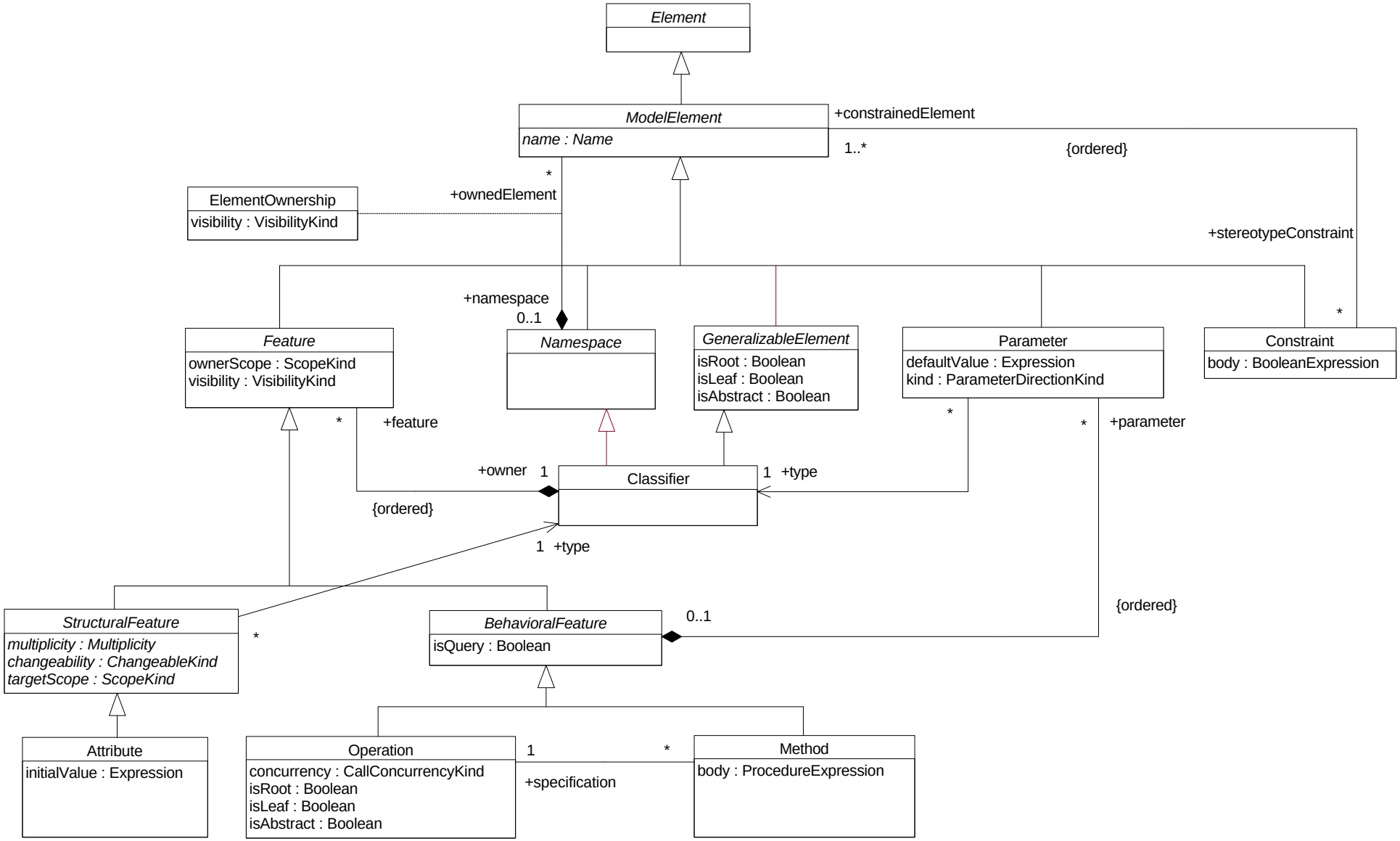
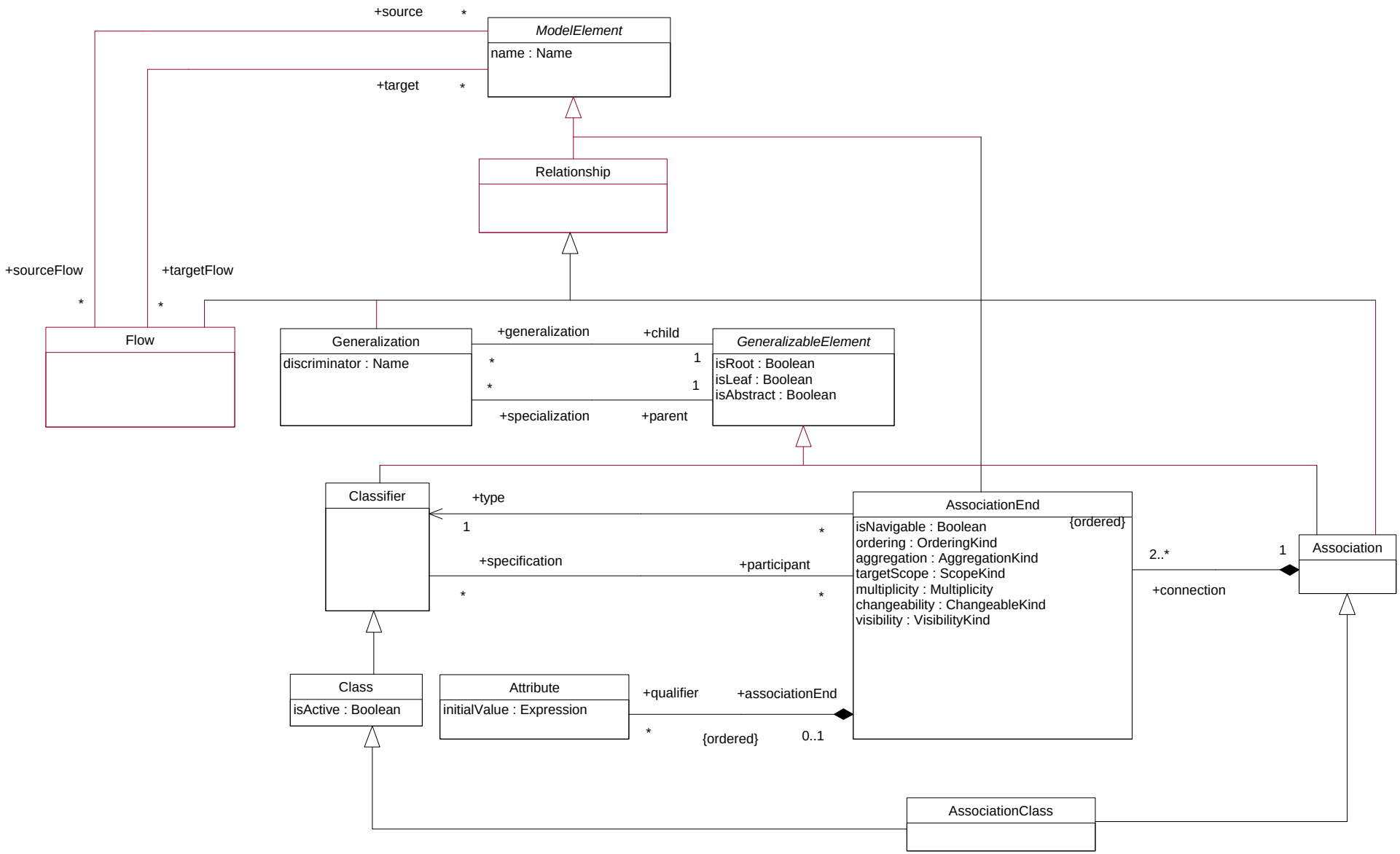
