cancel

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it.

The proposed *types* are the *non class* types defined in the first tab of the <u>generation settings</u>, more all the classes defined in the project (with their localization to distinguish synonymous classes). You are not limited to the proposed list, and any form (even invalid for the target language(s)) may be given. The button *type:* shows a menu proposing :

- if the current type of the parameter is a class : to select this class in the browser
- if the parameter is not read-only and if a class is selected in the browser : to set the type to be this class

The direction, multiplicity, ordering, effect, in state, default value, is control, unique, exception and stream are the standard UML properties. The flags exception and stream are exclusive, choose standard to be not *exception* nor *stream*.

The

editor

button visible above and associated here to the default value and description, allows to edit the default value or the description in other window, or to call an external editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel with BOUML which looks each second at the file contents to get the new definition until the dialog closed (I do not like very much this polling but this works even QT isn't compiled with the thread support).

parameter dialog, tab Ocl

The	Ocl	tab	allows	to	specify	the	selection	using	the	Ocl
language	e, but in fact	BOUML d	loesn't check th	e syntax, i	this is just a con	vention.				

Parameter dialog 🧕	? _ C
Jml Ocl C++ Java Properties	
election :	
Editor	
	OK Cance

parameter dialog, tab C++

This tab allows to specify the *selection* in C++, but in fact BOUML doesn't check the syntax, this is just a convention.

🐌 Parameter dialog 🌏				? _ 🗆 X
Uml Oci C++ Java Pr	operties			
selection :				
Editor				1
			ОК	Cancel

parameter dialog, tab Java

This tab allows to specify the selection in Java, but in fact BOUML doesn't check the syntax, this is just a convention.

Parameter	dialog 🎐		? _ 🗆
Uml Oci C+-	Java Properties		
election :			
Editor			
		ОК	Cancel

Menu : duplicate

The menu entry duplicate clone the parameter without its children

Menu : referenced by

To know who reference the current parameter through flow

Menu : mark

See mark

Menu : delete

The menu entry *delete* is only present when the *parameter* is not *read-only*

Delete the *parameter* and all its children, and all the representation of them in the opened diagrams. After that it is possible to undelete them (from t browser) until you close the project : obviously the deleted items are not saved !

Menu : tool

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on an parameter. The selected tool is called and applied on the current parameter.

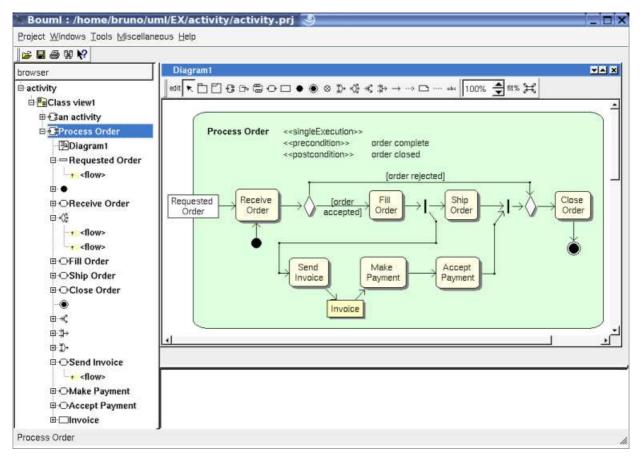
Default stereotypes

The dialog allowing to set the default activity and parameter stereotypes :

Package Class	UseCase	Artifact	Views	Diagrams	Activities	Others
activity stereotypes :	[-
nterruptible activity region stereotypes : expansion region						
stereotypes :	I					
oarameter stereotypes :	[
perameter set stereotypes :	-		_			
activity node stereotypes :			_			_
activity action stereotypes :						
activity object node stereotypes :	detestore	r centralBut	ler	_		_
pin stereotypes :		_	_	_		_
expansion node stereotypes :			_			

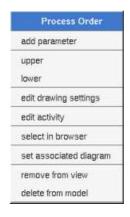
Activity Drawing

A activity is drawn in a diagram as a rectangle with rounded corners :



Note : the activity sub elements are forced to be inside their activity rectangle,. So, when you want to draw in a diagram both an activity and some of its elements I **strongly** recommend to add <u>first</u> the activity then the elements, else when you add the activity the elements may be moved to be inside the rectangle broking their pretty respective positions.

A right mouse click on a *activity* in a diagram calls the following menu (supposing the *activity* editable) :



Menu : edit drawing settings

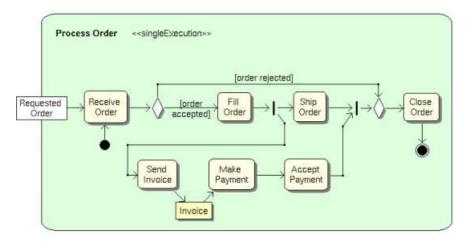
These drawing settings concerns only the picture for which the menu is called.

A settings valuing *default* indicates that the setting specified in the upper level (here the diagram) must be followed, obviously this one may also be *default* ... up to the project level. When you add a *activity* in a diagram, all the settings are set to *default*.

🚴 Diagram Drawi 🔤 📪 💻 🗙	🖹 Diagram Drawi 🔤 🗿 🗖 🗙
diagram color	diagram color
show conditions : default drawing language : default	activity color :
OK Cancel	OK Cancel

show conditions :

Allows to show or not the *activity*'s *pre* and *post conditions* depending on the drawing language. Note : on an upper level, for instance at the diagram level, this drawing follow the value o drawing *show info notes*. In the diagram above *show conditions* is true, if false the drawing become :



drawing language :

Allows to specify the used language in case the activity's pre and post conditions are shown.

activity color :

To specify the fill color.

Menu : set associated diagram

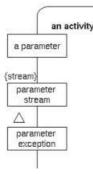
set associated diagram allows to automatically open the current diagram when a double mouse click is made on the activity representation in a diagram or the browser. After that the only way to edit the activity is to choose the *edit* entry in the menu.

Menu tools :

Appears only when at least one *plug-out* is associated to the *activitys*. To apply a *plug-out* on the *activity*.

Parameter Drawing

A parameter node is drawn in a diagram as a rectangle, with the indication indicating if the parameter is a stream or an exception :



A right mouse click on a *parameter* in a diagram calls the following menu (supposing the *parameter* editable) :

	a parameter
upper	
ower	
edit dra	wing settings
esize	other like it
edit pa	rameter
selecti	n browser
select	class in browser
select l	inked items
delete f	rom model

Menu : edit drawing settings

These drawing settings concerns only the picture for which the menu is called.

A settings valuing *default* indicates that the setting specified in the upper level (here the diagram) must be followed, obviously this one may also be *default* ... up to the project level. When you add a *parameter* in a diagram, all the settings are set to *default*.

Diagram Drawing	Set	?		
color				
parameter node color :	default	9	·	
	ок	1	Cancel	1

Menu : select class in browser

Appears when the type of the parameter is a <u>class</u>, to select it in the browser.

Previous : pseudo state

Next : activity region

Activity region

There are two kind of regions : expansion region and interruptible region, both may be placed under an activity or a region.

In the *browser* an *expansion region* may contain sub *activity regions*, *expansion nodes* and activity nodes (<u>activity action</u>, <u>object node</u> or <u>control node</u>)

In the *browser* an *interruptible region* may contain sub *activity regions* and activity nodes (<u>activity action</u>, <u>object node</u> or <u>control</u> <u>node</u>)

Cactivity
 Content of the second sec

The region's properties are exposed below.

Expansion region menus

The *expansion* region menu appearing with a right mouse click on its representation in the browser is something like these, supposing the *region* not *read-only* nor deleted (see also menu in a diagram) :

e	xpansion region
add expan	sion node
add nested	expansion region
add interru	ptible activity region
add activity	/ action
add object	node
edit	
duplicate	
set it neste	d in region above
extract it fr	om current parent region
delete	
mark	

<u>Menu</u> : add ...

These entries of the menu allow to add an expansion node, a nested region or an activity node (activity action, object node or control node)

Menu : edit

edit allows to show/modify the region properties. In case the region is read-only, the fields of the dialog are also read-only.

Expansion region dialog, tab Uml

name :	expansion region		_
tereatype	1		-
node :	iterative 📩	☐ must isolate	
lescription	1.2.		
Editor	1		

The proposed *stereotypes* are the default one specified through the Default stereotypes dialog more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it.

The mode and the flag must isolate are the standard UML information.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the environment variable BOUML_EDITOR. Note that this external editor have to create an own window, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Menu : duplicate

The menu entry duplicate clone the region without its children

Menu : set it nested in the region above

The menu entry set it nested in the region above is present when the previous element in the browser is a region, allows to move the region inside

Menu : extract it from current parent region

The menu entry extract it from current parent region is present when the region is nested in an other one, allows to extract the region and place it in its grand parent..

Menu : mark

See mark

Menu : delete

The menu entry *delete* is only present when the *region* is not *read-only*.

Delete

the

region

and all its children, and all the representation of them in the opened diagrams. After that it is possible to undelete them (from t browser) until you close the project : obviously the deleted items are not saved !

Menu : tool

The menu entry *tool* is only present in case at least a *plug-out* may be applied on an expansion region. The selected tool is called and applied on the current region.

Interruptible region menus

read-only nor deleted (see also menu in a diagram) :

The

interruptible

region menu appearing with a right mouse click on its representation in the browser is something like these, supposing the region not

interruptible regi	on
add nested interruptible activ	ity region/
add expansion region	
add activity action	
add object node	
edit	
duplicate	
set it nested in region above	
extract it from current parent	region
delete	
mark	

Menu : add ...

These entries of the menu allow to add a nested region or an activity node (activity action, object node or control node)

Menu : edit

edit allows to show/modify the region properties. In case the region is read-only, the fields of the dialog are also read-only.

Interruptible region dialog, tab Uml

ame :	interruptit	ole region		
tereotype :				-
escription :				
Editor				

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Menu : duplicate

The menu entry duplicate clone the region without its children

Menu : set it nested in the region above

The menu entry *set it nested in the region above* is present when the previous element in the browser is a *region*, allows to move the *region* inside

Menu : extract it from current parent region

The menu entry *extract it from current parent region* is present when the *region* is nested in an other one, allows to extract the region and place it in its grand parent.

Menu : mark

See mark

Menu : delete

The menu entry *delete* is only present when the *region* is not *read-only*.

Delete

the region and all its children, and all the representation of them in the opened diagrams. After that it is possible to undelete them (from t browser) until you close the project : obviously the deleted items are not saved !

Menu: tool

The menu is only present in case least plug-out entry tool at a may be applied on an interruptible region. The selected tool is called and applied on the current region.

Expansion node menus

The

expansion node menu appearing with a right mouse click on its representation in the browser is something like these, supposing the *node* not read-only nor deleted (see also menu in a diagram) :

ехр	ansion node
edit	
duplic	ate
delete	1
refere	nced by
mark	

Menu : edit

edit allows to show/modify the expansion node properties. In case the node is read-only, the fields of the dialog are also read-only.

Expansion node dialog, tab Uml

	C++ Java Properties
name :	expansion node
stereotype :	-
type :	-
multiplicity :	ordering : unordered
n state :	☐ is_control
description :	
Editor	

The proposed stereotypes are the default one specified through the Default stereotypes dialog more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it.

The proposed types are the non class types defined in the first tab of the generation settings, more all the classes defined in the project (with their localization to distinguish synonymous classes). You are not limited to the proposed list, and any form (even invalid for the target language(s)) may be given. The button *type*: shows a menu proposing :

- if the current type of the *expansion node* is a class : to select this class in the browser
- if the expansion node is not read-only and if a class is selected in the browser : to set the type to be this class

The multiplicity, ordering, in state, and is control are the standard UML properties.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance Xcoral) specified through the environment variable BOUML_EDITOR. Note that this external editor have to create an own window, its parameter is the pathname of the file containing the description, its execution is done in parallel wi

BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Expansion node dialog, tab Ocl

The *Ocl* tab allows to specify the *selection* using the *Ocl* language, but in fact BOUML doesn't check the syntax, this is just a convention.

	Node dialog 🌏	? _ 🗆 ×
Uml Ocl C+	+ Java Properties	
selection :		
Editor		
	ОК	Cancel

Expansion node dialog, tab C++

This tab allows to specify the *selection* in C++, but in fact BOUML doesn't check the syntax, this is just a convention.

Expansi Uml Ocl			? _ 🗆 ×
[
selection :			
Editor	 		
		ОК	Cancel

Expansion node dialog, tab Java

This tab allows to specify the selection in Java, but in fact BOUML doesn't check the syntax, this is just a convention.

Uml Oci C	Node dial		? _ 0
selection :			
Editor			
		ОК	Cancel

Menu : duplicate

The menu entry duplicate clone the expansion node without its children

Menu : delete

The menu entry *delete* is only present when the *region* is not *read-only*.

Delete the *region* and all its children, and all the representation of them in the opened diagrams. After that it is possible to undelete them (from t browser) until you close the project : obviously the deleted items are not saved !

Menu : referenced by

To know who reference the current parameter through flow

Menu : mark

See mark

Menu : tool

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on an interruptible region. The selected tool is called and applied on the current *region*.

Default stereotypes

The <u>dialog</u> allowing to set the default stereotypes :

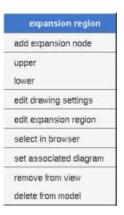
activity stereotypes : interruptible activity region stereotypes : expansion region stereotypes : parameter stereotypes : activity node stereotypes : activity action stereotypes : activity action stereotypes : activity object node stereotypes : activity action	thers
stereotypes : parameter set stereotypes : activity node stereotypes : activity action stereotypes : activity object node stereotypes : defastore centrai8uffer pin	
stereotypes : activity node stereotypes : activity node stereotypes : activity action stereotypes : activity object node datastore centraitJuffer stereotypes : pin	_
stereotypes : activity action stereotypes : activity object node stereotypes : pin	_
stereotypes : activity object node stereotypes : pin	_
stereotypes : distantore centralitiuiter	
	_
expansion node stereotypes :	

Expansion region drawing

An expansion region is drawn in a diagram as a dashed rectangle with rounded corners, with the indication of the mode :

< <iterative>></iterative>	
 <<Indiana 	
and the state of t	
4	
server and the stores	

A right mouse click on a the region in a diagram calls the following menu (supposing the region editable) :



Menu : add expansion node

These entries of the menu allow to add an expansion node.

Menu : edit drawing settings

These drawing settings concerns only the picture for which the menu is called.

А

default

indicates that the setting specified in the upper level (here the diagram) must be followed, obviously this one may also be *default* ... up to the project level. When you add a *region* in a diagram, all the settings are set to *default*.

Diagram Drawing Sett	? _ 🗆
color	
expansion region color : defa	ult
ок	Cancel

To specify the fill color.

Menu : set associated diagram

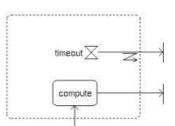
set associated diagram allows to automatically open the current diagram when a double mouse click is made on the region representation in a diagram or the browser. After that the only way to edit the region is to choose the edit entry in the menu.

Menu tools :

Appears only when at least one *plug-out* is associated to the *regions*. To apply a *plug-out* on the *region*.

Interruptible region drawing

An interruptible activity region is drawn in a diagram as a dashed rectangle with rounded corners :



A right mouse click on a *region* in a diagram calls the following menu (supposing the *region* editable) :

	interruptible region
uppe	r
lowe	r
edit (drawing settings
edit i	nterruptible activity region
seled	ct in browser
set a	issociated diagram
remo	ve from view
delet	e from model

Menu : edit drawing settings

These drawing settings concerns only the picture for which the menu is called.

A settings valuing *default* indicates that the setting specified in the upper level (here the diagram) must be followed, obviously this one may also be *default* ... up to the project level. When you add a *region* in a diagram, all the settings are set to *default*.

Diagram	Drawing	Setting	s d	7 _ 0	>
olor					
interruptible	e activity regi	on color :	default	-	
		[~ 1	Canad	
			ок	Canc	el

To specify the fill color.

Menu : set associated diagram

set associated diagram allows to automatically open the current diagram when a double mouse click is made on the region representation in a diagram or the browser. After that the only way to edit the region is to choose the edit entry in the menu.

Menu tools :

Appears only when at least one *plug-out* is associated to the *regions*. To apply a *plug-out* on the *region*.

Expansion node drawing

A expansion node is drawn in a diagram as pins :

	expansion node
<	······································
< <il><li< td=""><td></td></li<></il>	

A right mouse click on as *expansion node* in a diagram calls the following menu (supposing the *node* editable) :

ехф	ansion node
upper	
lower	
edit dra	awing settings
edit ex	pansion node
select	in browser
delete	from model

Menu : edit drawing settings

These drawing settings concerns only the picture for which the menu is called.

А

settings valuing default indicates that the setting specified in the upper level (here the diagram) must be followed, obviously this one may also be default ... up to the project level. When you add a node in a diagram, all the settings are set to default.



To specify the fill color.

Menu tools :

Appears only when at least one *plug-out* is associated to the *expansion nodes*. To apply a *plug-out* on the *node*.

Previous : activity

Next : activity action

Activity Actions

An activity action is an activity node. In the browser an activity action is placed in an activity or an activity region, and may contain pins, parameter sets, and flows :

> □ €activity ⊖⇒interruptible region B-Oaction 🖯 🛛 pin + «flow» + <flow> · other pin đ □ @expansion region ⊡ Oaction + «flow> Doaction + <flow:

There are several kinds of action, Bouml doesn't propose all the kinds defined in UML but the main ones : opaque, accept event, read variable value, clear variable value, write variable value, add variable value, remove variable value, call behavior, call operation send object, send signal, broadcast signal, unmarshall and value specification.

The pins are added automatically by Bouml depending on the kind of the action, for the call behavior and call operation and actions on a variable the pins are set when the behavior/operation/variable is set or changed. When something is changed all the current pins are removed then new ones may be added. Note that you may change or delete the default pins or add new ones, and the pins are not changed when the corresponding behavior/operation/variable is modified.

The parameter sets are defined on the actions and have sense only for call behavior action when the behavior is an activity (but this is not checked by Bouml), so a parameter set contains pins corresponding to parameters. To define parameter sets on action rather than *activity* allows you to use them as you want.

The activity action's and pin's properties are exposed below.

Activity action menus

The

activity action menu appearing with a right mouse click on its representation in the browser is something like these, supposing the action not read-only nor deleted (see also menu in a diagram) :

	action
add pi	n
add p	arameter sel
edit	
duplic	ate
delete	8
refere	nced by
mark	

Menu: add ...

To add a *pin* or a *parameter set*.

Menu : edit

edit allows to show/modify the action properties. In case the action is read-only, the fields of the dialog are also read-only.

The aspect of the dialog depend on the kind of action :

Activity opaque action dialog, tab Uml

The tab *Uml* is a global tab :

Odi Odi	C++ Java Properties
name :	action
stereotype :	<u>.</u>
kind :	opaque action 👻
description : Editor	

The proposed stereotypes are the default one specified through the Default stereotypes dialog more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it.

It is possible to change the *kind* of the action, this modify the other editor *tabs*.

The

editor button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance Xcoral) specified through the environment variable BOUML_EDITOR. Note that this external editor have to create an own window, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Activity opaque action dialog, tab Ocl

The Ocl tab allows to specify the activity action behavior and the pre and post condition using the Ocl language, but in fact BOUML doesn't check the syntax, this is just a convention.

Activity	Action dialog	7 _ 🗆 🗙
Uml Ocl	C++ Java Prope	inties
Behavior :		
Editor		
Pre condition :		
Past condition :		
	OK	Cancel

Activity opaque action dialog, tab C++

This tab allows to specify the activity action behavior and the pre and post condition in C++, but in fact BOUML doesn't check the syntax, this is just a convention.

	C++	Java	Prope	rties	
Behavior :					
Editor					
Pre condition :					
Past condition :	-				
		[ОК	Са	ncel

Activity opaque action dialog, tab Java

This tab allows to specify the *activity action behavior* and the *pre* and *post condition* in *Java*, but in fact BOUML doesn't check the syntax, this is just a convention.

Activity	 	(es
Behavior :			
Editor			
Pre condition :			
Past condition :			
		ок	Cancel

Activity accept event action dialog, tab Uml

name :	action	-
stereotype : sind :	accept event action	- -
description :		
Editor		

Activity accept event action dialog, tab Ocl

The *Ocl* tab allows to specify the *trigger* and the *pre* and *post condition* using the *Ocl* language, but in fact BOUML doesn't check the syntax, this is just a convention.

Uml trigg	er - Ocl	trigger - C++	trigger - Java	Properties
	Г unm	arshall		t
rigger ;]			
Pre condition :				
^p ost condition :				
			ОК	Cancel

event

time

Unmarshall is the standard UML allows to indicate is the event is a timer to choose between the two representations.

Activity accept event action dialog, tab C++

This tab allows to specify the *trigger* and the *pre* and *post condition* in C++, but in fact BOUML doesn't check the syntax, this is just a convention.

property,

Activity Ac	tion dialog 🎒	? _ 🗆 X
Uml trigger - O	cl trigger - C++ trigger	- Java Properties
trigger ;		
Pre condition :		
Post condition :		
		OK Cancel

Activity accept event dialog, tab Java

This tab allows to specify the *trigger* and the *pre* and *post condition* in *Java*, but in fact BOUML doesn't check the syntax, this is just a convention.

Activity Act	tion dialog 🛃	•	7 _ 🗆
Uml trigger - Or	cl trigger - C++	trigger - Java	Properties
trigger ;			
Pre condition :			
Post condition :			
1		ОК	Cancel

Activity read variable value action dialog, tab Uml

name :	iable - Oci C++ Java Properties
stereotype	: <u></u>
kind :	read variable value action
descriptior	11

Activity read variable value action dialog, tab Ocl

The *Ocl* tab allows to specify the *variable* (class attribute or relation) and the *pre* and *post condition* using the *Ocl* language, but in fact BOUML doesn't check the syntax, this is just a convention.

Activity Actio	n dialog 🎐	? _ 🗆 X
Uml variable - Oc	C++ Java Proper	rties
class :		-
variable :		•
Pre condition :		
Post condition :		
-		OK Cancel

The button *variable* shows a menu proposing :

• if the current variable is set : to select this attribute or relation in the browser

- if the action is not read-only and if a class attribute or relation is selected in the browser : to set the variable to be the selected element
- if the class is not read-only : to create a new attribute and to choose it

Activity read variable value action dialog, tab C++

This tab allows to specify the *pre* and *post condition* in C++, but in fact BOUML doesn't check the syntax, this is just a convention.

	on dialog 🎐 cl C++ Java Propert	? _ D >
Pre condition :		
Post condition :		
		OK Cancel

Activity read variable value action dialog, tab Java

This tab allows to specify the pre and post condition in Java, but in fact BOUML doesn't check the syntax, this is just a convention.

Pre condition :			
Post condition :			

Activity clear variable value action Activity write variable value action Activity add variable value action Activity remove variable value action

The dialog is equals to the read variable value action case

Activity call behavior action dialog, tab Uml

name :	wior - Oci C++ Java Properties
stereotype :	
kind :	call behavior action
description	

Activity call behavior action dialog, tab Ocl

The *Ocl* tab allows to specify the *behavior* (a *state* or an activity) and the *pre* and *post condition* using the *Ocl* language, but in fact BOUML doesn't check the syntax, this is just a convention.

Uml beha	viar - Ocl	 Java	Properties		
behavior :					•
Pre condition :					
Post condition :					_
			ОК	Са	incel

The button behavior shows a menu proposing :

- if the current behavior is set : to select this class in the browser
- if the action is not read-only and if a state or activity is selected in the browser : to set the behavior to be the selected element
- if the view containing the activity is not read-only : to create an activity or a state machine and to choose it

Activity call behavior action dialog, tab C++

This tab allows to specify the pre and post condition in C++, but in fact BOUML doesn't check the syntax, this is just a convention.

Activity Acti Uml behavior - C		Properties	akeste ik
Pre condition :			
Post condition :			
l.		ОК	Cancel

Activity call behavior action dialog, tab Java

This tab allows to specify the pre and post condition in Java, but in fact BOUML doesn't check the syntax, this is just a convention.

Activity call operation action dialog, tab Uml

name :	action
stereotype	
and :	call operation action
description	2

Activity call operation action dialog, tab Ocl

The *Ocl* tab allows to specify the *operation* and the *pre* and *post condition* using the *Ocl* language, but in fact BOUML doesn't check the syntax, this is just a convention.

Uml oper	ation - Ocl	C++ Jav	a Properties	I
	□ synct	hronous		
class :				-
operation :				-
Pre				
condition :				
Post				

The button *operation* shows a menu proposing :

- if the current operation is set : to select this class in the browser
- if the action is not read-only and if an operation selected in the browser : to set the operation to be the selected one
- if the class is not read-only : to create an operation and to choose it

Activity call operation action dialog, tab C++

This tab allows to specify the *pre* and *post condition* in C++, but in fact BOUML doesn't check the syntax, this is just a convention.

Activity Actio	on dialo	9 9		7 _	
Uml operation - O	cl C++	Java	Properties		
Pre condition :					
Post condition :					
			ОК	Can	icel

Activity call operation action dialog, tab Java

This tab allows to specify the pre and post condition in Java, but in fact BOUML doesn't check the syntax, this is just a convention.

Activity Action di		? _ 🗆
Pre condition :	1	
Post condition :	 	
<u>I</u>	ОК	Cancel

Activity send object action dialog, tab Uml

Activity	Action dialog 🎐	? _ 🗆 X
Uml Oci	C++ Java Properties	
name :	action	
stereotype :		-
kind :	send object action	÷
description : Editor		
Lator	I	
	c	Cancel

Activity send object action dialog, tab Ocl

The Ocl tab allows to specify the pre and post condition using the Ocl language, but in fact BOUML doesn't check the syntax, this is just a convention.

Activit	y Action dialog 🍠	? _ 🗆 X
Uml Ocl	C++ Java Properties	
Pre condition :		
Post condition :		
	ОК	Cancel

Activity send object action dialog, tab C++

This tab allows to specify the *pre* and *post condition* in C++, but in fact BOUML doesn't check the syntax, this is just a convention.

Activity Uml Ocl		 		
Pre condition :				
Post condition :				
1	 	 1	OK	Cancel

Activity send object action dialog, tab Java

This tab allows to specify the pre and post condition in Java, but in fact BOUML doesn't check the syntax, this is just a convention.

		Propert	1	
Pre condition :				
^D ost condition :				

Menu : duplicate

The menu entry duplicate clone the activity action without its children

Menu : referenced by

To know who reference the current activity action through a flow.

Menu : mark

See mark

Menu : delete

The menu entry *delete* is only present when the *activity action* is not *read-only*.

Delete the *activity action* and all its children, and all the representation of them in the opened diagrams. After that it is possible to undelete them (from t browser) until you close the project : obviously the deleted items are not saved !

Menu : tool

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on a *activity action*. The selected tool is called and applied on the current *activity action*.

Pin menus

The *pin* menu appearing with a right mouse click on its representation in the browser is something like these, supposing the *pin* not *read-only* nor deleted (see also <u>menu in a diagram</u>) :

pin	
edit	
duplicate	2
delete	
mark	

Menu : edit

edit allows to show/modify the pin properties. In case the pin is read-only, the fields of the dialog are also read-only.

Pin dialog, tab Uml

The tab *Uml* is a global tab :

Pin dia		7
Uml Oci	C++ Java Properties	
name :	pin	
stereotype		
type :	Ú	•
direction :	out • multiplicity: • or	rdering : unordered + effect : none +
		dennig and dered enedt . Hone
in state :		
	□ is_control □ unique	
description	p.	
T-mail	11	
Editor]	

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it.

The proposed *types* are the *non class* types defined in the first tab of the <u>generation settings</u>, more all the classes defined in the project (with their localization to distinguish synonymous classes). You are not limited to the proposed list, and any form (even invalid for the target language(s)) may be given. The button *type:* shows a menu proposing :

- if the current type of the pin is a class : to select this class in the browser
- if the pin is not read-only and if a class is selected in the browser : to set the type to be this class
- if the view containing the activity is not read-only : to create a class and to choose it

The direction, multiplicity, ordering, effect, in state, default value, is control, unique, exception and stream are the standard UML properties. The flags exception and stream are exclusive, choose standard to be not *exception* nor *stream*.

The

editor

button visible above and associated here to the default value and description, allows to edit the default value or the description in other window, or to call an external editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel with BOUML which looks each second at the file contents to get the new definition until the dialog closed (I do not like very much this polling but this works even QT isn't compiled with the thread support).

Pin dialog, tab Ocl

The *Ocl* tab allows to specify the *selection* using the *Ocl* language, but in fact BOUML doesn't check the syntax, this is just a convention.

Pin dialog		7 _ 🗆
	+ Java Properties	
election :		
Editor		
		OK Cance

Activity opaque action dialog, tab C++

This tab allows to specify the *selection* in C++, but in fact BOUML doesn't check the syntax, this is just a convention.

🔌 Pin dialog		? _ 🗆 ×
Uml Oci C+	Java Properties	
selection :		
Editor		
		OK Cancel

Activity opaque action dialog, tab Java

This tab allows to specify the selection in Java, but in fact BOUML doesn't check the syntax, this is just a convention.

Pin dial	log 🎐			? _ 🗆
Jml Ocl	C++ Java	Properties		
election :				
Editor				
			ОК	Cancel

Menu : duplicate

The menu entry duplicate clone the pin without its children

Menu : referenced by

To know who reference the current pin through a flow.

Menu : mark

See mark

Menu : delete

The menu entry *delete* is only present when the *pin* is not *read-only*.

Delete the pin and all its children, and all the representation of them in the opened diagrams. After that it is possible to undelete them (from t browser) until you close the project : obviously the deleted items are not saved !

Menu : tool

The menu entry *tool* is only present in case at least a *plug-out* may be applied on a *pin*. The selected tool is called and applied on the current pin.

Parameter set menus

The

parameter set menu appearing with a right mouse click on its representation in the browser is something like these, supposing the set not read-only nor deleted (see also menu in a diagram) :

Par	ameter Set
edit	
duplic	ate
delete)
mark	

Menu : edit

edit allows to show/modify the parameter set properties. In case the set is read-only, the fields of the dialog are also read-only.

Parameter set dialog, tab Uml

The tab *Uml* is a global tab :

ParameterSet dialog	9	7	
Uml Parameters Properties	l.		
name :			
stereotype :			·
description :			
Editor			
		ж	Cancel

The proposed *stereotypes* are the default one specified through the Default stereotypes dialog more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it.

The

editor

button visible above and associated here to the default value and description, allows to edit the default value or the description in other window, or to call an external editor (for instance Xcoral) specified through the environment variable BOUML_EDITOR. Note

that this external editor <u>have to create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel with BOUML which looks each second at the file contents to get the new definition until the dialog closed (I do not like very much this polling but this works even QT isn't compiled with the thread support).

Pin dialog, tab parameters

Allows to specify the pins part of the parameter set

ParameterSet dialog Uml Parameters Properties	9 	? _ □)
Parameters out of Parameter Set	- न्य	Parameters in Parameter Set other pin [chapter action::acti pin [chapter action::activity::ir
	Ŷ	OK Cancel

Menu : duplicate

The menu entry *duplicate* clone the *pin* without its children

Menu : mark

See mark

Menu : delete

The menu entry *delete* is only present when the *pin* is not *read-only*.

Delete the *pin* and all its children, and all the representation of them in the opened diagrams. After that it is possible to undelete them (from t browser) until you close the project : obviously the deleted items are not saved !

Menu : tool

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on a parameter set. The selected tool is called and applied on the current set.

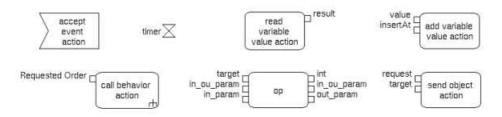
Default stereotypes

The <u>dialog</u> allowing to set the default stereotypes :

Package Class	UseCase /	Artifact View	vs Diagrams	Activities	Others
activity stereotypes :	-				
interruptible activity region stereotypes :		_		_	
expansion region stereotypes :					
parameter stereotypes :					
parameter set stereotypes :	.				
activity node stereotypes :				2.2	
activity action stereotypes :	[
activity object node stereotypes :	detestore ce	ntraiBufler	_		
pin stereotypes :					
expansion node	-				

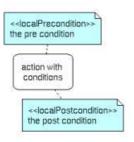
Activity action drawing

Depending on its stereotype a *activity action* is drawn in a diagram as a rectangle, a convex pentagon or a concave pentagon :



By default the name of an action is its kind, this one is written inside the action, except if the action is an *opaque* action and you ask to see the code.

If the action has pre and/or post condition these ones are show (except if you ask to not show the conditions) :



A right mouse click on a *activity action* in a diagram calls the following menu (supposing the *activity action* editable) :

		call behavior action	
action	read variable value action	add pin	call operation action
add pin	add pin	upper	add pin
upper	upper	lower	upper
lower	lower	edit drawing settings	lower
edit drawing settings	edit drawing settings	edit activity action	edit drawing settings
edit activity action	edit activity action	select in browser	edit activity action
select in browser	select in browser	select behavior in browser	select in browser
select linked items	select variable in browser	set associated diagram	select operation in browse
set associated diagram	set associated diagram	set associated diagram from behavior	set associated diagram
remove from view	remove from view	remove from view	remove from view
delete from model	delete from model	delete from model	delete from model

Menu :add pin

To add a pin

Menu : edit drawing settings

These *drawing settings* concerns only the picture for which the menu is called.

A settings valuing *default* indicates that the setting specified in the upper level (here the diagram) must be followed, obviously this one may also be *default* ... up to the project level. When you add a *activity action* in a diagram, all the settings are set to *default*.

Diagram Drawing : 7 _ C ×	Diagram Drawing S Color
show opaque definition : default show information note : default drawing language : default	action color : default
OK Cancel	OK Cancel

show opaque definition :

To write an opaque action's name or its behavior

show information note :

to show or not the conditions

drawing language :

Allows to specify the used language used to indicate opaque action behavior or the conditions

action color :

To specify the fill color.

Menu select X in browser :

Appears only when the action is associated to a variable, behavior or an operation, to select this one the browser

Menu select associated diagram from behavior :

Appears only when the action is a *call behavior* and the behavior (an <u>activity</u> or a <u>state</u>) has an associated diagram, set this last to be the diagram associated to the action, this allows to goes to the diagram associated to the behavior on a double click on the action.

Menu tools :

Appears only when at least one *plug-out* is associated to the activity actions. To apply a *plug-out* on the activity action.

Pin drawing

A Pin is drawn as a small square, with the stream or exception indication :



A right mouse click on a *pin* in a diagram calls the following menu (supposing the *pin* editable) :

pin
upper
lower
edit drawing settings
edit pin
select in browser
select class in browser
select linked items
delete from model

Menu : edit drawing settings

These drawing settings concerns only the picture for which the menu is called.

A settings valuing *default* indicates that the setting specified in the upper level (here the diagram) must be followed, obviously this one may also be *default* ... up to the project level. When you add a *pin* in a diagram, all the settings are set to *default*.

Diagram color		
pin color :	default	·
	ок	Cancel

To specify the fill color.

Menu : select class in browser

Appears when the type of the pin is a <u>class</u>, to select it in the browser.

Menu tools :

Appears only when at least one *plug-out* is associated to the *pins*. To apply a *plug-out* on the *pin*.

Parameter set drawing

A *parameter* set is a rectangle drawn around the corresponding *pins*, it is highly recommended to place the pins on the same are to have a pretty result:

	pin	
other	pin	L
	P	L

A right mouse click on a *pin* in a diagram calls the following menu (supposing the *pin* editable) :

Menu : edit drawing settings

These *drawing settings* concerns only the picture for which the menu is called.

A settings valuing *default* indicates that the setting specified in the upper level (here the diagram) must be followed, obviously this one may also be *default* ... up to the project level. When you add a *set* in a diagram, all the settings are set to *default*.

Diagram Drawin		
parameter set color :	default	·
	ок	Cancel

To specify the fill color.

Menu tools :

Appears only when at least one *plug-out* is associated to the *parameter sets*. To apply a *plug-out* on the *set*.

Previous : activity region

Next : activity object

Activity object

Note : pins are activity object, they are described with the activity actions.

In the *browser* an *activity object* is placed in an <u>activity</u> or an <u>activity region</u>, and may contain <u>flows</u> :

Cactivity
Content of the second seco

The activity object's properties are exposed below.

Menus

The *activity object* menu appearing with a right mouse click on its representation in the browser is something like these, supposing the *object* not *read-only* nor deleted (see also menu in a diagram) :

object edit duplicate delete referenced by mark

Menu : edit

edit allows to show/modify the object properties. In case the object is read-only, the fields of the dialog are also read-only.

Activity object dialog, tab Uml

The tab *Uml* is a global tab :

Activity	Object dialog 🎐 🛛 🕇 🗖 🖉	×
Uml Oci	C++ Java Properties	
name :	object	
stereotype :][
type :]
multiplicity :	ordering : unordered]
in state :	□ □ Is_contro	1
description :		
Editor		
	OK Cancel	

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it.

The proposed *types* are the *non class* types defined in the first tab of the <u>generation settings</u>, more all the classes defined in the project (with their localization to distinguish synonymous classes). You are not limited to the proposed list, and any form (even invalid for the target language(s)) may be given. The button *type:* shows a menu proposing :

- if the current type of the object is a class : to select this class in the browser
- if the object is not read-only and if a class is selected in the browser : to set the type to be this class

The multiplicity, ordering, in state and is control are the standard UML properties.

The

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Activity object dialog, tab Ocl

The *Ocl* tab allows to specify the *selection* using the *Ocl* language, but in fact BOUML doesn't check the syntax, this is just a convention.

Activity Ol Uml Oct C	oject dialo ++ Java F		?_□
election :			
Editor		ОК	Cancel

Activity object dialog, tab C++

This tab allows to specify the *selection* in C++, but in fact BOUML doesn't check the syntax, this is just a convention.

Activity object dialog, tab Java

This tab allows to specify the selection in Java, but in fact BOUML doesn't check the syntax, this is just a convention.

Menu : duplicate

editor

The menu entry *duplicate* clone the *activity object* without its children

Menu : referenced by

To know who reference the current activity object through a transition.

Menu : mark

See mark

Menu : delete

The menu entry *delete* is only present when the *activity object* is not *read-only*.

Delete the *activity object* and all its children, and all the representation of them in the opened diagrams. After that it is possible to undelete them (from t browser) until you close the project : obviously the deleted items are not saved !

Menu : tool

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on a *activity object*. The selected tool is called and applied on the current *activity object*.

Default stereotypes

The dialog allowing to set the default stereotypes :

Package Class	UseCase Artifact Views Diagrams Activities	s Others
activity	[
stereotypes :		
interruptible activity region stereotypes :	[
expansion region stereotypes :	[
peremeter stereotypes :	[
parameter set stereotypes :	[
activity node stereotypes :	[
activity action stereotypes :	[
activity object node stereotypes :	datastore centralBuffer	5
pin stereotypes :	[
expansion node stereotypes :	[

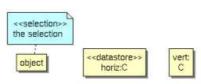
Drawing

An

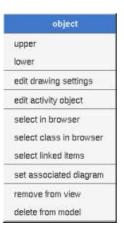
activity

is drawn in a diagram as a rectangle, with its stereotype, it type (if set) and its selection (except if you ask to not show it) :

object



A right mouse click on a *activity object* in a diagram calls the following menu (supposing the *activity object* editable) :



Menu : edit drawing settings

These *drawing settings* concerns only the picture for which the menu is called.

A settings valuing *default* indicates that the setting specified in the upper level (here the diagram) must be followed, obviously this one may also be *default* ... up to the project level. When you add a *activity object* in a diagram, all the settings are set to *default*.

🚴 Diagram Drawing Se 🔤 🤋 🗖 🗙	🔭 Diagram Drawing Se 🔤 7 💶 🗖 🗙
diagram color	diagram color
write name:type horizontally : default • show information note : default •	class instance color : default
drawing language ; default 🚽	
OK Cancel	OK Cancel

write name:type horizontally:

usefull when the object has a name and a type, to write them on the same line of on two lines

show information note :

to show or not the selection

drawing language :

Allows to specify the used language showing the expression

Class instance color :

To specify the fill color.

Menu tools :

Appears only when at least one *plug-out* is associated to the *activity objects*. To apply a *plug-out* on the *activity object*.

Next : activity control node

Activity control node

The activity control nodes are :

- • initial
- 🔍 final
- ♦ flow final
- 🗱 merge
- 🕸 decision
- [≁] fork
- ≯ join

In the browser a activity control node is placed under its <u>activity</u> or <u>region</u> and may contain flows (when this is legal).

The activity control node's properties will be exposed below.

Menus

Theactivitycontrolnodemenu appearing with a right mouse click on its representation in the browser is something like these, supposing the activity controlnode not read-only nor deleted (see also menu in a diagram) :



Menu : edit

edit allows to show/modify the *activity control node* properties. In case the *activity control node* is read-only, the fields of the dialog are also read-only.

ame :			-
tereotype :			-
escription :			
Editor			

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Menu : duplicate

The menu entry duplicate clone the activity control node without its children

Menu : referenced by

To know who reference the current activity control node through a transition.

Menu : mark

See mark

Menu : delete

The menu entry *delete* is only present when the *activity control node* is not *read-only*.

Delete the *activity control node* and all its children, and all the representation of them in the opened diagrams. After that it is possible to undelete them (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : tool

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on a *activity control node* of this kind. The selected tool is called and applied on the current *activity control node*.

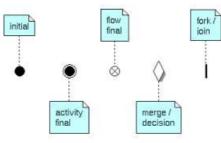
Default stereotypes

The <u>dialog</u> allowing to set the default stereotypes :

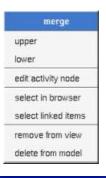
Package Class	UseCase	Artifact	Views	Diagrams	Activities	Others
activity						
stereotypes :						
interruptible activity region stereotypes :						
expansion region stereotypes :		_	_			
parameter stereotypes :			_			
perameter set stereotypes :		_	_	_	_	
activity control node stereotypes :	ſ					
activity action stereotypes :		_				
activity object node stereotypes :	detestore	centralBu	fier			
pin stereotypes :		_	_			
expansion node						

Drawing

A activity control node is drawn in a diagram depending on its kind :



A right mouse click on a *activity control node* in a diagram calls the following menu (supposing the *activity control node* editable) :



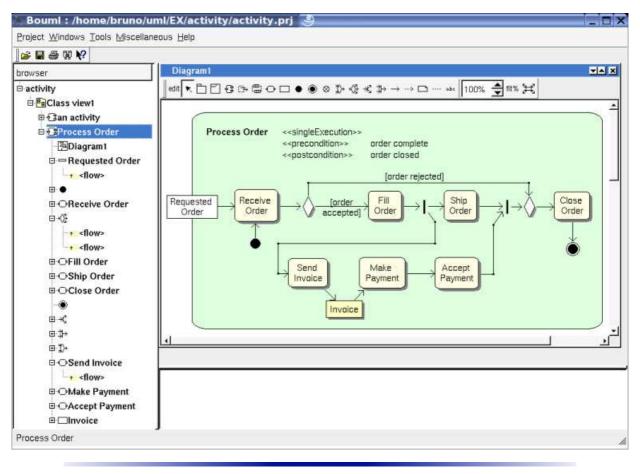
Previous : activity object

Next : <u>flow</u>

Flow

We consider in this chapter both the *control flows* and the *object flows*, there are not distinguished by a given flag but by their usage. When you try to create a *flow* through a diagram Bouml checks the validity of the flow, for instance you can't have a *flow* starting from an *output pin*, but you may after edit the extremities of the *flow*, producing an invalid case, you are responsible of that, perhaps the non consistent *flow* is temporary. To add a flow you have to use an <u>activity diagram</u> (obviously the diagram or the flow drawing may be deleted just after !), it is not possible to add a flow through the browser. It is also not possible to move a flow out of its start or end container in the browser.

In the browser are written the name of the flows (by default $\langle flow \rangle \rangle$), the stereotype may be may be showed/hidden through the Miscellaneous menu.



Menus

The flow menu appearing with a right mouse click on its representation in the browser is something like these, supposing it is not *read-only* nor deleted (see also <u>menu in a diagram</u>) :

<flow></flow>
edit
delete
select decisio
mark

Menu : edit

edit allows to show/modify the flows properties. In case the flow is read-only, the fields of the dialog are also read-only.

Flow dialog, tab Uml

The tab Uml is a global tab, independent of the language :

editor

Uml Oci	C++	Java	Proper	ties	
name :	<flaw></flaw>	ž			
stereotype :					-
description :					
uescription .					
Editor					
				ок	Cancel

The proposed *stereotypes* are the default ones specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it. The stereotype and the multiplicity are used both (may be with the stereotype of the class(es) in Idl) to compute the default declaration.

The

button visible above and associated here to the description and initial value, allows to edit the description or initial value in an window, or to call an external editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel with BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much this polling but this works even QT isn't compiled with the thread support).

Flow dialog, tab Ocl

This tab allows to give the Ocl definition of the flow, but in fact BOUML doesn't check the syntax, this is just a convention.

Flow dialog	9	? _ 🗆 X
Uml Ocl C++	Java Properties	
weight :		
guard :		
Editor		
selection :		
Editor		
transformation :		
Editor		
	C	K Cancel

The weight, guard, selection and transformation are the standard UML properties of a flow.

Flow dialog, tab C++

This tab allows to give the C++ definition of the flow, but in fact BOUML doesn't check the syntax, this is just a convention.

Flow dialog	9				7 _ 🗆 X
Uml Oci C++	Java	Prope	rties		
weight:					
guard :					
Editor					
selection :					
Editor					
transformation :					
Editor					
			Oł	<	Cancel

Flow dialog, tab Java

This tab allows to give the Java definition of the flow, but in fact BOUML doesn't check the syntax, this is just a convention.

Flow dialog 🏐		7 _ 🗆 X
Uml Oci C++ Java	Properties	
weight :		
guard :		
Editor		
selection :		
Editor		
transformation :		
Editor		
	C	K Cancel

Menu : delete

The menu entry *delete* is only present when the flow is not *read-only*.

Delete the flow, associated get and set operations when they exist, and all the representation of them in the opened diagrams. After that it is possible to undelete them (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : select X

To select the target of the *flow*.

Menu : mark

See mark

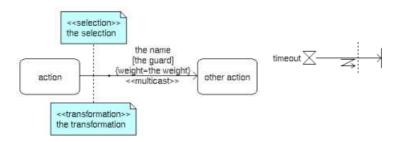
Default stereotypes

The $\underline{\text{dialog}}$ allowing to set the default stereotypes has a tab reserved for the flows :

Package Class	UseCase	Artifact	Views Di	agrams	Activitie	others
activity	-					
stereotypes : interruptible activity						
region stereotypes :	1					
expansion region						
stereotypes :	I					
perameter						
stereotypes :						
parameter set						
stereotypes :						
activity control node						
stereotypes :	1					
activity action						
stereotypes :	-					
activity object node stereotypes :	datastore	centralBuffe	ir -			
pin				_		
stereotypes :	<u>.</u>					
expansion node stereotypes :				_		
law	listere est e	ultinget mu	Hispanius			
stereotypes :	Interrupt in	nulticast mu	ULECEIVE			
				-		
					OK	Cancel

Drawing

A flow is drawn in a diagram with a line may be with the associated labels : flow's name, stereotypes (the stereotype *interrupt* is specially managed and allows to show a *zigzag*), the weight, the *guard*, the *selection* and *transformation*, depending on the *drawing ssettings* :



To add a new flow between elements, select the flow through the buttons on the top of the diagram sub window, click on the st element with the left mouse button, move the mouse, each time the mouse button is raised a new line break is introduced, at least click on the end element. To abort a flow construction press the right mouse button or do a double click with the left mouse button.

A line may be broken, during its construction of after clicking on the line with the left mouse button and moving the mouse with mouse button still pushed. To remove a line break, a double click on the point with the left mouse button is enough, or use the lin break menu of the point using the right mouse button.

A right mouse click on a flow in a diagram or a double click with left mouse button calls the following menu (supposing the fl editable) :

the name [the guard] {weight=the weight}	
edit	
select in browser	
edit drawing settings	
select labels	
labels default position	
attach flow label to this segment	
attach stereotype to this segment	
geometry (Ctrl+I)	,
remove from view	
delete from model	

Menu : edit

To edit the flow

Menu : select labels

To select the labels (flow's name, stereotypes) associated to the flow. Useful when you are lost after many label movings.

Menu : labels default position

To place the labels (flow's name, stereotypes, role(s) and multiplicity(ies)) associated to the flow in the default position. Useful wh you are lost after many label movings.

By default when you move a class or a flow point break or edit the flow, the associated labels are moved to their default position, this may be irritating. To ask BOUML to not move the associated labels on the flows in a diagram, use the <u>drawing settings</u> of the diagrams.

Menu : geometry

Allows to choose one of the line geometry :



Note : if you manually move the central line of the last two geometries this one stop to be automatically updated when you move one of the two extremities of the flow.

Menu : tools

Appears only when at least one *plug-out* is associated to the flow. To apply a *plug-out* on the flow.

Drawing settings

The drawing settings associated to the flows in a diagram may be set through the the diagram itself or one of its parent, for instance :

Flow Drawing Setting	s dialo 🔤	? _ 🗆 X
write horizontally:	default -	
show information note :	default 📩	
drawing language :	default 📩	
	ок	Cancel

A settings valuing *default* indicates that the setting specified in the upper level (here the diagram) must be followed, obviously this one may also be *default* ... up to the project level.

write horizontally :

To made the label indicating the name, weight and guard on one line or several.

show information note :

To show or not the *selection* and *transformation*.

Drawing language :

To choose the language used to write the *weight, guard, selection* and *transformation*.

Previous : activity control node

Next : component

Component

A component is an autonomous unit with well defined interfaces that is replaceable within its environment. In the old release BOUML (up to the 1.5.1), the behavior of the <u>artifact</u> was defined at the component level.

A component may be placed in a component view or is nested in another component

DE	Component view
	Bcomponent diagram
E	Store
	Order
	Customer
	Product

A component may be created through the *new component* entry of the <u>component view menu</u> or through the component button of a <u>component diagram</u>.

Browser Menu

The component menu appearing with a right mouse click on its representation in the browser is something like these, suppose component not *read-only* nor deleted (see also menu in a diagram) :

Customer	
add nested component	
edit	
set it nested in Order	
extract it from Store	
delete	
referenced by	
mark	
tool	•
select the required class	
select the provided class	

Menu : edit

edit allows to show/modify the component properties. In case the component is read-only, the fields of the dialog are also read-only.

Component dialog, tab Uml

The tab Uml is a global tab, independent of the language :

name:	Order	20		
, T				1
itereotype :				5
lescription ;				
Editor				
			ок	Cancel

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it.

The

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa

editor

editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Component dialog, tab Required classes

This tab allows to specify the list of interface the component require.

	Available classes		Required classe	5
Account		Orderableitem		
		¢	Person	
		ক		

When a component C contains nested components, it is useless to repeat the list of required interfaces at the level of C already defined by the sub components, the right list will be provided when you will add \neg C or \neg O.

Component dialog, tab Provided/Realized classes

This tab allows to specify the list of interface the component realized (but hide) or provide.

Available classes	Provided classes	1
Account	GrderEntry	
	4	
	হা হা	
	Realized classes	
	<u>0</u>	

A class may be provided or realized by only one component.

When a component C contains nested components, it is impossible to repeat the list of provided/realized interfaces at the level c already defined by the sub components, the right list will be provided when you will add \neg or \neg 0.

Menu : set it nested in X

The menu entry set it nested in X is present when the component follow the component X in the browser. Choosing this entry the current component became a sub component of X.

Menu : extract it from X

The menu entry *extract it from* X is present when the component is nested in X (perhaps X is itself nested in another one, but it is not visible here). Choosing this entry the current component became a children of the parent of X.

Menu : delete

The menu entry *delete* is only present when the component/artifact is not *read-only*.

Delete the component and all its representation in the opened diagrams. After that it is possible to undelete it (from the browser) un

you close the project : obviously the deleted items are not saved !

Menu : referenced by

To know who are the classes associated to the component, and the components referencing the current one through a relation.

Menu : mark

See mark

Menu : tool

Appears only when at least one *plug-out* is associated to the components. To apply a *plug-out* on the component.

Menu : select the required class

Menu : select a required class

Menu : select the realized class

Menu : select a realized class

Menu : select the provided class

Menu : select a provided class

Appears only when at least one class is required/provided/realized by the components. To quickly select the appropriate class, tl current component may also be quickly <u>selected</u> from its associated classes.

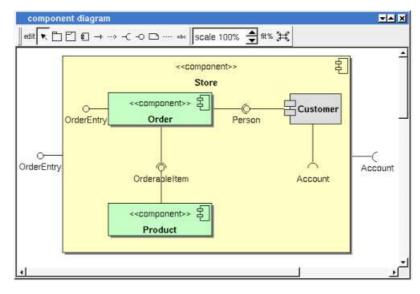
Default stereotypes

The dialog allowing to set the default stereotypes has a tab reserved for the components :

Package actor stereotype		UseCase	Views	Diagrams	Others
attribut stereotype					
operation stereotype	, F				
component stereotype	5007	ce library ex	ecutable		
node stereotype	s : cpu	device			
				ОК	Cancel

Drawing

A component is drawn in a <u>component diagram</u> or a <u>deployment diagram</u>, following the <u>drawing settings</u> they may be drawn as a rectangle containing the component icon (UML **2.0** notation) or as a component icon being a rectangle with two lobes (UML **1.5** notation) :



The default color of a component may be set through the <u>drawing settings</u>.

A right mouse click on a component in a diagram calls the following menu (supposing the component editable) :

Order	
upper	
lower	
edit drawing settings	
edit component	
select in browser	
select linked items	
set associated diagra	m
remove from view	
delete from model	
tool	

Menu : edit drawing settings

These *drawing settings* concerns only the picture for which the menu is called.

A settings valuing *default* indicates that the setting specified in the upper level (here the diagram) must be followed, obviously this one may also be *default* ... up to the project level. When you add a component in a diagram, all the settings are set to *default*.

Diagram Drawing Settings dia		
drawn as icon :	default -	🚴 Diagram Draw 🔤 🕇 🚍 🗖
show required and provided interfaces :	default 🝷	diagram Color
show realizations :	default 🝷	component color : default 💌
ок	Cancel	OK Cancel

show ... : allows to write or not the component's interfaces and realization into its drawing as a compartment.

Menu : set associated diagram

set

associated

diagram

allows to automatically open the current diagram when a double mouse click is made on the component representation in a diagram or the browser. After that the only way to edit the component is to choose the *edit* entry in the menu.

Next : artifact

Artifact

Artifacts are used to produce source file(s) when the stereotype is *source*, or to specified how libraries or an executable are composed.

BAPI USER Deployment view
 C << executable>> executable
 C << source>> Main
 C << source>> UmlActualParameter
 C << source>> UmlClassItem
 C << source>> UmlFormalParameter
 C << source>> UmlAttribute

An artifact stereotyped source (potentially) associated to classes to produce their code, but you may directly give its source(s) contain for instance to define the C++ *main* function, as it is made in the *plug-outs*.

An artifact stereotyped *text* is not associated to classes and allows to produce its C++, Java, Php or Idl definition as it is set, without any changes. The generated file is named like the stereotype, including the extension.

The non source nor text artifacts may be associated to other artifacts, this allows to define libraries and executable, to general Makefiles etc ... see the *plug-out genpro* producing a .*pro* file from the artifact *executable* of the *plug-outs*.

An artifact may be created through the *new artifact* entry of the <u>deployment view menu</u>, through the artifact button of a <u>deployment</u> <u>diagram</u>, or through the *create source artifact* of the <u>class menu</u> (in case the class view containing the class has an associated deployment view).

Browser Menu

The artifact menu appearing with a right mouse click on its representation in the browser is something like these, supposing the artifact not *read-only* nor deleted (see also menu in a diagram) :

executable	executable
edit	edit
delete	delete
referenced by	referenced by
mark	mark
tool >	tool >

Menu : edit

edit allows to show/modify the artifact properties. In case the artifact is read-only, the fields of the dialog are also read-only.

Artifact dialog, tab Uml

The tab Uml is a global tab, independent of the language :

name :	Main
stereotype :	source
lescription :	The main function, you have to modify at least the line containing UmlCom::targetItem()->???();
Editor	it if you want your program does something !
Editor Default	it if you want your program does something t

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it.

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

default

button visible above associated to the description allows to set the description with a default contain specified through the *generation* settings. Useful to generate comments compatible Java Doc or Doxygen for instance.

Artifact dialog, tab C++ header

This tab is only available for the source artifacts and allows to give the definition of the C++ header file generated for the artifact, it is visible only if C++ is set through the menu *Languages*

artifact	dialog 🎐	? _ 🗆 🗙
Uml C++	header C++ source Java source Id source	Associated classes Associated artifacts User
Header file definition :	<pre>#ifndef _\$(NAME)_H #define _\$(NAME)_H \${(comment)} \$(includes) \$(declarations) \${(namespace_start)} \$(definition) \${(namespace_end)} #endif</pre>	
Editor	Default definition	Not generated in C++
Result after substitution	<pre>#ifndef _UMLARTIFACT_H #define _UMLARTIFACT_H#include "a_needed_file.h" // prodclass a_referenced_class; // prod // This class manages 'artifacts' // // You can modify it as you want (exce class UmlArtifact : public UmlBaseArtiUmlArtifact()html()sKind() }; #endif</pre>	duced by the C++ generator pt the constructor)
		OK Cancel

In BOUML the generated code is obtained by the substitution of macros in a text, only the *Definition* part is editable, the other one help you to see what will be generated for C++ (supposing you do not modify the C++ code generator !).

When you push the button *default declaration*, the form specified through the <u>generation settings</u> is proposed, this last may be modified as you want, even to produce illegal source code.

When you do not want to generate the C++ header file (for instance for the *main*), empties the declaration manually or using the button *not generated in C++*.

\${NAME} produce the artifact name capitalized, *\${Name}* produce the artifact name with the first letter capitalized, at least *\${name}* produce the artifact name without modification.

\${comment} is replaced by the artifact description adding //

\${description} is replaced by the artifact description without adding //

\${includes} is replaced by the automatically generated *#include* and *using* forms (done by the C++ code generator, not made by the dialog which produce a fixed form). It is also a good place to add your *#include* and *using* forms, when the ones produced by the code generator are not sufficient. The C++ code generator does not look at in the operations body, only the operation's profiles relations and attributes, classes inheritances etc ... are used to compute the needed *#include* list. *\${includes}* and *\${all_includes}* are exclusive.

\${all_includes} is replaced by <u>all</u> the automatically generated *#include* and *using* forms, it is also a good place to add your *#include*

The

The

and

using forms, when the ones produced by the code generator are not sufficient. In this case the code generator doesn't produce declarations in the header file nor *#include* in the source file, except the ones added by you. *\${all_includes}* and *\${includes}* are exclusive.

\${declarations}

is replaced by the class declarations generated automatically (done by the C++ code generator, not made by the dialog which produce a fixed form). It is also a good place to add your declarations, when the ones produced by the code generator are not sufficient.

\${namespace_start} is replaced by the *namespace xx {* forms, dependent on the *namespace* specifications associated to the package containing the *deployment view* where the artifact is defined.

\${definition} is replaced by the definition of the classes associated to the artifact.

\${namespace_end} is replaced by the *J* forms, dependent on the *namespace* specifications associated to the package containing the deployment view where the artifact is defined.

The forms @{property} are replaced by the value of the corresponding user property if it is defined for the class or at an upper level, else it is not substituted.

Artifact dialog, tab C++ source

This tab is only available for the source artifacts and allows to give the definition of the C++ source file generated for the artifact, it is visible only if C++ is set through the menu Languages

	neader C++ source J	Java source Idi source A	ssucialed classes	vaannisten sinistera	User
Source file definition :	m: \${namespace_start} \${members} \${namespace_end}				
Editor					
	#include "a_nee #include "UmlCom.h #include "UmlClass	la -	uced by the C++ g	renerator	_
Result after substitution :	UmlArtifact::ht	ml()()			

When you push the button *default declaration*, the form specified through the *generation settings* is proposed, this last may be modified as you want, even to produce illegal source code.

When you do not want to generate the C++ source file (for instance the artifact is only associated to an enum), empties the declaration manually or using the button not generated in C++.

\${comment} is replaced by the artifact description

\${description} is replaced by the artifact description without adding //

\${includes} if *\${all_includes}* is not used in the header definition, it is replaced by the automatically generated *#include* and *using* forms (done by the C++ code generator, not made by the dialog which produce a fixed form). If \${all_includes} is used in the header definition, it is replaced by the *#include* of the header. It is also a good place to add your *#include* and using forms, the code generator does not look inside the bodies to compute the needed ones.

\${namespace_start} is replaced by the *namespace xx {* forms, dependent on the *namespace* specifications associated to the package containing the <u>deployment view</u> where the artifact is defined.

\$[members] is replaced by the non *inline* members of the classes associated to the artifact.

\${namespace_end} is replaced by the *J* forms, dependent on the *namespace* specifications associated to the package containing the deployment view where the artifact is defined.

@{property} The forms are replaced by the value of the corresponding user property if it is defined for the class or at an upper level, else it is not substituted.

Artifact dialog, tab Java source

This tab is only available for the source artifacts and allows to give the definition of the Java source file generated for the artifact, it is visible only if Java is set through the menu Languages

File definition :	\$(comment) import java.io.*; \$(package) \$(definition)	
Editor	Default definition	Not generated in Java
Result after substitution :	<pre>import java.io.*; // This class manages 'artifacts' // // You can modify it as you want (exc class UmlArtifact extends UmlBaseArti:UmlArtifact()html()</pre>	

When you push the button *default declaration*, the form specified through the generation settings is proposed, this last may be modified as you want, even to produce illegal source code.

When you do not want to generate the Java source file, empties the declaration manually or using the button not generated in Java.

\${comment} is replaced by the artifact description adding /* */

\${description} is replaced by the artifact description without adding /* */

\${package} is replaced by the *package xx* forms, dependent on the *package* specifications associated to the BOUML package containing the deployment view where the artifact is defined.

\${definition} is replaced by the definition of the classes associated to the artifact.

The

forms @{property} are replaced by the value of the corresponding user property if it is defined for the class or at an upper level, else it is not substituted.

Artifact dialog, tab Php source

This tab is only available for the source artifacts and allows to give the definition of the Php source file generated for the artifact, it is visible only if Php is set through the menu Languages

Umi C++	header C++ source Java so	ource Php source Associa	ted class:
File definition :	<pre><?php \$(comment) \$(definition) ?></pre>		
Editor	Default definition	Not generated in	n Php
	a	s C1 extends C2 impleme	nts I (
Result after substitution :	b v opp() va)		

When you push the button *default declaration*, the form specified through the <u>generation settings</u> is proposed, this last may be modified as you want, even to produce illegal source code.

When you do not want to generate the Php source file, empties the declaration manually or using the button not generated in Php.

\${comment} is replaced by the artifact description adding /* */

\${description} is replaced by the artifact description without adding /* */

\${definition} is replaced by the definition of the classes associated to the artifact.

The forms @{property} are replaced by the value of the corresponding user property if it is defined for the class or at an upper level, else it is not substituted.

Artifact dialog, tab Idl source

This tab is only available for the source artifacts and allows to give the definition of the Idl source file generated for the artifact, it is visible only if Idl is set through the menu *Languages*. In the picture given for the <u>UML tab</u>, the Idl tab is not enabled because the artifact is not associated to at least one class defined in Idl, else :

artifact	dialog 🅘		7	- 0 >
Uml C++ I	header C++ source Java source Idi source A	ssociated classes	Associated antifacts	User
File definition :	<pre>#ifndef _\$(NAME)_H #define _\$(NAME)_H \$(comment) \$(includes) \$(module_start) \$(definition) \$(module_end) #endif</pre>			
Editor	Default definition	Not	generated in Idl	
Result after substitution :	<pre>#ifndef _UMLARTIFACT_H #define _UMLARTIFACT_H#include "a_needed_file.h" // produ // This class manages 'artifacts' // // You can modify it as you want (excep valuetype UmlArtifact {html()sKind() }; #endif</pre>		or)	1
			ОК	Cancel

When you push the button *default declaration*, the form specified through the <u>generation settings</u> is proposed, this last may be modified as you want, even to produce illegal source code.

When you do not want to generate the Idl source file, empties the declaration manually or using the button not generated in Idl.

\${NAME} produce the artifact name capitalized, *\${Name}* produce the artifact name with the first letter capitalized, at least *\${name}* produce the artifact name without modification.

\${comment} is replaced by the artifact description adding //

\${description} is replaced by the artifact description without adding //

\${includes} will be replaced by the automatically generated *#include* forms (not made by the dialog which produce a fixed form) ... <u>in</u> <u>a future version</u> of the Idl generator, it is a good place to add your *#include* forms.

 ${module_start}$ is replaced by the *module xx {* forms, dependent on the <u>module</u> specifications associated to the BOUML package containing the <u>deployment view</u> where the artifact is defined.

\${definition} is replaced by the definition of the classes associated to the artifact.

\${module_end} is replaced by the *}* forms, dependent on the *module* specifications associated to the BOUML package containing the <u>deployment view</u> where the artifact is defined.

Refer to the generation settings for more details.

The

forms

@{property}

down

are replaced by the value of the corresponding user property if it is defined for the class or at an upper level, else it is not substituted.

Artifact dialog, tab associated classes

This tab is only available for the source artifacts and allows to set the list of classes associated with the artifact. The order of associated classes is important because it is followed by the code generators to produce the class definitions.

🐎 artifact dialog 🏼 🎐	?>
Uml C++ header C++ source Java source Idl	source Associated classes Associated artifacts User
Classes without artifact	Associated classes
	· UmiArtifact [API USER]
	go down
	OK Cancel

All the classes without associated artifact are given in the left table (above all the classes are associated with an artifact), the classes associated with the current artifact and given in the table on the right. To move classes from a table to the other one, select them a click on the appropriate arrow.

goupandgoallows to change the order of the associated classes. Select the wrong ordered classes and use the appropriate button.

Artifact dialog, tab associated artifacts

This tab is not enabled for a source artifact, to set the unordered list of artifacts associated to the current one. For instance for th artifact *executable* of the *plug-out html* :

Stereotype filtering	
Unassociated artifacts	Associated artifacts
UmlBuiltin [API BASE]	CiassGlobalCmd [API BASE]
JmlParameter [API BASE]	CmdFamily [API BASE]
UmIStereotype [API BASE]	CppSettings [API BASE]
	CppSettingsCmd [API BASE]
	FileWriter [Aux]
	IdlSettings [API BASE]
	IdlSettingsCmd [API BASE]
	JavaSettings [API BASE]
	JavaSettingsCmd_[API BASE]
	Main [API USER]
	MiscGlobalCmd [API BASE]
	OnInstanceCmd [API BASE]
	PackageGlobalCmd [API BASE]
	I ImiActualParameter TAPI I ISEP

Menu : delete

The menu entry *delete* is only present when the artifact is not *read-only*.

Delete the artifact and all its representation in the opened diagrams. After that it is possible to undelete it (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : generate

The menu entry generate is only present when the artifact is a source artifact.

Allows to call the <u>C++</u> generator, <u>Java generator</u>, <u>Php Generator</u> and <u>Idl generator</u>.

Menu : edit

The menu entry *edit* is only present when the artifact is not *read only* and is a source artifact.

Allows to edit one of the generated files, for instance the header file :

🖥 UmlArtifact.h 🌷 🛛 7 💶 🔿
<pre>#ifndef _UMLARTIFACT_H #define _UMLARTIFACT_H</pre>
<pre>#include "UmlBaseArtifact.h" #include <qcstring.h></qcstring.h></pre>
// This class manages 'artifacts'
<pre>// You can modify it as you want (except the constructor) class UmlArtifact : public UmlBaseArtifact (public:</pre>
UmlArtifact(void * id, const QCString & n) : UmlBaseArtifact(id, n) {);
<pre>//entry to produce the html code receiving chapter number //path, rank in the mother and level in the browser tree virtual void html(QCString pfix, unsigned int rank, unsigned int level);</pre>
<pre>//returns a string indicating the king of the element virtual QCString sKind();</pre>
);
*endif
line 1 column 1

Menu : referenced by

To know who are the classes associated to the artifact, and the artifact referencing the current one through a relation.

Menu : mark

See mark

Menu : tool

Appears only when at least one <u>plug-out</u> is associated to the artifacts. To apply a plug-out on the artifact.

Menu : select associated class

Menu : select an associated class

Only for the artifact source, appears only when at least one class is associated to the artifacts. To quickly select the appropriate class, the current artifact may also be quickly <u>selected</u> from its associated classes.

Default stereotypes

The dialog allowing to set the default stereotypes has a tab reserved for the artifacts :

Package C artifact stereotypes :	_	UseCase Artifact Vie	ews Diagrams Others	-
		Stereotypes		
elations stereotypes :	>	deploy manifest		
	-		ОК Салсе	

Generation settings

This very important dialog allows to specify many default definitions concerning the classes, more details will be given in $\underline{C++}$ generator, Java generator and Idl generator.

The first C++ tab allows to specify the default header and source file definitions, it is visible only if C++ is set through the menu *Languages* :

😽 Generatio	nSettings dia	log 🎐					?	_ □ >
Types Stered	otypes C++[1]	C++[2] C+	+[3] C++[4]	C++[5] Ja	ava[1] Java[2	2] Java[3]	Idi[1] Idi[2]	Id - •
Header file default content :	<pre>#ifndef _\$(N# #define _\$(N# \$(comment) \$(includes) \$(declaration \$(namespace</pre>	ME)_H s) tart}						
Source file default content :	<pre>\$ (comment) \$ (includes) \$ (includes) \$ (namespace_i \$ (members) \$ (namespace_i </pre>							
generated/rever header file exter force namespac prefix generatior	nsion : I ^h e — genera	9 si si te Javadoc r omment :	enerated/revers ource file extens	ed ion : cpp		#include : wi	thout path	·
							ок	Cancel

As you can see it is possible to choose the extension of the header and source files, to force the production of the namespace header and to ask for the Javadoc style comment.

The are four ways to produce #include :

- without path : ask for the C++ code generator to generate the #include without relative or absolute path
- with absolute path : ask for the C++ code generator to generate the absolute path of the automatically included files.
- *with relative path :* ask for the C++ code generator to generate the relative path of the automatically included files, relative to the file containing the #include
- *with* root relative path : ask for the C++ code generator to generate the relative path of the automatically included files, relative to the directory specified by the *generation settings*

The first Java tab allows to set the default Java file content associated to an artifact, it is visible only if Java is set through the menu *Languages* :

file default	es C++[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2 \$(comment) \$(package) \$(definition)	generated / reversed java generated / reversed java generate Javadoc style comment :		
Class default declaration :	<pre>\${comment)\${public}\${final}\${abstract}class \${name}\$ \${members}}</pre>	<pre>(extends)\$(implements) {</pre>		
Interface default declaration :	<pre>\$(comment)\$(public)interface \$(name)\$(extends) (\$(nombers))</pre>			
Enum default declaration :	<pre>\${comment)\$(public)\$(final)\$(abstract)enum \${name)\${ \$(items); \$(members)) </pre>	implements) (
Enum pattern default declaration :	<pre>\$(comment)\$(public)final class \$(name) { \$(members) private int value; public int value() { return value;</pre>	Í		

The first Php tab allows to set the default Php file content associated to an artifact, it is visible only if Php is set through the menu *Languages* :

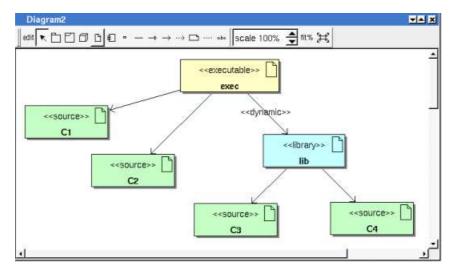
🖥 Generation	Settings dialog 🅘	? _ 🗆 ×
Types Stereoty	pes C++[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2]	Java[3] Java[4] Php[1] .
file default content :	php<br \$(comment) \$(definition) ?>	generated / reversed php file extension :
Class default declaration :	\${comment}\${final}\${visibility}\${abstract}class \${name}\$ \${members}}	(extends)\$(implements) (
Interface default declaration :	<pre>\$(comment)\${visibility}interface \${name} { (members)}</pre>	
Errum default declaration :	<pre>\$(comment)final \$(visibility)class \$(name) { \$(items))</pre>	
		OK Cancel

The first Idl tab allows to set the default Idl file content associated to an artifact, it is visible only if Idl is set through the menu Languages :

Generation	Settings dialog 🎱 🛛 7 💶 🗙
Types Stereoty	pes C++[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] [Idl[1] Idl[2] Idl[3] Idl[4] Directory
file default content :	<pre>#ifndef _\$(NAME)_H #define _\$(NAME)_H #define _\$(NAME)_H \$(comment) \$(includes) \$(module_start) \$(definition) \$(module_end) #endif </pre>
Interface default declaration :	<pre>\$(comment)interface \$(name)\$(inherit) {</pre>
Valuetype default declaration :	<pre>\$(comment)\$(abstract)\$(custom)valuetype \$(name)\$(inherit) (*(members)); *</pre>
Struct default declaration :	<pre>\$(comment)struct \$(name) (</pre>
Union default declaration :	<pre>\$(comment)union \$(name) switch(\$(switch)) (\$(members)); </pre>
Enum default declaration :	<pre>\$(comment)enum \$(name) \$(items)); </pre>
Typedel default declaration :	<pre>\$(comment)typedef \$(type) \$(name);</pre>
Exception default declaration :	<pre>\$(commant)exception \$(name) { \$(members));</pre>
	OK Cancel

Drawing

An artifact is drawn in a deployment diagram as a rectangle containing the artifact icon :



The default color of an artifact may be set through the drawing settings.

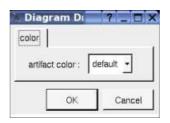
A right mouse click on an artifact in a diagram calls the following menu (supposing the artifact editable) :

lib	
Upper	
Lower	
Edit drawing settings	
Edit artifact	
Select in browser	
Select linked items	
Set associated diagram	
Remove diagram association	
Remove from view	
Delete from model	
Generate	ğ
Tool	

Menu : edit drawing settings

These drawing settings concerns only the picture for which the menu is called.

A settings valuing *default* indicates that the setting specified in the upper level (here the diagram) must be followed, obviously this one may also be *default* ... up to the project level. When you add an artifact in a diagram, all the settings are set to *default*.



Menu : set associated diagram

set

associated

diagram

allows to automatically open the current diagram when a double mouse click is made on the artifact representation in a diagram or the browser. After that the only way to edit the artifact is to choose the *edit* entry in the menu.

Menu : remove diagram association

To stop to associate a diagram to the artifact.

Previous : component

Next : deployment node

Node

Nodes are used to specify how the deployment is made, a node may represent a CPU, a device etc ...

Ba Deployment view
 Ba Deployment Diagram
 Occupient Di

A node may be created through the new node entry of a deployment view or through the component button of a deployment diagram.

Menus

The node menu appearing with a right mouse click on its representation in the browser is something like these, supposing the node not *read-only* nor deleted (see also <u>menu in a diagram</u>) :

a Node	91 1
edit	
delete	
referenced t	зy
mark	
tool	

Menu : edit

edit allows to show/modify the node properties. In case the node is read-only, the fields of the dialog are also read-only.

Node dialog, tab Uml

The tab Uml is a global tab, independent of the language :

Uml Use	ialog 🧕 r		
name :	a Node		
stereotype	; cpu		2
description			
Editor]		
		ок	Cancel

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Menu : delete

The menu entry *delete* is only present when the node is not *read-only*.

Delete the node and all its representation in the opened diagrams. After that it is possible to undelete it (from the browser) until yc close the project : obviously the deleted items are not saved !

Menu : mark

See mark

Menu : tool

Appears only when at least one *plug-out* is associated to the nodes. To apply a *plug-out* on the node.

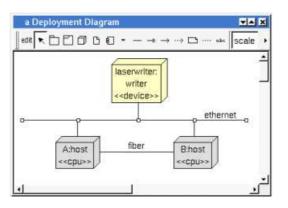
Default stereotypes

The dialog allowing to set the default stereotypes has a tab reserved for the components :

actor	Finan	_	_		-
actor stereotypes	Personer				
attribut				 	-
stereotypes					
operation					-
stereotypes					
component.	source	library ex	ecutable		-
stereotypes	20				
node stereotypes	cpu de	vice			-
stereotypes	5 M V				

Drawing

A component is drawn in a deployment diagram as a parallelepiped depending on the drawing settings.