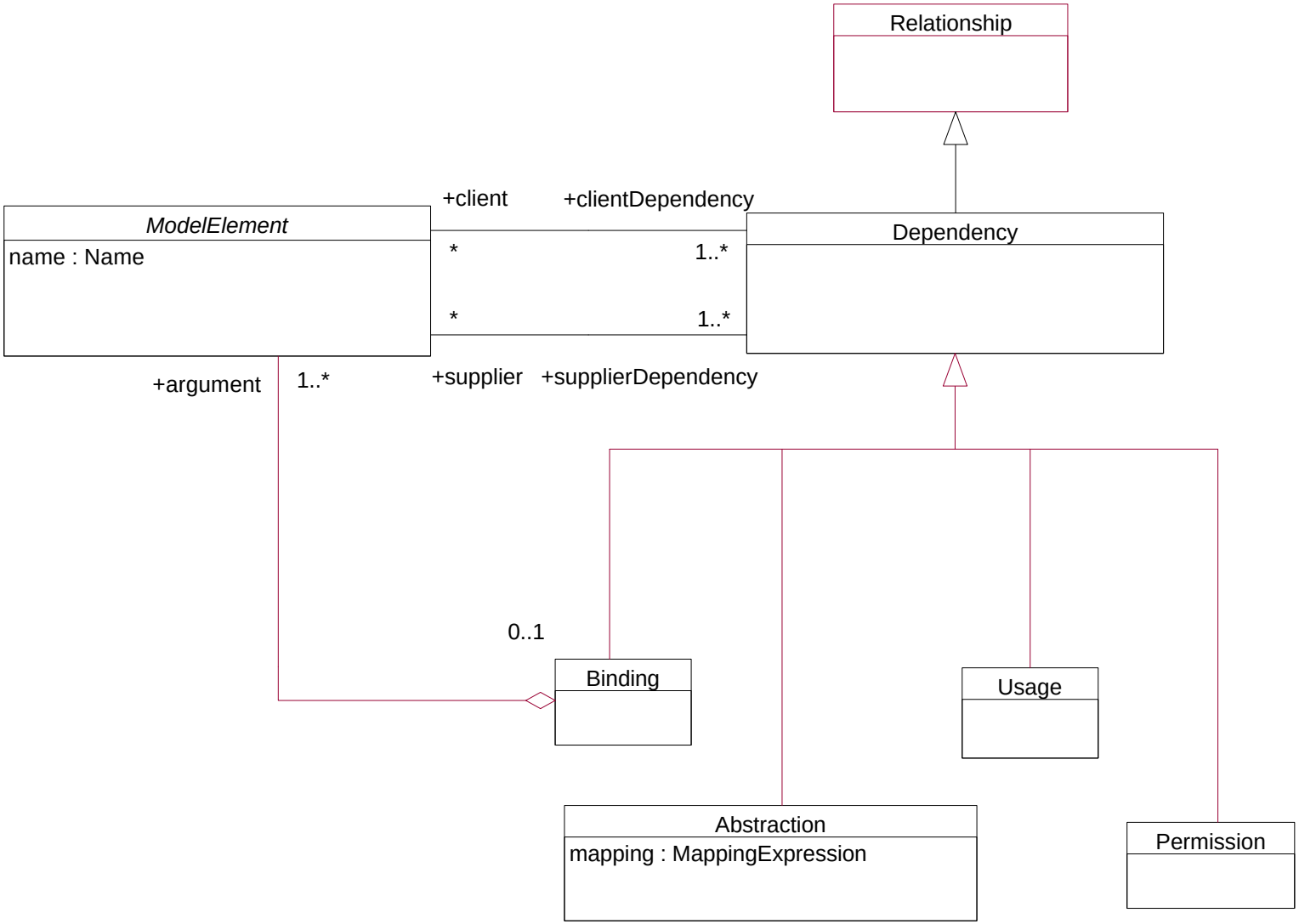
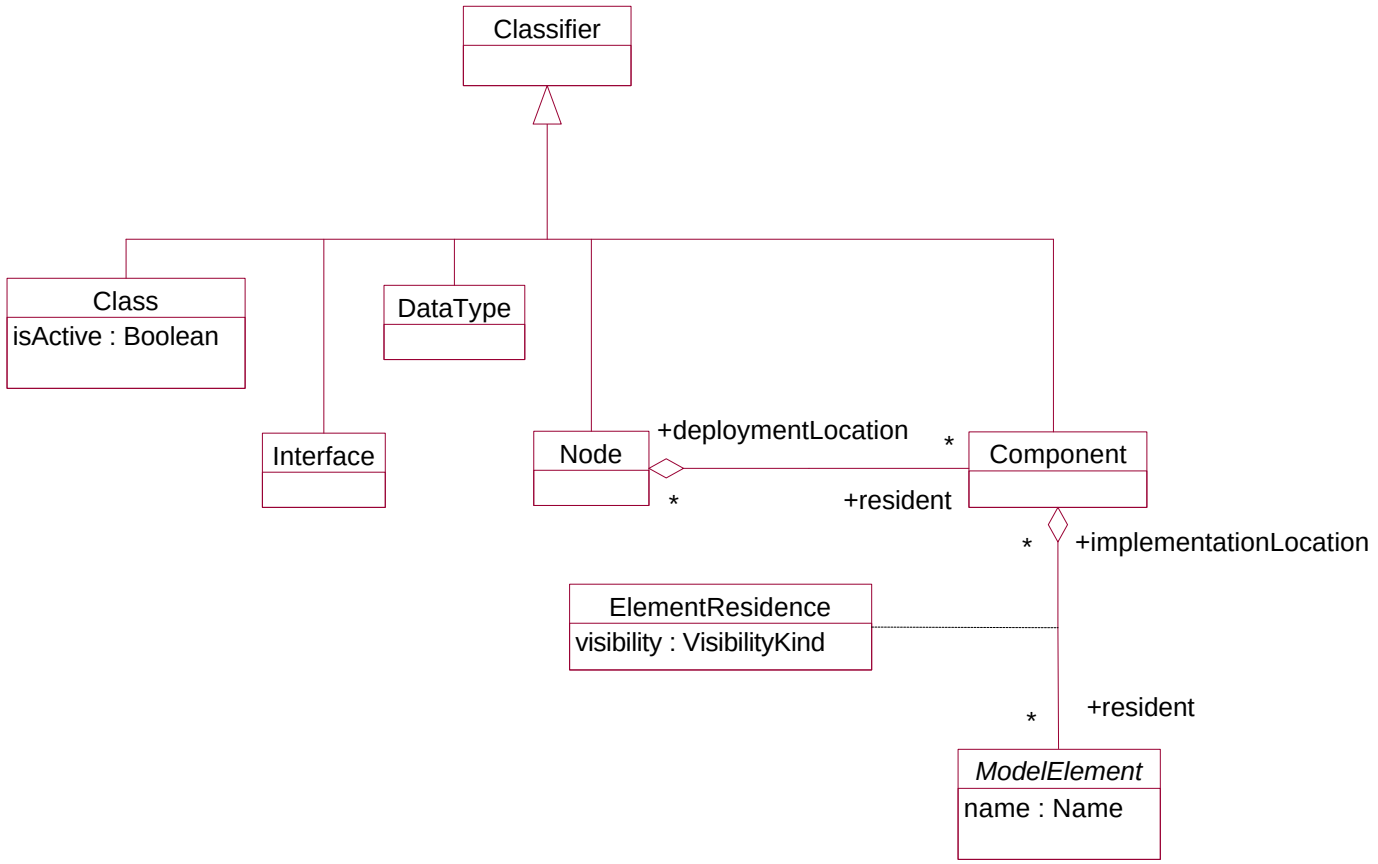
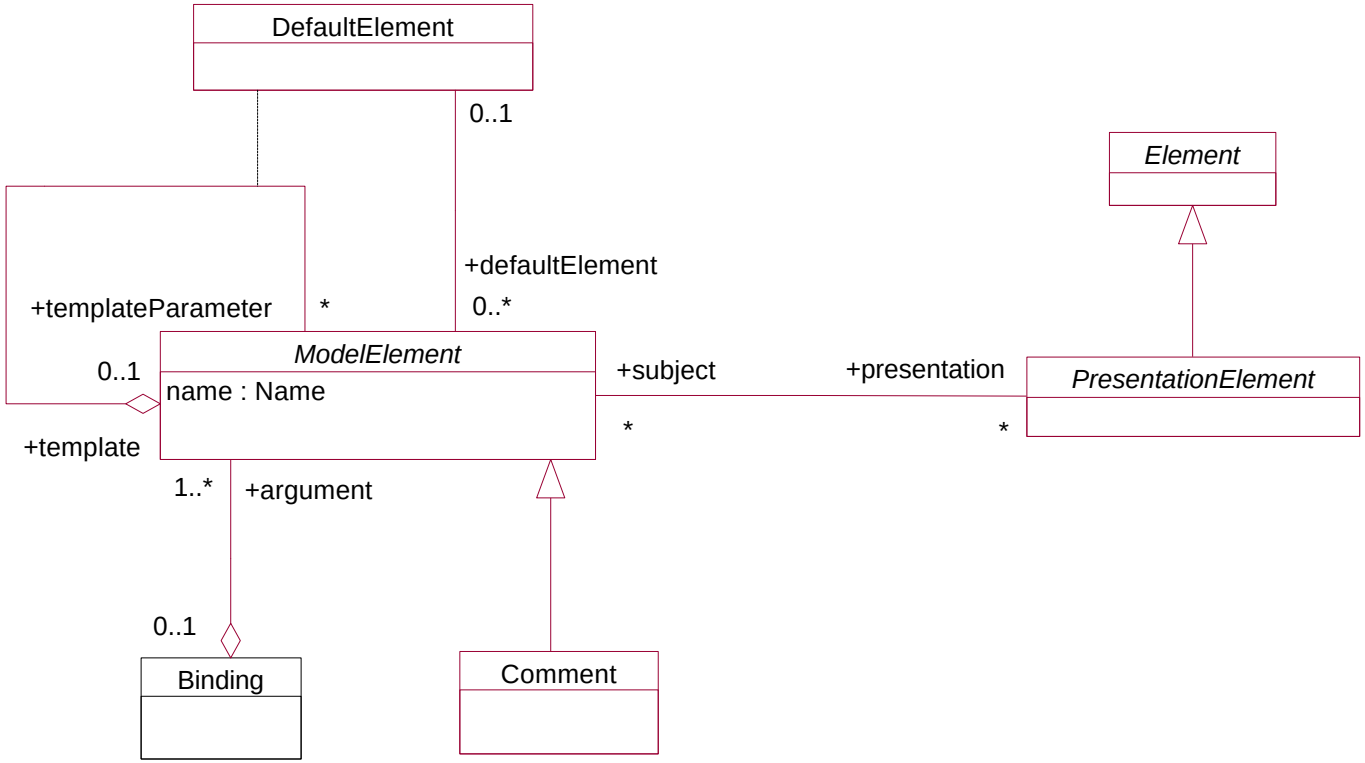