A right mouse click on a node in a diagram calls the following menu (supposing the node editable) :

writer	
upper	
lower	
edit	
edit drawing settings	
select node in browser	
select linked items	
set node associated diagra	m
remove from view	
tool	

Menu : edit drawing settings

These drawing settings concerns only the picture for which the menu is called.

settings

valuing

default

А indicates that the setting specified in the upper level (here the diagram) must be followed, obviously this one may also be default ... up to the project level. When you add a node in a diagram, all the settings are set to default.

Settings	? _ 🗆 X
write node insta horizontaly :	nce default 🔹
Node color :	<u> </u>
QK	Cancel

write node instance horizontally

Allows to write the node type and the instance name on the same line (see host below) or on two lines (see laserwriter below).

Menu : select linked items

To select all the items connected by one or several lines (whatever the line represent : relation, anchor ...), help to quickly select them for a moving etc ...

Menu : set associated diagram

set

associated

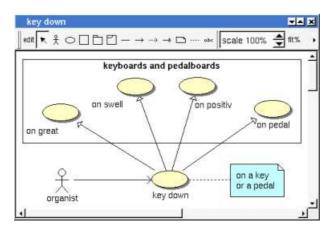
diagram

allows to automatically open the current diagram when a double mouse click is made on the node representation in a diagram (browser. After that the only way to edit the node is to choose the *edit* entry in the menu.

Previous : artifact

Next : use case diagram

Use case diagram



The use case diagrams may be placed in a use case view or a use case



A use case diagram is created through the new use case diagram entry of the use case view and use case browser menus.

Browser Menu

The node menu appearing with a right mouse click on its representation in the browser is something like these, supposing the diagram not *read-only* nor deleted :

Overall	
show	
edit	
edit drawing setting	js
duplicate	
delete	
mark	
tool	,

Browser Menu : show

show allows to show the diagram picture, and edit it in case it is not read only.

Browser Menu : edit

edit allows to show/modify the diagram properties. In case the diagram is read-only, the fields of the dialog are also read-only.

Use case diagram dialog, tab Uml

Use Case diagram	m dialog	9	? _ 🗆 ×
name : key down			
stereotype :			-
description :			
Editor			
		ОК	Cancel

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it. The *stereotype* of a diagram doesn't have a special meaning for BOUML.

The

editor

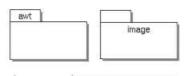
button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Browser Menu : edit drawing settings

This dialog allows to specify how the items of the diagram must be drawn by default, you may choose *default* for each value, in this case the effective value if specified in the upper level (which itself may specify *default* etc ... up to the *project* level).

agram color	Diagram Drawing Se	
packages name in tab : default 💌	default note color :	default 🔹
show package context : default	default use case color :	default
automatic labels position : default 💌	default package color :	default 📩
draw all relations : default 💌	default fragment color :	default 📩
draw shadow : default 💌	default subject color :	default 📩
OK Cancel		OK Cancel

• *package name in tab* : to indicate if the package's name must be written in the tab which is the small rectangle on the top (note : a transparent *package* doesn't have shadow) :

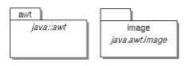


• show

context

: to indicate if the context where the package is defined must be written, it is not the case just above. The context may be t "UML context" which is the path of the package in the browser (choice followed for *awt* below), or the C++ namespace specified by the package, or the Java package specified by the package (choice followed for *picture* below) or at least the Idl module :

packages



• automatic

labels

position

: To ask BOUML to move or to not move the associated labels on the relations in a diagram when the relation is edited connected items are moved etc ...

Browser Menu : duplicate

Clone the diagram in a new one

Browser Menu : delete

The *delete* entry is only present when the diagram is not *read-only*.

Delete the diagram and all its representation in the opened diagrams. After that it is possible to undelete it (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : mark

See mark

Browser Menu : tools

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on the diagram. The selected tool is called and applied on the current diagram.

Picture menu

The diagram menu appearing with a right mouse click out off any item in the diagram picture is something like these, supposin diagram not *read-only* :

Edit drawing settings	
Select diagram in browser	
Select all (Ctrl+a)	
Optimal scale	
Optimal window size	
Copy optimal picture part	
Copy visible picture part	
Save optimal picture part (png)	
Save visible picture part (png)	
Save optimal picture part (svg)	
Save visible picture part (svg)	
Set preferred size and scale	
Set preferred scale (size unset)	
Restore preferred size and scale	
Unset preferred size and scale	
Format	- 14

<u>Picture Menu</u> : edit drawing settings

see edit drawing settings.

<u>Picture Menu</u> : select all

Select all the items of the current diagram, also done through a *control a*.

<u>Picture Menu</u> : optimal scale

similar to the *fit scale* button, change scale to see all the diagram's elements at great as possible

<u>Picture Menu</u> : optimal window size

Similar to the button 🗮, change the size of the windows to see all the diagram's elements with the current scale

<u>Picture Menu</u> : copy visible part

Put the visible part of the current diagram in the clipboard (*copy*), it is a screen copy, the current scale have impact on the picture quality. To easily get all the diagram's elements use *optimal window size*

It is also possible to print all (not only the visible part) the current diagram on printer or a file through the button

<u>Picture Menu</u> : save visible picture part

To save the visible part of the current diagram in a file, it is a screen copy, the current scale have impact on the picture quality.

<u>Picture Menu</u> : set preferred size and scale

To memorize the current diagram sub window size and the current scale. These ones will be used the next time the diagram will opened.

<u>Picture Menu</u> : set preferred scale

To memorize the current scale. These one will be used the next time the diagram will be opened.

<u>Picture Menu</u> : restore preferred size and scale

In case a preferred sub window size and preferred scale was set, follow them.

<u>Picture Menu</u> : unset preferred and scale

To stop to define a preferred size and scale was set

<u>Picture Menu</u> : format

By default the diagram's canvas size is 840 x 1188 points corresponding to an iso A4 format ($210*4 \times 297*4$), all the available formats are :

- iso A5 : 592 x 840
- iso A4 : 840 x 1188
- iso A3 : 1188 x 1680
- iso A2 : 1680 x 2376
- iso A1 : 2376 x 3364
- iso A0 : 3364 x 4756
- USA A : 864 x 1116
- USA B : 1116 x 1728
- USA C : 1728 x 2236
- USA D : 2236 x 3456
- USA E : 3456 x 4472

Each format also exists in landscape

<u>Picture Menu</u> : undo changes

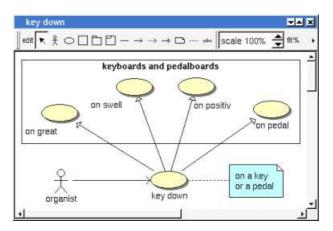
Undo all the changes made since the diagram was openned the last time. Note that the diagram is restored independently of the project saving. Obviously the deleted browser items was not restored !

Default stereotypes

The dialog allowing to set the default stereotypes has a tab reserved for the diagrams :

class diagram stereotypes : object diagram stereotypes : collaboration diagram stereotypes : sequence diagram stereotypes : use case diagram stereotypes : state diagram stereotypes : component diagram stereotypes : component diagram stereotypes : component diagram stereotypes :	Package	Class	UseCase	Artifact	Views	Diagrams	Activities	Others
object diagram stereotypes : sequence diagram stereotypes : use case diagram stereotypes : state diagram stereotypes : activity diagram stereotypes : component diagram stereotypes : deployment diagram								
collaboration diagram stereotypes : sequence diagram stereotypes : use case diagram stereotypes : state diagram stereotypes : activity diagram stereotypes : component diagram stereotypes : deployment diagram	object diag	ram						
stereotypes : use case diagram stereotypes : state diagram stereotypes : activity diagram stereotypes : component diagram stereotypes : deployment diagram	collaboratio	in diagra	m 🔽					
stereotypes : state diagram stereotypes : component diagram stereotypes : deployment diagram								
stereotypes : activity diagram stereotypes : component diagram stereotypes : deployment diagram								
stereotypes : component diagram stereotypes : deployment diagram								
stereotypes : deployment diagram								

Drawing



A use case diagram may contain actors, classes, use cases, packages, fragment, notes, texts, diagram icons, subjects and the relations.

To place these elements in the diagram, use the buttons on the top (to create a new element or choose from the already defined one then click at the appropriate position in the diagram, or *grab* the element from the browser into the diagram.

The

may be changed from 30 up to 200 %. To allows to see the relation kinds even with a small scale, the size of the arrows and unmodified.

fit%

allows to set the largest scale allowing to show all the picture, as it is possible. Because of the scrollbar management, hitting seve times on fit% may give several scales.

Classically, the left mouse click may be used to select an element, or several when the *control* key is down, a multiple selection may also be done defining a region using the mouse left click out of any element and moving the mouse with the click and maintaining the click down. The diagram's elements may be moved after a left mouse click on an element and maintaining the click down during mouse move. The right mouse click is used to show context dependent menus.

control s is a shortcut to save the project

control a is a shortcut to select all the diagram's elements

control d is a shortcut to delete the selected element(s), the model is affected

scale

suppr is a shortcut to remove the selected element(s) from the diagram, these elements are not deleted *control c* is a shortcut to copy the selected diagram's elements *control x* is a shortcut to cut (remove from view) the selected diagram's elements *control v* is a shortcut to paste the selected diagram's elements

the keyboard arrows allow to move the selected items

You can define your own shortcut using the shortcut editor through the Miscellaneous menu.

When several diagram's elements are selected, the menu appearing on a left mouse click allows to align them :

Multiple selection menu	
select linked items	
align	n align top
copy selected (Ctri+c)	g align bottom
cut selected (Ctrl+x, remove from view)	🔓 align left
remove selected from view (Suppr)	님 align right
delete selected (Control+d)	align center
	🖶 align center horizontaly

If all the selected elements has the same kind (for instance all are a class), you edit their drawing settings globally :

Select linked items	
Align	
Copy selected (Ctrl+c)	
Cut selected (Ctrl+x, remove from view)	
Remove selected from view (Suppr)	
Delete selected (Control+d)	
Edit drawing settings	

and for instance when the elements are classes in a class diagram :

trawing language :	<unchanged> •</unchanged>
irawing mode :	<unchanged> •</unchanged>
how context :	<unchanged> •</unchanged>
ilde attributes :	<unchanged> -</unchanged>
ilde operations :	<unchanged> -</unchanged>
how members full definition :	<unchanged> •</unchanged>
how members visibility:	<unchanged> •</unchanged>
how parameter direction :	<unchanged> -</unchanged>
how parameter name :	<unchanged> •</unchanged>
how information note :	<unchanged> •</unchanged>

The settings valuing are not changed for the selected elements, in the other case the same value is set for all the elements.

<unchanged>

Fragment

A fragment is resizeable. To change the fragment's name choose the edit entry of its menu or double click on it

A right mouse click on a note show the following menu :

	Fragment
Upper	Ē
Lower	5
Edit	
Add s	eparator
Edit di	awing settings
Remo	ve from view

Edit drawing settings allows to change the fill color

Note

A *note* may contain any text, a note is resizeable. To change the text of a note choose the *edit* entry of its menu or double click on it, this open a window containing the text :



A right click on the edited note calls a dialog allowing some text manipulations thanks Qt.

A right mouse click on a note show the following menu :

Note	
upper	
lower	
edit	
font	•
edit drawing settings	
select linked items	
remove from view	

The *font* may be changed, by default the font is the one used to write the other texts.

Edit drawing settings allows to change the fill color

Select linked items select all the items connected this the current one through any line, in the previous picture this select all except the package, the text "upper diagram :" and the use case diagram icon.

Text

Text is another way to write a text, contrary to the note a *text* is written alone (see "*upper diagram* :" on the picture below), by default a text contains *blabla*: a text cannot be empty. The edition of a text is done like for a note. A text is resizeable, a resize is not automatically done when the contains is modified.

A right mouse click on a *text* show the following menu :

Text	
upper	
lower	
edit	
font	•
remove from v	lew

Diagram icon

A diagram icon is a shortcut to a diagram, this allows to quickly navigate through the diagram without limitation (a actor or some other item kinds may be <u>associated</u> to only one diagram). The used icon indicates the diagram kind, but its name is not written.

A double mouse left click on a diagram icon opens the diagram, the open entry of the diagram icon menu does the same thing.

A right mouse click on a diagram icon show the following menu :

	Overall short cut
upper	
lower	
open	
select o	diagram in browser
select li	inked items
remove	from view

The other diagram's elements have an own chapter, refer to them.

Subject

А

is drawn as a rectangle, to set/modify the title do a double left mouse click on the representation or call the menu through a right mouse click and choose *edit* :

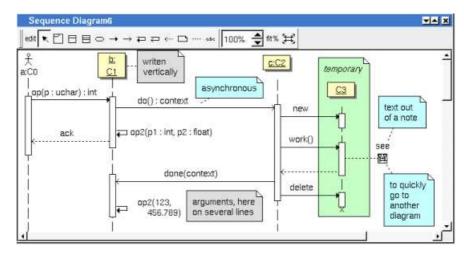
	Subject
upper	
lower	
edit	
edit dr	awing setting:
remov	e from view

Previous : deployment node

Next : sequence diagram

subject

Sequence diagram



The sequence diagrams may be placed in a use case view or a use case



A sequence diagram is created through the new sequence diagram entry of the use case view and use case browser menus.

Browser menu

The node menu appearing with a right mouse click on its representation in the browser is something like these, supposing the diagram not *read-only* nor deleted :

Overall	
show	
edit	
edit drawing setting	s
duplicate	
delete	
mark	
tool	,

Browser Menu : show

show allows to show the diagram picture, and edit it in case it is not read only.

Browser Menu : edit

edit allows to show/modify the diagram properties. In case the diagram is read-only, the fields of the dialog are also read-only.

sequence diagram dialog, tab Uml

Uml Use name :	Piston set	-
stereotype		•
description		
Editor	1	

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it. The *stereotype* of a diagram doesn't have a special meaning for BOUML.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Browser Menu : edit drawing settings

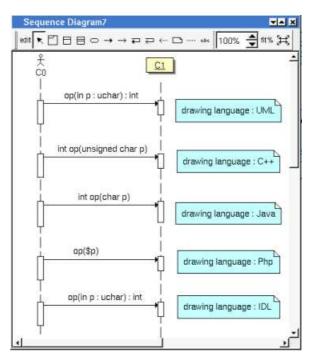
This dialog allows to specify how the items of the diagram must be drawn by default, you may choose *default* for each value, in this case the effective value if specified in the upper level (which itself may specify *default* etc ... up to the *project* level).

drawing language :	default 👻		(defect)
ապարդ հարցեցվել է		default note color :	default 📩
instances drawing mode :	default -	default class instance	default +
show operations full definitio	n: yes 🔹	color :	
		default duration color :	default 🔹
write name:type horizontally		default continuation color :	default -
draw all relations :	default 📩	default continuation color .	
draw shadow :	default 👻	default fragment color :	default 🔹

• drawing

language

: to indicate in which language the operations must be written when the full definition is showed (see below), like for the <u>class</u> <u>drawing</u> in a <u>class diagram</u>. For instance, the class *C* has the operation *op* returning an *uchar* (supposed translated *unsigned char* in C++, *char* in Java and *octet* in Idl) and having the *input* parameter *p* having the type *uchar* and only in Idl a second *out* parameter p2 of the same type. Depending on the *drawing* language :



- instances drawing mode : to draw an instance in the standard way or tu use one of the icons actor boundary, control or entity.
- *show operations full definition* : to show all the operation profile or just its name (may be with the arguments specified at the operation level in the diagram, see <u>edit</u>)
- write class instance horizontally : To write the instance type and name on the same line, or on two lines

Browser Menu : duplicate

Clone the diagram in a new one

Browser Menu : delete

The *delete* entry is only present when the diagram is not *read-only*.

Delete the diagram and all its representation in the opened diagrams. After that it is possible to undelete it (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : mark

See mark

Browser Menu : tools

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on the diagram. The selected tool is called and applied on the current diagram.

Picture menu

The diagram menu appearing with a right mouse click out off any item in the diagram picture is something like these, supposin diagram not *read-only* :

Sequence diagram menu	
Edit drawing settings	
Select diagram in browser	
Select all (Ctrl+a)	
Optimal scale	
Optimal window size	
Copy optimal picture part	
Copy visible picture part	
Save optimal picture part (png)	
Save visible picture part (png)	
Save optimal picture part (svg)	
Save visible picture part (svg)	
Set preferred size and scale	
Set preferred scale (size unset)	
Restore preferred size and scale	
Unset preferred size and scale	
Format	
Undo all changes	

<u>Picture Menu</u> : edit drawing settings

see edit drawing settings.

<u>Picture Menu</u> : select all

Select all the items of the current diagram, also done through a control a

<u>Picture Menu</u> : optimal scale

similar to the *fit scale* button, change scale to see all the diagram's elements at great as possible

<u>Picture Menu</u> : optimal window size

Similar to the button \mathbb{H} , change the size of the windows to see all the diagram's elements with the current scale

<u>Picture Menu</u> : copy optimal picture part

Copy all the diagram elements, equivalent to a *optimal windows size* followed by a *copy visible picture part* then a restore of the original windows size

<u>Picture Menu</u> : copy visible part

Put the visible part of the current diagram in the clipboard (*copy*), it is a screen copy, the current scale have impact on the picture quality.

It is also possible to print all (not only the visible part) the current diagram on printer or a file through the button

<u>Picture Menu</u> : save optimal picture part

To save all the diagram elements in a file, equivalent to a *optimal windows size* followed by a save *visible picture part* then a restore of the original windows size

<u>Picture Menu</u> : save visible picture part

To save the visible part of the current diagram in a file, it is a screen copy, the current scale have impact on the picture quality.

<u>Picture Menu</u> : set preferred size and scale

To memorize the current diagram sub window size and the current scale. These ones will be used the next time the diagram wil opened.

<u>Picture Menu</u> : set preferred scale

To memorize the current scale. These one will be used the next time the diagram will be opened.

<u>Picture Menu</u> : restore preferred and scale

In case a preferred sub window size and preferred scale was set, follow them.

<u>Picture Menu</u> : unset preferred and scale

To stop to define a preferred size and scale was set

<u>Picture Menu</u> : format

By default the diagram's canvas size is 840 x 1188 points corresponding to an iso A4 format ($210*4 \times 297*4$), all the available formats are :

- iso A5 : 592 x 840
- iso A4 : 840 x 1188
- iso A3 : 1188 x 1680
- iso A2 : 1680 x 2376
- iso A1 : 2376 x 3364
- iso A0 : 3364 x 4756
- USA A : 864 x 1116
- USA B : 1116 x 1728
- USA C : 1728 x 2236
- USA D : 2236 x 3456
- USA E : 3456 x 4472

Each format also exists in *landscape*

<u>Picture Menu</u> : undo changes

Undo all the changes made since the diagram was opened the last time. Note that the diagram is restored independently of the th project saving. Obviously the deleted browser items was not restored !

Operation/message Menu

The menu appearing with a right mouse click on an operation/message arrow is something like these, supposing the diagram not *read-only*:

Message	
upper	
lower	
edit	
edit drav	wing settings
select o	peration in browser
select li	nked items
select la	ibel
label de	fault position
remove	from view

Message Menu : edit

edit allows to edit the message. In case the diagram is read-only, the fields of the dialog are also read-only

Message type	
 synchronous 	C asynchronous
nen the arguments are specifie	ed they replace the operation's parameter(s) without any ch
nen the arguments are specifie	d they replace the operation's parameter(s) without any ch
nen the arguments are specifie guments :	ed they replace the operation's parameter(s) without any ch

The proposed messages are the operations defined on the message receiver more the current one, but you may also give any o message.

It is possible to change the synchronous/asynchronous state.

It is also possible to specify explicitly the message/operation arguments, is possible to give then on several lines, obviously in this case BOUML produce the appropriate indent :

The edition of an explicit return allows to indicate the returned value :

Return	? _ 🗆
value :	
1	 1
	Cancel

Message Menu : edit drawing settings

This dialog allows to specify how the operation/message must be drawn, you may choose *default* for each value, in this case the effective value if specified in the upper level (which itself may specify *default* etc ... up to the *project* level).

Diagram Drawing Sett		7	-		>
operation drawing language :	de	fault	•]	
show full operation definition :	de	fault	-]	
ок			Can	cel	

see operation drawing language and show full operation definition.

Message Menu : select linked items

Select linked items select all the items connected this the current one through any line.

Message Menu : select label

Select the label given the associated message/operation

Message Menu : label default position

Move the label given the associated message/operation to its default position.

Activity bar Menu

The top and the bottom of an activity bars may be changed using the mouse, clicking down the left mouse button on the top or bottom and moving the mouse. The size of an activity bar is updated when you try to move a message above the top or below th bottom of the bar.

The menu appearing with a right mouse click on an activity bar rectangle is something like these, supposing the diagram not *read-only*:

Activity bar	Activity bar			
Upper	Upper			
Lower	Lower			
Draw as a coregion	Draw as activity bar			
Edit drawing settings	Edit drawing settings			
Select linked items	Select linked items			
Remove from view	Remove from view			
Cut here	Cut here			
Merge juxtaposed activity bars	Merge juxtaposed activity bars			

Message Menu : edit drawing settings

This dialog allows to specify the color of the activity duration rectangle.

Message Menu : select linked items

Select linked items select all the items connected this the current one through any line.

Message Menu : cut here

Cut the activity bar at the mouse place to obtain two activity bars, resize the bar when there is no message above or below the 1 position (an empty activity bar is not created)

Message Menu : merge juxtaposed activity bars

When a least two activity bars (of the same life line) are juxtaposed, replace these ones by only one activity bar.

Class instance Menu

The menu appearing with a right mouse click on a class instance is something like these, supposing the diagram not read-only :

	C3
b:C1	Upper
Upper	Lower
Lower	Edit
Edit	Become immortal
Become mortal	Edit drawing settings
Edit drawing settings	Select in browser
Select class in browser	Select class in browser
Insert in model	Exit from model
Replace it	Remove from view
Remove from view	Delete from model

Message Menu : edit drawing settings

This dialog allows to specify how a the class instance must be drawn, you may choose *default* for each value, in this case the effective value if specified in the upper level (which itself may specify *default* etc ... up to the *project* level).

diagram color	🚴 Diagram Drawin; 🔤 🤋 🚍 🔊
drawing mode : default 💌	diagram color
to the second second	
write name:type no	class instance color : default

write class instance horizontally : To write the instance type and name on the same line, or on two lines.

Message Menu : become mortal / immortal

By default an instance is immortal : its life line is infinite, else a X is automatically add under the last activity bar and the life line is finite. Note that it is possible to add a new message below the end of the instance life, the position of the end of life is updated, this is done also when you move/resize/delete the last activity bar.

Note that the vertical position of the instance is not fixed, to help you by default an instance is inserted on the top of the picture, use the mouse to move it horizontally or vertically.

Message Menu : Insert in model / exit from model

There are two kinds of class instances : instances part of the model (visible in the browser), and pure graphic instances (to not pollute the model with many useless instances). The button \Box add or create an instance part of the model. The button \Box add or create a pure graphical instances. But after that you are able to transform a pure graphical instance to a modeled one, or to replace the drawing of a modeled instance by a pure graphic one (the modeled class instance itself is unchanged).

Message Menu : Replace it

This entry appears on a pure graphical instance and allows to replace it by a modeled instance of the same class.

Continuation Menu

The size of an activity bar is updated when it is renamed and the name is to long to be written inside the drawing, else the continuation drawing may may be resized by hand.

The menu appearing with a right mouse click on a continuation is something like these, supposing the diagram not read-only :

	Continuation
uppe	er -
lowe	r
edit	
edit (drawing settings
sele	ct linked items
remo	ve from view

Message Menu : edit drawing settings

This dialog allows to specify the color of the continuation ellipsis

Message Menu : select linked items

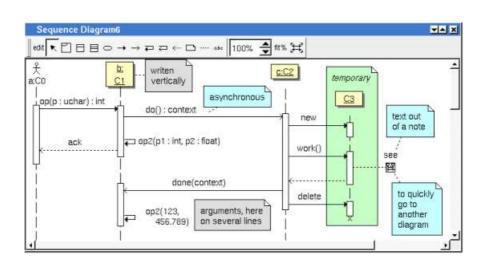
Select linked items select all the items connected this the current one through any line.

Default stereotypes

The dialog allowing to set the default stereotypes has a tab reserved for the diagrams :

Default stere	otypes dialog			7 _ D >
Package Class class diagram stereotypes : object diagram stereotypes ; collaboration diagram stereotypes : sequence diagram stereotypes ;		t views Ulag	arms: Acovities	
use case diagram stereotypes : state diagram stereotypes : activity diagram				
stereotypes : component diagram stereotypes : deployment diagram stereotypes :				
			ОК	Cancel

Drawing



scale

A sequence diagram may contain <u>actors</u>, <u>classes</u> instances (part of the model or only graphical), <u>fragment</u>, <u>notes</u>, <u>texts</u>, <u>diagram icons</u> and the operations/messages.

To place these elements in the diagram, use the buttons on the top (to create a new element or choose from the already defined one then click at the appropriate position in the diagram, or *grab* the element from the browser into the diagram.

To add an operation/message select the appropriate button (the synchronous/asynchronous state may be changed thro operation/message edit menu), click on the sender with the left mouse button, iexcept for the self operation/message move the mouse to the receiver maintaining the mouse button down, then mouse button up.

BOUML doesn't fix the vertical size of the rectangle representing the activity duration, you are the master ! To do this click down the left mouse button on the top or bottom and move the mouse. The size of an activity bar is updated when you try to move a messa above the top or below the bottom of the bar. When you move vertically a message/operation out of its current activity durati rectangle, a new one is automatically added is needed.

The

may be changed from 30 up to 200 %. To allows to see the operation/message kinds even with a small scale, the size of the unmodified.

fit%

allows to set the largest scale allowing to show all the picture, as it is possible. Because of the scrollbar management, hitting seve times on fit% may give several scales.

Classically, the left mouse click may be used to select an element, or several when the *control* key is down, a multiple selection may also be done defining a region using the mouse left click out of any element and moving the mouse with the click and maintaining the click down. The diagram's elements may be moved after a left mouse click on an element and maintaining the click down during mouse move. The right mouse click is used to show context dependent menus.

control s is a shortcut to save the project

control a is a shortcut to select all the diagram's elements

control d is a shortcut to delete the selected element(s), the model is affected

suppr is a shortcut to remove the selected element(s) from the diagram, these elements are not deleted

control c is a shortcut to copy the selected diagram's elements

control x is a shortcut to cut (remove from view) the selected diagram's elements

control v is a shortcut to paste the selected diagram's elements

control z and *control u* are a shortcut of *undo*

control r and control y are a shortcut of redo

the keyboard arrows allow to move the selected items

You can define your own shortcut using the shortcut editor through the Miscellaneous menu.

When several diagram's elements are selected, the menu appearing on a left mouse click allows to align them :

Multiple selection menu	
select linked items	
align	n align top
copy selected (Ctrl+c)	align bottom
cut selected (Ctrl+x, remove from view)	🗄 align left
remove selected from view (Suppr)	긤 align right
delete selected (Control+d)	align center
	8ª align center horizontaly

If all the selected elements has the same kind (for instance all are a class), you edit their drawing settings globally :

Select linked items	
Align	
Copy selected (Ctrl+c)	
Cut selected (Ctrl+x, remove from view)	6
Remove selected from view (Suppr)	
Delete selected (Control+d)	

and for instance when the elements are classes in a class diagram :

drawing language :	<unchanged> •</unchanged>
irawing mode :	<unchanged> •</unchanged>
show context :	<unchanged> •</unchanged>
hide attributes :	<unchanged> 💌</unchanged>
hide operations :	<unchanged> 💌</unchanged>
show members full definition :	<unchanged> 🔸</unchanged>
show members visibility:	<unchanged> -</unchanged>
show parameter direction :	<unchanged> 💌</unchanged>
show parameter name :	<unchanged> •</unchanged>
show information note :	<unchanged> •</unchanged>

The settings valuing are not changed for the selected elements, in the other case the same value is set for all the elements.

<unchanged>

Fragment

A fragment is resizeable. To change the fragment's name choose the edit entry of its menu or double click on it

A right mouse click on a note show the following menu :

Fragmen	t
Upper	
Lower	
Edit	
Add separator	
Edit drawing sett	ings
Remove from vie	w:

Edit drawing settings allows to change the fill color

Note

A *note* may contain any text, a note is resizeable. To change the text of a note choose the *edit* entry of its menu or double click on it, this open a window containing the text, close the window to end the edition :

	?	-		×
editi	on			
	-		1	
		? r edition	? _	1

A right click on the edited note calls a dialog allowing some text manipulations thanks Qt.

A right mouse click on a note show the following menu :

Note	
upper	
lower	
edit	
font	
edit drawing settings	
select linked items	
remove from view	

The *font* may be changed, by default the font is the one used to write the other texts.

Edit drawing settings allows to change the fill color

Select linked items select all the items connected this the current one through any line, in the previous picture this select all except the package, the text "*upper diagram* :" and the use case diagram icon.

Text

Text is another way to write a text, contrary to the note a *text* is written alone (see "*upper diagram* :" on the picture below), by default a text contains *blabla*: a text cannot be empty. The edition of a text is done like for a note. A text is resizeable, a resize is <u>not</u> automatically done when the contains is modified.

A right mouse click on a *text* show the following menu :

Text	
upper	
lower	
edit	
font	•
remove from v	iew

Diagram icon

A diagram icon is a shortcut to a diagram, this allows to quickly navigate through the diagram without limitation (a actor or some other item kinds may be <u>associated</u> to only one diagram). The used icon indicates the diagram kind, but its name is not written.

A double mouse left click on a diagram icon opens the diagram, the open entry of the diagram icon menu does the same thing.

A right mouse click on a diagram icon show the following menu :

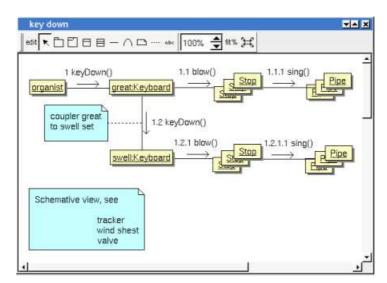
Overall short cut
upper
lower
open
select diagram in browser
select linked items
remove from view

The other diagram's elements have an own chapter, refer to them.

Previous : use case diagram

Next : collaboration diagram

Collaboration diagram



The collaboration diagrams may be placed in a use case view, a use case or a class view

Use Case View
Collaboration Diagram
Use Case
Collaboration Diagram
Class view
Collaboration Diagram

A collaboration diagram is created through the *new collaboration diagram* entry of the <u>use case view</u>, <u>use case</u> and <u>class view</u> browser menus.

Browser menu

The node menu appearing with a right mouse click on its representation in the browser is something like these, supposing the diagram not *read-only* nor deleted :

key down	
show	
edit	
edit drawing setting	js
duplicate	
delete	
mark	
tool	

Browser Menu : show

show allows to show the diagram picture, and edit it in case it is not read only.

Browser Menu : edit

edit allows to show/modify the diagram properties. In case the diagram is read-only, the fields of the dialog are also read-only.

collaboration diagram dialog, tab Uml

name :	key down		
stereotype :			-
lescription			
Editor			

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it. The *stereotype* of a diagram doesn't have a special meaning for BOUML.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Browser Menu : edit drawing settings

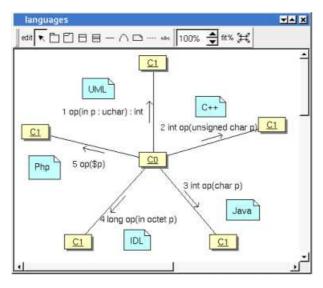
This dialog allows to specify how the items of the diagram must be drawn by default, you may choose *default* for each value, in this case the effective value if specified in the upper level (which itself may specify *default* etc ... up to the *project* level).

🖥 Diagram Drawing Setti	ngs 📃 ? 💶 🗆 🗙	😽 Diagram Drawing Settings	? _ □ >
diagram color		diagram color	
drawing language :	umi 💌		
show operations full definition :	default 💌	default package color : default	<u>_</u>
show hierarchical rank :	default 🝷	default fragment color ; default	-
write name:type horizontally :	default 💌		_
packages name in tab :	default 💌	default note color : default	•
show package context :	default 💽		
draw all relations :	default 💌	default class instance default color :	•
draw shadow :	default 🝷		
17	OK Cancel	OK	Cancel

• drawing

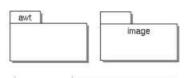
language

: to indicate in which language the operations must be written when the full definition is showed (see below), like for the <u>class</u> <u>drawing</u> in a <u>class diagram</u>. For instance, the class *C* has the operation *op* returning an *int* (supposed translated *int* in C++ and Java, *octet* in Idl) and having the *input* parameter *p* having the type *uchar* (supposed translated *unsigned char* in C++, *char* in Java and *octet* in Idl). Depending on the *drawing language* :



full • show operations definition : to show all the operation profile or just its name (may be with the arguments specified at the operation level in the diagram, see edit)

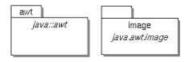
- show hierarchical rank : a message may be numbered using its rank (a simple number) or its hierarchical rank (numbers separated with dot)
- write class instance horizontally : To write the instance type and name on the same line, or on two lines
- package name in tab : to indicate if the package's name must be written in the tab which is the small rectangle on the top (note : a transparent package doesn't have shadow) :



• show

context

packages : to indicate if the context where the package is defined must be written, it is not the case just above. The context may be t "UML context" which is the path of the package in the browser (choice followed for awt below), or the C++ namespace specified by the package, or the Java package specified by the package (choice followed for *picture* below) or at least the Idl module :



Browser Menu : duplicate

Clone the diagram in a new one

Browser Menu : delete

The *delete* entry is only present when the diagram is not *read-only*.

Delete the diagram and all its representation in the opened diagrams. After that it is possible to undelete it (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : mark

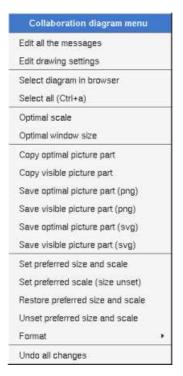
See mark

Browser Menu : tools

The menu entry tool is only present in case at least a plug-out may be applied on the diagram. The selected tool is called and applied on the current diagram.

Picture menu

The diagram menu appearing with a right mouse click out off any item in the diagram picture is something like these, supposin diagram not *read-only* :



<u>Picture Menu</u> : edit all the messages

To edit all the messages appearing in the diagram, to change the messages themselves or their numbering (recursively or not), or delete some of them (recursively or not) :

Rank	Hierarchical rank	From	Message	То	•
1	1	:organist	keyDown()	great:keyboard	ľ
2	1.1	greatkeyboard	blow()	:stop	
3	1.1.1	:stop	sing()	:pipe	
4	1.2	great:keyboard	keyDown()	swell:keyboard	
5	1.2.1	swell:keyboard	blow()	:stop	
6	1.2.1.1	stop	sing()	:pipe	

The proposed messages are the operations defined on the message receiver more the current one, but you may also give any o message.

A mouse click on the appropriate line and column allows to modify the appropriate cell.

<u>Picture Menu</u> : edit drawing settings

see edit drawing settings.

<u>Picture Menu</u> : select all

Select all the items of the current diagram, also done through a control a

<u>Picture Menu</u> : optimal scale

similar to the *fit scale* button, change scale to see all the diagram's elements at great as possible

<u>Picture Menu</u> : optimal window size

Similar to the button 🗮, change the size of the windows to see all the diagram's elements with the current scale

<u>Picture Menu</u> : copy optimal picture part

Copy all the diagram elements, equivalent to a *optimal windows size* followed by a *copy visible picture part* then a restore of the original windows size

<u>Picture Menu</u> : copy visible part

Put the visible part of the current diagram in the clipboard (*copy*), it is a screen copy, the current scale have impact on the picture quality.

It is also possible to print all (not only the visible part) the current diagram on printer or a file through the button

<u>Picture Menu</u> : save optimal picture part

To save all the diagram elements in a file, equivalent to a *optimal windows size* followed by a save *visible picture part* then a restore of the original windows size

<u>Picture Menu</u> : save visible picture part

To save the visible part of the current diagram in a file, it is a screen copy, the current scale have impact on the picture quality.

<u>Picture Menu</u> : set preferred size and scale

To memorize the current diagram sub window size and the current scale. These ones will be used the next time the diagram wil opened.

<u>Picture Menu</u> : set preferred scale

To memorize the current scale. These one will be used the next time the diagram will be opened.

<u>Picture Menu</u> : restore preferred size and scale

In case a preferred sub window size and preferred scale was set, follow them.

Picture Menu : unset preferred and scale

To stop to define a preferred size and scale was set

<u>Picture Menu</u> : format

By default the diagram's canvas size is 840 x 1188 points corresponding to an iso A4 format ($210*4 \times 297*4$), all the available formats are :

- iso A5 : 592 x 840
- iso A4 : 840 x 1188
- iso A3 : 1188 x 1680
- iso A2 : 1680 x 2376
- iso A1 : 2376 x 3364
- iso A0 : 3364 x 4756
- USA A : 864 x 1116
- USA B : 1116 x 1728
- USA C : 1728 x 2236
- USA D : 2236 x 3456
- USA E : 3456 x 4472

Each format also exists in landscape

<u>Picture Menu</u> : undo changes

Undo all the changes made since the diagram was opened the last time. Note that the diagram is restored independently of the the project saving. Obviously the deleted browser items was not restored !

Operation/message Menu

The menu appearing with a right mouse click on link is something like these, supposing the diagram not *read-only* :

	link
add mes:	sages to :organist
add mes	sages to great:keyboard
edit its m	essages
edit all th	e messages
select lin	ked items
edit draw	ing settings
remove fi	rom view

The two first entries allows to add a message in each direction, you have to choose the new message rank among the proposed ones but you may change it after with edit its message or edit all the messages. For instance in case a new message is added from from the *keyboard great* to a *stop* (see the first picture), the proposed ranks are :

Add n	-	?	-		×
Add me	essa	ge to	o :st	op	
rank :	5:	1.3	_	1	•
message :	5:	1.3		1	
ОК	T	C	anc	el	ť

Message Menu : edit its message

edit allows to edit the message of the link, or delete some of them (recursively or not), see edit.

Message Menu : edit all the messages

To edit all the messages appearing in the diagram, to change the messages themselves or their numbering (recursively or not), or delete some of them (recursively or not), see edit.