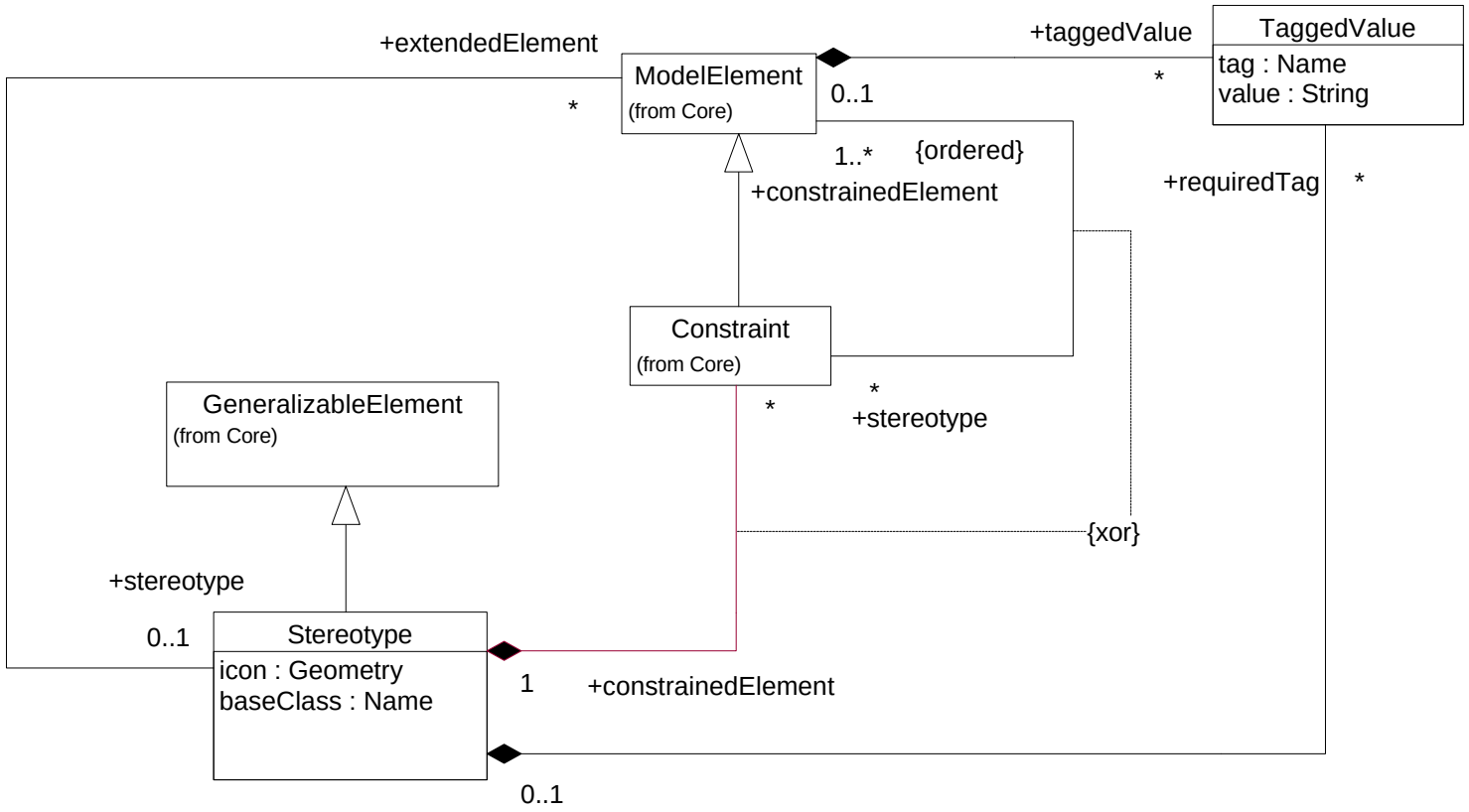

Element
ModelElement
name : Name
+constrainedElement
1..*
{ordered}
*
+ownedElement
ElementOwnership
visibility : VisibilityKind
+stereotypeConstraint
+namespace
0..1
*
Feature
ownerScope : ScopeKind
visibility : VisibilityKind
Namespace
GeneralizableElement
isRoot : Boolean
isLeaf : Boolean
isAbstract : Boolean
Parameter
defaultValue : Expression
kind : ParameterDirectionKind
Constraint
body : BooleanExpression
*
+feature
*
*
+parameter
+owner
1
Classifier
1
+type
{ordered}
1
+type
{ordered}
StructuralFeature
multiplicity : Multiplicity
changeability : ChangeableKind
targetScope : ScopeKind
*
BehavioralFeature
isQuery : Boolean
0..1
Attribute
initialValue : Expression
Operation
concurrency : CallConcurrencyKind
isRoot : Boolean
isLeaf : Boolean
isAbstract : Boolean
1
*
+specification
Method
body : ProcedureExpression

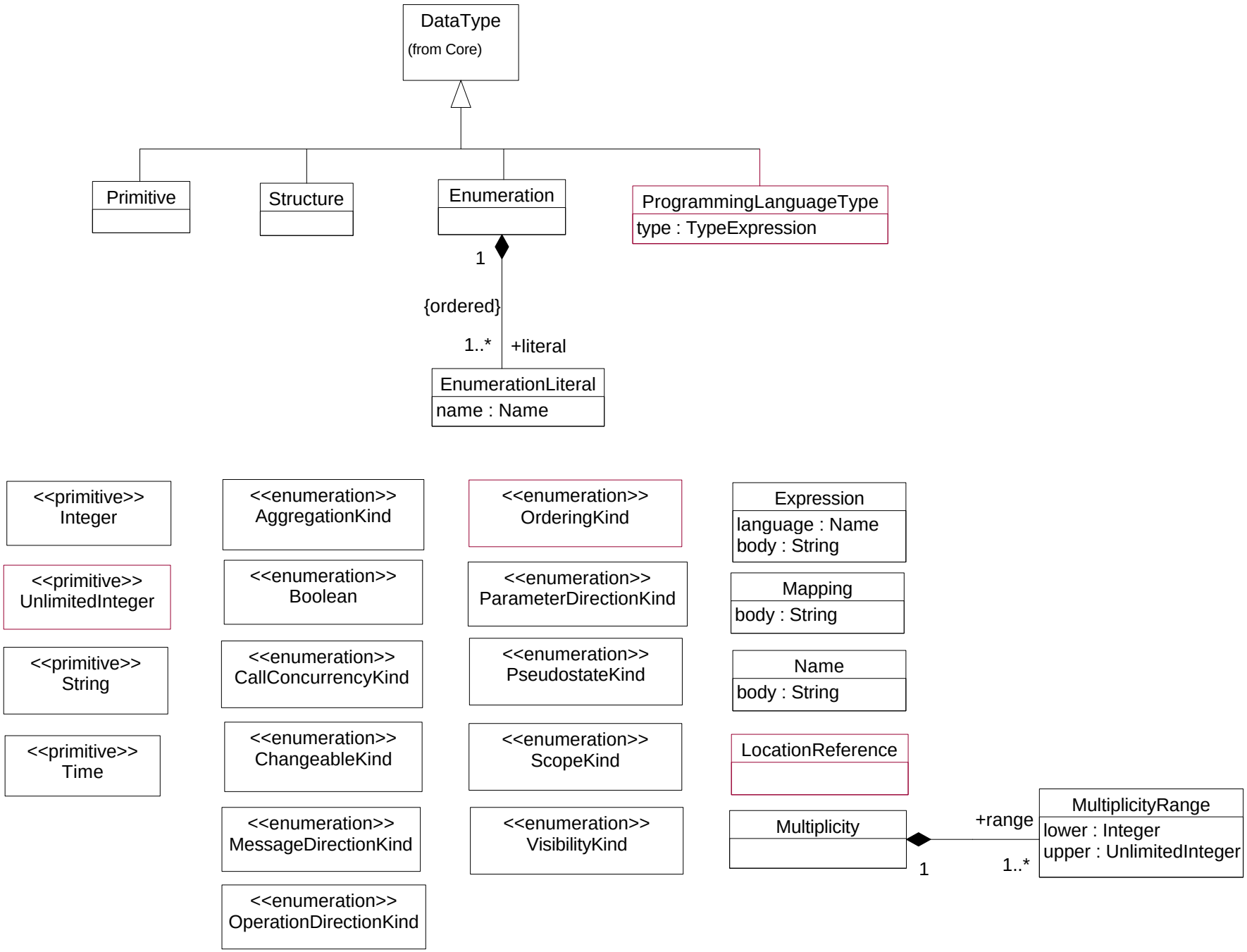

+source
*
ModelElement
name : Name
+target
*
Relationship
+sourceFlow
+targetFlow
*
*
Flow
Generalization
discriminator : Name
+generalization
+child
*
1
*
1
+specialization
+parent
GeneralizableElement
isRoot : Boolean
isLeaf : Boolean
isAbstract : Boolean
Classifier
+type
1
*
+specification
+participant
*
*
AssociationEnd
isNavigable : Boolean
ordering : OrderingKind
aggregation : AggregationKind
targetScope : ScopeKind
multiplicity : Multiplicity
changeability : ChangeableKind
visibility : VisibilityKind
{ordered}
2..*
1
+connection
Association
Class
isActive : Boolean
Attribute
initialValue : Expression
+qualifier
+associationEnd
*
{ordered}
0..1
AssociationClass

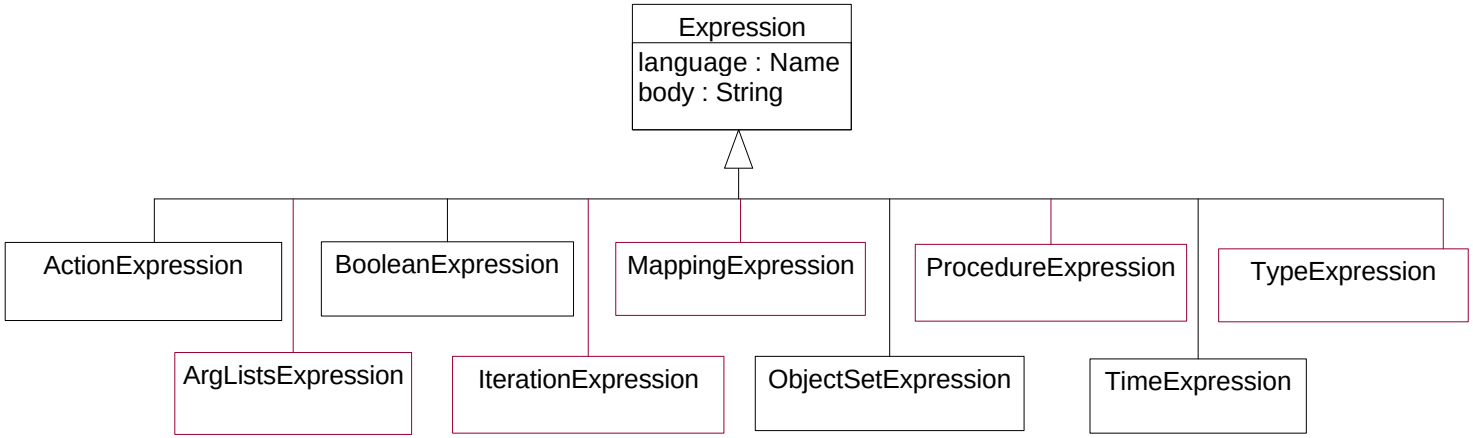

Relationship
+client
+clientDependency
ModelElement
name : Name
*
1..*
*
1..*
Dependency
+argument
1..*
+supplier
+supplierDependency
0..1
Binding
Usage
Abstraction
mapping : MappingExpression
Permission