Message Menu : edit drawing settings

This dialog allows to specify how the operation/message must be drawn, you may choose *default* for each value, in this case the effective value if specified in the upper level (which itself may specify *default* etc ... up to the *project* level).

drawing language :	default 💌
show operations full definition :	default 🖌
show hierarchical rank :	default 👻
write name:type horizontally :	default 💌
packages name in tab :	default 🖌
show package context :	default -
draw all relations :	default 💌
draw shadow :	default +

see operation drawing language and show full operation definition.

Message Menu : select linked items

Select linked items select all the items connected this the current one through any line.

Class instance Menu

The menu appearing with a right mouse click on a class instance is something like these, supposing the diagram not read-only :

	swell:Keyboard
great:Keyboard	Upper
Upper	Lower
Lower	Edit drawing settings
Edit drawing settings	Edit
Edit	Select in browser
Select class in browser	Select class in browser
Select linked items	Select linked items
Insert in model	Exit from model
Replace it	Remove from view
Remove from view	Delete from model

Message Menu : edit drawing settings

This dialog allows to specify how a the class instance must be drawn, you may choose *default* for each value, in this case the effective value if specified in the upper level (which itself may specify *default* etc ... up to the *project* level).

Diagram Drawing Se 👥 🕇 💶 🗙	🚴 Diagram Drawin; 🔤 🤋 🚍 🔊
diagram color	diagram color
drawing mode : default v write name:type horizontally :	class instance color : default 💌
OK Cancel	OK Cancel

write class instance horizontaly: To write the instance type and name on the same line, or on two lines.

Message Menu : Insert in model / exit from model

There are two kinds of class instances : instances part of the model (visible in the browser), and pure graphic instances (to not pollute the model with many useless instances). The button \square add or create an instance part of the model. The button \square add or create a pure graphical instances. But after that you are

able to transform a pure graphical instance to a modeled one, or to replace the drawing of a modeled instance by a pure graphic one (the modeled class instance itself is unchanged).

Message Menu : Replace it

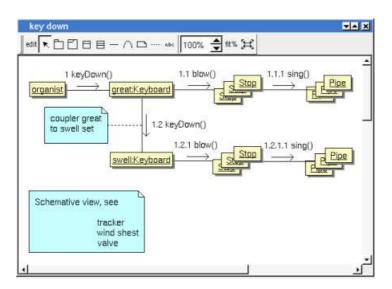
This entry appears on a pure graphical instance and allows to replace it by a modeled instance of the same class.

Default stereotypes

The dialog allowing to set the default stereotypes has a tab reserved for the diagrams :

Package	Class	UseCase	Artifact	Views	Diagrams	Activities	Others
class diag stereotype							
object diaç stereotype	3 C. () ()						
collaborati stereotype		m					
sequence stereotype							
use case i stereotype			_	_			
state diagi stereotype							
activity dia stereotype							
componen stereotype							
deploymer stereotype							
						ок	Cancel

Drawing



A collaboration diagram may contain actors, classes instances, notes, texts, diagram icons, packages and the operations/messages.

To place these elements in the diagram, use the buttons on the top (to create a new element or choose from the already defined one then click at the appropriate position in the diagram, or *grab* the element from the browser into the diagram.

To add an operation/message on an already existing link, double mouse click on it or use the <u>menu</u> appearing though a right mouse click.

The

scale

may be changed from 30 up to 200 %. To allows to see the operation/message kinds even with a small scale, the size of the

unmodified.

fit%

allows to set the largest scale allowing to show all the picture, as it is possible. Because of the scrollbar management, hitting seve times on *fit*% may give several scales.

Classically, the left mouse click may be used to select an element, or several when the *control* key is down, a multiple selection may also be done defining a region using the mouse left click out of any element and moving the mouse with the click and maintaining the click down. The diagram's elements may be moved after a left mouse click on an element and maintaining the click down during mouse move. The right mouse click is used to show context dependent menus.

control s is a shortcut to save the project *control a* is a shortcut to select all the diagram's elements *control d* is a shortcut to delete the selected element(s), the model is affected *suppr* is a shortcut to remove the selected element(s) from the diagram, these elements are not deleted *control c* is a shortcut to copy the selected diagram's elements *control x* is a shortcut to cut (remove from view) the selected diagram's elements *control v* is a shortcut to paste the selected diagram's elements *control z* and *control u* are a shortcut of *undo control r* and *control y* are a shortcut of *redo*

the keyboard arrows allow to move the selected items

You can define your own shortcut using the shortcut editor through the Miscellaneous menu.

When several diagram's elements are selected, the menu appearing on a left mouse click allows to align them :

Multiple selection menu		
select linked items		
align	• <mark>00</mark>	align top
copy selected (Ctri+c)	Da	align bottom
cut selected (Ctrl+x, remove from view)	F	align left
remove selected from view (Suppr)	В	align right
delete selected (Control+d)	٥	align center
	串	align center verticaly
	80	align center horizontaly

If all the selected elements has the same kind (for instance all are a class), you edit their drawing settings globally :

Select linked items	
Align	
Copy selected (Ctrl+c)	
Cut selected (Ctrl+x, remove from view)	
Remove selected from view (Suppr)	
Delete selected (Control+d)	
Edit drawing settings	

and for instance when the elements are classes in a class diagram :

<unchanged>

drawing language :	<unchanged> 💌</unchanged>
drawing mode :	<unchanged> •</unchanged>
show context :	<unchanged> •</unchanged>
hide attributes :	<unchanged> •</unchanged>
nide operations :	<unchanged> •</unchanged>
show members full definition :	<unchanged> •</unchanged>
show members visibility:	<unchanged> •</unchanged>
show parameter direction :	<unchanged> •</unchanged>
show parameter name :	<unchanged> •</unchanged>
show information note :	<unchanged> •</unchanged>

The settings valuing are not changed for the selected elements, in the other case the same value is set for all the elements.

Note

A *note* may contain any text, a note is resizeable. To change the text of a note choose the *edit* entry of its menu or double click on it, this open a window containing the text, close the window to end the edition :

This note is	s under e	dition	

A right click on the edited note calls a dialog allowing some text manipulations thanks Qt.

A right mouse click on a note show the following menu :

Note	
upper	
lower	
edit	
font	
edit drawing settings	
select linked items	
remove from view	

The *font* may be changed, by default the font is the one used to write the other texts.

Edit drawing settings allows to change the fill color

Select linked items select all the items connected this the current one through any line, in the previous picture this select all except the package, the text "upper diagram :" and the use case diagram icon.

Text

Text is another way to write a text, contrary to the note a *text* is written alone (see "*upper diagram* :" on the picture below), by default a text contains *blabla*: a text cannot be empty. The edition of a text is done like for a note. A text is resizeable, a resize is <u>not</u> automatically done when the contains is modified.

A right mouse click on a *text* show the following menu :

upper	
lower	
edit	
font	

Diagram icon

A diagram icon is a shortcut to a diagram, this allows to quickly navigate through the diagram without limitation (a actor or some other item kinds may be <u>associated</u> to only one diagram). The used icon indicates the diagram kind, but its name is not written.

A double mouse left click on a diagram icon opens the diagram, the open entry of the diagram icon menu does the same thing.

A right mouse click on a diagram icon show the following menu :

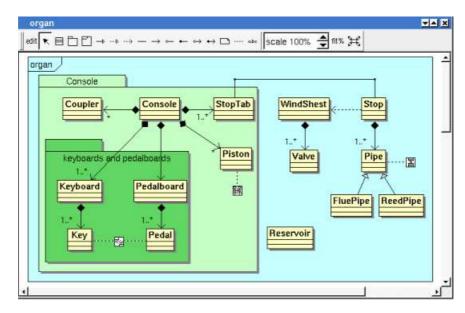


The other diagram's elements have an own chapter, refer to them.

Previous : sequence diagram

Next : class diagram

Class diagram



The class diagrams may be placed in a class view

□ **℡**Class view □ 置console

A class diagram is created through the new static class diagram entry of the class view browser menus.

Browser menu

The node menu appearing with a right mouse click on its representation in the browser is something like these, supposing the diagram not *read-only* nor deleted :

organ	
show	
edit	
edit drawing settings	8
duplicate	
delete	
mark	
tool	

Browser Menu : show

show allows to show the diagram picture, and edit it in case it is not read only.

Browser Menu : edit

edit allows to show/modify the diagram properties. In case the diagram is read-only, the fields of the dialog are also read-only.

class diagram dialog, tab Uml

name :	organ	 	 	_
stereotype				•
description	:			
Editor	1			

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it. The *stereotype* of a diagram doesn't have a special meaning for BOUML.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Browser Menu : edit drawing settings

This dialog allows to specify how the items of the diagram must be drawn by default, you may choose *default* for each value, in this case the effective value if specified in the upper level (which itself may specify *default* etc ... up to the *project* level).

······································		diagram color	
drawing language :	default -		
classes drawing mode :	default 🔹		
hide classes attributes :	default 🔸	default class color :	default 💌
hide classes operations :	default 💌		
show classes members full definition :	default -		
show members visibility :	default -	default note color :	default 🝷
show parameter direction :	default 🔸		
show parameter name :	default 💌		
draw all relations :	defauit -	default package color :	default -
show packages name in tab :	default -		
show classes and packages context :	default -		
automatic labels position :	default 🔸	default fragment color :	default 🔹
show information note :	default 🔸		
draw shadow :	default •		

• drawing

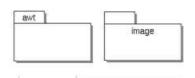
language

: to indicate in which language the operations must be written when the full definition is showed (see below), see <u>class drawing</u> in a class diagram.

- classes drawing mode : to draw the class using a rectangle or an icon, see drawing mode in a class diagram.
- *hide classes attributes* : to hide or not the attributes, it is also possible to <u>specify</u> the visibility for each one.

- *hide classes operations* : to hide or not the operations, it is also possible to <u>specify</u> the visibility for each one.
- show classes member full definition : to show all the attributes and operation profile or just their name
- *draw all classes relations* : to automatically draw or not the new relations, obviously a relation will be added in a diagram only when the start and e classes (may be the same) are drawn.

• *package name in tab* : to indicate if the package's name must be written in the tab which is the small rectangle on the top (note : a transparent *package* doesn't have shadow) :



• *show classes and packages context* : To indicate if the context where the class/package is defined must be written, and if yes, how. The context may be the context" which is the path of the class/package in the browser, or the C++ *namespace*, or the Java *package* or at least the Idl *module*. See <u>class context</u> and <u>package context</u>.

• *automatic labels position* : To ask BOUML to move or to not move the associated labels on the relations in a diagram when the relation is edited associated class pictures moved etc ...

Browser Menu : duplicate

Clone the diagram in a new one

Browser Menu : delete

The *delete* entry is only present when the diagram is not *read-only*.

Delete the diagram and all its representation in the opened diagrams. After that it is possible to undelete it (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : mark

See mark

Browser Menu : tools

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on the diagram. The selected tool is called and applied on the current diagram.

Picture menu

The diagram menu appearing with a right mouse click out off any item in the diagram picture is something like these, supposin diagram not *read-only* :

Class diagram menu	
Edit drawing settings	
Select diagram in browser	
Select all (Ctrl+a)	
Optimal scale	
Optimal window size	
Copy optimal picture part	
Copy visible picture part	
Save optimal picture part (png)	
Save visible picture part (png)	
Save optimal picture part (svg)	
Save visible picture part (svg)	
Set preferred size and scale	
Set preferred scale (size unset)	
Restore preferred size and scale	
Unset preferred size and scale	
Format	
Undo all changes	

<u>Picture Menu</u> : add classes of the selected class view

Only appears when a <u>class view</u> is selected in the browser, all the classes of the *class view* whose are not yet present in the diagram are added in the diagram, allowing to not have to do several *drag* & *drop* from the browser to ass these classes, but the position of the classes is probably not the good one !

<u>Picture Menu</u> : edit drawing settings

see edit drawing settings.

<u>Picture Menu</u> : select all

Select all the items of the current diagram, may also be done through control a

<u>Picture Menu</u> : optimal scale

Similar to the *fit scale* button, change scale to see all the diagram's elements at great as possible

<u>Picture Menu</u> : optimal window size

Similar to the button \mathbb{H} , change the size of the windows to see all the diagram's elements with the current scale

<u>Picture Menu</u> : copy optimal picture part

Copy all the diagram elements, equivalent to a *optimal windows size* followed by a *copy visible picture part* then a restore of the original windows size

<u>Picture Menu</u> : copy visible picture part

Put the visible part of the current diagram in the clipboard (*copy*), it is a screen copy, the current scale have impact on the picture quality.

It is also possible to print all (not only the visible part) the current diagram on printer or a file through the button

<u>Picture Menu</u> : save optimal picture part

To save all the diagram elements in a file, equivalent to a *optimal windows size* followed by a save *visible picture part* then a restore of the original windows size

<u>Picture Menu</u> : save visible picture part

To save the visible part of the current diagram in a file, it is a screen copy, the current scale have impact on the picture quality.

<u>Picture Menu</u> : set preferred size and scale

To memorize the current diagram sub window size and the current scale. These ones will be used the next time the diagram will opened.

<u>Picture Menu</u> : set preferred scale

To memorize the current scale. These one will be used the next time the diagram will be opened.

<u>Picture Menu</u> : restore preferred size and scale

In case a preferred sub window size and preferred scale was set, follow them.

<u>Picture Menu</u> : unset preferred and scale

To stop to define a preferred size and scale was set

<u>Picture Menu</u> : format

By default the diagram's canvas size is 840 x 1188 points corresponding to an iso A4 format ($210*4 \times 297*4$), all the available formats are :

- iso A5 : 592 x 840
- iso A4 : 840 x 1188
- iso A3 : 1188 x 1680
- iso A2 : 1680 x 2376
- iso A1 : 2376 x 3364
- iso A0 : 3364 x 4756
- USA A : 864 x 1116
- USA B : 1116 x 1728
- USA C : 1728 x 2236
- USA D : 2236 x 3456
- USA E : 3456 x 4472

Each format also exists in landscape

<u>Picture Menu</u> : undo changes

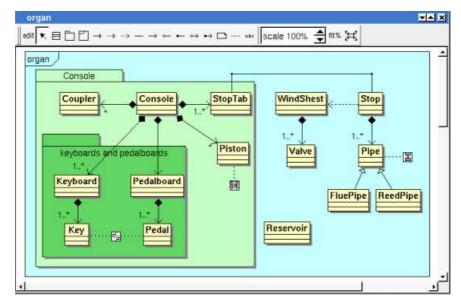
Undo all the changes made since the diagram was opened the last time. Note that the diagram is restored independently of the the project saving. Obviously the deleted browser items was not restored !

Default stereotypes

The dialog allowing to set the default stereotypes has a tab reserved for the diagrams :

Package Class	UseCase	Artifact	Views	Diagrams	Activities	Others
class diagram stereotypes :						
object diagram stereotypes :						
collaboration diagr stereotypes :	am					-
sequence diagram stereotypes :						
use case diagram stereotypes :						
state diagram stereotypes :	-					-
activity diagram stereotypes :						
component diagra stereotypes :	n					
deployment diagra	m					-

Drawing



A class diagram may contain <u>classes</u>, <u>packages</u>, <u>fragment</u>, <u>notes</u>, <u>texts</u>, <u>diagram icons</u> and the <u>relations</u>.

To place these elements in the diagram, use the buttons on the top (to create a new element or choose from the already defined one then click at the appropriate position in the diagram, or *grab* the element from the browser into the diagram.

To add a new relation between classes, select the appropriate relation through the buttons on the top of the diagram sub window, click on the start class with the left mouse button, move the mouse, each time the mouse button is raised a new line break is introduced, at least click on the end class. To abort a relation construction press the right mouse button or do a double click with the left mouse button.

A line may be broken, during its construction of after clicking on the line with the left mouse button and moving the mouse with mouse button still pushed. To remove a line break, a double click on the point with the left mouse button is enough, or use the lin break menu of the point using the right mouse button.

The

scale

may be changed from 30 up to 200 %. To allows to see the operation/message kinds even with a small scale, the size of the unmodified.

fit%

allows to set the largest scale allowing to show all the picture, as it is possible. Because of the scrollbar management, hitting seve

times on fit% may give several scales.

Classically, the left mouse click may be used to select an element, or several when the *control* key is down, a multiple selection may also be done defining a region using the mouse left click out of any element and moving the mouse with the click and maintaining the click down. The diagram's elements may be moved after a left mouse click on an element and maintaining the click down during mouse move. The right mouse click is used to show context dependent menus.

control s is a shortcut to save the project *control a* is a shortcut to select all the diagram's elements *control d* is a shortcut to delete the selected element(s), the model is affected *suppr* is a shortcut to remove the selected element(s) from the diagram, these elements are not deleted *control c* is a shortcut to copy the selected diagram's elements *control x* is a shortcut to cut (remove from view) the selected diagram's elements *control v* is a shortcut to paste the selected diagram's elements *control z* and *control u* are a shortcut of *undo control r* and *control y* are a shortcut of *redo* the keyboard arrows allow to move the selected items

You can define your own shortcut using the shortcut editor through the Miscellaneous menu.

When several diagram's elements are selected, the menu appearing on a left mouse click allows to align them :

Multiple selection menu	
select linked items	
align	🕐 🗖 align top
copy selected (Ctrl+c)	align bottom
cut selected (Ctrl+x, remove from view)	🖻 align left
remove selected from view (Suppr)	긤 align right
delete selected (Control+d)	align center
	串 align center verticaly
	align center horizontal

If all the selected elements has the same kind (for instance all are a class), you edit their drawing settings globally :

Select linked items	
Align	
Copy selected (Ctrl+c)	
Cut selected (Ctrl+x, remove from	m view)
Remove selected from view (Sup	apr)
Delete selected (Control+d)	

and for instance when the elements are classes in a class diagram :

drawing language :	<unchanged> -</unchanged>
drawing mode :	<unchanged> 💌</unchanged>
show context :	<unchanged> •</unchanged>
hide attributes :	<unchanged> •</unchanged>
hide operations :	<unchanged> 🛨</unchanged>
show members full definition :	<unchanged> •</unchanged>
show members visibility:	<unchanged> •</unchanged>
show parameter direction :	<unchanged> •</unchanged>
show parameter name :	<unchanged> •</unchanged>
show information note :	<unchanged> •</unchanged>

The settings valuing are not changed for the selected elements, in the other case the same value is set for all the elements.

<unchanged>

Fragment

A fragment is resizeable. To change the fragment's name choose the edit entry of its menu or double click on it

A right mouse click on a note show the following menu :

Fragment	
Upper	
Lower	
Edit	
Add separator	
Edit drawing setting	s
Remove from view	

Edit drawing settings allows to change the fill color

Note

A *note* may contain any text, a note is resizeable. To change the text of a note choose the *edit* entry of its menu or double click on it, this open a window containing the text, close the window to end the edition :

his note is unde	eredition	

A right click on the edited note calls a dialog allowing some text manipulations thanks Qt.

A right mouse click on a note show the following menu :

Note	
upper	
lower	
edit	
font	
edit drawing settings	
select linked items	
remove from view	

The *font* may be changed, by default the font is the one used to write the other texts.

Edit drawing settings allows to change the fill color

Select linked items select all the items connected this the current one through any line, in the previous picture this select all except the package, the text "upper diagram :" and the use case diagram icon.

Text

Text is another way to write a text, contrary to the note a *text* is written alone (see "*upper diagram* :" on the picture below), by default a text contains *blabla*: a text cannot be empty. The edition of a text is done like for a note. A text is resizeable, a resize is not automatically done when the contains is modified.

A right mouse click on a *text* show the following menu :

Text	
upper	
lower	
edit	
font	
remove from \	/iew

Diagram icon

A diagram icon is a shortcut to a diagram, this allows to quickly navigate through the diagram without limitation (a actor or some other item kinds may be <u>associated</u> to only one diagram). The used icon indicates the diagram kind, but its name is not written.

A double mouse left click on a diagram icon opens the diagram, the open entry of the diagram icon menu does the same thing.

A right mouse click on a diagram icon show the following menu :

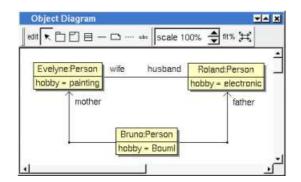
Overall short cut
upper
lower
open
select diagram in browser
select linked items
remove from view

The other diagram's elements have an own chapter, refer to them.

Previous : collaboration diagram

Next : object diagram

Object diagram



The object diagrams may be placed in a use case view, a use case or a class view

BObject Diagram
 Clase
 Class view
 Class view
 BObject Diagram

An object diagram is created through the new object diagram entry of the use case view, use case and class view browser menus.

Browser menu

The node menu appearing with a right mouse click on its representation in the browser is something like these, supposing the diagram not *read-only* nor deleted :

Object Diagra	m
show	
edit	
edit drawing setting	gs
duplicate	
delete	
mark	
tool	

Browser Menu : show

show allows to show the diagram picture, and edit it in case it is not read only.

Browser Menu : edit

edit allows to show/modify the diagram properties. In case the diagram is read-only, the fields of the dialog are also read-only.

object diagram dialog, tab Uml

ame :	Object Diag	ram	
tereotype :			-
escription :			
Editor			

The proposed *stereotypes* are the default one specified through the Default stereotypes dialog more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it. The stereotype of a diagram doesn't have a special meaning for BOUML.

The

editor

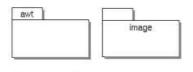
button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance Xcoral) specified through the environment variable BOUML_EDITOR. Note that this external editor have to create an own window, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Browser Menu : edit drawing settings

This dialog allows to specify how the items of the diagram must be drawn by default, you may choose *default* for each value, in this case the effective value if specified in the upper level (which itself may specify *default* etc ... up to the *project* level).

🖥 Diagram Drawing Setting	7 _ 🗆 X	😽 Diagram Drawing Se	etting 7 _ 🗆 >
diagram color	1	diagram color	
write name:type horizontally : de	efault 🚽	default package color :	default -
	efault	default fragment color :	default 🔹
	efault	default note color :	default -
draw all relations :	efault 📩	default class instance	default -
draw shadow : de	efauit 🔟		-
ок	Cancel		OK Cancel

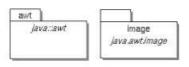
- write class instance horizontally : To write the instance type and name on the same line, or on two lines
- tab package пате in : to indicate if the package's name must be written in the tab which is the small rectangle on the top (note : a transparent package doesn't have shadow) :



• show

context

packages : to indicate if the context where the package is defined must be written, it is not the case just above. The context may be t "UML context" which is the path of the package in the browser (choice followed for awt below), or the C++ namespace specified by the package, or the Java package specified by the package (choice followed for *picture* below) or at least the Idl module :



• automatic

labels position : To ask BOUML to move or to not move the associated labels on the relations in a diagram when the relation is edited associated class pictures moved etc ...

Browser Menu : duplicate

Clone the diagram in a new one

Browser Menu : delete

The *delete* entry is only present when the diagram is not *read-only*.

Delete the diagram and all its representation in the opened diagrams. After that it is possible to undelete it (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : mark

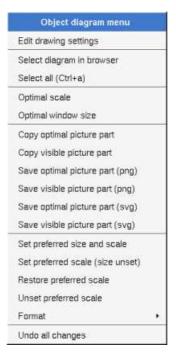
See mark

Browser Menu : tools

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on the diagram. The selected tool is called and applied on the current diagram.

Picture menu

The diagram menu appearing with a right mouse click out off any item in the diagram picture is something like these, supposin diagram not *read-only* :



<u>Picture Menu</u> : edit drawing settings

see edit drawing settings.

<u>Picture Menu</u> : select all

Select all the items of the current diagram, also done through a control a

<u>Picture Menu</u> : optimal scale

similar to the *fit scale* button, change scale to see all the diagram's elements at great as possible

<u>Picture Menu</u> : optimal window size

Similar to the button \mathbb{H} , change the size of the windows to see all the diagram's elements with the current scale

<u>Picture Menu</u> : copy optimal picture part

Copy all the diagram elements, equivalent to a *optimal windows size* followed by a *copy visible picture part* then a restore of the original windows size

<u>Picture Menu</u> : copy visible part

Put the visible part of the current diagram in the clipboard (*copy*), it is a screen copy, the current scale have impact on the picture quality.

It is also possible to print all (not only the visible part) the current diagram on printer or a file through the button

<u>Picture Menu</u> : save optimal picture part

To save all the diagram elements in a file, equivalent to a *optimal windows size* followed by a save *visible picture part* then a restore of the original windows size

<u>Picture Menu</u> : save visible picture part

To save the visible part of the current diagram in a file, it is a screen copy, the current scale have impact on the picture quality.

<u>Picture Menu</u> : set preferred size and scale

To memorize the current diagram sub window size and the current scale. These ones will be used the next time the diagram wil opened.

<u>Picture Menu</u> : set preferred scale

To memorize the current scale. These one will be used the next time the diagram will be opened.

<u>Picture Menu</u> : restore preferred size and scale

In case a preferred sub window size and preferred scale was set, follow them.

<u>Picture Menu</u> : unset preferred and scale

To stop to define a preferred size and scale was set

<u>Picture Menu</u> : format

By default the diagram's canvas size is 840 x 1188 points corresponding to an iso A4 format ($210*4 \times 297*4$), all the available formats are :

- iso A5 : 592 x 840
- iso A4 : 840 x 1188
- iso A3 : 1188 x 1680
- iso A2 : 1680 x 2376
- iso A1 : 2376 x 3364
- iso A0 : 3364 x 4756
- USA A : 864 x 1116
- USA B : 1116 x 1728
- USA C : 1728 x 2236
- USA D : 2236 x 3456
- USA E : 3456 x 4472

Each format also exists in *landscape*

<u>Picture Menu</u> : undo changes

Undo all the changes made since the diagram was opened the last time. Note that the diagram is restored independently of the th project saving. Obviously the deleted browser items was not restored !

Link Menu

The menu appearing with a right mouse click on link is something like these, supposing the diagram not *read-only* (in the first case the link is doesn't have an associated relation) :

	Object link	
	edit	
	select relation in browser	
Object link	select labels	
Edit	labels default position	
Geometry (Ctrl+l)	geometry (Ctrl+l)	
Remove from view	remove from view	

OLink Menu : edit

edit

allows to choose the relation supported by the link, the available relations depends on the type of each extremities, the current relation (if set) is shown by the selection :

					st column then press 'O
10	unset the associa	ation press 'Unset' th	en press	'Ok'	
_	Class Inst.	Role	kind	Role	Class Inst.
1	Bruno:Person	1	>	mother	Evelyne:Persor
2	Bruno:Person		>	father	Evelyne:Perso
3	Bruno:Person	husband	1505-	wife	Evelyne:Perso
4	Evelyne:Person	0.650 07.020.000	>	mother	Bruno:Person
5	Evelyne:Person		>	father	Bruno:Person
E.	Evelyne:Person	husband	-	wife	Bruno:Person

Link Menu : select relation in browser

Is of course only available when the relation is set

Message Menu : select labels

Of course only available when the relation is set, to select the labels (relation's name, stereotypes, role(s) and multiplicity(ies associated to the relation. Useful when you are lost after many label movings.

Message Menu : labels default position

Of course only available when the relation is set, to place the roles's name associated to the relation in the default position. Useful when you are lost after many label movings.

By default when you move a class instance or a link point break or edit the link, the labels are moved to their default position, this may be irritating. To ask BOUML to not move the labels in a diagram, use the <u>drawing settings</u> of the diagrams.

Class instance Menu

The menu appearing with a right mouse click on a class <u>instance</u> is something like this, supposing the diagram not *read-only* :

collaboration

U	pper
L	ower
E	dit drawing settings
E	dit
Si	elect in browser
S	elect class in browse
S	elect linked items
Ri	emove from view
D	elete from model

Contrarilytothesequenceanddiagrams, an object diagram show modeled instances : there is no pure graphical instances.and

Message Menu : edit drawing settings

This dialog allows to specify how a the class instance must be drawn, you may choose *default* for each value, in this case the effective value if specified in the upper level (which itself may specify *default* etc ... up to the *project* level).

🐂 Diagram Drawini 🔤 🤋 🗖 🗙	🚴 Diagram Drawin; 🔤 ? 💶 🗙
diagram color	diagram color
write class instance default •	class instance color : default 💌
OK Cancel	OK Cancel

write class instance horizontaly: To write the instance type and name on the same line, or on two lines.

Default stereotypes

The dialog allowing to set the default stereotypes has a tab reserved for the diagrams :

Package	Class	UseCase	Artifact	Views	Diagrams	Activities	Others
class diag stereotype		-					-
object diaç stereotype	jram						
collaborati stereotype		m					
sequence stereotype							
use case i stereotype							
state diagr stereotype							-
activity dia stereotype							
componen stereotype							
deploymen stereotype							
					1	ок	Cancel

Drawing

scale

	scale 1 sbe	
Evelyne:Person	wife husband	Roland:Person
hobby - painting		hobby = electronic
Tmother		father
	Bruno:Person	

An object diagram may contain classes instances, notes, texts, diagram icons, packages, fragment and links.

To place these elements in the diagram, use the buttons on the top (to create a new element or choose from the already defined one then click at the appropriate position in the diagram, or *grab* the element from the browser into the diagram.

To show a relation between two class instances, add a link between the instance then edit the link through a double click or throug right mouse click.

The

may be changed from 30 up to 200 %. To allows to see the relation kinds even with a small scale, the size of the arrows is unmodified.

fit%

allows to set the largest scale allowing to show all the picture, as it is possible. Because of the scrollbar management, hitting seve times on fit% may give several scales.

Classically, the left mouse click may be used to select an element, or several when the *control* key is down, a multiple selection may also be done defining a region using the mouse left click out of any element and moving the mouse with the click and maintaining the click down. The diagram's elements may be moved after a left mouse click on an element and maintaining the click down during mouse move. The right mouse click is used to show context dependent menus.

control s is a shortcut to save the project

control a is a shortcut to select all the diagram's elements

control d is a shortcut to delete the selected element(s), the model is affected

suppr is a shortcut to remove the selected element(s) from the diagram, these elements are not deleted

control c is a shortcut to copy the selected diagram's elements

control x is a shortcut to cut (remove from view) the selected diagram's elements

control v is a shortcut to paste the selected diagram's elements

control z and *control u* are a shortcut of *undo*

control r and control y are a shortcut of redo

the keyboard arrows allow to move the selected items

You can define your own shortcut using the shortcut editor through the Miscellaneous menu.

When several diagram's elements are selected, the menu appearing on a left mouse click allows to align them :

Multiple selection menu	
select linked items	
align	n 📴 align top
copy selected (Ctri+c)	align bottom
cut selected (Ctrl+x, remove from view)	🗄 align left
remove selected from view (Suppr)	긤 align right
delete selected (Control+d)	align center
	串 align center verticaly
	align center horizontaly

If all the selected elements has the same kind (for instance all are a class), you edit their drawing settings globally :

Select linked items	
Align	
Copy selected (Ctrl+c)	
Cut selected (Ctrl+x, remove from view	0
Remove selected from view (Suppr)	
Delete selected (Control+d)	

and for instance when the elements are classes in a class diagram :

drawing language :	<unchanged> -</unchanged>
drawing mode :	<unchanged> •</unchanged>
show context :	<unchanged> •</unchanged>
hide attributes :	<unchanged> -</unchanged>
hide operations :	<unchanged> -</unchanged>
show members full definition :	<unchanged> •</unchanged>
show members visibility:	<unchanged> •</unchanged>
show parameter direction :	<unchanged> -</unchanged>
show parameter name :	<unchanged> •</unchanged>
show information note :	<unchanged> •</unchanged>

The settings valuing are not changed for the selected elements, in the other case the same value is set for all the elements.

<unchanged>

Note

A *note* may contain any text, a note is resizeable. To change the text of a note choose the *edit* entry of its menu or double click on it, this open a window containing the text, close the window to end the edition :



A right click on the edited note calls a dialog allowing some text manipulations thanks Qt.

A right mouse click on a note show the following menu :

Note	
upper	
lower	
edit	
font	•
edit drawing settings	
select linked items	
remove from view	

The *font* may be changed, by default the font is the one used to write the other texts.

Edit drawing settings allows to change the fill color

Select linked items select all the items connected this the current one through any line, in the previous picture this select all except the package, the text "upper diagram :" and the use case diagram icon.

Text

Text is another way to write a text, contrary to the note a *text* is written alone (see "*upper diagram* :" on the picture below), by default a text contains *blabla*: a text cannot be empty. The edition of a text is done like for a note. A text is resizeable, a resize is <u>not</u> automatically done when the contains is modified.

A right mouse click on a *text* show the following menu :

Text	
upper	
lower	
edit	
font	•
remove from 1	view

Diagram icon

A diagram icon is a shortcut to a diagram, this allows to quickly navigate through the diagram without limitation (a actor or some other item kinds may be <u>associated</u> to only one diagram). The used icon indicates the diagram kind, but its name is not written.

A double mouse left click on a diagram icon opens the diagram, the open entry of the diagram icon menu does the same thing.

A right mouse click on a diagram icon show the following menu :

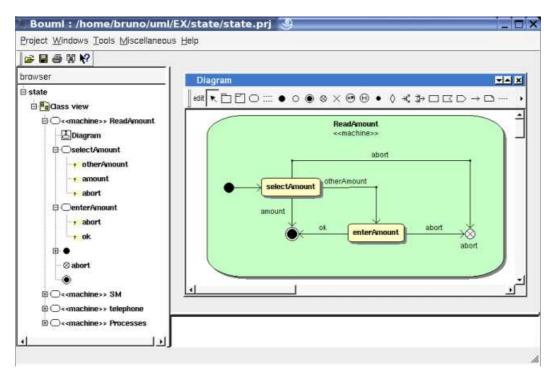
	Overall short cut
upper	
lower	
open	
select o	diagram in browser
select l	inked items
remove	from view

The other diagram's elements have an own chapter, refer to them.

Previous : class diagram

Next : state diagram

State diagram



The state diagrams may be placed in a state

A state diagram is created through the new state diagram entry of the state browser menus.

Browser menu

The node menu appearing with a right mouse click on its representation in the browser is something like these, supposing the diagram not *read-only* nor deleted :

Diagram	
show	
edit	
edit drawing settings	1
duplicate	
delete	
mark	
tool	

Browser Menu : show

show allows to show the diagram picture, and edit it in case it is not read only.

Browser Menu : edit

edit allows to show/modify the diagram properties. In case the diagram is read-only, the fields of the dialog are also read-only.

State diagram dialog, tab Uml

Uml Use name :	Diagram		-
stereotype			-
description			
Editor	f.		

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it. The *stereotype* of a diagram doesn't have a special meaning for BOUML.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Browser Menu : edit drawing settings

This dialog allows to specify how the items of the diagram must be drawn by default, you may choose *default* for each value, in this case the effective value if specified in the upper level (which itself may specify *default* etc ... up to the *project* level).

Diagram Drawing Setting	s di 🔢 ? 💶 🗆 🗙	😽 Diagram Drawing Set	tings di	7 _ 🗆 ×
diagram color	1	diagram color		1
packages name in tab :	default 🝷			
show package context :	default -	default state color :	default	<u>.</u>
automatic labels position :	default 🝷			_
write transition horizontally :	default 👻	default state action color :	default	1
show transition definition :	default -	default note color :	default	-
draw all relations :	default 🝷	delider note color .	oordaare	
draw shadow :	default 💌	default package color :	default	•
show state activities :	default 💌			_
draw state's regions horizontally :	default 🝷	default fragment color :	default	•
drawing language :	default 🝷			
	OK Cancel		ок	Cancel
			<u> </u>	

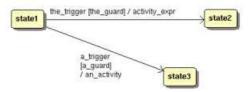
• show

packages

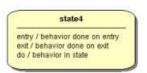
context

: To indicate if the context where the package is defined must be written, and if yes, how. The context may be the "UMI context" which is the path of the package in the browser, or the C++ *namespace*, or the Java *package* or at least the Idl *module*. See <u>package context</u>.

- *automatic labels position* : To ask BOUML to move or to not move the associated labels on the relations in a diagram when the relation is edited associated State pictures moved etc ...
- *write transition horizontally* : to write the transition's *trigger, guard constraint* and *activity* on only one line or each one on a different line.



- show transition definition : to write the name of the transition or its trigger, guard constraint and activity
- show state activities : to show or not the state's activities in a compartment depending on the drawing language.



• draw state's regions horizontally : to indicate if the regions are drawn horizontally or vertically, for instance :

Processes Diagram	• 0 • 8 × @ 0	• 0 - 13 - 00	X AN CONTRACTOR
	Process		<u>.</u>
		M	
			Cleanup
		2	
4			ت ا

Note : the regions are not visible while the state picture is too small.

• drawing language : to indicate in which language the transition and state's compartment must be written

Browser Menu : duplicate

Clone the diagram in a new one

Browser Menu : delete

The *delete* entry is only present when the diagram is not *read-only*.

Delete the diagram and all its representation in the opened diagrams. After that it is possible to undelete it (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : mark

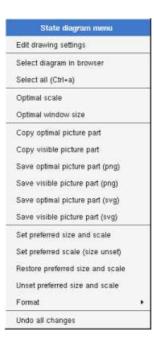
See mark

Browser Menu : tools

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on the diagram. The selected tool is called and applied on the current diagram.

Picture menu

The diagram menu appearing with a right mouse click out off any item in the diagram picture is something like these, supposin diagram not *read-only* :



<u>Picture Menu</u> : edit drawing settings

see edit drawing settings.

<u>Picture Menu</u> : select all

Select all the items of the current diagram, may also be done through control a

<u>Picture Menu</u> : optimal scale

similar to the fit scale button, change scale to see all the diagram's elements at great as possible

<u>Picture Menu</u> : optimal window size

change the size of the windows to see all the diagram's elements with the current scale

<u>Picture Menu</u> : copy optimal picture part

Copy all the diagram elements, equivalent to a *optimal windows size* followed by a *copy visible picture part* then a restore of the original windows size

<u>Picture Menu</u> : copy visible picture part

Put the visible part of the current diagram in the clipboard (*copy*), it is a screen copy, the current scale have impact on the picture quality.

It is also possible to print all (not only the visible part) the current diagram on printer or a file through the button

<u>Picture Menu</u> : save optimal picture part

To save all the diagram elements in a file, equivalent to a *optimal windows size* followed by a save *visible picture part* then a restore of the original windows size

<u>Picture Menu</u> : save visible picture part

To save the visible part of the current diagram in a file, it is a screen copy, the current scale have impact on the picture quality.

<u>Picture Menu</u> : set preferred size and scale

To memorize the current diagram sub window size and the current scale. These ones will be used the next time the diagram wil opened.

<u>Picture Menu</u> : set preferred scale

To memorize the current scale. These one will be used the next time the diagram will be opened.