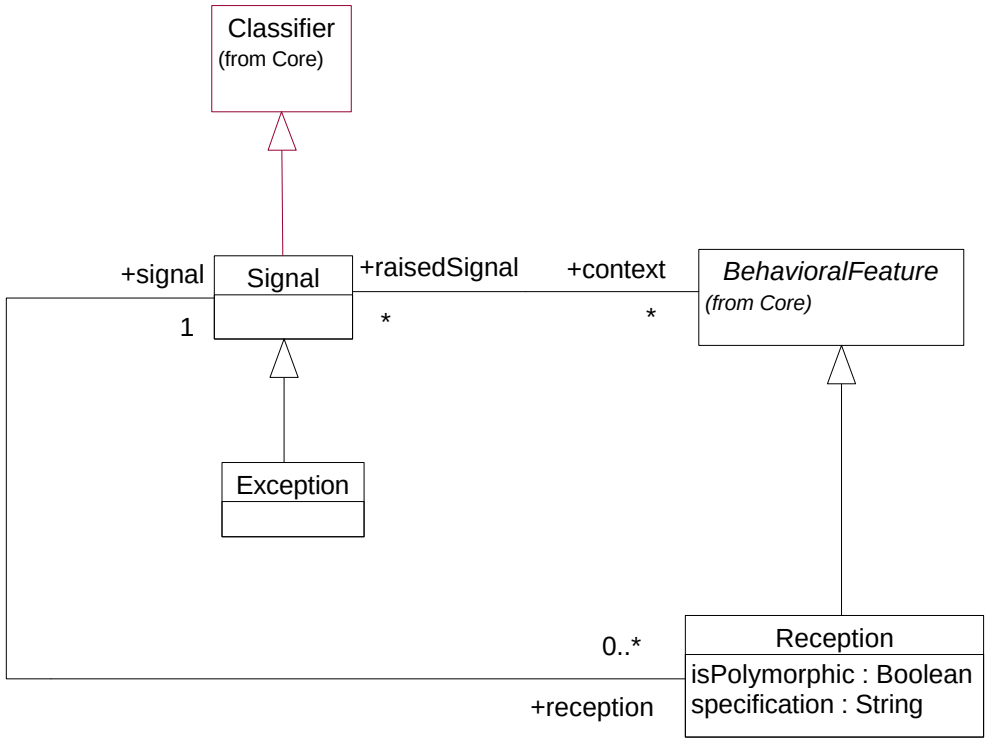

Classifier
Class
isActive : Boolean
DataType
Interface
Node
+deploymentLocation
*
*
+resident
Component
*
+implementationLocation
ElementResidence
visibility : VisibilityKind
*
+resident
ModelElement
name : Name

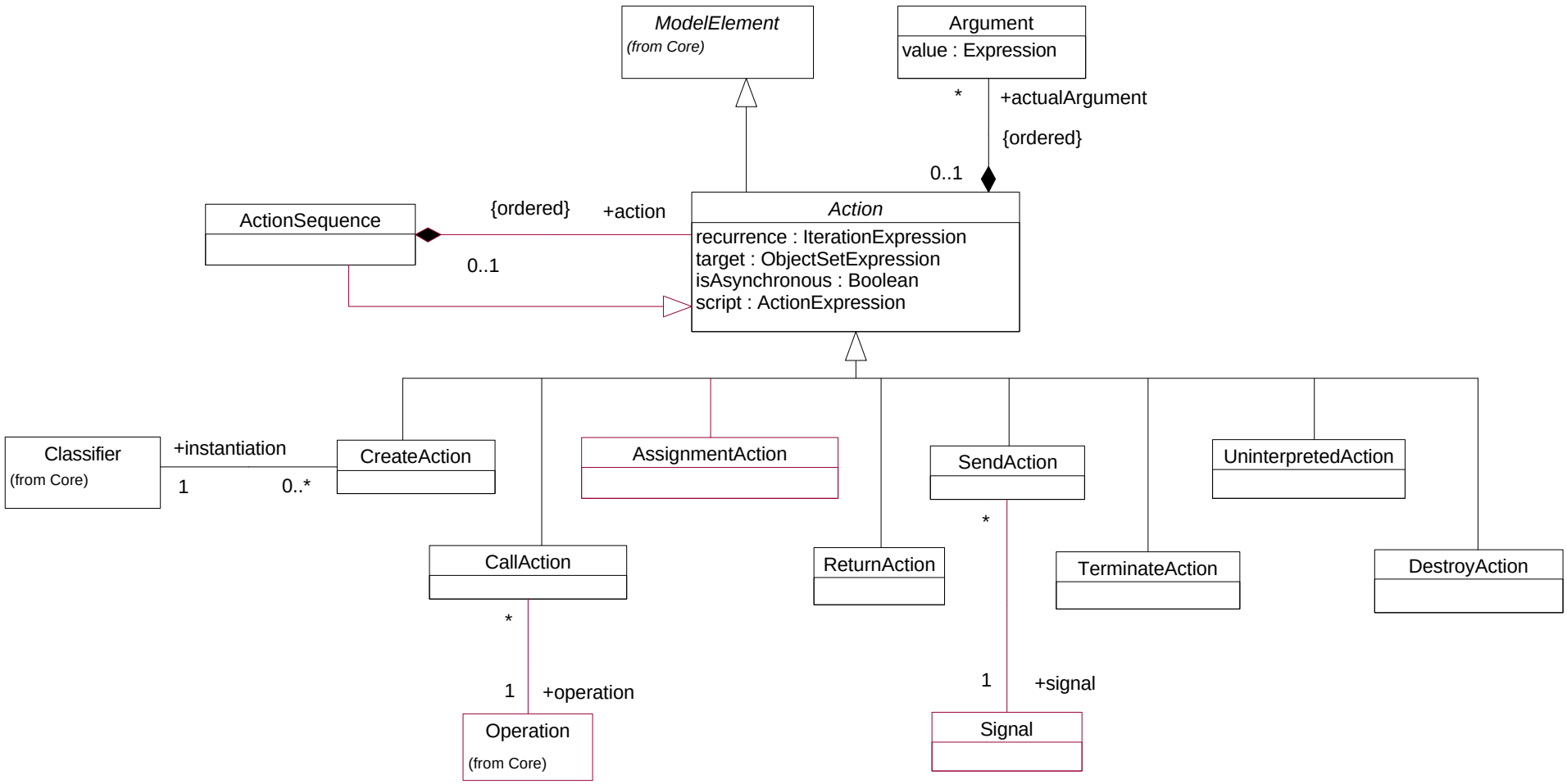

DefaultElement
0..1
+defaultElement
0..*
+templateParameter
*
0..1
+template
ModelElement
name : Name
+subject
*
+presentation
*
Element
PresentationElement
1..*
+argument
0..1
Binding
Comment

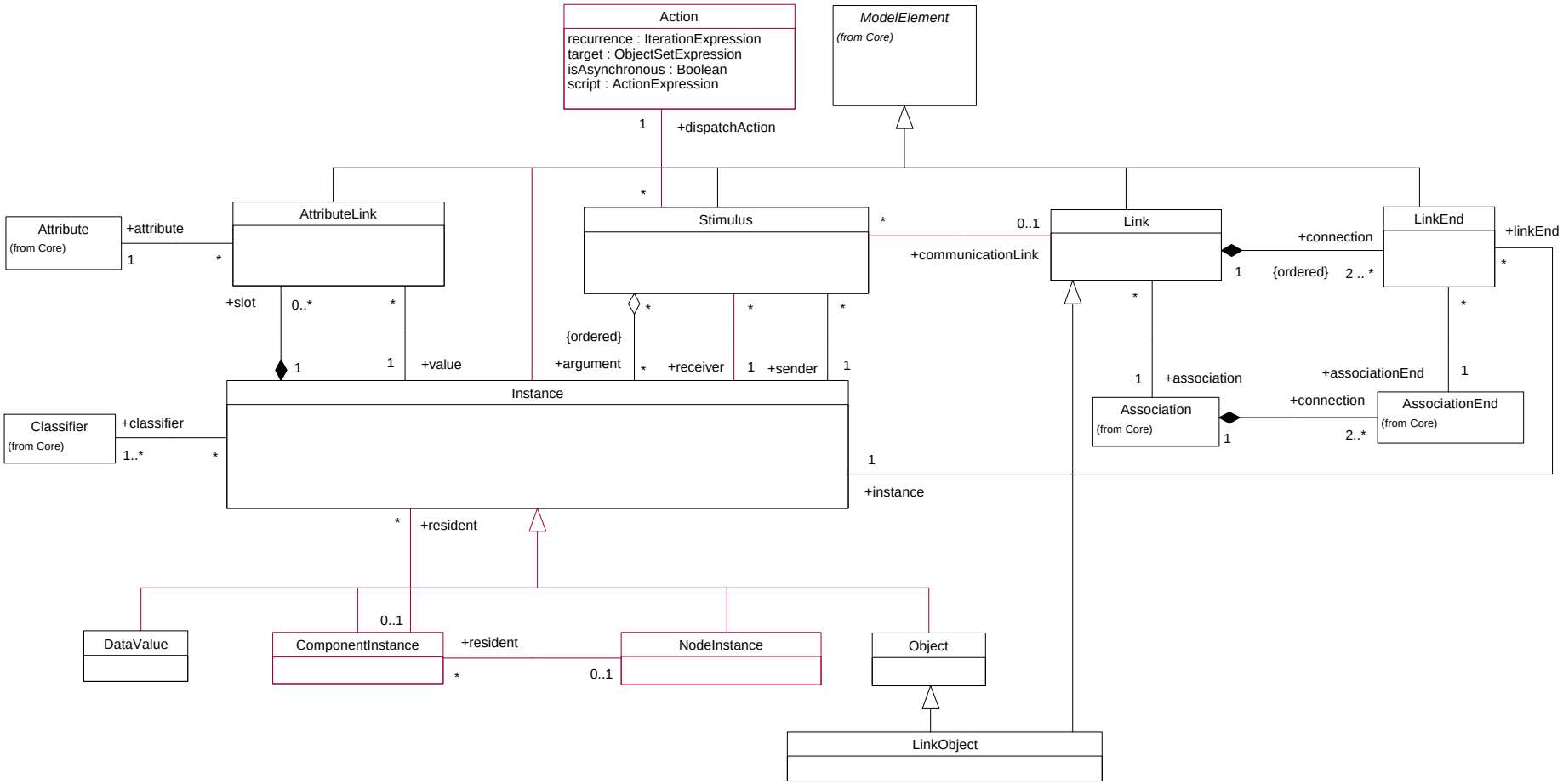

+extendedElement
ModelElement
(from Core)
+taggedValue
TaggedValue
tag : Name
value : String
*
0..1
*
1..*
{ordered}
+constrainedElement
+requiredTag
*
Constraint
(from Core)
*
*
+stereotype
GeneralizableElement
(from Core)
{xor}
+stereotype
0..1
Stereotype
icon : Geometry
baseClass : Name
1
+constrainedElement
0..1