<u>Picture Menu</u> : restore preferred size and scale

In case a preferred sub window size and preferred scale was set, follow them.

<u>Picture Menu</u> : unset preferred and scale

To stop to define a preferred size and scale was set

<u>Picture Menu</u> : format

By default the diagram's canvas size is 840 x 1188 points corresponding to an iso A4 format ($210*4 \times 297*4$), all the available formats are :

- iso A5 : 592 x 840
- iso A4 : 840 x 1188
- iso A3 : 1188 x 1680
- iso A2 : 1680 x 2376
- iso A1 : 2376 x 3364
- iso A0 : 3364 x 4756
- USA A : 864 x 1116
- USA B : 1116 x 1728
- USA C : 1728 x 2236
- USA D : 2236 x 3456
- USA E : 3456 x 4472

Each format also exists in *landscape*

<u>Picture Menu</u> : undo changes

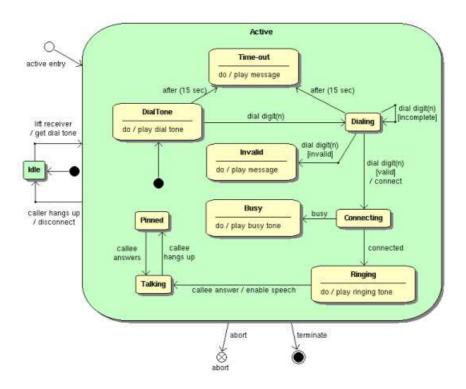
Undo all the changes made since the diagram was opened the last time. Note that the diagram is restored independently of the the project saving. Obviously the deleted browser items was not restored !

Default stereotypes

The dialog allowing to set the default stereotypes has a tab reserved for the diagrams :

class diagrai stereotypes	m				Others
	\$S				
object diagra stereotypes			 	 	
collaboration stereotypes	0.0007-000) [
sequence dia stereotypes			 		
use case dia stereotypes			 		
state diagran stereotypes			 		
activity diagr stereotypes			 	 	
component d stereotypes			 	 	
deployment of stereotypes					

Drawing



A state diagram may contain states, packages, fragment, notes, texts, diagram icons, pseudo states and the transitions.

To place these elements in the diagram, use the buttons on the top (to create a new element or choose from the already defined one then click at the appropriate position in the diagram, or *grab* the element from the browser into the diagram.

Warning : when you use the buttons to add a *state* or *pseudo state* and you click on a *state* drawing, the new state will be nested in the other state. In case you place the new *state* or *pseudo state* out of any *state* drawing, the new one will be nested in *state* owning the diagram.

To add a new relation between *states* and *pseudo states*, select the appropriate relation through the buttons on the top of the diagram sub window, click on the start *state* or *pseudo state* with the left mouse button, move the mouse, each time the mouse button is raised a new line break is introduced, at least click on the end *state* or *pseudo state*. To abort a relation construction press the right mouse button or do a double click with the left mouse button.

scale

A line may be broken, during its construction of after clicking on the line with the left mouse button and moving the mouse with mouse button still pushed. To remove a line break, a double click on the point with the left mouse button is enough, or use the lin break menu of the point using the right mouse button.

The

may be changed from 30 up to 200 %. To allows to see the operation/message kinds even with a small scale, the size of the unmodified.

fit%

allows to set the largest scale allowing to show all the picture, as it is possible. Because of the scrollbar management, hitting seve times on fit% may give several scales.

Classically, the left mouse click may be used to select an element, or several when the *control* key is down, a multiple selection may also be done defining a region using the mouse left click out of any element and moving the mouse with the click and maintaining the click down. The diagram's elements may be moved after a left mouse click on an element and maintaining the click down during mouse move. The right mouse click is used to show context dependent menus.

control s is a shortcut to save the project

control a is a shortcut to select all the diagram's elements

control d is a shortcut to delete the selected element(s), the model is affected

suppr is a shortcut to remove the selected element(s) from the diagram, these elements are not deleted

control c is a shortcut to copy the selected diagram's elements

control x is a shortcut to cut (remove from view) the selected diagram's elements

control v is a shortcut to paste the selected diagram's elements

control z and *control u* are a shortcut of *undo*

control r and *control y* are a shortcut of *redo*

the keyboard arrows allow to move the selected items

You can define your own shortcut using the shortcut editor through the Miscellaneous menu.

When several diagram's elements are selected, the menu appearing on a left mouse click allows to align them :

Multiple selection menu	
select linked items	
align	n align top
copy selected (Ctri+c)	align bottom
cut selected (Ctrl+x, remove from view)	🗄 align left
remove selected from view (Suppr)	긤 align right
delete selected (Control+d)	align center
	🖶 align center horizontaly

If all the selected elements has the same kind (for instance all are a class), you edit their drawing settings globally :

Multiple selection menu	
Select linked items	
Align	
Copy selected (Ctrl+c)	
Cut selected (Ctrl+x, remove from view)	
Remove selected from view (Suppr)	
Delete selected (Control+d)	
Edit drawing settings	

and for instance when the elements are classes in a class diagram :

irawing language :	<unchanged> •</unchanged>	
irawing mode :	<unchanged> •</unchanged>	
how context :	<unchanged> •</unchanged>	
nide attributes :	<unchanged> •</unchanged>	
ilde operations :	<unchanged> 💌</unchanged>	
show members full definition :	<unchanged> 🛨</unchanged>	
show members visibility:	<unchanged> •</unchanged>	
show parameter direction :	<unchanged> 🔸</unchanged>	
show parameter name :	<unchanged> •</unchanged>	
how information note :	<unchanged> •</unchanged>	

The settings valuing are not changed for the selected elements, in the other case the same value is set for all the elements.

<unchanged>

Fragment

A fragment is resizeable. To change the fragment's name choose the edit entry of its menu or double click on it

A right mouse click on a note show the following menu :

	Fragment
Upper	
Lower	5
Edit	
Add s	eparator
Edit d	rawing settings
Remo	ve from view

Edit drawing settings allows to change the fill color

Note

A *note* may contain any text, a note is resizeable. To change the text of a note choose the *edit* entry of its menu or double click on it, this open a window containing the text, close the window to end the edition :

	?	-		×
editi	on			
	-		1	
		? r edition	? _	1

A right click on the edited note calls a dialog allowing some text manipulations thanks Qt.

A right mouse click on a note show the following menu :

Note	
upper	
lower	
edit	
font	
edit drawing settings	
select linked items	
remove from view	

The *font* may be changed, by default the font is the one used to write the other texts.

Edit drawing settings allows to change the fill color

Select linked items select all the items connected this the current one through any line, in the previous picture this select all except the package, the text "*upper diagram* :" and the use case diagram icon.

Text

Text is another way to write a text, contrary to the note a *text* is written alone (see "*upper diagram* :" on the picture below), by default a text contains *blabla*: a text cannot be empty. The edition of a text is done like for a note. A text is resizeable, a resize is <u>not</u> automatically done when the contains is modified.

A right mouse click on a *text* show the following menu :

Text	
upper	
lower	
edit	
font	•
remove from v	iew

Diagram icon

A diagram icon is a shortcut to a diagram, this allows to quickly navigate through the diagram without limitation (a actor or some other item kinds may be <u>associated</u> to only one diagram). The used icon indicates the diagram kind, but its name is not written.

A double mouse left click on a diagram icon opens the diagram, the open entry of the diagram icon menu does the same thing.

A right mouse click on a diagram icon show the following menu :

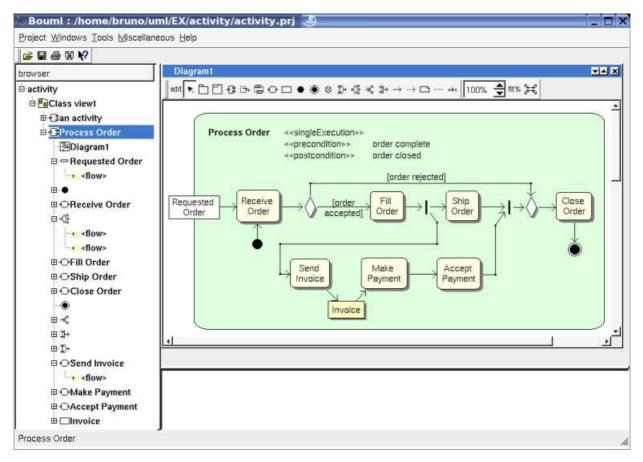
Overall short cut
upper
lower
open
select diagram in browser
select linked items
remove from view

The other diagram's elements have an own chapter, refer to them.

Previous : class diagram

Next : activity diagram

Activity diagram



The activity diagrams may be placed in an activity

A activity diagram is created through the new activity diagram entry of the activity browser menus.

Browser menu

The node menu appearing with a right mouse click on its representation in the browser is something like these, supposing the diagram not *read-only* nor deleted :

	Diagram1
show	
edit	
edit dı	rawing settings
duplic	ate
delete	E.
mark	

Browser Menu : show

show allows to show the diagram picture, and edit it in case it is not read only.

Browser Menu : edit

edit allows to show/modify the diagram properties. In case the diagram is read-only, the fields of the dialog are also read-only.

Activity diagram dialog, tab Uml

name :	Diagram1		
stereotype			-
description	:		
Editor	f.		

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it. The *stereotype* of a diagram doesn't have a special meaning for BOUML.

The

editor

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Browser Menu : edit drawing settings

This dialog allows to specify how the items of the diagram must be drawn by default, you may choose *default* for each value, in this case the effective value if specified in the upper level (which itself may specify *default* etc ... up to the *project* level).

ram color efault activity color : efault activity region color : efault activity action color :	default default default	•
efault activity region color : fault activity action color :	default	• • •
fault activity action color :	default	•
	1	-
	1	1
	-	
efault parameter and pin color :	default	-
efault note color :	default	•
afault packana color :	default	
saur haorage com .	Junuar	
efault fragment color :	default	-
	iefault package color : iefault fragment color :	

• show

packages

context

: To indicate if the context where the package is defined must be written, and if yes, how. The context may be the "UMI context" which is the path of the package in the browser, or the C++ *namespace*, or the Java *package* or at least the Idl *module*. See <u>package context</u>.

- *automatic labels position* : To ask BOUML to move or to not move the associated labels on the relations in a diagram when the relation is edited associated Activity pictures moved etc ...
- *write flow label horizontally* : to write the flow description on only one line or each information on a different line.
- show opaque action definition : to write the name of an opaque action or its behavior definition
- *show information note* : to show or not the notes associated to the *condition, selection and transformation*, and also to write or not the *activity*'s conditions.
- *drawing language* : to indicate which language must be used to write the definitions

Browser Menu : duplicate

Clone the diagram in a new one

Browser Menu : delete

The *delete* entry is only present when the diagram is not *read-only*.

Delete the diagram and all its representation in the opened diagrams. After that it is possible to undelete it (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : mark

See mark

Browser Menu : tools

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on the diagram. The selected tool is called and applied on the current diagram.

Picture menu

The diagram menu appearing with a right mouse click out off any item in the diagram picture is something like these, supposin diagram not *read-only* :

Edit drawing settings	
Select diagram in browser	
Select all (Ctrl+a)	
Optimal scale	
Optimal window size	
Copy optimal picture part	
Copy visible picture part	
Save optimal picture part (png)	
Save visible picture part (png)	
Save optimal picture part (svg)	
Save visible picture part (svg)	
Set preferred size and scale	
Set preferred scale (size unset)	
Restore preferred size and scale	
Unset preferred size and scale	
Format	19

<u>Picture Menu</u> : edit drawing settings

see edit drawing settings.

<u>Picture Menu</u> : select all

Select all the items of the current diagram, may also be done through control a

<u>Picture Menu</u> : optimal scale

similar to the *fit scale* button, change scale to see all the diagram's elements at great as possible

<u>Picture Menu</u> : optimal window size

change the size of the windows to see all the diagram's elements with the current scale

<u>Picture Menu</u> : copy optimal picture part

Copy all the diagram elements, equivalent to a *optimal windows size* followed by a *copy visible picture part* then a restore of the original windows size

<u>Picture Menu</u> : copy visible picture part

Put the visible part of the current diagram in the clipboard (*copy*), it is a screen copy, the current scale have impact on the picture quality.

It is also possible to print all (not only the visible part) the current diagram on printer or a file through the button

<u>Picture Menu</u> : save optimal picture part

To save all the diagram elements in a file, equivalent to a *optimal windows size* followed by a save *visible picture part* then a restore of the original windows size

<u>Picture Menu</u> : save visible picture part

To save the visible part of the current diagram in a file, it is a screen copy, the current scale have impact on the picture quality.

<u>Picture Menu</u> : set preferred size and scale

To memorize the current diagram sub window size and the current scale. These ones will be used the next time the diagram wil opened.

<u>Picture Menu</u> : set preferred scale

To memorize the current scale. These one will be used the next time the diagram will be opened.

<u>Picture Menu</u> : restore preferred size and scale

In case a preferred sub window size and preferred scale was set, follow them.

<u>Picture Menu</u> : unset preferred and scale

To stop to define a preferred size and scale was set

<u>Picture Menu</u> : format

By default the diagram's canvas size is 840 x 1188 points corresponding to an iso A4 format ($210*4 \times 297*4$), all the available formats are :

- iso A5 : 592 x 840
- iso A4 : 840 x 1188
- iso A3 : 1188 x 1680
- iso A2 : 1680 x 2376
- iso A1 : 2376 x 3364
- iso A0 : 3364 x 4756
- USA A : 864 x 1116
- USA B : 1116 x 1728
- USA C : 1728 x 2236
- USA D : 2236 x 3456
- USA E : 3456 x 4472

Each format also exists in landscape

<u>Picture Menu</u> : undo changes

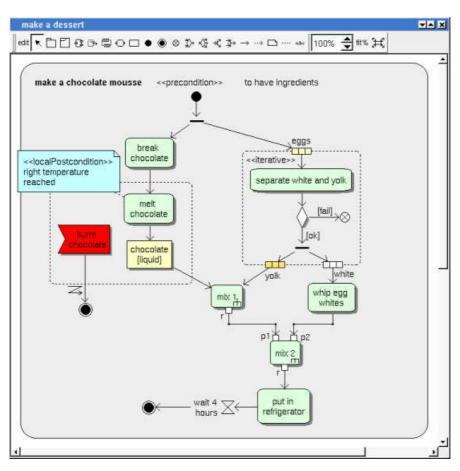
Undo all the changes made since the diagram was opened the last time. Note that the diagram is restored independently of the th project saving. Obviously the deleted browser items was not restored !

Default stereotypes

The dialog allowing to set the default stereotypes has a tab reserved for the diagrams :

Package	Class	UseCase	Artifact	Views	Diagrams	Activities	Others
class diagr stereotype		-					
object diag stereotype		_					
collaboratio stereotype:		m					
sequence stereotype:							
use case o stereotype:	Contraction of the						
state diagri stereotype		-					-
activity dia stereotype							
component							
stereotype							

Drawing



A *activity diagram* may contain <u>activity</u>, <u>activity regions</u>, <u>activity actions</u>, <u>activity objects</u>, <u>activity control nodes</u>, <u>packages</u>, <u>fragment</u>, <u>notes</u>, <u>texts</u>, <u>diagram icons</u>, and the <u>flows</u>.

To place these elements in the diagram, use the buttons on the top (to create a new element or choose from the already defined one then click at the appropriate position in the diagram, or *grab* the element from the browser into the diagram.

Warning : when you use the buttons to add an *activity node* and you click on a *activity* or *region* drawing, the new activity will be nested in the *activity* or *region*. In case you place the new *element* out of any *activity* or *region* drawing, the new one will be nested in *activity* owning the diagram.

Toaddanewflowordependencybetween elements, select the appropriate arrow through the buttons on the top of the diagram sub window, click on the start elementwith the left mouse button, move the mouse, each time the mouse button is raised a new line break is introduced, at least click on theend element. To abort a line construction press the right mouse button or do a double click with the left mouse button.

A line may be broken, during its construction of after clicking on the line with the left mouse button and moving the mouse with mouse button still pushed. To remove a line break, a double click on the point with the left mouse button is enough, or use the lin break menu of the point using the right mouse button.

The

may be changed from 30 up to 200 %. To allows to see the operation/message kinds even with a small scale, the size of the unmodified.

fit%

allows to set the largest scale allowing to show all the picture, as it is possible. Because of the scrollbar management, hitting seve times on fit% may give several scales.

Classically, the left mouse click may be used to select an element, or several when the *control* key is down, a multiple selection may also be done defining a region using the mouse left click out of any element and moving the mouse with the click and maintaining the click down. The diagram's elements may be moved after a left mouse click on an element and maintaining the click down during mouse move. The right mouse click is used to show context dependent menus.

control s is a shortcut to save the project

control a is a shortcut to select all the diagram's elements

control d is a shortcut to delete the selected element(s), the model is affected

scale

suppr is a shortcut to remove the selected element(s) from the diagram, these elements are not deleted *control c* is a shortcut to copy the selected diagram's elements *control x* is a shortcut to cut (remove from view) the selected diagram's elements *control v* is a shortcut to paste the selected diagram's elements

control z and *control u* are a shortcut of *undo*

control r and control y are a shortcut of redo

the keyboard arrows allow to move the selected items

You can define your own shortcut using the shortcut editor through the Miscellaneous menu.

When several diagram's elements are selected, the menu appearing on a left mouse click allows to align them :

Multiple selection menu	
select linked items	
align	n align top
copy selected (Ctri+c)	g align bottom
cut selected (Ctrl+x, remove from view)	🔓 align left
remove selected from view (Suppr)	님 align right
delete selected (Control+d)	align center
	🖶 align center horizontaly

If all the selected elements has the same kind (for instance all are a class), you edit their drawing settings globally :

Select linked items	
Align	
Copy selected (Ctrl+c)	
Cut selected (Ctrl+x, remove from view)	
Remove selected from view (Suppr)	
Delete selected (Control+d)	

and for instance when the elements are classes in a class diagram :

drawing language :	<unchanged> -</unchanged>
drawing mode :	<unchanged> 💌</unchanged>
show context :	<unchanged> •</unchanged>
hide attributes :	<unchanged> •</unchanged>
hide operations :	<unchanged> 🛨</unchanged>
show members full definition :	<unchanged> •</unchanged>
show members visibility:	<unchanged> •</unchanged>
show parameter direction :	<unchanged> •</unchanged>
show parameter name :	<unchanged> •</unchanged>
show information note :	<unchanged> •</unchanged>

The settings valuing are not changed for the selected elements, in the other case the same value is set for all the elements.

<unchanged>

Fragment

A fragment is resizeable. To change the fragment's name choose the edit entry of its menu or double click on it

A right mouse click on a note show the following menu :

Fragment	
Upper	
Lower	
Edit	
Add separator	
Edit drawing setting	s
Remove from view	-

Edit drawing settings allows to change the fill color

Note

A *note* may contain any text, a note is resizeable. To change the text of a note choose the *edit* entry of its menu or double click on it, this open a window containing the text, close the window to end the edition :

his note is ur	ider edi	tion	

A right click on the edited note calls a dialog allowing some text manipulations thanks Qt.

A right mouse click on a note show the following menu :

Note	
upper	
lower	
edit	
font	
edit drawing settings	
select linked items	
remove from view	

The *font* may be changed, by default the font is the one used to write the other texts.

Edit drawing settings allows to change the fill color

Select linked items select all the items connected this the current one through any line, in the previous picture this select all except the package, the text "upper diagram :" and the use case diagram icon.

Text

Text is another way to write a text, contrary to the note a *text* is written alone (see "*upper diagram* :" on the picture below), by default a text contains *blabla*: a text cannot be empty. The edition of a text is done like for a note. A text is resizeable, a resize is not automatically done when the contains is modified.

A right mouse click on a *text* show the following menu :

Text	
upper	
lower	
edit	
font	
remove from \	/iew

Diagram icon

A diagram icon is a shortcut to a diagram, this allows to quickly navigate through the diagram without limitation (a actor or some other item kinds may be <u>associated</u> to only one diagram). The used icon indicates the diagram kind, but its name is not written.

A double mouse left click on a diagram icon opens the diagram, the open entry of the diagram icon menu does the same thing.

A right mouse click on a diagram icon show the following menu :

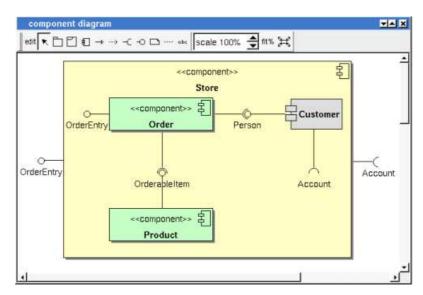
Overall short cut
upper
lower
open
select diagram in browser
select linked items
remove from view

The other diagram's elements have an own chapter, refer to them.

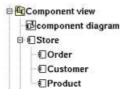
Previous : state diagram

Next : component diagram

Component diagram



The component diagrams may be placed in a component view



A component diagram is created through the new component diagram entry of the component view browser menus.

Browser menu

The node menu appearing with a right mouse click on its representation in the browser is something like these, supposing the diagram not *read-only* nor deleted :

organ	
show	
edit	
edit drawing setting	s
duplicate	
delete	
mark	
tool	

Browser Menu : show

show allows to show the diagram picture, and edit it in case it is not read only.

Browser Menu : edit

edit allows to show/modify the diagram properties. In case the diagram is read-only, the fields of the dialog are also read-only.

component diagram dialog, tab Uml

name :	Diagram1	
stereotype :		•
lescription		
Editor	1	

The proposed stereotypes are the default one specified through the Default stereotypes dialog more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it. The stereotype of a diagram doesn't have a special meaning for BOUML

The

editor

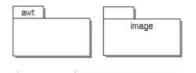
button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance Xcoral) specified through the environment variable BOUML_EDITOR. Note that this external editor have to create an own window, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Browser Menu : edit drawing settings

This dialog allows to specify how the items of the diagram must be drawn by default, you may choose default for each value, in this case the effective value if specified in the upper level (which itself may specify default etc ... up to the project level).

Diagram Drawing Setting	js c 🔤 7 💶 🗖	X Diagram Drawing Settings c diagram color	7 _ 🗆
packages name in tab :	default	default note color ; default	
show package context : automatic labels position :	default 🔹		
draw all relations : draw shadow :	default 🖌	default component color ; default	<u> </u>
draw component as icon :	default	default package color : default	·
show component's required and provided interfaces : show component's realizations :	default	default fragment color : default	*

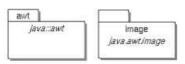
• package name in tab : to indicate if the packages's name must be written in the tab which is the small rectangle on the top :



• show

context

package : to indicate if the context where the packages are defined must be written, it is not the case just above. The context may b "UML context" which is the path of the package in the browser (choice followed for awt below), or the C++ namespace specified by the package, or the Java package specified by the package (choice followed for picture below) or at least the Idl module :



- *automatic labels position* : To ask BOUML to move or to not move the associated labels on the relations in the diagram when the relation is edited or the linked items moved etc ...
- *draw component as icon* : by default the component drawing follows the UML 2.0 notation, this setting allows to use the old representation (see *customer*)
- *show component's required and provided interfaces*: to indicate if the required and provided interfaces of the component must be written in the drawing of the component as a compartment.
- *show component's realization* : to indicate if the realizations of the component must be written in the drawing of the component as a compartment.

Browser Menu : duplicate

Clone the diagram in a new one in the same diagram view

Browser Menu : delete

The *delete* entry is only present when the diagram is not *read-only*.

Delete the diagram and all its representation in the opened diagrams. After that it is possible to undelete it (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : mark

See mark

Browser Menu : tools

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on the diagram. The selected tool is called and applied on the current diagram.

Picture menu

The diagram menu appearing with a right mouse click out off any item in the diagram picture is something like these, supposin diagram not *read-only* :

Component diagram menu	
Edit drawing settings	
Select diagram in browser	
Select all (Ctrl+a)	
Optimal scale	
Optimal window size	
Copy optimal picture part	
Copy visible picture part	
Save optimal picture part (png)	
Save visible picture part (png)	
Save optimal picture part (svg)	
Save visible picture part (svg)	
Set preferred size and scale	
Set preferred scale (size unset)	
Restore preferred size and scale	
Unset preferred size and scale	
Format	
Undo all changes	

<u>Picture Menu</u> : edit drawing settings

see edit drawing settings.

<u>Picture Menu</u> : select all

Select all the items of the current diagram, may also be done through control a

<u>Picture Menu</u> : optimal scale

similar to the *fit scale* button, change scale to see all the diagram's elements at great as possible

<u>Picture Menu</u> : optimal window size

Similar to the button \mathbb{H} , change the size of the windows to see all the diagram's elements with the current scale

<u>Picture Menu</u> : copy optimal picture part

Copy all the diagram elements, equivalent to a *optimal windows size* followed by a *copy visible picture part* then a restore of the original windows size

<u>Picture Menu</u> : copy visible part

Put the visible part of the current diagram in the clipboard (*copy*), it is a screen copy, the current scale have impact on the picture quality.

It is also possible to print all (not only the visible part) the current diagram on printer or a file through the button

<u>Picture Menu</u> : save optimal picture part

To save all the diagram elements in a file, equivalent to a *optimal windows size* followed by a save *visible picture part* then a restore of the original windows size

<u>Picture Menu</u> : save visible picture part

To save the visible part of the current diagram in a file, it is a screen copy, the current scale have impact on the picture quality.

<u>Picture Menu</u> : set preferred size and scale

To memorize the current diagram sub window size and the current scale. These ones will be used the next time the diagram wil opened.

<u>Picture Menu</u> : set preferred scale

To memorize the current scale. These one will be used the next time the diagram will be opened.

<u>Picture Menu</u> : restore preferred size and scale

In case a preferred sub window size and preferred scale was set, follow them.

<u>Picture Menu</u> : unset preferred and scale

To stop to define a preferred size and scale was set

<u>Picture Menu</u> : format

By default the diagram's canvas size is 840 x 1188 points corresponding to an iso A4 format ($210*4 \times 297*4$), all the available formats are :

- iso A5 : 592 x 840
- iso A4 : 840 x 1188
- iso A3 : 1188 x 1680
- iso A2 : 1680 x 2376
- iso A1 : 2376 x 3364
- iso A0 : 3364 x 4756
- USA A : 864 x 1116
- USA B : 1116 x 1728
- USA C : 1728 x 2236
- USA D : 2236 x 3456
- USA E : 3456 x 4472

Each format also exists in landscape

<u>Picture Menu</u> : undo changes

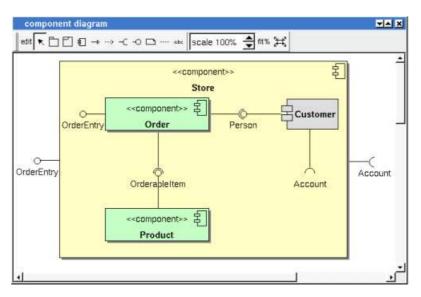
Undo all the changes made since the diagram was opened the last time. Note that the diagram is restored independently of the th project saving. Obviously the deleted browser items was not restored !

Default stereotypes

The dialog allowing to set the default stereotypes has a tab reserved for the diagrams :

Package	Class	UseCase	Artifact	Views	Diagrams	Activities	s Others
class diagr stereotype		-				1970 -	-
object diag stereotype:		_					
collaboratio stereotype:		m					
sequence stereotype							
use case o stereotype:							
state diagr stereotype		-					-
activity dia stereotype:		-					1
component stereotype:							-
deployment	t diagram s :						à

Drawing



A component diagram may contain component, package, fragment, notes, texts, diagram icons and the relations.

Note that the association between components does not appears in the browser, there are establish/deleted throw the compone diagrams or when you edit the component from where the relation start.

To place these elements in the diagram, use the buttons on the top (to create a new element or choose from the already defined one then click at the appropriate position in the diagram, or *grab* the element from the browser into the diagram.

Toaddrequiredandprovidedinterface indications, use the appropriate button, click on the component, move the mouse click down and release the click on a
already \neg \circ \circ alreadyplaced \neg \circ \circ \circ or nowhere, in this least case BOUML will ask you to select a class from the list set by editing the component (OrderEntry and
Account are available for the component Store because Customer and Order are nested in Store). \circ

The

may be changed from 30 up to 200 %. To allows to see the relation kinds even with a small scale, the size of the arrows is unmodified.

fit%

allows to set the largest scale allowing to show all the picture, as it is possible. Because of the scrollbar management, hitting seve times on fit% may give several scales.

Classically, the left mouse click may be used to select an element, or several when the control key is down, a multiple selection may

scale

also be done defining a region using the mouse left click out of any element and moving the mouse with the click and maintaining the click down. The diagram's elements may be moved after a left mouse click on an element and maintaining the click down during mouse move. The right mouse click is used to show context dependent menus.

control s is a shortcut to save the project *control a* is a shortcut to select all the diagram's elements *control d* is a shortcut to delete the selected element(s), the model is affected *suppr* is a shortcut to remove the selected element(s) from the diagram, these elements are not deleted *control c* is a shortcut to copy the selected diagram's elements *control x* is a shortcut to cut (remove from view) the selected diagram's elements *control v* is a shortcut to paste the selected diagram's elements *control v* is a shortcut to paste the selected diagram's elements *control z* and *control u* are a shortcut of *undo control r* and *control y* are a shortcut of *redo* the keyboard arrows allow to move the selected items

When several diagram's elements are selected, the menu appearing on a left mouse click allows to align them :

Multiple selection menu	
select linked items	
align	• 📴 align top
copy selected (Ctri+c)	Ig align bottom
cut selected (Ctrl+x, remove from view)	🔓 align left
remove selected from view (Suppr)	님 align right
delete selected (Control+d)	align center
	串 align center verticaly
	Be align center horizontaly

Fragment

A fragment is resizeable. To change the fragment's name choose the edit entry of its menu or double click on it

A right mouse click on a note show the following menu :

	Fragment
Upper	
Lower	-
Edit	
Add s	eparator
Edit dr	awing settings
Remov	/e from view

Edit drawing settings allows to change the fill color

Note

A *note* may contain any text, a note is resizeable. To change the text of a note choose the *edit* entry of its menu or double click on it, this open a window containing the text, close the window to end the edition :

	?	-		×
editi	on			
	-		1	
		? r edition	? _	1

A right click on the edited note calls a dialog allowing some text manipulations thanks Qt.

A right mouse click on a note show the following menu :

Note	
upper	
lower	
edit	
font	
edit drawing settings	
select linked items	
remove from view	

The *font* may be changed, by default the font is the one used to write the other texts.

Edit drawing settings allows to change the fill color

Select linked items select all the items connected this the current one through any line, in the previous picture this select all except the package, the text "*upper diagram* :" and the use case diagram icon.

Text

Text is another way to write a text, contrary to the note a *text* is written alone (see "*upper diagram* :" on the picture below), by default a text contains *blabla*: a text cannot be empty. The edition of a text is done like for a note. A text is resizeable, a resize is <u>not</u> automatically done when the contains is modified.

A right mouse click on a *text* show the following menu :

Text	
upper	
lower	
edit	
font	•
remove from v	iew

Diagram icon

A diagram icon is a shortcut to a diagram, this allows to quickly navigate through the diagram without limitation (a actor or some other item kinds may be <u>associated</u> to only one diagram). The used icon indicates the diagram kind, but its name is not written.

A double mouse left click on a diagram icon opens the diagram, the open entry of the diagram icon menu does the same thing.

A right mouse click on a diagram icon show the following menu :

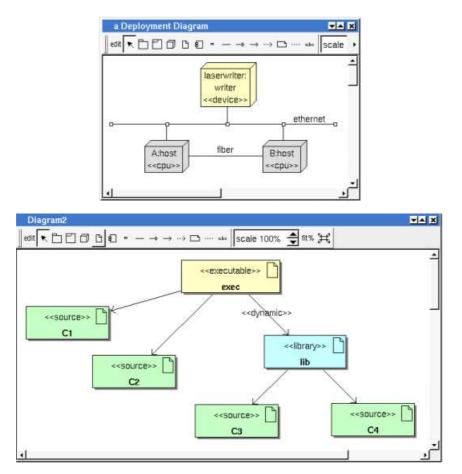
Overall short cut
upper
lower
open
select diagram in browser
select linked items
remove from view

The other diagram's elements have an own chapter, refer to them.

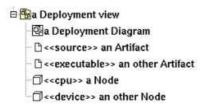
Previous : class diagram

Next : deployment diagsram

Deployment diagram



The deployment diagrams may be placed in a deployment view



A deployment diagram is created through the *new deployment diagram* entry of the <u>deployment view</u> browser menus.

Browser menu

The node menu appearing with a right mouse click on its representation in the browser is something like these, supposing the diagram not *read-only* nor deleted :

Deployment Diagra	m
show	
edit	
edit drawing settings	
duplicate	
delete	
mark	
tool	•

Browser Menu : show

show allows to show the diagram picture, and edit it in case it is not read only.

editor

Browser Menu : edit

edit allows to show/modify the diagram properties. In case the diagram is read-only, the fields of the dialog are also read-only.

deployment diagram dialog, tab Uml

name :	a Deployment	Diagram	
stereotype :			
lescription :			
Editor			

The proposed *stereotypes* are the default one specified through the <u>Default stereotypes dialog</u> more the current one (empty here). It is possible to choose into the list or to give a new one, or to empty it. The *stereotype* of a diagram doesn't have a special meaning for BOUML

The

button visible above and associated here to the description, allows to edit the description in an other window, or to call an externa editor (for instance *Xcoral*) specified through the <u>environment variable</u> BOUML_EDITOR. Note that this external editor <u>have to</u> <u>create an own window</u>, its parameter is the pathname of the file containing the description, its execution is done in parallel wi BOUML which looks each second at the file contents to get the new definition until the dialog is closed (I do not like very much polling but this works even QT isn't compiled with the thread support).

Browser Menu : edit drawing settings

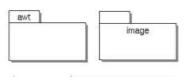
This dialog allows to specify how the items of the diagram must be drawn by default, you may choose *default* for each value, in this case the effective value if specified in the upper level (which itself may specify *default* etc ... up to the *project* level).

Diagram Drawing Setting lagram color	js d 🤅 🔤 🗙	Diagram Drawing Set	tings d	? _ 0
packages name in tab :	default 💌	default note color :	default	•
show package context :	default •			_
write node instance horizontally:	default	default artifact color ;	default	1
automatic labels position ; draw all relations ;	default 👻	default node color :	default	•
draw shadow :	default 🝷	default component color :	default	·
draw component as icon :	default 💌	default package color :	default	•
show component's required and provided interfaces :	default	default fragment color ;	default	-
show component's realizations :	default 🔸		1	
	OK Cancel		ОК	Cancel

• package

: to indicate if the package's name must be written in the tab which is the small rectangle on the top (note : a transparent *package* doesn't have shadow) :

in



name

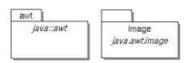
tab

• show

packages

context

: to indicate if the context where the package is defined must be written, it is not the case just above. The context may be t "UML context" which is the path of the package in the browser (choice followed for *awt* below), or the C++ namespace specified by the package, or the Java package specified by the package (choice followed for *picture* below) or at least the Idl module :



• *write node instance horizontally* : Allows to write the node type and the instance name on the same line (see host <u>below</u>) or on two lines (see laserwriter <u>below</u>).

• *automatic labels position* : To ask BOUML to move or to not move the associated labels on the relations in the diagram when the relation is edited or the linked items moved etc ...

Browser Menu : duplicate

Clone the diagram in a new one in the same deployment view.

Browser Menu : delete

The *delete* entry is only present when the diagram is not *read-only*.

Delete the diagram and all its representation in the opened diagrams. After that it is possible to undelete it (from the browser) until you close the project : obviously the deleted items are not saved !

Menu : mark

See mark

Browser Menu : tools

The menu entry *tool* is only present in case at least a <u>plug-out</u> may be applied on the diagram. The selected tool is called and applied on the current diagram.

Picture menu

The diagram menu appearing with a right mouse click out off any item in the diagram picture is something like these, supposin diagram not *read-only* :

<u>Picture Menu</u> : edit drawing settings

see edit drawing settings.

<u>Picture Menu</u> : select all

Select all the items of the current diagram, may also be done through control a

<u>Picture Menu</u> : optimal scale

similar to the *fit scale* button, change scale to see all the diagram's elements at great as possible

<u>Picture Menu</u> : optimal window size

Similar to the button H, change the size of the windows to see all the diagram's elements with the current scale

<u>Picture Menu</u> : copy optimal picture part

Copy all the diagram elements, equivalent to a *optimal windows size* followed by a *copy visible picture part* then a restore of the original windows size

<u>Picture Menu</u> : copy visible part

Put the visible part of the current diagram in the clipboard (*copy*), it is a screen copy, the current scale have impact on the picture quality.

It is also possible to print all (not only the visible part) the current diagram on printer or a file through the button

<u>Picture Menu</u> : save optimal picture part

To save all the diagram elements in a file, equivalent to a *optimal windows size* followed by a save *visible picture part* then a restore of the original windows size

<u>Picture Menu</u> : save visible picture part

To save the visible part of the current diagram in a file, it is a screen copy, the current scale have impact on the picture quality.

<u>Picture Menu</u> : set preferred size and scale

To memorize the current diagram sub window size and the current scale. These ones will be used the next time the diagram wil opened.

<u>Picture Menu</u> : set preferred scale

To memorize the current scale. These one will be used the next time the diagram will be opened.

<u>Picture Menu</u> : restore preferred size and scale

In case a preferred sub window size and preferred scale was set, follow them.

<u>Picture Menu</u> : unset preferred and scale

To stop to define a preferred size and scale was set

<u>Picture Menu</u> : format

By default the diagram's canvas size is 840 x 1188 points corresponding to an iso A4 format ($210*4 \times 297*4$), all the available formats are :

- iso A5 : 592 x 840
- iso A4 : 840 x 1188
- iso A3 : 1188 x 1680
- iso A2 : 1680 x 2376
- iso A1 : 2376 x 3364
- iso A0 : 3364 x 4756
- USA A : 864 x 1116
- USA B : 1116 x 1728
- USA C : 1728 x 2236
- USA D : 2236 x 3456
- USA E : 3456 x 4472

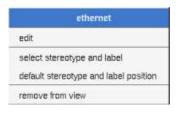
Each format also exists in landscape

<u>Picture Menu</u> : undo changes

Undo all the changes made since the diagram was opened the last time. Note that the diagram is restored independently of the th project saving. Obviously the deleted browser items was not restored !

Network Menu

The menu appearing with a right mouse click on a network line is something like these, supposing the diagram not read-only :



Network Menu : edit

edit allows to edit the network :

stereotype :	abel :	ethernet
	stereotype	(<u> </u>

Network Menu : select stereotype and label

To select the network label and stereotype. Useful when you are lost after many label movings.

Artifact association Menu

The menu appearing with a right mouse click on an association between artifacts is something like these, supposing the diagram not *read-only* :

	Association
edit	
select ste	rectype and label
default ste	reotype and label position
delete from	n model

Association Menu : edit

edit allows to edit the association :

pel :	eth	ernet	
ereatyp	e : [<u>·</u>
ereatyp	e :]	Cance	

<u>Association Menu</u> : select stereotype and label

To select the association's label and stereotype. Useful when you are lost after many label movings. Only appears when the

association have a stereotype or a label or both.

Association Menu : default stereotype and label position

To place the association's label and stereotype in the default position. Only appears when the association have a stereotype or a label or both. Useful when you are lost after many label movings.

By default when you move a class or a relation point break or edit the relation, the associated labels are moved to their default position, this may be irritating. To ask BOUML to not move them automatically in a diagram, use the <u>drawing settings</u> of the diagrams.

Association Menu : delete from model

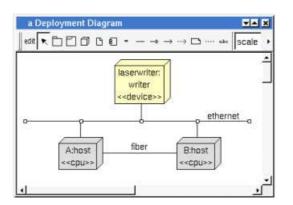
Remove the association.

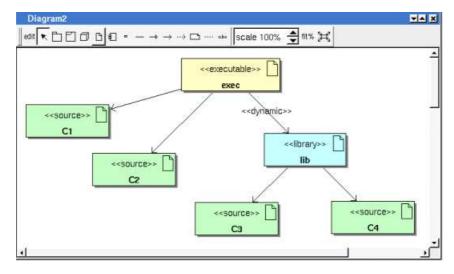
Default stereotypes

The dialog allowing to set the default stereotypes has a tab reserved for the diagrams :

	otypes dialog		Activities	Others
class diagram stereotypes :	· · ·	1 Lamonaut		-
object diagram stereotypes :	[
collaboration diagrar stereotypes :	Ì			
sequence diagram stereotypes :				
use case diagram stereotypes :				-
state diagram stereotypes :	[-
activity diagram stereotypes :	[
component diagram stereotypes :				
deployment diagram stereotypes :				
			ОК	Cancel

Drawing





A deployment diagram may contain deployment <u>node</u>, network line, network connexion, <u>component</u>, <u>fragment</u>, <u>notes</u>, <u>texts</u>, <u>diagram</u> <u>icons</u> and the relations.

To place these elements in the diagram, use the buttons on the top (to create a new element or choose from the already defined one then click at the appropriate position in the diagram, or *grab* the element from the browser into the diagram.

The *network lines* may connect deployment nodes and/or network connexion. The *network connexions* (represented by small squares) allows to have network lines out of deployment node as it is the case in the picture above.

The

may be changed from 30 up to 200 %. To allows to see the relation kinds even with a small scale, the size of the arrows is unmodified.

fit%

allows to set the largest scale allowing to show all the picture, as it is possible. Because of the scrollbar management, hitting seve times on *fit*% may give several scales.

Classically, the left mouse click may be used to select an element, or several when the *control* key is down, a multiple selection may also be done defining a region using the mouse left click out of any element and moving the mouse with the click and maintaining the click down. The diagram's elements may be moved after a left mouse click on an element and maintaining the click down during mouse move. The right mouse click is used to show context dependent menus.

control s is a shortcut to save the project

control a is a shortcut to select all the diagram's elements

control d is a shortcut to delete the selected element(s), the model is affected

suppr is a shortcut to remove the selected element(s) from the diagram, these elements are not deleted

control c is a shortcut to copy the selected diagram's elements

control x is a shortcut to cut (remove from view) the selected diagram's elements

control v is a shortcut to paste the selected diagram's elements

control z and *control u* are a shortcut of *undo*

control r and *control y* are a shortcut of *redo*

the keyboard arrows allow to move the selected items

When several diagram's elements are selected, the menu appearing on a left mouse click allows to align them :

scale

Multiple selection menu	
select linked items	
align	n align top
copy selected (Ctri+c)	align bottom
cut selected (Ctrl+x, remove from view)	🗄 align left
remove selected from view (Suppr)	긤 align right
delete selected (Control+d)	align center
	串 align center verticaly
	🖶 align center horizontaly

Fragment

A fragment is resizeable. To change the fragment's name choose the edit entry of its menu or double click on it

A right mouse click on a note show the following menu :

	Fragment
Upper	ŧ
Lower	
Edit	
Add s	eparator
Edit di	rawing settings
Remov	ve from view

Edit drawing settings allows to change the fill color

Note

A *note* may contain any text, a note is resizeable. To change the text of a note choose the *edit* entry of its menu or double click on it, this open a window containing the text, close the window to end the edition :

This note is und	er edition

A right click on the edited note calls a dialog allowing some text manipulations thanks Qt.

A right mouse click on a note show the following menu :

Note	
upper	
lower	
edit	
font	•
edit drawing settings	8
select linked items	
remove from view	

The *font* may be changed, by default the font is the one used to write the other texts.

Edit drawing settings allows to change the fill color

Select linked items select all the items connected this the current one through any line, in the previous picture this select all except the package, the text "upper diagram :" and the use case diagram icon.

Text

Text is another way to write a text, contrary to the note a *text* is written alone (see "*upper diagram* :" on the picture below), by default a text contains *blabla*: a text cannot be empty. The edition of a text is done like for a note. A text is resizeable, a resize is <u>not</u> automatically done when the contains is modified.

A right mouse click on a *text* show the following menu :

Text	
upper	
lower	
edit	
font	
remove from v	/lew

Diagram icon

A diagram icon is a shortcut to a diagram, this allows to quickly navigate through the diagram without limitation (a actor or some other item kinds may be <u>associated</u> to only one diagram). The used icon indicates the diagram kind, but its name is not written.

A double mouse left click on a diagram icon opens the diagram, the open entry of the diagram icon menu does the same thing.

A right mouse click on a diagram icon show the following menu :

Overall short cut	
upper	
lower	
open	
select diagram in browser	
select linked items	
remove from view	

The other diagram's elements have an own chapter, refer to them.

Previous : component diagram

Next : C++ generator

C++ Generator

The C++ code generator is a *plug-out* directly written in C++ (the C++ code generator does not generate itself !).

The generated sources follows the definition made in BOUML at the artifact / class / operation / relation / attribute / extra member levels.

When the code generation is applied on a artifact associated to several classes, the code generation is made for all these cl Nevertheless the C++ code generator produce first the code in memory and update the appropriate files only when it is necessary, to not change the last write date of the files for nothing. Depending on the toggle *verbose code generation* of the global menu *Languages* the code generator is verbose or not.

The C++ code generator *plug-out* may be called on :

- a class : in this case the code generation is in fact applied on the class's artifact, then on all the classes associated to this artifact
- a artifact : in this case the code generation is in fact applied on all the classes associated to the artifact
- a <u>class view</u> : the code generation will be applied on all the sub <u>classes</u>, then on all the <u>artifacts</u> associated to these <u>classes</u>
- a deployment view : the code generation is applied on all the sub artifacts
- a <u>package</u> (may be the project itself) : the code generation will be applied on all the sub <u>class views</u> and <u>deployment views</u>, then on all their sub <u>classes</u> and <u>artifacts</u>.

When the C++ code generator is ask through the <u>Tools</u> menu, it is applied on the project, then on all the <u>artifacts</u>.

The name of the generated files depend on the artifact name, the extension depend on the language and is fixed for each by the generations settings

(see below), the directory where the files are generated may be set in each package containing directly or indirectly the artifact (see generation directory).

artifact

The C++ definition of a artifact is set through the $\underline{C++}$ header and $\underline{C++}$ source tabs of the artifact dialog.

The code generation depend on the stereotype of the artifact :

- *text* : the C++ definition of the artifact is produced without changes, the name of the generated file is the name of the artifact, <u>including</u> the extension.
- *source* : see below.
- else nothing is generated for the artifact.

artifact header C++

The generated file name is the artifact's name with the extension specified in the first C++ tab of the generations settings :

Generatio			log 🌏 C++[2]	C++[3]	C++[4]	C++[5]	Java[1]	Java[2] Java	(3) Idi(1] Idi[2	2] Id] ;
Header file default content :	#defi \${com \${inc \${dec \${nam \$(def	ef _\$(N/ ne _\$(N/ ment) ludes) laration espace_s inition)	AME}_H AME)_H ME)_H itart}		•								
Source file default content :	\$(nam \${mem	ment) ludes) tespace_s bers) tespace_e											
generated/rever header file exter force namespac prefix generatior	nsion : l' :e ᄃ		te Javado	source	ted/revers file exten	sed cpp	4	•	#include	e : withou	t path	3	·
	200									ОК		Cance	al

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the C++ code generator are :

- *\${NAME}* produce the artifact name capitalized, *\${Name}* produce the artifact name with the first letter capitalized, at least *\${name}* produce the artifact name without modification.
- \${comment} is replaced by the artifact description adding //
- *\${description}* is replaced by the artifact description without adding //
- *\${includes}* is replaced by the automatically generated *#include* and *using* forms, it is also a good place to add your *#include* and *using*

forms, when the ones produced by the code generator are not sufficient. To limit the included files number and to not procircular #include, the C++ code generator does not produce an #include to define a type only used by pointer (*) or reference (&) or place between <> in a template form. The C++ code generator does not look at in the operations body, only the operation's profiles, relations and attributes, classes inheritances etc ... are used to compute the needed #include list. fincludes and $fall_includes$ are exclusive.

Note : the generation settings allows to choose between four ways to produce #include :

- without path : ask for the C++ code generator to generate the #include without relative or absolute path
- with absolute path : ask for the C++ code generator to generate the absolute path of the automatically included files.
- *with relative path* : ask for the C++ code generator to generate the relative path of the automatically included files, relative to the file containing the #include
- with root relative path : ask for the C++ code generator to generate the relative path of the automatically included files, relative to the directory specified by the generation settings
- \${all_includes} is replaced by <u>all</u> the automatically generated *#include* and *using* forms, it is also a good place to add your *#include* and *using* forms, when the ones produced by the code generator are not sufficient. In this case the code generator doesn't produce declarations in the header file nor *#include* in the source file, except the ones added by you. \${all_includes} and \${includes} are exclusive.
- *\${declarations}* is replaced by the class declarations when the *#include* form is not produced, it is also a good place to add your declarations, when the ones produced by the code generator are not sufficient. Produce nothing if *\${all_includes}* is used.
- *\${namespace_start}* is replaced by the *namespace xx {* forms, dependent on the *namespace* specifications associated to the package containing the *deployment view* where the artifact is defined.
- *\${definition}* is replaced by the definition of the classes associated to the artifact.

- *\${namespace_end}* is replaced by the *}* forms, dependent on the <u>namespace</u> specifications associated to the package containing the <u>deployment view</u> where the artifact is defined.
- @{xyz} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the *artifact*, if not found for the *deployment view* containing the *artifact*, if not found in the *package* containing the *deployment view* etc ...

artifact source C++

The generated file name is the artifact's name with the extension specified in the first C++ tab of the generations settings.

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the C++ code generator are :

- *\${comment}* is replaced by the description of the artifact adding //
- *\${description}* is replaced by the artifact description without adding //
- *\${includes}* if *\${all_includes}* is not used in the header definition, it is replaced by the automatically generated *#include* and *using* forms, corresponding to the declaration generated in the header file. If *\${all_includes}* is used in the header definition, it is replaced by the *#include* of the header. It is also a good place to add your *#include* and *using* forms.
- *\${namespace_start}* is replaced by the *namespace xx {* forms, dependent on the *namespace* specifications associated to the package containing the *deployment view* where the artifact is defined.
- \${members} is replaced by the non inline members of the classes associated to the artifact.
- *\${namespace_end}* is replaced by the *}* forms, dependent on the *namespace* specifications associated to the package containing the *deployment view* where the artifact is defined.
- @{xyz} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the *artifact*, if not found for the *deployment view* containing the *artifact*, if not found in the *package* containing the *deployment view* etc ...

Class

The C++ definition of a class is set through the Uml, Parametrized, Instantiate and C++ tabs of the class dialog.

A C++ type definition may be a class, a struct, an union, an enum or a typedef, depending on the stereotype and its translation in C++ (see <u>generation settings</u>).

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the C++ code generator are :

- *\${comment}* is replaced by the description of the class adding //
- *\${description}* is replaced by the class description without adding //
- \${template} produce a template declaration in case the class is a template class
- *\${name}* is replaced by the class's name
- *\${inherit}* is replaced by the class inheritance
- *\${members}* is replaced by the code generated for all the class's members (<u>relations</u>, <u>attributes</u>, <u>operations</u> and <u>extra members</u>) following the browser order.
- *\${items}* only for the enums, is replaced by the enum's items
- @{*xyz*} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the class, if not found for the container of the class (an other class of a *class view*) etc ...

In the special case where the class is declared *external*, its C++ type declaration must contains at least one line indicating how the name of the class is generated, the other lines will be added in the header file of the *components* referencing the class. By default the first line only contain *\${name}* meaning that the name is produced unchanged, the only allowed keywords are *\${name}*, *\${Name}* and *\${NAME}*. For instance you want to define the external class *string* and you want to automatically generate *#include <string>* followed by *using namespace std;* you just have to create the class *string*, to set it *external* in C++ and to have the declaration form :

\${name}

#include <string>

using namespace std;

If you don't want to use the namespace and ask to write std::string the declaration must be :

std::\${name}

#include <string>

Operation

The C++ definition of an operation is set through the Uml and C++ tabs of the operation dialog.

The indentation of the first line of the declaration/definition give the indentation added to the visibility specification in the cla definition for all the operation declaration/definition (except for the pre-processor forms beginning by # whose are placed at beginning of the line).

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the C++ code generator are :

- *\${comment}* is replaced by the description of the operation adding //
- \${description} is replaced by the operation description without adding //
- *\${static}* produce *static* when the operation is a class operation (see the UML tab)
- *\${const}* produce *const* when the operation is const
- *\${volatile}* produce volatile when the operation is volatile
- *\${friend}* produce *friend* when the operation is friend
- \${virtual} produce virtual when the oprration is virtual
- \${inline} produce inline when the operation is inline
- *\${type}* is replaced by the returned value type (see the UML tab)
- *\${name}* is replaced by the operation's name
- *\${class}* is replaced by the name of the class containing the operation.
- *\${(}* and *\${)}* produce (and), but there are also a mark for BOUML to find the parameters list
- *\${abstract}* produce the string = 0 when the operation is abstract (see the UML tab)
- \${staticnl} produce a line break when the operation is static, else an empty string.
- *\${t<n>}* and ${p<n}$ produce the type and the name of each parameter (count from 0), this allows you to remove a parameter, add type modifiers etc
- *\${throw}* is replaced by the form *throw* (...) when at least an exception is defined in the UML tab. It is also possible to produce throw() when there is no exception depending on the generation settings.

is replaced by the body of the operation, this macro may also be replaced by the body itself (BOUML use this way for the get and set operations associated to a relation/attribute). The usage of \${body} has a great advantage : when you hit Default definition From declaration the body is not cleared ! At least BOUML share the declaration and definition forms of the operations (and other object minimize the needed memory size, \$*{body}* help for this ! The indentation of the keyword \$*{body}* is added at the beginning of each line except the ones starting by a '#' or when the previous one ends by '\'.

• $@\{xyz\}$ is replaced by the user property value in case xyz is the key of this property. The property if searched first for the operation, if not found for the class containing the operation etc ...

• A *template* is defined with an empty declaration (allowing Bouml to detect this case) and placing the actuals between *\${class}* and :: in the declaration part.

If the toggle preserve operations's body is set through the Languages menu, the generators do not modify the body of the operations protected by dedicated delimiters. This means that for them the body definition set through BOUML is not used. The first time

292 of 357

07/10/2007 16:00

operation

^{• \${}body}

generate the code with the toggle set, because the delimiters are not yet present in the generated code, the operation's body will updated depending on their definition under BOUML. After, while the toggle is set and the delimiters present, the bodies will r change, allowing you to modify them out of BOUML.

Notes :

- In case the file containing a body definition is not consistent with the artifact under BOUML, the body will be regenerated by the code generation, using its definition under the model. Of course an operations becoming *inline* or stopping to be *inline* is not a problem.
- When you import a project, the body of the imported operations must be the right one in the imported model. The preserve bodies of the imported operations will not be find because the identifier of an operation used to mark its body changes during the import.
- The bodies under the model are not updated by the code generation (a new *plug-out* must be made for that).
- Only the operations using the keyword *\${body}* may have a preserved body.
- The only modification you can do in the lines containing the delimiters is the indent.
- The toggle is saved in the file associated to the project, be sure the save is done when you change this toggle !

Attribute

The C++ definition of an attribute is set through the <u>Uml</u> and <u>C++</u> tabs of the <u>attribute dialog</u>.

The indentation of the first line of the definition give the indentation added to the visibility specification in the class definition for all the attribute definition (except for the pre-processor commands beginning by # whose are placed at the beginning of the line).

An attribute may be a standard attribute or the item of an enumeration.

standard attribute

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the C++ code generator are :

- *\${comment}* is replaced by the description of the attribute adding //
- \${description} is replaced by the attribute description without adding //
- *\${static}* produce *static* when the attribute is a class attribute (see the UML tab)
- *\${mutable}* produce *mutable* when the attribute is mutable
- *\${volatile}* produce *volatile* when the attribute is volatile
- *\${const}* produce *const* when the attribute is const (see the UML tab)
- *\${type}* is replaced by the type of the attribute (see the UML tab)
- *\${stereotype}* is replaced by the <u>translation in C++</u> of the relation's stereotype (see the UML tab)
- *\${multiplicity}*

is replaced by the multiplicity of the relation (see the UML tab), must be used in case the multiplicity is a vector or dimensioning ([and] are added when they are not present).

- *\${name}* is replaced by the attribute's name (see the UML tab)
- *\${value}* is replaced by the initial value of the *static* attribute in the definition part generated in the source file (see the UML tab), *\${value}* and *\${h_value}* are exclusive
- *\${h_value}* is replaced by the initial value of the *static* attribute in the declaration part generated in the header file (see the UML tab), *\${value}* and *\${h_value}* are exclusive
- @{*xyz*} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the attribute, if not found for the class containing the attribute etc ...

enumeration item

The macros known by the C++ code generator are :

- *\${comment}* is replaced by the description of the item adding //
- *\${description}* is replaced by the item description without adding //
- *\${name}* is replaced by the item's name (see the UML tab)
- *\${value}* is replaced by the value of the item (see the UML tab)
- @{*xyz*} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the attribute, if not found for the class containing the attribute etc ...

Relation

The C++ definition of a relation is set through the Uml and C++ tabs of the relation dialog.

The indentation of the first line of the definition give the indentation added to the visibility specification in the class definition for all the relation definition (except for the pre-processor commands beginning by # whose are placed at the beginning of the line).

Relation equivalent to an attribute

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the C++ code generator are :

- *\${comment}* is replaced by the description of the relation adding //
- \${description} is replaced by the relation description without adding //
- \${static} produce static when the relation is a class relation (see the UML tab)
- *\${const}* produce const when the relation is read-only (see the UML tab)
- *\${type}* is replaced by the class pointed by the relation (see the UML tab)
- *\${name}* is replaced by the relation's role name (see the UML tab)
- *\${value}* is replaced by the initial value of the *static* relation in the definition part generated in the source file (see the UML tab), *\${value}* and *\${h_value}* are exclusive
- $\{h_value\}$ is replaced by the initial value of the *static* relation in the declaration part generated in the header file (see the UML tab), $\{value\}$ and $\{h_value\}$ are exclusive
- *\${mutable}* produce *mutable* when the relation is mutable
- \${volatile} produce volatile when the relation is volatile
- *\${stereotype}* is replaced by the <u>translation in C++</u> of the relation's stereotype (see the UML tab)
- *\${multiplicity}*

is replaced by the multiplicity of the relation (see the UML tab), must be used in case the multiplicity is a vector or dimensioning ([and] are added when they are not present).

- *\${association}* is replaced by the association class (see UML tab)
- @{xyz} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the relation, if not found for the class containing the relation etc ...

Dependency

A dependency having the stereotype *friend* produce a C++ friend declaration of the pointed class.

Inheritance

The class inheritance are managed at the class level.

• *\${type}* is replaced by the name of the inherited class more the *actuals* if the generated class instantiate a *template*.

Extra member

The C++ definition of an extra member is set through the $\underline{C++}$ tabs of the <u>extra member dialog</u>.

No macros.

Previous : deployment diagram

Next : <u>C++ reverse</u>

C++ reverse

The *C*++ *code reverse* is a *plug-out* directly written in C++, as the C++ generator.

Note that the C++ code code reverse cannot be used as a C++ code round trip and doesn't allows to update already defined classes having at least one member. Furthermore the preprocessing phase is not made by the C++ code reverse whose ignore all the preprocessor forms, but some substitutions may be asked, see at the end of this chapter.

The *C*++ *code reverse plug-out* may be applied only on packages.

When you start the C++ code reverse, it asks you for directories (enter the directories then choose *cancel* to start the reverse), then it reads all the sources placed under the selected directories and sub-directories. The sources read by the C++ code reverse are the ones having the extension specified in the generation settings. The tree formed by the directories and sub-directories produce an equivalent tree of sub-packages, on whose the needed <u>class view</u> and <u>artifact view</u> are made to support the <u>classes</u> and <u>artifacts</u>. When a type is referenced but not defined in the reverse files, a class having the same name is defined under an additional <u>package</u> named *unknown*.

Obviously the C++ code reverse tries to produce the definitions made in BOUML at the <u>artifact</u> / <u>class</u> / <u>operation</u> / <u>relation</u> / <u>attribute</u> levels. When it is possible it creates a relation rather than an attribute.

Except for the special case of the templates class definition like *vector<bool>*, a <u>artifact</u> is created for each type definition, then a future C++ code generation may not produce a list of files similar to the reversed ones.

A C function cannot be specified in UML, the C++ code reverse loses them (generating a warning) except the ones declared *friend* in a class.

The C++code reverse works in two steps, during the first step it scans all the files to establish the list of defined types, then the second step may reverse the The first phase replace the missing files. try to *#include* management, but it is not enough because the files whose are not under the selected directory (for instance the standard headers files !) are never taken into account and the synonym types are confusing.

WhentheC++codereversehas a problem, for instance when it reads a C function definition, it produces a warning in the trace window. The trace winautomatically opened by BOUML, it may also be manually opened through the Tools menu.Tools menu.

To do simple substitution on the read files : edit the *package* where the C++ reverse will be started (perhaps the project itself) to add a *user property* (through the tab '*User*') with the key *#file* and the value must be the absolute pathname of a file. Each line of the specified file must contain :

- just an identifier : in this case this identifier will be ignored during reverse. This is like #define identifier
- a

form

identifier=value

: in this case the identifier will replaced by the value during reverse. The value must a token, for instance an other identifier float, a string etc. This is like *#define identifier value*.

Warning : the lines must not contains spaces or tabs.

Previous : <u>C++ generator</u>

Next : Java generator

Java generator

The Java code generator is a *plug-out* directly written in C++.

The generated sources follows the definition made in BOUML at the artifact / class / operation / relation / attribute / extra member levels.

When the code generation is applied on a artifact associated to several classes, the code generation is made for all these cl Nevertheless the the Java code generator produce first the code in memory and update the appropriate files only when it is necessary to not change the last write date of the files for nothing. Depending on the toggle *verbose code generation* of the global menu *Languages* the code generator is verbose or not.

The Java code generator *plug-out* may be called on :

- a class : in this case the code generation is in fact applied on the class's artifact, then on all the classes associated to this artifact
- a artifact : in this case the code generation is in fact applied on all the classes associated to the artifact
- a <u>class view</u> : the code generation will be applied on all the sub <u>classes</u>, then on all the <u>artifacts</u> associated to these <u>classes</u>
- a deployment view : the code generation is applied on all the sub artifacts
- a <u>package</u> (may be the project itself) : the code generation will be applied on all the sub <u>class views</u> and <u>deployment views</u>, then on all their sub <u>classes</u> and <u>artifacts</u>.

When the Java code generator is ask through the <u>Tools</u> menu, it is applied on the project, then on all the <u>artifacts</u>.

The name of the generated files depend on the artifact name, the extension depend on the language and is fixed for each by the generations settings

(see below), the directory where the files are generated may be set in each package containing directly or indirectly the artifact (see generation directory).

artifact

The Java definition of a artifact is set through the Java source tabs of the artifact dialog.

The code generation depend on the stereotype of the artifact :

- *text* : the Java definition of the artifact is produced without changes, the name of the generated file is the name of the artifact, <u>including</u> the extension.
- *source* : see below.
- else nothing is generated for the artifact.

The generated file name is the artifact's name with the extension specified in the first Java tab of the generations settings :

	ettings dialog 🥥 nes C++[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2]	Java[3] Idl[1] Idl[2] Id
file default content :	<pre>\$(comment) \$(package) \$(definition)</pre>	generated / reversed java file extension : generate Javadoc style comment :
Class default declaration :	<pre>\${comment)\${public}\${final}\${abstract}class \${name)\$} \${members}}</pre>	extends)\$(implements) {
Interface default declaration :	\$(comment)\$(public)interface \$(name)\$(extends) (\$(members))	
Enum default declaration :	<pre>\$(comment)@(public)\$(final)\$(abstract)enum \$(name)\$() \$(items); \$(members))</pre>	mplements) (
Enum pattern default declaration :	<pre>\$(comment)\$(public)final class \$(name) { \$(members) private int value; public int value() { return value;</pre>	
		OK Cancel

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the Java code generator are :

- *\${comment}* is replaced by the artifact description adding /* */
- \${description} is replaced by the artifact description without adding /* */
- *\${package}* is replaced by the *package xx* forms, dependent on the *package* specifications associated to the BOUML package containing the *deployment view* where the artifact is defined.
- *\${import}* is replaced by import forms specified by dependencies stereotypes *import* from classes produced by the artifact to classes or packages.
- \${definition} is replaced by the definition of the classes associated to the artifact.
- @{xyz} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the *artifact*, if not found for the *deployment view* containing the *artifact*, if not found in the *package* containing the *deployment view* etc ...

Class

The Java definition of a class is set through the Uml, Parametrized, Instantiate and Java tabs of the class dialog.

A Java type definition may be a class, an interface or an enum (may be defined through a class), depending on the stereotype translation in Java (see <u>generation settings</u>).

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the Java code generator are :

- *\${comment}* is replaced by the description of the class adding /* */
- \${description} is replaced by the class description without adding /* */
- \${public} produce public when the class is declared public
- \${final} produce final when the class is declared final
- \${abstract} produce abstract when the class is abstract
- \${name} is replaced by the class's name
- *\${extend}* is replaced by the class inheritance

- *\${implement}* is replaced by the interface inheritance
- *\${members}* is replaced by the code generated for all the class's members (<u>relations</u>, <u>attributes</u>, <u>operations</u> and <u>extra members</u>) following the browser order.
- *\${cases}* only for the enums, is replaced by the enum's items definition
- @{*xyz*} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the class, if not found for the container of the class (an other class of a *class view*) etc ...

In the special case where the class is declared *external*, its Java type declaration must contains a line indicating how the name of t class is generated, by default *\${name}* meaning that the name is produced unchanged, the only allowed keywords are *\${name}*, *\${Name}* and *\${NAME}*.

Operation

The Java definition of an operation is set through the Uml and Java tabs of the operation dialog.

The indentation of the first line of the declaration/definition give the indentation added to the class definition for all the oper definition.

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the Java code generator are :

- \${comment} is replaced by the description of the operation adding /* */
- *\${description}* is replaced by the operation description without adding /* */
- *\${visibility}* produce the visibility (see the UML tab)
- *\${final}* produce *final* when ye operation is specified final
- *\${static}* produce *static* when the operation is a class operation (see the UML tab)
- *\${abstract}* produce *abstract* when the operation is abstract (see the UML tab)
- \${synchronized} produce synchronized when the operation is synchronized
- *\${type}* is replaced by the value type (see the UML tab)
- *\${name}* is replaced by the name of the operation.
- \${(} and \${)} produce (and), but there are also a mark for BOUML to find the parameters list
- *\${t<n>}* and produce the type and the name of each parameter (count from 0), this allows you to remove a parameter, etc ...
- *\${throws}* is replaced by the form *throws* ... when at least an exception is defined in the UML tab.
- \${staticnl}

produce a line break when the operation is static, else an empty string. In case you do not like this notation, change the generation settings to remove this macro.

• *\${body}*

is replaced by the body of the operation, this macro may also be replaced by the body itself (BOUML use this way for the *get* and *set* operations associated to a relation/attribute). The usage of *\${body}* has a great advantage : when you hit *Default definition*

the body is not cleared ! At least BOUML share the definition forms of the operations (and other objects) to minimize the needed memory size, $\{body\}$ help for this ! The indentation of the keyword $\{body\}$ is added at the beginning of each line.

• @{xyz} is replaced by the *user property* value in case xyz is the key of this property. The property if searched first for the operation, if not found for the class containing the operation etc ... If the toggle *preserve operations's body* is set through the *Languages*

menu, the generators do not modify the body of the operations protected by dedicated delimiters. This means that for them to body definition set through BOUML is not used. The first time you generate the code with the toggle set, because the delimiters are not yet present in the generated code, the operation's body will be updated depending on their definition BOUML. After, while the toggle is set and the delimiters present, the bodies will not change, allowing you to modify them out of BOUML.

Notes :

 ${p<n}$

- In case the file containing a body definition is not consistent with the artifact under BOUML, the body will be regenerated by the code generation, using its definition under the model.
- When you import a project, the body of the imported operations must be the right one in the imported model. The preserve bodies of the imported operations will not be find because the identifier of an operation used to mark its body changes during the import.
- The bodies under the model are not updated by the code generation (a new *plug-out* must be made for that).
- Only the operations using the keyword *\${body}* may have a preserved body.
- The only modification you can do in the lines containing the delimiters is the indent.
- The toggle is saved in the file associated to the project, be sure the save is done when you change this toggle !

Attribute

The Java definition of an attribute is set through the <u>Uml</u> and <u>Java</u> tabs of the <u>attribute dialog</u>.

The indentation of the first line of the definition give the indentation added to the class definition for all the attribute definition.

An attribute may be a standard attribute or the item of an enumeration defined through a class.

standard attribute

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the Java code generator are :

- *\${comment}* is replaced by the description of the attribute adding /* */
- *\${description}* is replaced by the attribute description without adding /* */
- *\${visibility}* produce the visibility (see the UML tab)
- *\${static}* produce *static* when the attribute is a class attribute (see the UML tab)
- *\${final}* produce final when the attribute is final
- *\${transient}* produce *transient* when the attribute is transient
- *\${volatile}* produce volatile when the operation is volatile
- *\${type}* is replaced by the type of the attribute (see the UML tab)
- *\${stereotype}* is replaced by the <u>translation in Java</u> of the relation's stereotype (see the UML tab)
- *\${multiplicity}*

is replaced by the multiplicity of the relation (see the UML tab), must be used in case the multiplicity is a vector or dimensioning ([and] are added when they are not present).

- *\${name}* is replaced by the attribute's name (see the UML tab)
- *\${value}* is replaced by the initial value of the attribute (see the UML tab)
- @{*xyz*} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the attribute, if not found for the class containing the attribute etc ...

enumeration item

The macros known by the Java code generator are :

- \${comment} is replaced by the description of the item adding /* */
- \${description} is replaced by the item description without adding /* */
- *\${name}* is replaced by the item's name (see the UML tab)
- *\${class}* is replaced by the name of the class supporting the enumeration
- @{xyz} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the attribute, if not found for the class containing the attribute etc ...

Relation

The Java definition of a relation is set through the Uml and Java tabs of the relation dialog.

The indentation of the first line of the definition give the indentation added to the class definition for all the relation definition.

Relation equivalent to an attribute

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the Java code generator are :

- *\${comment}* is replaced by the description of the attribute adding /* */
- *\${description}* is replaced by the attribute description without adding /* */
- *\${visibility}* produce the visibility (see the UML tab)
- \${static} produce static when the attribute is a class attribute (see the UML tab)
- *\${final}* produce final when the attribute is final
- *\${transient}* produce *transient* when the attribute is transient
- *\${volatile}* produce volatile when the operation is volatile
- *\${type}* is replaced by the name of the class pointed by the relation (see the UML tab)
- *\${name}* is replaced by the role's name (see the UML tab)
- *\${value}* is replaced by the initial value of the relation (see the UML tab)
- \${stereotype} is replaced by the translation in Java of the relation's stereotype (see the UML tab)
- *\${multiplicity}*

is replaced by the multiplicity of the relation (see the UML tab), must be used in case the multiplicity is a vector or dimensioning ([and] are added when they are not present).

- *\${association}* is replaced by the association class (see UML tab)
- @{*xyz*} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the relation, if not found for the class containing the relation etc ...

Inheritance

The class inheritance are managed at the class level.

• \${type} is replaced by the name of the inherited class more the actuals if the generated class instantiate a generic.

Extra member

The Java definition of an extra member is set through the Java tabs of the extra member dialog.

No macros.

Previous : <u>C++ reverse</u>

Next : Java reverse

artifact

Java reverse

The Java code reverse is a plug-out directly written in C++.

Note that the *Java* code round trip and doesn't allows to update already defined classes having at least one member.

The Java code reverse plug-out may be applied only on a package.

When you start the *Java code reverse*, it asks you for java catalog files, use *cancel* to finish to give the catalogs (may be immediately), then it ask for a directory, then it reads all the sources placed under the selected directory and sub-directories. The sources read by the *Java code reverse* are the ones having the extension specified in the generation settings. The tree formed by the sub-directories produce an equivalent tree of sub-packages, on whose the needed class view and deployment view are made to support the classes and artifacts. When a type is referenced but not defined in the reverse files, a class having the same name is defined under an additional package named *unknown*.

Obviously the *Java code reverse* tries to produce the definitions made in BOUML at the <u>artifact</u> / <u>class</u> / <u>operation</u> / <u>relation</u> / <u>attribute</u> levels. When it is possible it creates a relation rather than an attribute.

А

is created for each type definition, then a future Java code generation may not produce a list of files similar to the reversed ones.

TheJavacodereverseworks in two steps, during the first step it scans all the files to establish the list of defined types, then the second step may reverse thefiles.

When the *Java code reverse* has a problem, for instance on a syntax error, it produces a warning in the trace window. The trace window is automatically opened by BOUML, it may also be manually opened through the Tools menu.

When the reverse is done, the number of reversed classes, operations, attributes and relations is written, for instance in case I reverse a full JDK Java distribution :

Trace 🥞 🧧 🤉 🗌 🗙
Java reverse done 12878 classes 38594 attributes 30659 relations 112970 operations

See also Java catalog.

Previous : Java generator

Next : Java catalog

Java catalog

Java Catalog is a plug-out directly written in C++.

Java

is a very practical tool allowing you to import classes into BOUML. An imported class comes in BOUML without the body operations and without its *private* members : the goal is to import Java library classes in the model, not to generate them. Java catalog

may also be used to browser through the Java packages, search information about a given class etc ... without sending them to BOUML.

То

Java

catalog

catalog

need Java sources, this must not be a problem, these ones are generally available even for your preferred JDK version.

The Java catalog plug-out may be applied only on a package, it is used through a window :

work,

Eile Browse Sty	/le Help	>
😂 🖬 🔍 🐯 🤇		
orowser		
6		

The upper part is a browser like in BOUML except that only the package and classes are showed. The lower part (reduced when Java catalog starts) shows the description of the selected class interpreting the *html* forms. The top level package in the browser part (here p) is the name of the package in BOUML in which *Java catalog* is applied.

To make a catalog, use the *scan* entry of the *file* menu or the button representing a microscope, *Java catalog* will ask for a directory and scan all the Java files in this one and its sub-directories. For instance if *src* contains all the Java sources :

X 9	IX
Eile Browse Style Help	
戦却の避分せる	
browser	
p src com java java java launcher org sunw long sunw long sunw long lo	
interfaces/classes.	1
deprecated This is a compatibility type to allow Java Beans that were developed under JDK 1.0.2 to	9
run correctly under JDK 1.1. The corresponding JDK 1.1 type is java.io.Serializable	1
see java.io.Serializable	Ξ

Obviously it is possible to do several scan phase in different directories to complete the catalog. At this level nothing is done c BOUML side.

To save your catalog use the save entry of the file menu or the associated button.

Open allows to get an already made catalog, may be to complete it.

The main goal	of Java	catalog
---------------	---------	---------

is to send a class or all the classes under a package and its sub-packages to BOUML, using the menu appearing with a right mou button click on a class or a package into the *Java catalog* browser :



In case the sent class(es) reference other classes (for instance to inherits them), these classes are also sent with the classes the reference etc ...

For instance, in case the BOUML project p is empty and the class sunw.io.Serializable is sent, the result will be :

🚴 Boumi 🧕	
Project Windows Tools Miscellaneous Help	
≥ ■ ⊕ ₩ ₩	
browser	
□ p □ src □ sunw □ io □ io □	
⊢++- <generalisation> Serializable □jjava □io □io □io</generalisation>	@deprecated This is a compatibility type to allow Java Be: [▲] were developed under JDK 1.0.2 to run correctly under JE corresponding JDK 1.1 type is java.io.Serializable
-⊟< <interface>> Serializable</interface>	@see java.io.Serializable
<u>4</u>	<u> </u>
Serializable	ĥ

As you can see, contrarily to the result of a standard Java reverse, the two classes do not have associated artifact, because the goal i just to allow to have a class generalizing *Serializable*, or having an attribute of this type etc ...

Thanks to Java catalog, you do not have to define the JDK and other classes by hand in BOUML to use them !

Note : the saving of a catalog is just a list of classes and the pathname of the file defining them, <u>not</u> the classes definitions. When you send a class to BOUML, *Java catalog* reverse the associated file to get the class definition, this implies that you must not delete or move the Java source files defining classes of the catalog.

Previous : Java reverse

Next : Php generator

PHP generator

The PHP code generator is a *plug-out* directly written in C++.

The generated sources follows the definition made in BOUML at the artifact / class / operation / relation / attribute / extra member levels.

When the code generation is applied on a artifact associated to several classes, the code generation is made for all these cl Nevertheless the the Php code generator produce first the code in memory and update the appropriate files only when it is necessary, to not change the last write date of the files for nothing. Depending on the toggle *verbose code generation* of the global menu *Languages* the code generator is verbose or not.

The Php code generator *plug-out* may be called on :

- a class : in this case the code generation is in fact applied on the class's artifact, then on all the classes associated to this artifact
- a artifact : in this case the code generation is in fact applied on all the classes associated to the artifact
- a <u>class view</u> : the code generation will be applied on all the sub <u>classes</u>, then on all the <u>artifacts</u> associated to these <u>classes</u>
- a deployment view : the code generation is applied on all the sub artifacts
- a <u>package</u> (may be the project itself) : the code generation will be applied on all the sub <u>class views</u> and <u>deployment views</u>, then on all their sub <u>classes</u> and <u>artifacts</u>.

When the Php code generator is ask through the Tools menu, it is applied on the project, then on all the artifacts.

The name of the generated files depend on the artifact name, the extension depend on the language and is fixed for each by the generations settings

(see below), the directory where the files are generated may be set in each package containing directly or indirectly the artifact (see generation directory).

artifact

The Php definition of a artifact is set through the Php source tabs of the artifact dialog.

The code generation depend on the stereotype of the artifact :

- *text* : the Php definition of the artifact is produced without changes, the name of the generated file is the name of the artifact, <u>including</u> the extension.
- *source* : see below.
- else nothing is generated for the artifact.

The generated file name is the artifact's name with the extension specified in the first Php tab of the generations settings :

ypes stereo	types C++[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Java[4] Php[1]
file default content :	<pre><?php \$(comment) \$(definition) ?> file extension:</pre>
Class default declaration :	<pre>\$(comment)\$(final)\$(visibility)\$(abstract)class \$(name)\$(extends)\$(implements) \$(members)]</pre>
Interface default declaration :	<pre>\$(comment)\$(visibility)interface \$(name) { \$(members)) }</pre>
Errum default declaration :	<pre>\$(comment)final \$(visibility)class \$(name) { \$(items)}</pre>

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the Php code generator are :

- \${comment} is replaced by the artifact description adding /* */
- *\${description}* is replaced by the artifact description without adding /* */
- \${definition} is replaced by the definition of the classes associated to the artifact.
- @{xyz} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the *artifact*, if not found for the *deployment view* containing the *artifact*, if not found in the *package* containing the *deployment view* etc ...

Class

The Php definition of a class is set through the Uml, Parametrized, Instantiate and Php tabs of the class dialog.

A Php type definition may be a class, an interface or an enum defined through a class, depending on the stereotype and its translation in Php (see <u>generation settings</u>).

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the Php code generator are :

- \${comment} is replaced by the description of the class adding /* */
- \${description} is replaced by the class description without adding /* */
- \${public} produce public when the class is declared public
- \${final} produce final when the class is declared final
- \${abstract} produce abstract when the class is abstract
- \${name} is replaced by the class's name
- \${extend} is replaced by the class inheritance
- \${implement} is replaced by the interface inheritance
- *\${members}* is replaced by the code generated for all the class's members (<u>relations</u>, <u>attributes</u>, <u>operations</u> and <u>extra members</u>) following the browser order.
- \${items} produces the enumeration items of an enum. other members are not produced
- @{xyz} is replaced by the user property value in case xyz is the key of this property. The property if searched first for the class,

if not found for the container of the class (an other class of a class view) etc ...

In the special case where the class is declared *external*, its Php type declaration must contains a line indicating how the name of th class is generated, by default *\${name}* meaning that the name is produced unchanged, the only allowed keywords are *\${name}*, *\${Name}* and *\${NAME}*.

Operation

The Php definition of an operation is set through the <u>Uml</u> and <u>Php</u> tabs of the <u>operation dialog</u>.

The indentation of the first line of the declaration/definition give the indentation added to the class definition for all the oper definition.

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the Php code generator are :

- \${comment} is replaced by the description of the operation adding /* */
- \${description} is replaced by the operation description without adding /* */
- *\${visibility}* produce the visibility (see the UML tab), except if the visibility is *package* (use this case to produce Php4 code)
- *\${static}* produce *static* when the operation is a class operation (see the UML tab)
- \${final} produce an empty string when the check box final is not checked, else produce final
- *\${abstract}* produce *abstract* when the operation is abstract (see the UML tab)
- *\${name}* is replaced by the name of the operation.
- *\${(}* and *\${(}*} produce (and), but there are also a mark for BOUML to find the parameters list
- *\${t<n>}* and *\${p<n>}* produce the type and the name of each parameter (count from 0), this allows you to remove a parameter, etc ...
- produce the type and the name of each parameter (count from 0), this allows you to remove a parame
- \${staticnl}

produce a line break when the operation is static, else an empty string. In case you do not like this notation, change the <u>generation settings</u> to remove this macro.

• *\${body}*

is replaced by the body of the operation, this macro may also be replaced by the body itself (BOUML use this way for the *get* and *set* operations associated to a relation/attribute). The usage of *\${body}* has a great advantage : when you hit *Default definition*

the body is not cleared ! At least BOUML share the definition forms of the operations (and other objects) to minimize the needed memory size, $\frac{1}{body}$ help for this ! The indentation of the keyword $\frac{1}{body}$ is added at the beginning of each line.

• @{xyz} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the operation, if not found for the class containing the operation etc ...If the toggle *preserve operations's body* is set through the *Languages*

menu, the generators do not modify the body of the operations protected by dedicated delimiters. This means that for them to body definition set through BOUML is not used. The first time you generate the code with the toggle set, because the delimiters are not yet present in the generated code, the operation's body will be updated depending on their definition BOUML. After, while the toggle is set and the delimiters present, the bodies will not change, allowing you to modify them out of BOUML.

Notes :

- In case the file containing a body definition is not consistent with the artifact under BOUML, the body will be regenerated by the code generation, using its definition under the model.
- When you import a project, the body of the imported operations must be the right one in the imported model. The preservation bodies of the imported operations will not be find because the identifier of an operation used to mark its body changes during the import.
- The bodies under the model are not updated by the code generation (a new *plug-out* must be made for that).
- Only the operations using the keyword *\${body}* may have a preserved body.
- The only modification you can do in the lines containing the delimiters is the indent.
- The toggle is saved in the file associated to the project, be sure the save is done when you change this toggle !

Attribute

The Php definition of an attribute is set through the <u>Uml</u> and <u>Php</u> tabs of the <u>attribute dialog</u>.

The indentation of the first line of the definition give the indentation added to the class definition for all the attribute definition.

An attribute may be a standard attribute or the item of an enumeration defined through a class.

standard attribute

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the Php code generator are :

- *\${comment}* is replaced by the description of the attribute adding /* */
- *\${description}* is replaced by the attribute description without adding /* */
- *\${visibility}* produce the visibility (see the UML tab), except if the visibility is *package* (use this case to produce Php4 code)
- *\${static}* produce *static* when the attribute is a class attribute (see the UML tab)
- *\${const}* produce *const* when the attribute is read only (see the UML tab)
- *\${var}* produce *var* when the relation is not read only nor static(see the UML tab) and the visibility is not *package*, else produce an empty string
- *\${name}* is replaced by the attribute's name (see the UML tab)
- *\${value}* is replaced by the initial value of the attribute (see the UML tab)
- @{xyz} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the attribute, if not found for the class containing the attribute etc ...

Relation

The Php definition of a relation is set through the <u>Uml</u> and <u>Php</u> tabs of the <u>relation dialog</u>.

The indentation of the first line of the definition give the indentation added to the class definition for all the relation definition.

Relation equivalent to an attribute

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the Php code generator are :

- *\${comment}* is replaced by the description of the attribute adding /* */
- *\${description}* is replaced by the attribute description without adding /* */
- *\${visibility}* produce the visibility (see the UML tab), except if the visibility is *package* (use this case to produce Php4 code)
- \${static} produce static when the attribute is a class attribute (see the UML tab)
- *\${const}* produce *const* when the attribute is read only (see the UML tab)
- *\${var}* produce *var* when the relation is not read only nor static(see the UML tab) and the visibility is not *package*, else produce an empty string
- *\${name}* is replaced by the role's name (see the UML tab)
- *\${value}* is replaced by the initial value of the relation (see the UML tab)
- *\${stereotype}* is replaced by the <u>translation in Php</u> of the relation's stereotype (see the UML tab)
- @{xyz} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the relation, if not found for the class containing the relation etc ...

Inheritance

The class inheritance are managed at the class level.

• *\${type}* is replaced by the name of the inherited class.

Extra member

The Php definition of an extra member is set through the Php tabs of the extra member dialog.

No macros.

Previous : Java catalog

Next : Php reverse

Php reverse

The Php code reverse is a plug-out directly written in C++.

NotethatthePhpcodereversecannot be used as a Php code round trip and doesn't allows to update already defined classes having at least one member.reverse

The *Php code reverse plug-out* may be applied only on a package.

When you start the *Php code reverse*, it ask for a directory, then it reads all the sources placed under the selected directo sub-directories. The sources read by the *Php code reverse* are the ones having the extension specified in the generation settings. The tree formed by the sub-directories produce an equivalent tree of sub-packages, on whose the needed <u>class view</u> and <u>deployment view</u> are made to support the <u>classes</u> and <u>artifacts</u>. When a type is referenced but not defined in the reverse files, a class having the sam name is defined under an additional <u>package</u> named *unknown*.

Obviously the *Php code reverse* tries to produce the definitions made in BOUML at the $\frac{\operatorname{artifact}}{\operatorname{class}}$ / $\frac{\operatorname{operation}}{\operatorname{peration}}$ / $\frac{\operatorname{attribute}}{\operatorname{attribute}}$ levels. When it is possible it creates a relation rather than an attribute.

ThePhpcodereverseworks in two steps, during the first step it scans all the files to establish the list of defined types, then the second step may reverse thefiles.

WhenthePhpcodereversehas a problem, for instance on a syntax error, it produces a warning in the trace window. The trace window is automatically openedby BOUML, it may also be manually opened through the Tools menu.Tools menu.

The reversed files are considered composed in three parts :

- a header without class definition and containing "<?php". This part if placed at the beginning of the generated artifact
- only classes / interfaces definition, this part start with the first class or interface and stops before the first form which is not a class nor an interface. The classes and interfaces must be at the toplevel level, this means not embedded in a *if* or other form. This part produces *\${definition}* in the definition of the artifact
- the rest if the file, probably containing the marker "?>", this part is placed at the end of the definition of the artifact.

When the reverse is done, the number of reversed classes, operations, attributes and relations is written, for instance in case I revers the sources of <u>Joomla 1.5RC</u> :

See 10 (20 ≤ 10)))))))))))))))))	
browser	Trace 3 7 _ 🗆 X
⊡vide ⊡Joomla-1.5RC ⊕∰Joomla-1.5RC	Php reverse release 1.0
administrator Ilibraries Components Includes Installation Ilanguage Imodules Imodules Imodules Imodules Imolates	Php reverse done S83 classes 1412 attributes 410 relations 3928 operations 1 Close Clear

Previous : Php generator

Next : Idl Generator

Idl generator

The Idl code generator is a *plug-out* directly written in C++.

The generated sources follows the definition made in BOUML at the artifact / class / operation / relation / attribute / extra member levels.

When the code generation is applied on a artifact associated to several classes, the code generation is made for all these cl Nevertheless the the Idl code generator produce first the code in memory and update the appropriate files only when it is necessary, to not change the last write date of the files for nothing. Depending on the toggle *verbose code generation* of the global menu *Languages* the code generator is verbose or not.

The Idl code generator *plug-out* may be called on :

- a class : in this case the code generation is in fact applied on the class's artifact, then on all the classes associated to this artifact
- a artifact : in this case the code generation is in fact applied on all the classes associated to the artifact
- a <u>class view</u> : the code generation will be applied on all the sub <u>classes</u>, then on all the <u>artifacts</u> associated to these <u>classes</u>
- a deployment view : the code generation is applied on all the sub artifacts
- a <u>package</u> (may be the project itself) : the code generation will be applied on all the sub <u>class views</u> and <u>deployment views</u>, then on all their sub <u>classes</u> and <u>artifacts</u>.

When the Idl code generator is ask through the <u>Tools</u> menu, it is applied on the project, then on all the <u>artifacts</u>.

The name of the generated files depend on the artifact name, the extension depend on the language and is fixed for each by the generations settings

(see below), the directory where the files are generated may be set in each package containing directly or indirectly the artifact (see generation directory).

artifact

The Idl definition of a artifact is set through the Idl source tabs of the artifact dialog.

The code generation depend on the stereotype of the artifact :

- *text* : the IDL definition of the artifact is produced without changes, the name of the generated file is the name of the artifact, <u>including</u> the extension.
- *source* : see below
- else nothing is generated for the artifact.

The generated file name is the artifact's name with the extension specified in the first Idl tab of the generations settings :

Generation	Settings dialog 🌖 🛛 7 🗖 🗆 🗙
Types Stereoty	pes C++[1] C++[2] C++[3] C++[4] C++[5] Java[1] Java[2] Java[3] Idl[1] Idl[2] Idl[3] Idl[4] Directory
file default content :	<pre>#ifndef _\$(NAME)_H #define _\$(NAME)_H #define _\$(NAME)_H \$(comment) \$(includes) \$(module_start) \$(definition) \$(definition) \$(module_end) #endif </pre>
Interface default declaration :	<pre>\$(comment)interface \$(name)\$(inherit) {</pre>
Valuetype default declaration :	<pre>\$(comment)\$(abstract)\$(custom)valuetype \$(name)\$(inherit) (*(members)); </pre>
Struct default declaration :	<pre>\$(ocnment)struct \$(name) (\$(members)); </pre>
Union default declaration :	<pre>\$(comment)union \$(name) switch(\$(switch)) (\$(members)); </pre>
Enum default declaration :	<pre>\$(comment)enum \$(name) \$(items)); </pre>
Typedel default declaration :	<pre>\$(comment)typedef \$(type) \$(name);</pre>
Exception delauit declaration :	<pre>\$(commant)exception \$(name) { \$(members)); *</pre>
	OK Cancel

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the Idl code generator are :

- *\${NAME}* produce the artifact name capitalized, *\${Name}* produce the artifact name with the first letter capitalized, at least *\${name}* produce the artifact name without modification.
- *\${comment}* is replaced by the artifact description adding //
- \${description} is replaced by the artifact description without adding //
- *\${includes}* is not yet managed by the Idl generator and produce an empty string.
- *\${module_start}* is replaced by the *module xx* forms, dependent on the *module* specifications associated to the BOUML package containing the *deployment view* where the artifact is defined.
- \${definition} is replaced by the definition of the classes associated to the artifact.
- *\${module_end}* is replaced by }, dependent on the *module* specifications associated to the BOUML package containing the *deployment view* where the artifact is defined.
- @{xyz} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the *artifact*, if not found for the *deployment view* containing the *artifact*, if not found in the *package* containing the *deployment view* etc ...

Class

The Idl definition of a class is set through the <u>Uml</u> and <u>Idl</u> tabs of the <u>class dialog</u>.

A Idl type definition may be a valuetype, an interface, a struct, an union, an enum, an exception or a typedef defined through depending on the stereotype and its translation in Idl (see <u>generation settings</u>).

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the Idl code generator are :

- *\${comment}* is replaced by the description of the class adding //
- \${description} is replaced by the class description without adding //
- \${abstract} only for the valuetypes, produce abstract when the valuetype is abstract
- \${custom} only for the valuetypes, produce abstract when the valuetype is custom
- \${name} is replaced by the class's name

- *\${inherit}* is replaced by the inheritance
- *\${members}* is replaced by the code generated for all the class's members (<u>relations</u>, <u>attributes</u>, <u>operations</u> and <u>extra members</u>) following the browser order.
- \${switch} only for the unions, is replaced by the union switch type
- *\${items}* only for the enums, is replaced by the enum's items definition
- @{xyz} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the class, if not found for the container of the class (an other class of a *class view*) etc ...

Operation

The Idl definition of an operation is set through the <u>Uml</u> and <u>Idl</u> tabs of the <u>operation dialog</u>.

The indentation of the first line of the declaration/definition give the indentation added to the class definition for all the oper definition.

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the Idl code generator are :

- \${comment} is replaced by the description of the operation adding //
- \${description} is replaced by the operation description without adding //
- \${oneway} produce oneway when the operation is oneway
- *\${type}* is replaced by the value type (see the UML tab)
- *\${name}* is replaced by the name of the operation.
- *\${(}* and *\${(}*} produce (and), but there are also a mark for BOUML to find the parameters list
- \${t<n>} and \${p<n>} produce the type and the name of each parameter (count from 0), this allows you to remove a parameter, etc ...
- \${raise} is replaced by the form raise (...) when at least an exception is defined in the UML tab.
- *\${raisenl}* produce a line break when the operation have exception. In case you do not like this notation, change the <u>generation</u> <u>settings</u> to remove this macro.
- @{xyz} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the operation, if not found for the class containing the operation etc ...

Attribute

The Idl definition of an attribute is set through the <u>Uml</u> and <u>Idl</u> tabs of the <u>attribute dialog</u>.

The indentation of the first line of the definition give the indentation added to the class definition for all the attribute definition.

The definition of an attribute depend on the stereotype of its class.

interface's attribute

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the Idl code generator are :

- *\${comment}* is replaced by the description of the attribute adding //
- \${description} is replaced by the attribute description without adding //
- *\${readonly}* produce *readonly* when the attribute is read only (see the UML tab)
- *\${attribute}* produce *attribute*
- *\${type}* is replaced by the type of the attribute (see the UML tab)
- *\${stereotype}* is replaced by the <u>translation in Idl</u> of the relation's stereotype (see the UML tab)

- *\${multiplicity}* is replaced by the multiplicity of the relation (see the UML tab)
- *\${name}* is replaced by the attribute's name (see the UML tab)
- @{*xyz*} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the attribute, if not found for the class containing the attribute etc ...

valuetype's attribute

The macros known by the Idl code generator are :

- *\${comment}* is replaced by the description of the item adding //
- \${description} is replaced by the item description without adding //
- *\${visibility}* produce the visibility (see the UML tab)
- *\${type}* is replaced by the type of the attribute (see the UML tab)
- *\${stereotype}* is replaced by the <u>translation in Idl</u> of the relation's stereotype (see the UML tab)
- *\${multiplicity}* is replaced by the multiplicity of the relation (see the UML tab)
- *\${name}* is replaced by the attribute's name (see the UML tab)
- @{*xyz*} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the attribute, if not found for the class containing the attribute etc ...

union's attribute

The macros known by the Idl code generator are :

- *\${comment}* is replaced by the description of the item adding //
- *\${description}* is replaced by the item description without adding //
- *\${readonly}* produce *readonly* when the attribute is read only (see the UML tab)
- *\${case}* is replaced by the case associated to the attribute
- *\${type}* is replaced by the type of the attribute (see the UML tab)
- \${stereotype} is replaced by the translation in Idl of the relation's stereotype (see the UML tab)
- *\${multiplicity}* is replaced by the multiplicity of the relation (see the UML tab)
- *\${name}* is replaced by the attribute's name (see the UML tab)
- @{*xyz*} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the attribute, if not found for the class containing the attribute etc ...

enumeration item

The macros known by the Idl code generator are :

- *\${comment}* is replaced by the description of the item adding //
- \${description} is replaced by the item description without adding //
- *\${name}* is replaced by the item's name (see the UML tab)
- @{xyz} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the attribute, if not found for the class containing the attribute etc ...

constant

The macros known by the Idl code generator are :

- *\${comment}* is replaced by the description of the item adding //
- *\${description}* is replaced by the item description without adding //

- *\${type}* is replaced by the type of the attribute (see the UML tab)
- *\${name}* is replaced by the attribute's name (see the UML tab)
- *\${value}* is replaced by the initial value of the attribute (see the UML tab)
- @{xyz} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the attribute, if not found for the class containing the attribute etc ...

Relation

The Idl definition of a relation is set through the Uml and Idl tabs of the relation dialog.

The indentation of the first line of the definition give the indentation added to the class definition for all the relation definition.

Relation equivalent to an attribute in an interface

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the Idl code generator are :

- *\${comment}* is replaced by the description of the attribute adding //
- \${description} is replaced by the relation description without adding //
- *\${readonly}* produce *readonly* when the relation is read only (see the UML tab)
- *\${attribute}* produce *attribute*
- *\${type}* is replaced by the name of the class pointed by the relation (see the UML tab)
- *\${name}* is replaced by the role's name (see the UML tab)
- \${stereotype} is replaced by the translation in Idl of the relation's stereotype (see the UML tab)
- *\${multiplicity}* is replaced by the multiplicity of the relation (see the UML tab)
- @{*xyz*} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the relation, if not found for the class containing the relation etc ...

Relation equivalent to an attribute in a valuetype

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the Idl code generator are :

- \${comment} is replaced by the description of the relation adding //
- \${description} is replaced by the relation description without adding //
- *\${visibility}* produce the visibility (see the UML tab)
- *\${type}* is replaced by the name of the class pointed by the relation (see the UML tab)
- *\${name}* is replaced by the role's name (see the UML tab)
- *\${stereotype}* is replaced by the <u>translation in Idl</u> of the relation's stereotype (see the UML tab)
- *\${multiplicity}* is replaced by the multiplicity of the relation (see the UML tab)
- $@{xyz}$ is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the relation, if not found for the class containing the relation etc ...

Relation equivalent to an attribute in an union

In BOUML the generated code is obtained by the substitution of macros in a text, the macros known by the Idl code generator are :

- \${comment} is replaced by the description of the relation adding //
- *\${description}* is replaced by the relation description without adding //
- *\${readonly}* produce *readonly* when the relation is read only (see the UML tab)

- *\${type}* is replaced by the name of the class pointed by the relation (see the UML tab)
- *\${name}* is replaced by the role's name (see the UML tab)
- *\${stereotype}* is replaced by the <u>translation in Idl</u> of the relation's stereotype (see the UML tab)
- *\${multiplicity}* is replaced by the multiplicity of the relation (see the UML tab)
- \${case} is replaced by the case associated to the relation
- @{*xyz*} is replaced by the *user property* value in case *xyz* is the key of this property. The property if searched first for the relation, if not found for the class containing the relation etc ...

Inheritance

The class inheritance are managed at the class level.

Extra member

The Idl definition of an extra member is set through the Idl tabs of the extra member dialog.

No macros.

Previous : Php reverse

Next : Roundtrip body

Roundtrip body

This is a *plug-out* directly written in C++.

When you set *preserve operations's body* through the *miscellaneous* menu, you edit the operation's bodies out of Bouml, and this one doesn't contains up to date operation's bodies. This *plug-out* updates the operation's bodies in Bouml from the sources.

Roundtrip body works on the <u>artifact</u>, not at class level. So, when you ask for *roundtrip body* on an <u>artifact</u> (or an upper level), all the operations of all the classes having the mark in the sources associated to the <u>artifact</u> will be *roundtripped*.

You can ask for *roundtrip body* at <u>package</u>, <u>deployment view</u> or <u>artifact</u> level, except in this last case, the *roundtrip* is done recursively.

Previous : Idl generator

Next : State machine generator

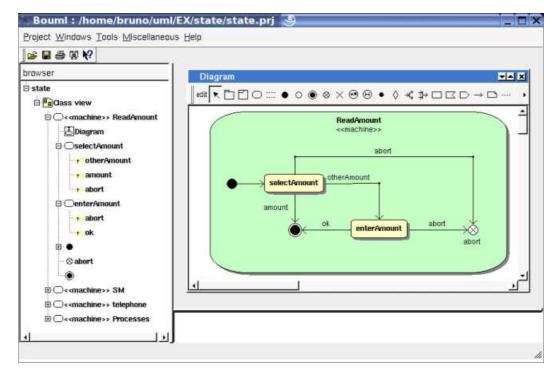
State machine generator

The state machine generator create or update the classes implementing a behavioral state machine on which it is applied.

Currently the state machine generator only generates C++ definitions.

you class When apply this plug-out machine, on а state а having the same name (removing non legal characters) is created (or updated in case it already exist) in the same class view to This attributes implement it. class doesn't contain static and may have several instances. Each sub-state is managed through an own sub-class, the tree of the states and the associated classes is the same. For each trigger, whatever the state waiting for it, an operation having the same name (the C++ trigger must have a legal C++ name, the C++ guards must be legal C++ forms etc ...) is defined. Currently the triggers can't have parameters, and a transitio can't have several triggers. You must apply these operations on the instance of the class implementing the state machine to simulate the event, the returned value is true until the final state is reached. The operation starting the execution is named *create* (the only legal trigger for a transition from an initial pseudo state). A trigger's name can't start by the character '_', allowing me to proc operations and attributes starting by '_' without collision.

For instance, in case you apply the state machine generator on the following state machine :



you will obtain these definitions :



Having an instance of ReadAmount, you must first call create to execute the initial transition, then you may call otherAmount etc ...

When you modify the *state machine* then you recall this *plug-out*, the classes are updated. The classes, operations and attributes produced by a previous state machine definition but now useless are deleted. Warning : if a state or other elements is renamed or moved to have a new parent, the corresponding class or class member is deleted and a new one is created. If you add classes or members, these ones will not be deleted while their container is not itself deleted, and if they don't have a user property named *STM generated* (so, don't duplicate elements created by the *state machine generator* to not have this property or remove it after).

Some parts of the generated source code are instrumented to produce a debug message using the function *puts* of *stdio*. The instrumentation is always a form :

#ifdef VERBOSE_STATE_MACHINE

puts("<the message>");

#endif

To activate these traces you must compile the code defining VERBOSE_STATE_MACHINE.

Previous : Roundtrip body

Next : XMI generator

XMI generator

As it is signified by their name, the XMI generators generates the definition of the project using XMI.

They are two generators, one producing XMI 1.2 the other XMI 2.1

XMI 1.2 generator

To be compatible with existing tools, the used format is xml 1.0, xmi 1.2 for UML 1.4.

This *plug-out* must applied on the project itself, it asks you to specify where the *xmi* file must be generated and if you want to produce the UML, C++ or Java definitions :

gxmi 🥑		? _ 🗆 >
XMI file :		browse
Encoding :	windows-1	252 🛨
Generate views as p	ackage	
- Tagged values genera	ation	
 Not generated 		
UML:TaggedValu	e tag="" value=""	/>
	lue.tag>lue.value> <td></td>	
	++	Cancel

Currently only the UML definition of the *packages, views* (generated as package or not generated depending on the toggle above), *classes, attributes, relations, operations, use cases, components* (without UML2.0 features) and *nodes* are saved in the produced file. Classes defined under a *use case* or a *use case view* are generated as *actor*, their operations, attributes and relations are not generated except *dependencies* and *generalizations*.

The XMI generator manages the following options (in order) :

- -uml or -c++ or -java to specify the target language, mandatory if other arguments are given (except the port number given by Bouml itself)
- generated XMI file path (must not contains space)
- encoding, for instance windows-1252
- -view, optional, to generate views as package
- *-simpleTv* to generate tagged values with the simple form, *-complexTv* to generate tagged values with the complex form, else the tagged values are not generated

In case these arguments are given the dialog doesn't appears, this allows to export a project in XMI without any manual action.

These options may be set through the Tool setting dialog, or when you ask to start a plug-out when Bouml is lauched (see here).

XMI 2.1 generator

The used format is xml 1.0, xmi 2.1 for UML 2.0 or 2.1

This *plug-out* must applied on the project itself, it asks you to specify where the *xmi* file must be generated and if you want to produce the UML, C++ or Java definitions following some options :

generated /tmp/xn XMI file :	n.xml		browse
Encoding :		UTF-8	•
- Uml			
C uml 2.0		🧿 uml 2.1	
Conservable (state) ✓ Generate 'pk_'		er direction	
		er direction	
Generate 'pk_'	prefix for paramet		
☞ Generate 'pk_' 「 Generate 'vis_'	prefix for paramet	,	
☞ Generate 'pk_' 「 Generate 'vis_'	prefix for paramet prefix for visibility pe rather than D	,	
Generate 'pk_' Generate 'vis_' Use PrimitiveTy Generate exten	prefix for paramet prefix for visibility pe rather than D- sions	/ ataType	' ' and '

The XMI generator manages the following options (in order) :

- -*uml* or -c++ or -java to specify the target language, mandatory if other arguments are given (except the port number given by Bouml itself)
- generated XMI file path (must not contains space)
- encoding, for instance UTF-8
- -view, optional, to generate views as package
- -uml2.0, optional, to generate for UML 2.0 rather than UML 2.1
- *-pk*, optional, to prefix the parameter direction by *pk_*
- -vis, optional, to prefix the visibility by vis_
- -primitiveType, optional, to define primitive and derived types (like int *) through a primitive type rather than a data type
- *-extension*, optional, to ask the generator to produce or not through an extension the *stereotypes* and user properties (*tagged value*)
- *-lf*, optional, to produce the characters *line feed* and *carriage return* without modification, else there are replaced by and

In case these arguments are given the dialog doesn't appears, this allows to export a project in XMI without any manual action.

These options may be set through the Tool setting dialog, or when you ask to start a plug-out when Bouml is lauched (see here).

Previous : State machine generator

Next : XMI import

XMI import

The XMI *import* allows to import XMI 2.1 for *UML* 2.0 or 2.1 file. The top level element in the XMI file must be a *project* or a *package*, else nothing will be imported.

This *plug-out* must be applied on the project itself or a package, it asks for a file and import it, at end the number of main imported elements is written.

This release doesn't look at the language indications, and only define elements at UML level.

Previous : XMI generator

Next : Html documentation generator

HTML documentation generator

The

HTML

documentation

generator

is developed using BOUML and is an example of a program implemented simultaneously in C++ and Java.

As it is signified by its name, the *HTML documentation generator* generates HTML pages describing the object on which it is applied and its sub objects, with some indexes. When the generator is started some dialogs appear to configure the result, you may also se them using the options, see below

The diagrams are produced in the generated page(s), the used scale and picture size are the default ones except when there are set (for instance see <u>use case diagram</u>).

The HTML code generator manages the following options (in order) :

- *-flat*, optional, to produce the class definitions in index.html rather than in separate files.
- *-svg*, optional, to produce SVG images rather than PNG ones.
- generated Html files directory (must not contains space) mandatory if the next arguments are given (except the port number given by Bouml itself)
- -del_html, optional, to remove already existing HTML files in the specified directory
- *-del_css*, optional, to replace the file style.css if it already exists in the specified directory, do not use this option if you have your own styles. Of course in all the cases style.css is created if it doesn't exist

In case the generated files directory is specified the dialogs don't appears, this allows to generate the HTML documentation withou any manual action.

These options may be set through the Tool setting dialog, or when you ask to start a plug-out when Bouml is lauched (see here).

Previous : XMI import

 $Next:\underline{genpro}$

Genpro : .pro generator

genpro is an other example of plug-out developed with BOUML, its goal is to generate the .pro file used by qmake or tmake to produce the *Makefile* of a C++ program using *Qt* ... for instance a *plug-out*.

genpro has itself a graphical interface implemented thanks to Qt, when it is applied on a artifact stereotyped executable the following window appears (here it is applied on the gpro executable artifact itself, the C++ generation directory is /tmp/gpro) :

?	_ 🗆 X
/tmp/gpro/genpro.pro	browse
/tmp/gpro/genpro	browse
app	-
debug 🔹 warn_on 👻 qt 🔹 👻	•
WITHCPP WITHJAVA WITHIDL	
	compute
	browse
QK Cancel	
	/tmp/gpro/genpro app debug vam_on v qt v

By

default the .pro file is produced in the directory where the executable is made, the executable's name is the artifact's name except when this least is 'executable', in this case is is the project's name. You may specify the template (app, lib or subdirs), set some flags like debug, the C++ pre-processor variable definitions (see <u>plug-out</u> for explanations on WITHCPP WITHJAVA and WITHIDL), ask to place the objects in a directory which is not the one used for the sources etc ...

The source files considered by genpro are the ones produced by the source artifacts associated to the executable artifact on which genpro is applied.

The same technique may be used to directly generate a Makefile for a C++ or Java program.

Previous : Html documentation generator

Next : Rose project import

Rose project import

This plug-out is developed using BOUML in C++. As it is signified by its name, this one import a Rose model from its .mdl (and associated files) into BOUML in the package/project where it is launch.

This

plug-out is under development, actually the imported diagrams are created empty, the BOUML's API doesn't yet allows to modify then Actually the reverse C++ doesn't allows to complete the imported model with the files generated by Rose.

BOUML manages the case of the controlled packages through a .cat or a .sub files find through a \$variable rather than a fixed path. When a variable is not an environment variable, BOUML ask for its value (only one time, or course).

BOUML write a message into the tool window each time it cannot import something.

Previous : genpro

Next : Plug-out upgrade

Plug-out Upgrade

When new features are introduced in BOUML these ones are not managed by your (now old) *plus-outs*, to automatically upgrade them, the distribution of BOUML contains the *upgrade plug-out*.

Its goal is to upgrade the *plug-outs* not made from the last up to date version of the *plug-out empty*, adding the missing features.

It is applied through the entry *plug-out upgrade* of the menu *Tools* (this entry doesn't appears while a dialog is opened or when the project is not a *plug-out*) :

Show <u>T</u> race Window	Ctrl+T
Generate <u>C</u> ++	Ctrl+C
Generate Java	Ctrl+J
Generate <u>I</u> dl	Ctrl+I
Reverse C++	
Reverse Java	
Java Catalog	
Plug-out upgrade	
generate .pro	
html (java version)	
html (C++ version)	
Java catalog	
Tools settings	
Import settings	

Whenitisapplied,theplug-outask you for a confirmation, thus it adds the needed classes etc ... When all is done a new dialog appears for information and a save-asis called asking you to save your plug-out in a new location, thus in all the cases the project is closed.plug-out

Previous : Rose import

Next : <u>C++ utilities</u>

C++ Utilities

Some utilities concerning C++.

When it is applied to a class, it allows to add specific operations not yet defined :

the class doesn't have contructor	F add constructor
the class doesn't have destructor	□ add destructor □ virtua
the class doesn't have copy contructor	 add copy constructor with const argument add copy constructor with non const argument
the class doesn't have assignment operator	add assignment with const argument add assignment with non const argumen

The content of the dialog depend on the already defined operations.

Previous : <u>Plug-out upgrade</u> Next : <u>Use case wizard</u>

Use case wizard

A very simple plug-out defined in C++ and Java both (like the HTML code generator) to extend use case features.

When it is applied to a use case, it allows to specify through text a summary, context, pre-conditions, description, port-conditions and exception :

Proper	ties of t	he use cas	ie 'key dowr	r 🧕		7 _ 🗆 >
Summary	Context	Pre-Condition	s Description	Post-Cond	itions I	Exceptions
		The summar	y of the use case	'key down'		
					ок	Cancel

Don't hesitate to modify this plug-out (saving it output of the Bouml installation directory to not loose your modifications on a f Bouml installation) for your own purposes !

Previous : <u>C++ utilities</u>

Next : File control

File control

A very simple plug-out defined in C++ to control the project files with CVS, Subversion, Clear Case or other file controller, doing the *check in / out* on the appropriate files.

This plug-out asks for the command to be made on each file. The command is executed through the function system, don't forget to give the option -nc for Clear Case. Of course in case you don't use a file control you may use this plug-out to set the file permission using *chmod* in the commands under Linux etc ...

The first parameter of the plug-out must be *ci* or *co* to know what must be done, this means that the plug-out is configured two times, for instance like this :

	executable	display	Prj		1	-	Đi:	-	包	躍	图	国	B	D.	图	0	E	O	8	D	B	0.4	23	-0
1	ghtml	HTML documentation	Х	Х	Х	Х	Х	Х	х	х	Х	Х	Х	Х	х	Х	Х	Х	X	Х	Х	Х	Х	х
2	gpro	Generate .pro																			х			
3	irose	Import Rose	X	Х																				
4	cpp_util	C++ utilities															х							-
5	gxmi	Generate XMI	×																					
6	stmgen	C++ state machine																Х						
7	usecasewizard	Use case wizard														Х								
8	file_control ci	Check-in	X	Х																				
9	file_control co	Check-out	X	х																				
10	depici	Deploy classes				Х																		
11	- 10	1 22 84																						
-1																								. ,
		<u>o</u> k	1										Ca	nce	1									

When it is applied to a the project or an other *package* it ask you for the command (proposing the last used one) :

Check-in sub pack	-	e and %dir by the directory where	is the
	the command with the file replaced		13 1116
Save then reload t	he project to see the new write p	ermission of the files	
	<u>Ok</u>	Cancel	
file control c	2. 0	9	
file_control <	2> 🧕	7	-
file_control < Check-out sub-pa		7	- 0
Check-out sub-pa	ckages	e and %dir by the directory where	_ D
Check-out sub-pa	ckages will be replaced by the file's nam		is the
Check-out sub-pa	ckages		is the

When you just want to change the write permissions using *chmod* under Linux, the *check in* command is *chmod* +w %*dir*/%*file* and the *check out* command is *chmod* -w %*dir*/%*file*

Note : the file permissions are set when a project is read, you must re-read a project to force Bouml to know the new ones.

Previous : <u>C++ utilities</u>

Next : Deploy classes

Deploy classes

A very simple plug-out defined in C++ and Java both (like the HTML code generator) to automatize the creation of the <u>artifact</u> for all the classes of the <u>class view</u> on which the plug-out is applied :

- If the <u>class view</u> doesn't have an associated <u>deployment view</u>, an associated <u>deployment view</u> having the name of the <u>class</u> <u>view</u> is created in the same package.
- An <u>artifact</u> with the stereotype source is created and associated to all the classes of the <u>class view</u> without associated <u>artifact</u>, the name of the <u>artifact</u> is the name of the class.

Previous : File control

Next : global change

Global change

This *plug-out* defined in C++ allows to do global modification of the *artifact*, *classes*, *operations*, *attributes* and *relations* definitions, working recursively from the *browser* element on which it is applied.

When you change default definitions or declarations in the *generation settings*, these changes are not propagated in the already existing elements to not broke them. This *plug-out* allows you to apply these changes if needed on a controlled way.

This *plug-out* may be applied on a *package* (including the *project* itself), *class view*, *deployment view* or a *class*, and works through this dialog :

filter 1 :				€ with € without
		e and Co	r	
ilter 2 :				e with C without
		€ and € o	f.)	
ilter 3 :				€ with € without
Stereotype —	C is not			
Fargets				
artifact	□ class	☐ operation	F attribute	relation
Languages - C++	3	🗖 Java	⊏ idi	
		Java	, 101	
urrent :				
asen: I				

The

filters

are optional are allow to not do the change on all the potential definitions and declarations. An empty filter is ignored, else a filter may be used to consider the forms containing it (*with* is set) or not containing it (*without* is set). When you have several filters you may conjugate them with *and* or *or*, the priority of *and* and *or* are equals to the ones under C++ and Java. In case you have one filter, you must use filter 1. In case you have two filters you must use filter 1 and 2.

It is also possible to filter through the *stereotype*. Choose *any* to not consider the stereotypes, *is* to consider only the elements having the specified stereotype (may be an empty one), and *is not* to not consider the elements having the specified stereotype (may be an empty one).

Several targets may be set, to choose on which kind of elements the change must be done.

Several *languages* may be set too, to choose for which language the definition / declarations the changes must be done.

Current indicates the current form to be changed, *new* the value, the substitution being done on the element definitions / declarations compatible with all the previous indications.

Notes : except for the stereotype, \n is used to indicate a line break in the inputs. The carriage return characters are removed to not pollute the filtering, searc replacement. At most one replacement is done by form.

Examples of use :

- you want to replace everywhere \${comment} by \${description} : all the filters must be empty, set any, artifact, class, operation, attribute and relation, set the right languages, set current to \${comment} and \$new to \${description}, press Replace.
- In the old releases, the operation body indent must be set inside the body because the form $\frac{1}{body}$ was not preceded by two spaces, to replace the old definitions by the new default one where $\frac{1}{body}$ is placed after two spaces, and to keep the definition having these to spaces unchanged : the first filter must be set to $\frac{1}{space} \frac{1}{body}$ (where $\frac{1}{space}$ is a space character !) and you set *without*, the other filters are empty, set *operation* only, set the right languages, set *current* to

\${body} and *\$new* to *<space>\${body}* (where *<space>* is a space character !), press *Replace*.

When you ask for a replacement, a dialog indicate how many changes was done, and may be how many can't be done because it is not possible to set the definition / declaration of a *read only* element.

Warning, global changes may have dramatic consequences when the filtering is not sufficient !

Previous : Deploy classes

Next : plug-outs

Plug-outs

The

plug-outs

are the external programs written in C++ or Java interacting with BOUML, these programs may be written using BOUML itse previous chapter describe some *plug-out* including the code generators and code reverse.

A *plug-out* is a very practical way to automatize treatment on the model, do not hesitate to write *plug-out*. I just recommend you to save your model before executing your *plug-outs* when you debug them :-) !

Declaring a *plug-out*

To be executed, a *plug-out* must be declared through the *tool dialog* called when you select the *tools settings* entry of the *tools* menu :

	executable	display	Prj		康	E	TO:	6	阳	岡	図	冨	圆	因	围	라	8	0	1	O	0	-+		do
1	ghtml	HTML documentation	X	X	X	х	X	X	X	X	Х	X	×	X	Х	X	X	Х	X	X	×	×	X	
2	ghtml -flat	HTML doc. (flat)	X	X	Х	Х	X	X	Х	Х	х	Х	Х	Х	X	X	Х	х	X	Х	Х	Х	X	
3	gpro	Generate .pro																			Х			
4	irose	Import Rose	X	X																				
5	gxmi	Generate XMI	X																					
6	usecasewizard	Use case wizard																X						
7	file_control ci	Check-in	X	Х																				
8	file control co	Check-out	X	X																				
9	depici	Deploy classes				X																		
10	1.22	1.1.1																						

The first column specify how the *plug-out* is executed, for a C++ program you just have to give its name and may be the path depending on your environment, in Java the *-cp* option allows to specify the path and the starting class is *Main* (except if you change the definition of the *executable* artifact !).

The content of the second column will be displayed in the menu when your *plug-out* is applicable on the target item.

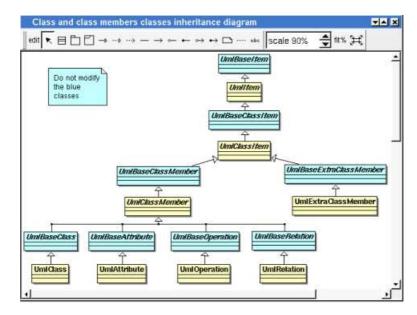
The other columns allows to specify the kind of the items on whose the *plug-out* is applicable. For instance below, *gpro* may only be applied on a artifact.

Note that the declaration of the *plug-out* is saved in the file named *tools*, this allows you to quickly set the tools list after creating a new project copying the tools file of an old project (this file is <u>read</u> when you load the project).

Creating a new *plug-out*

The distribution of BOUML contains a project named *empty*, this one is a *plug-out* doing nothing for you point of view, in fact it implements in C++ and Java the API allowing to interact with BOUML. To develop a new *plug-out* <u>open</u> the *empty* project, BOUML will ask you to save it in an other project to keep *empty* unmodified. You may also develop a *plug-out* from one of the others available *plug-outs*, you just have to know that these ones was developed at different step of the BOUML definition, then they do not contain all the BOUML API and some operations may not be defined. By definition, *empty* contains all the API.

The *empty plug-out* contains several already defined classes with their associated artifact, half of them are placed under the *package API BASE* and implement the API with BOUML, you cannot modify them, they define the *system* part of a *plus-out*. The other half is yours, each of these *user* classes inherits to a *system* class, and sometimes a *system* class inherits of a *user* class, for instance the classes associated to ... the classes are:



In this diagram the blue classes are the *system* classes, the other classes are yours. *UmlItem* is the *user* class inherited by almost all the other classes.

The disadvantage of this choice in C++ is to recompile many files when a base class is modified, but this allows to define (*virtual*) operations managing several classes.

I do not describe in this documentation all the predefined classes and their operations, the better is to look at the model of a new created *plug-out* or to <u>generate</u> the html pages describing it (this is done under the <u>empty_html</u> directory, the html entry page is *index-withframe.html*). I also recommend you to look at the *plug-outs* given with the BOUML distribution. Nevertheless you have to know :

- the entry point of a *plug-out* in C++ and Java is placed in the artifact named *Main* under USER API, refer to it
- in C++ :

if the C++ pre-processor variables WITHCPP, WITHJAVA, WITHPHP and WITHIDL are defined (using *#define* or -D option of the G++ compiler, etc ...) you will get all the informations from BOUML.

if the C++ pre-processor variables WITHCPP, WITHJAVA, WITHPHP and WITHIDL are not defined you will access only to UML data, this means for instance that the operations *cppDecl javaDecl phpDecl* and *idlDecl* will not be defined for *UmlBaseClassItem*, this limits the amount of data managed by a *plug-out* and reduce the execution time and used memory space

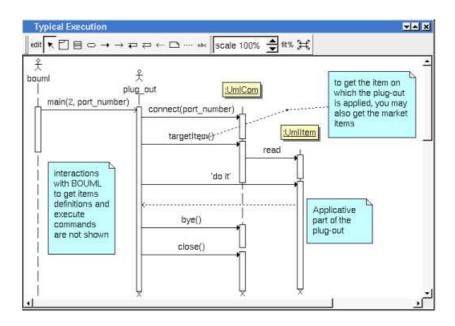
if only WITHCPP is defined you will access only to UML and C++ data, this means for instance that the operations *javaDecl phpDecl* and *idlDecl* will not be defined for *UmlBaseClassItem*, this limits the amount of data managed by a *plug-out* and reduce the execution time and used memory space

if only WITHJAVA is defined you will access only to UML and Java data, this means for instance that the operations *cppDecl phpDecl* and *idlDecl* will not be defined for *UmlBaseClassItem*, this limits the amount of data managed by a *plug-out* and reduce the execution time and used memory space

if only WITHPHP is defined you will access only to UML and Php data, this means for instance that the operations *cppDecl javaDecl* and *idlDecl* will not be defined for *UmlBaseClassItem*, this limits the amount of data managed by a *plug-out* and reduce the execution time and used memory space

if only WITHIDL is defined you will access only to UML and IDL data, this means for instance that the operations *cppDecl javaDecl* and *phpDecl* will not be defined for *UmlBaseClassItem*, this limits the amount of data managed by a *plug-out* and reduce the execution time and used memory space

the other combinations where only two of these three pre-processor variables are defined are illegal.



Updating a plug-out

See upgrade plug-out.

To start a *plug-out* when Bouml is launch

It is possible to apply a plug-out on the project when Bouml is started through your shell or command line :

bouml <project file> -exec <plug out> <plug out options> -exit

- *<project file>* indicates the model to load as usual.
- *<plug out>* indicates the plug-out to apply on the project. The C++ generator is named *cpp_generator*, the Java generator *java_generator*, the Php generator *php_generator*, the Idl generator *idl_generator*, the HTML generator *ghtml*, the XMI generator *gxmi* and *gxmi2*. If necessary the full path of the plug-out have to be done, warning : under Windows this path must not contain space.
- <plug out options> are the optional options you give to the plug out
- *-exit* is optional and allows to exit from Bouml when the plug-out execution is done.

For instance (HTML generator options are given here, XMI generator options are given here) :

- "C:\Program Files\Bouml\bouml" "D:\...\aze\aze.prj" -exec C:\Progra~1\Bouml\gxmi -uml c:\aze.xmi windows-1252 -exit
- bouml .../qsd/qsd.prj -exec -flat /usr/lib/bouml/ghtml /tmp/qsd_html -del_html -exit

Exchanges with BOUML

The exchanges between BOUML and the *plug-outs* are supported by a TCP/IP socket. When you ask BOUML to start a *plug-out*, it search for a free port number starting at 1024. In case you have a *firewall* it may be necessary to configure it.

To reduce the number of exchanges with BOUML and run faster, a *plug-out* does not ask for BOUML each time you want to get a value. The *system*

classes read and memorize all the data of a given item the first time you access to one of them (with the restrictions allowed WITHCPP, WITHJAVA, WITHPHP and WITHIDL). This is transparent for you until two *plug-outs* access to the same data, when one *plug-out* modify a value already read by the other, the second *plug-out* does not see the new value until it *unload* (an operation defined *on UmlBaseItem*) the object, then ask for the value.

User properties

A *user property* is a couple key – value, the value may be empty.

By default the *user properties* are not used, nevertheless they exist! It is the only way to add information concerning any item (without modifying BOUML

obviously they are accessible in the *plug-outs*. The alone limitation is that the keys and the values must contain *string*, may be on several lines ... even the editor called by the dialogs is not a multi-lines editor !

The *plug-out genpro* use the properties of the artifact on which it is applied to save its data and give them is a future usage (supposing the project saved !).

To see/modify them, select the last tab named User present in the dialog of any kind of item.

Compile a Java plug-out

To compile the java files, go in the directory where the files are and do javac *. java (don't compile file by file because some files associated to the API contain several classes).

Compile a C++ plug-out under Windows

Qt 2.3 for Windows and Microsoft Visual C++ is available here : ftp://ftp.trolltech.com/qt/non-commercial/

Because this release of Qt is old, if you install Qt on a recent release of Windows (for instance Xp) the installation may be frozen at the end, in this case just kill the installation process and in fact the installation is done.

Read the Qt documents to see how to use Qt under Microsoft Visual C++.

On recent releases of Windows / Visual C++ the macros allowing to automatically create a Qt project and / or to ask for the usage of moc on header files may not work, in this case read the following

To have a QT project

Edit project settings :

• the MFC must not be used :

Project Settings	2
Settings For: Win32 Release	General Debug C/C++ Link Resource
	Allow per-configuration dependencies
	OK Cancel

• add

the preprocessor definitions WITHCPP WITHJAVA WITHPHP WITHIDL QT_DLL QT_THREAD_SUPPORT (having both WITHCPP WITH WITHPHP and WITHIDL is not mandatory, you may define only one of them, for instance WITHJAVA in case you a interested by the Java definition of the items, this allows to save memory space at the execution), add the additional include directory \$(QTDIR)\include :

Project Settings	? 🛛
Settings For: Win32 Release	General Debug C/C++ Link Resource
	Additional include directories: \$(QTDIR)\include,/Tools,/html Ignore standard include paths Project Options: //nologo //L //W3 /GX /02 /1 "\$(QTDIR)\include" /1 "/Tools" /1 "/html" /D "WITHCPP" /D "WITHIDL" /D "WITHJAVA" /D "QT_DLL" /D
	OK Cancel

• add the library modules $(QTDIR)\lib\qt-mt230nc.lib and (QTDIR)\lib\qtmain.lib :$

Project Settings	2 🛛
Settings For: Win32 Release ▼	General Debug C/C++ Link Resourc(Category: General Image: Image:
	comdlg32.lib advapi32.lib shell32.lib ole32.lib oleaut32.lib uuid.lib odbc32.lib odbccp32.lib

To apply moc on a header

Edit the settings of the file in the following order :

• use custom build step:

Settings For: Win32 Release	General Custom Build
aDirection.h aDirection.h anltemKind.h aRelationKind.h aVisibility.h ClassGlobalCmd.h DropSettings.h CppSettings.h Dialog.h IdlSettings.h IdlSettings.h JavaSettings.h JavaSettingsCmd.h AvisGlobalCmd.h Avis	Always use <u>c</u> ustom build step Exclude file from build Microsoft Foundation Classes: Output directories Intermediate files: Release Output files:

- set *Output* to \$(InputDir)\moc_\$(InputName).cpp
- $\bullet \ set \ Commands \ to \ \% qtdir\%\bin\moc.exe \ (InputDir)\\ (InputName).h \ -o \ (InputDir)\moc_\ (InputName).cpp \ (InputDir)\ (Input$
- set *Description* to Moc'ing \$(InputName).h

Settings For: 🕠	/in32 Release	➡ General C	Custom Build
ani aR aR Cla Cla Cr Cr	rirection.h temKind.h elationKind.h isibility.h issGlobalCmd.h idFamily.h pSettings.h pSettings.cmd.h	Input file: Description: Commands %qtdir%\bin\r	\.\tmp\gpro\Dialog.h Moc'ing \$(InputName).h moc.exe \$(InputDir)\\$(InputName).h -o \$(I
bl ا און Jav Jav	Settings.h SettingsCmd.h vaSettings.h vaSettingsCmd.h scGlobalCmd.h InstanceCmd.h	Outputs	ioc_\$(InputName).cpp
10 Mar 200 Mar	ckageGlobalCmd.h	Directory -	Eiles Dependencies

Previous : Use case wizard

Next : Project control

Project control

This tool manages an applicative write access to the project files without using the may be existing operating system capabilities. The goal is to give the write access of a the project files to at most one user per file, to avoid to merge modifications made by several users. The tool *Project synchro* associated to project control allows you to synchronize a repository project with the modifications made by several users (supposing each package modified by at most one user).

Because of the way the project data are saved by BOUML (see <u>project files</u>), the write access are managed at <u>package</u> level, and each information attached to a package (except its sub packages) have the write access of this package. Recall the *generation settings, default stereotypes* etc are associated to the *project* package, a good way is to not define views directly in the *project* package but to immediately create sub packages, each one owned by a different user or protected.

Project Control is not a plug-out, it is launch like BOUML or any tool, when you start it the following window appears :

	control				
Project Style	a produce				
🗃 😤 😡 🛚	8				
browser	Owner id	Owner name	Revision	Modified by	
lear le brune	11d 21				
User is brund	a [ia 2]				

To avoid inconsistencies, you can't apply *Project Control* several times on a given project, and you can't use it on a project while it is edited by BOUML or by *Project Synchro*, if this is the case a message warns you :

Cor	ntrol project 🧕	
\mathbf{x}	The project is already locked by 'Pro (the directory 'all.lock' exists)	ject control' or 'Project syncho'
	ОК	
C	ontrol project 🎐	X
-	The project is edited by the users	having these BOUML_ID : 2
1 X		
×	-	

The write access are written inside the project files associated to the packages, if all the users access to the same shared image c project, the protection will be taken into account by BOUML. If there are several images of the project, after the use of *File Control* each image must be updated, or you must set the same write access using the tool by yourself.

All the operations are presented to be done for a given user, this user is indicated at the bottom of the window. Obviously the user is first the one starting the tool, the *id* is the value of *BOUML_ID* for this user.

Project menu

Project control	
	-
🗳 Open	Ctrl+O
옷 Change <u>u</u> ser	Ctrl+C
🕼 <u>S</u> earch	Ctrl+S
Quit	Ctrl+Q
/home/bruno/uml/pr/pr.prj	
/home/bruno/uml/html/html.prj	
/home/bruno/uml/EX/activity/activity.prj	

This menu allows

- to load project (may be through the historic list proposed at the bottom, this historic is the one of BOUML for the user starting *Project Control*),
- to change the current user,
- to search for a package from its name,
- or to quit the tool.

Browser

When you load a project, only the packages are shown in the browser, for example on the project doing the HTML generation, if the *project* package is protected, the *API USER* owned by *bruno* and *Aux* by *olivier* :

3	€ 😡 🐶				
rows	er	Owner id	Owner name	Revision	Modified by
a 💼 h	ıtml	<protected></protected>		1	10 Y 10
-8	API BASE			1	
-	API USER	2	bruno	1	
-	Aux	з	olivier	1	

The icon used to represent a package indicates the write access :

- 🔲 : the package is not protected and may be modified by any user using BOUML
- 📕 : the package is protected, no users may modify it using BOUML
- 🚺 : the package is own by the current user, only the current user can modify it using BOUML
- I: the package is own by an other user (indicated by the columns *Owner id, Owner name*), only this user can modify it using BOUML
- 🔟 : the package is not protected and its associated file is read-only, you can't modify the write access
- 🔟 : the package is protected and its associated file is read-only, you can't modify the write access
- rol : the package is own by the current user and its associated file is read-only, you can't modify the write access
- 🖸 : the package is own by an other user and its associated file is read-only, you can't modify the write access

Package menu

A menu appears when you do a right mouse click on a package, its content depend on the package access, the entries are (*Ctrl* is replaced by *Apple* under MacOS X):

- Protect this package (Ctrl+p) : to protect the current package, no user will be able to modify it using BOUML
- Unassign this package (Ctrl+u) : to not protect the current package, all the users will ne able to modify it using BOUML
- Assign this package to <user> (Ctrl+a) : to protect the current package except for the current user
- *Protect <user>'s packages recursively from this one*: to protect the packages own by the current user from the current package and going down recursively, the state of the packages not own by the current user is unchanged
- *Protect* unassigned packages recursively from this one : to protect all the unprotected packages from the current and going down recursively, the state of the other packages is unchanged
- Protect all packages recursively from this one (Alt+p): to protect all the packages from the current and going down recursively
- Assign to <user> unassigned packages recursively from this one : to protect except for the current user all the unprotected packages from the current and going down recursively, the state of the other packages is unchanged
- Assign to <user> all packages recursively from this one (Alt+a) : to protect except for the current user all the packages from

the current and going down recursively

- Unassign <user>'s packages recursively from this one : to not protect the packages own by the current user from the current package and going down recursively, the state of the other packages is unchanged
- Unassign all packages recursively from this one (Alt+u) : to not protect the packages from the current package and going down recursively

Warning : the change is immediately made, and these is no undo !

Change the current user

To change the current user, use the button representing an actor or the entry in the project menu, a dialog appears :

Choos	se i	? -	X□
Select a u you may cl		78886333	12.020.536
User :	2 (b	runo)	·
New name			
Ok		Can	cel

Choose a user from the list, set the name through the line editor when it is unknown for the selected BOUML_ID.

Previous : Plug-out

Next : Project synchro

Project synchronization

This tool synchronize several images of a project developed in parallel by several users. The synchronization is made by replacing old files by new ones. Note that the files are copied, not merged.

To use Project synchro several conditions must be followed, else the synchronization may broke you projects :

- To detect a file must be replaced by a new one, the tool uses the revision, not the date when the file was saved the last tile. Because the revision is used, it is not possible to use the tool to synchronize projects modified by the releases of BOUML strictly less than 2.21. If you already have several images of a project, you must first resynchronize them by yourself to obtain a unique image.
- Each user has his own copy of the project and works only on this copy. Obviously each user has his own BOUML_ID.
- A given project file must be modified by only one user, for instance thanks to *Project Control*. This means that when the owner of a file change, you must perform a synchronization before (obviously it is useless to do a synchronization when a file without owner since the last synchronization become owned by someone).
- The synchronization is not possible for an image having a read-only file.

Project Synchro is not a plug-out, it is launch like BOUML or any tool, when you start it the following window appears :

Project synchro 🧕	_ 🗆 ×
Project Style Help	

The menu *Project* is used to load several images of the same project, to synchronize them or a part of them. it is also possible to start the tool given a list of project images in parameter.

To avoid inconsistencies, you can't apply *Project Synchro* several times on a given project, and you can't use it on a project while it is edited by BOUML or by *Project Control*, if this is the case a message warns you :



A project directory must also not contain *bak* files, these temporary files are present when BOUML or *File Synchro* crash during the modification of the files :



When only one project image is load the aspect is the following :

/hame/bruna/uml	Rev.	Modified by	
⊟pr	7	bruno (2)	
Package1	8	bruno [2]	
DPackage2	4	bruno [2]	
Package2	1	bruno [2]	
Package1	1		
DPackage3	3	bruno [2]	
Package1	1	bruno [2]	
Package4	1		
©Package3	2		
₽□a	31		
Package1	1		
Package5	1		
-Da	1		
- Package4	:1		
- 🗋 b	1		
🗇 🗋 en	1		
Ltmpl	1		
-0-	81		
-Dincl	1		
⊜ ⊡src	1		
⊜∏java	1		
- Mang	31		

When you load a second project image, the color of the icons representing each package indicates if this one must be updated or not :

'home/bruno/uml	Rev.	Modified by	/tmp	Rev.	Modified by
9 🗍 pr	7	bruno (2)	le impr	7	bruno (2)
@ Package1	8	bruno [2]	B Package1	10	alain [4]
Package2	4	bruno [2]	©Package2	4	bruno (2)
Package2	1	bruno [2]	Package2	1	bruno (2)
Package1	1		Package 1	1	
DPackage3	3	bruno [2]	©Package3	3	bruno [2]
Package1	1	bruno [2]	Package1	1	bruno (2)
Package4	1		Package4	1	
© Package3	2		Package5	1	alain [4]
₽∏a	:1		Package3	2	
Package1	1		© 🗋 a	1	
Package5	1		Package1	1	
a	1		DPackage5	1	
- Package4	1		a	1	
- 🗋 b	1		Package4	1	
🛱 🛄en	1		- Db	1	
tmpl	1	2	l 🗋 🗋 en	1	
	:1		- Itmpl	1	
- Dincl	1		- 01	1	
© Src	1		lincl	1	
⊨ []java	1	2	D Src	1	

A package is green when it is up to date in all the images. It is orange when it must be updated, this means that an other image has new version of this package, and this new version is blue. A new package is also in blue. At least a deleted package is gray. In previous picture *package5* is blue because it is new (it doesn't exist in */home/bruno/uml/pr*) and *package1* is blue on the right because it was modified to add the sub-package *package5*.

Each time a new image of the project is load, the colors are computed (obviously it is not possible to load several times the same project image) :

/home/bruno/uml	Rev.	Modified by	/tmp	Rev.	Modified by	/home/bruno	Rev.	Modified by
🖻 🧰 pr	7	bruno (2)	🖨 🦲 pr	7	bruno [2]	🖻 📄 pr	8	fred [3]
D Package 1	8	bruno (2)	Package1	10	alain [4]	🛛 🦲 Package 1	8	bruno [2]
DPackage2	4	bruno [2]	Package2	4	bruno [2]	Package2	4	bruno [2]
Package2	1	bruno (2)	Package2	1	bruno (2)	Package2	1	bruno (2)
Package1	1		Package1	1		Package1	1	
DPackage3	3	bruno [2]	Package3	3	bruno [2]	Package3	3	bruno [2]
Package1	1	bruno [2]	Package1	1	bruno (2)	Package1	1	bruno (2)
Package4	1		Package4	1		Package4	1	
©Package3	2		- Package5	1	alain [4]	© Package3	2	
₽∏a	1		D Package3	2		⊟a	12	
Package1	1		ella	1		Package 1	2	fred [3]
Package5	1		Package1	1		DPackage5	1	
a	1		DPackage5	1		a	1	
- Package4	1		a	1		Package4	12	
-Db	1		- Package4	1		b	1	
🖯 🦲en	1		- Db	1		🛛 📄 en	2	fred [3]
tmpl	1		🖯 📄 en	1		- Itmpl	1	
-	1		tmpl	1			12	
-Dincl	1		J - 🖸 i	1		Gensic	1	
© Src	1		- []incl	1		🗄 🛄 java	1	
🖻 🛄 java	1		la 🗋 src	1		lang	1	
lang	1		B java	1		i Dio	12	

As you can see *incl* is gray indicating it was deleted, and the project itself was modified, at least to remove *incl*.

On the bottom of each image you have the number packages whose need to be updated or deleted. The indication *RO* means that at least one file of the project image is read-only, in this case the image can't be synchronized, even if the file correspond to an up to date package.

When enough images was load, you can ask for the synchronization through the menu *Project* or the shortcut *control-S*. A dialog appears :

Synchronize	9		? _ 🗆 X
Choose th	e projects to synchro	onize with the oth	ers
Warning : some proje	cts can't be synchro	nized because of	read-only files
「 /home/bruno/uml/p	r.		
E /topper			
└ /home/bruno/pr			
Syn	chronize	Cancel	

As you can see only two of the three images may be synchronized because of read only files in the second image. However the second image will be used during the synchronization to get the new version of *package1* and the new package *package5*.

After selecting at least one image and hitting on *synchronize* the synchronization the selected images are updated, then a dialog indicating the end of the synchronization appears :

Pro	ject sy	_ 🗆 🗙
1	synchroniz	ation done
	[3
	OK	1

When you confirm the execution of *Project Synchro* is done. Supposing the synchronization done for the first and third image, restarting *Project Synchro* this the same images, one obtains :

/home/bruno/uml	Rev.	Modif-	/tmp	Rev.	Modif-	/home/bruno	Rev.	Modif
🖻 🧰 pr	8	frec	🖻 🦲 pr	7	brur	🖻 🦳 pr	8	frec
De Package1	10	alair	D Package1	10	alair	Package1	10	alaii
D Package2	4	brur	D Package2	4	brur	Package2	4	brun
Package2	1	brur	Package2	1	brur	Package2	1	brur
Package1	1		Package1	1		Package1	1	
D Package3	3	brur	Package3	3	brur	Package3	3	brur
Package1	1	brur	Package1	1	brur	Package1	1	brur
- Package4	1		- Package4	1	10.00 AU	- Package4	1	
Package5	1	alaiı	Package5	1	alaiı	Package5	1	ala
Package3	2		Package3	2		Package3	2	
₽□a	1		⊖∏a	1		⊖∏a	1	
Package1	2	frec	Package1	1		Package1	2	fre
Package5	1		Package5	1		Package5	1	
a	81		a	81		a	81	
- Package4	1		- Package4	1		- Package4	1	
- Db	1		-Db	1		b	1	
🖻 🛄en	2	frec	🛱 🦲en	1	150	en	2	fre
tmpl	81		tmpl	81		tmpl	81	
	1		- 🗋	1		- 🗋 i	1	
@ Src	1		- Dincl	1		© Src	1	
i ⊟java	1		0 msrc	1			1	

Obviously the first and third images have the same aspect and don't contain old packages.

As I said it is possible to start the tool giving the project images in parameter, for instance under Linux :

projectControl ~bruno/uml/pr/pr.prj /tmp/pr/pr.prj ~bruno/pr/pr.prj

Previous : Project control

Next : Multi user considerations

Multi users considerations

BOUML attributes an identifier to the main objects to resolve the references to the not already read objects when you load a project This identifier is establish during the object creation and will not change later, to allow several users to work simultaneously on the same project, this object identifier contains the identifier of the user creating the object. This explains why BOUML ask you to have an own identifier between 2 and 127 defined through the environment variable **BOUML_ID** (see Define an environment variable).

These identifiers are also used to name the files memorizing a project, refer to Project files. The plug-out API define the *UmlBaseItem::supportFile* to know whose file(s) support a given item.

Notes : When it loads a project, BOUML checks the write permission of the file done through the OS or the applicative permi indicated inside the file. In the browser the writable objects are written in **bold**. When you load a project, this one must be consistent, else the references to the unknown items are removed and these unknown items are considered deleted.

When you are several working on the same project you have to choose between two ways :

To share the same project files

In this case all the users work on the same project files, this means that no one has a copy of the project files. This is possible because when you do a save only the modified files are written. However this suppose at most one user may modify a given projec modifications made by several will quickly be done.

There are two way to allow at most one user to modify a file : to use the write permission set using your OS (difficult under Windows) with the help of File Control, or to use Project Control.

File Control

File control is a plug-out mainly dedicated to be an interface between BOUML and a file control like Clearcase, CVS or Subversion etc ..., however to use a file control may affect the write permission of the files.

Project control

Project control is a tool managing an applicative write permission optionally memorized in the project files associated to the packages. This allows to set the write permission independently of the OS you use.

To use project images

In this case each user has an own copy of the project, and sometimes all the modifications done in parallel are grouped. You may adopt two strategies : to allows any user to modify any part of the project, in this case you will have to merge the modification yourself, or to allow only one user to modify a given project file.

Even

files the Project are Ascii files, I may be difficult to merge several version of the same file, I know several companies use this way, but it is possible to not have to merge the modifications using the write protection through *File control* or *Project control* and to resynchronize the model using Project Synchro.

To work without merge

Let's suppose Bruno, Olivier and Annie work on the same project and decide to use Project Control and Project Synchro.

At the beginning an unique image of the project exist. If the project already exists, using Project Control you give the write access of the package to at most one person. If you start from scratch with an empty project, immediately create at least a sub-package for each, this may be changed later. Because the project itself is used to memorize generation settings and other global information, I propose you to decide immediately what are the settings and to protect the package supporting the project, this means it is not owner by Bruno, Olivier or Annie.

When the write accesses are set, duplicate the project files (in fact the directory of the project) to have three images, and perhaps fourth image placed under a file controller. Bruno, Olivier and Annie work each on its private image and don't change the wri accesses, except to loose the write access, or to get the write access to a protected package(s) not own by the others sinc synchronization.

Sometimes, for instance because Annie define a class used by Olivier, you have to synchronize the parallel developments. In this case using *File Synchro*, Annie Olivier and may be Bruno get the modifications done by the others. When the project is synchronized it is also possible to change the write access from a user to an other one, obviously this must be made on all the images, or on on image and copying it in the others.

Obviously like in any development, when an element is removed from the model by Bruno, for instance a class, he has to ask fc

Olivier and Annie except if this element was not yet delivered to them. To move an element inside the browser is not a problem element is referenced through an internal key, not through its location. In a similar way an element may be renamed because the doesn't contains the name, but this may have impact in the body of the operations where the renaming is not taken into accoun BOUML itself.

Previous : Project synchro

Next : Project files

Project files

A project is saved in an own directory through several files, all of them are text files, this may help you to do some searches or changes directly in the files (after a backup !), or of course to use a software configuration management. The files are :

- <project name>.prj : contains the top level package and project level data, for instance the generation directories.
- <*number>* : contains the data of a package (an *uml* package, not a *java* package !) and its sub-elements, the package's name is the second saved data, after a format indication. The number is the package's identifier (see <u>Multi users considerations</u>).
- <number>.diagram

: contains a diagram definition. For time and memory save reason, BOUML does not load a diagram until it is edited. Th number is the diagram's identifier (see <u>Multi users considerations</u>).

• <number>.bodies

: contains the C++ and Java bodies of all the operations of a class. For time and memory save reason, BOUML does not loa body until it is edited. The number is the class's identifier (see <u>Multi users considerations</u>).

- *generation_settings* : contains the *generation settings*, this allows you to quickly set them after creating a new project copying the *generation_settings* file of an old project.
- *tools* : contains the <u>plugs-outs</u> declaration, this allows you to quickly set the tools list after creating a new project copying the *tools* file of an old project.
- cpp_includes

: contains the C++ include & using specifications for the non defined types, used by the C++ generator and set through the C++ generation settings.

• java_imports

: contains the Java imports associated to the non defined types, not already used by the Java generator and set through the <u>Java</u> generation settings.

• idl_includes

: contains the Idl imports includes to the non defined types, not already used by the Idl generator and set through the <u>Idl</u> generation settings.

- *<user id>.session* : contains the session state (opened diagrams, browser view ...), set when the project is closed
- <*number>_<user id>.d* : contains the new definition of a diagram until a save.
- <number>_<user id>.b : contains the new definitions of a class's operations until a save.
- *<user_id>.lock* : a directory created when you load the project, and deleted when you close the project (see <u>Multi users</u> considerations).

Note : in a *plug-out* the *supportFile* operation defined on *UmlBaseItem* then applicable on all the browser items returns the absolute pathname of the file memorizing the item. In general an item is saved in a file associated to its package, the exceptions are :

- the body of the operations of a class which definition contains the keyword '{\$body}'. This path name is returned when you apply *supportFile* on any operation of the class.
- the drawing of the diagrams, this path name is returned when you apply *supportFile* on the diagram.
- the configuration of the tools edited throw the entry 'Tools Settings' of the menu Tools is saved in the file 'tools'
- the configuration of the *#include* and *using* forms associated to the external type and edited through the last C++ tab of the 'Generation Settings' dialog is saved 'cpp_includes'
- the configuration of the *imports* forms associated to the external types and edited through the last Java tab of the 'Generation Settings' dialog is saved 'java_imports'
- the configuration of the *#include* forms associated to the external type and edited through the last Idl tab of the 'Generation Settings' dialog is saved in 'idl_includes'

Next : Troubleshootings

Troubleshootings

The plug-outs start but do nothing

The exchanges between BOUML and each *plug-out* are supported by a TCP/IP socket. When you ask BOUML to start a *plug-out*, it search for a free port number starting at 1024 on *localhost* (127.0.0.1), this port is given in argument to the called *plug-out*. In case you have a *firewall* it may be necessary to configure it to allow BOUML and the *plug-outs* to use a socket.

A modification made by a plug-out is not see by the other ones

To reduce the number of exchanges with BOUML and run faster, a *plug-out* does not ask for BOUML each time you want to get a value. The *system* classes read and memorize all the data of a given item the first time you access to one of them (with the restriction allowed by <u>WITHCPP, WITHJAVA and WITHIDL</u>). This is transparent for you until two *plug-outs* access to the same data, when one *plug-out* modify a value already read by the other, the second *plug-out* does not see the new value until it *unload* (an operation defined *on UmlBaseItem*) the object, then ask for the value.

A class is defined with operations, attributes ... but the C++/Java/Idl generator doesn't generate it

The class doesn't have an associated artifact, or the class/artifact is not defined for the language. Note that a de definition (set through the generation settings) may be done at the creation for each language if you ask for it through the *Languages* menu

I cannot edit a browser item, the edit menu entry or button does not appear :

you do not have the write permission for the associated files or the item is a *system* item supporting the *plug-out* API. It is also not possible to edit/delete a class when an other item is already edited.

I use a multiple monitor (side by side) configuration and the dialogs are placed partially on each

The environment variable BOUML_LIMIT_DESKTOP is for you !

This optional variable allows to specify a sub-part of all the desktop, its value must be x0,y0,x1,y1 without any spaces, where x0,y0 specify the top-left corner and x1,y1 the bottom-right corner. These limits are taken into account only for the <u>initial</u>

size and position of the BOUML's windows and when a dialog is opened, after that you are able to go out of these limits up to the true desktop limits.

After editing a description or other part the font is modified or several characters are replaced by a space

During the edition the characters encoded with a 16 bits unicode character set, but out of the editions the characters are saved on only 8 bits. When you use non ISO_8859-1 (latin1) characters you must specify how to do the convers through the environment variable BOUML_CHARSET.

When this variable is undefined or has an empty value, the character set is ISO_8859-1. If its value is not a knc character set's name, a dialog appears when you start Bouml giving the available names. So, to know the possil character sets, set BOUML_CHARSET to wrong for instance and call Bouml.

Examples (the list depends on the release of Qt) :

- ISO_8859-1 (latin1) for English, French, Italien, German ...
- ISO_8859-7 for Greek
- KOI8-R or KOI8-RU or CP_1251 to allow Cyrillic
- JIS7 for Japan

The specified encoding is used for :

- the description of every elements,
- the user properties and associate values of every elements,
- the stereotype of every elements,
- the definition of the artifacts, classes, operations, attributes, relations and extra members,
- the *state action* behavior
- the state entry / exit / do behavior
- the transition trigger / guard / do behavior
- the attribute's value in an object diagram
- the notes and text in the diagrams

It is not used else where, for instance you can't use non ISO_8859-1 characters to name the elements or in a message of a sequence or collaboration diagram.

The specified encoding is followed in the project's files and for the exchanges with the plug-out, this means for instance that Cyrillic characters may be used in the comments and are generated unchanged by the code generators.

Previous : Project files

Next : GNU public license

GNU public license

The BOUML Toolkit is Copyleft 2004-2007 Bruno PAGES

You may use, distribute and copy the BOUML Toolkit under the terms of GNU General Public License version 2, which is displayed below.

GNU GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright (C) 1989, 1991 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.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General I License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users This General Public License applies to most of the Free Software

Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Library General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure tha 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 or use pieces of it in new free programs; and that you know you can do these things.

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

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for th software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a fre program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

GNU GENERAL PUBLIC LICENSE

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may t distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "wc based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translati included without limitation in

the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based o Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

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

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 Program or any portion of it, thus forming a work based on the Program, 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) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for su interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notic that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under the conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does no normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, 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 work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licen 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 Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on

a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms o Sections 1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cophysically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such a offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, compl 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 executable. However, as a special exception, the source code 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.

If distribution of executable or 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 counts as distribution of the source code, even though third parties are n_1 compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any atto otherwise to copy, modify, sublicense or distribute the Program 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 long as such parties remain in full compliance.

5. 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 Program or its derivative works. These actions are prohibited by law if you do not accept this License. There modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any f restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent 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 Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program 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 Program.

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 distribut 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.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, tl original copyright holder who places the Program 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 incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the 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 Program specifies a version number of this License which applies to i and "any later version", you have the option of following the terms and conditions either of that version or of any later versio published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to 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 statt derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

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

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

END OF TERMS AND CONDITIONS

Previous : Troubleshootings

Next : Miscellaneous

Define an environment variable

To define an environment variable under Windows click on :

start > settings > control panel > system > advanced > environment variables

To define an environment variable under \mathbf{Linux} (t)csh, place the following line in your .cshrc

setenv <var> <value>

To defined an environment under Linux bash, place the following line in your .bashrc

export <var>=<value>

Previous : GNU public license