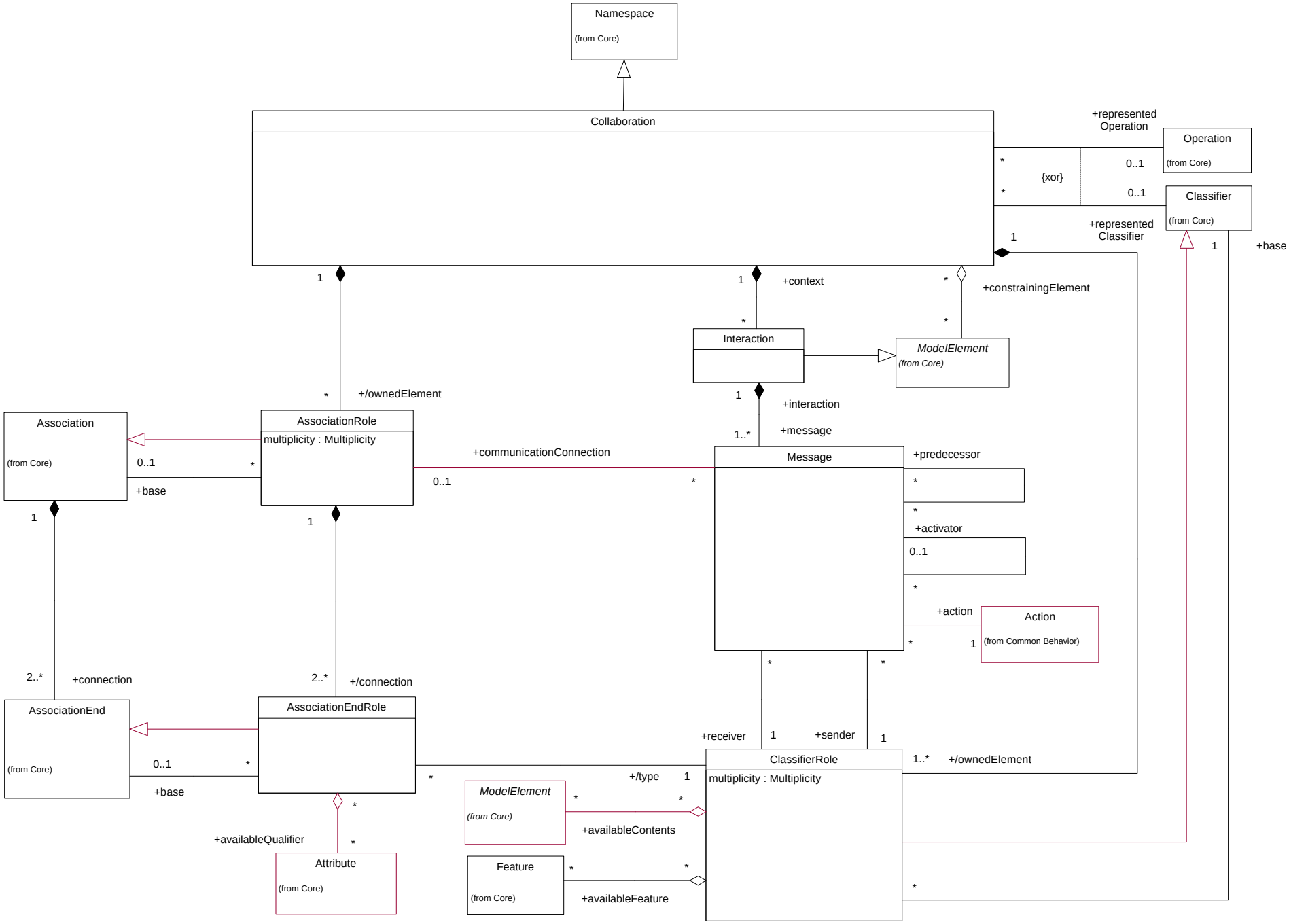

DataType
(from Core)
Primitive
Structure
Enumeration
ProgrammingLanguageType
type : TypeExpression
1
{ordered}
1..*
+literal
EnumerationLiteral
name : Name
<<primitive>>
Integer
<<primitive>>
UnlimitedInteger
<<primitive>>
String
<<primitive>>
Time
<<enumeration>>
AggregationKind
<<enumeration>>
Boolean
<<enumeration>>
CallConcurrencyKind
<<enumeration>>
ChangeableKind
<<enumeration>>
MessageDirectionKind
<<enumeration>>
OperationDirectionKind
<<enumeration>>
OrderingKind
<<enumeration>>
ParameterDirectionKind
<<enumeration>>
PseudostateKind
<<enumeration>>
ScopeKind
<<enumeration>>
VisibilityKind
Expression
language : Name
body : String
Mapping
body : String
Name
body : String
LocationReference
Multiplicity
+range
1
1..*
MultiplicityRange
lower : Integer
upper : UnlimitedInteger

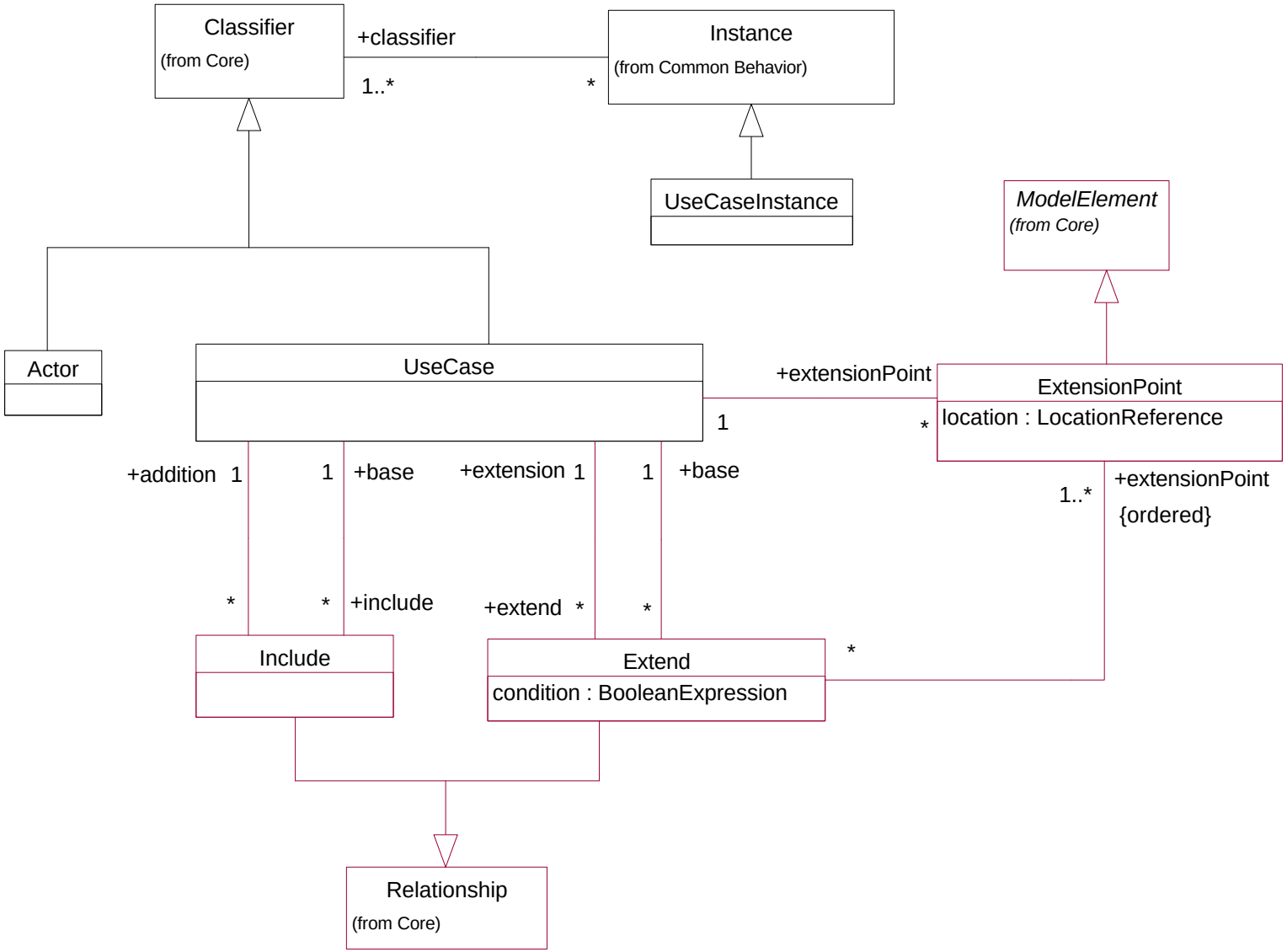

Expression
language : Name
body : String
ActionExpression
BooleanExpression
MappingExpression
ProcedureExpression
TypeExpression
ArgListsExpression
IterationExpression
ObjectSetExpression
TimeExpression

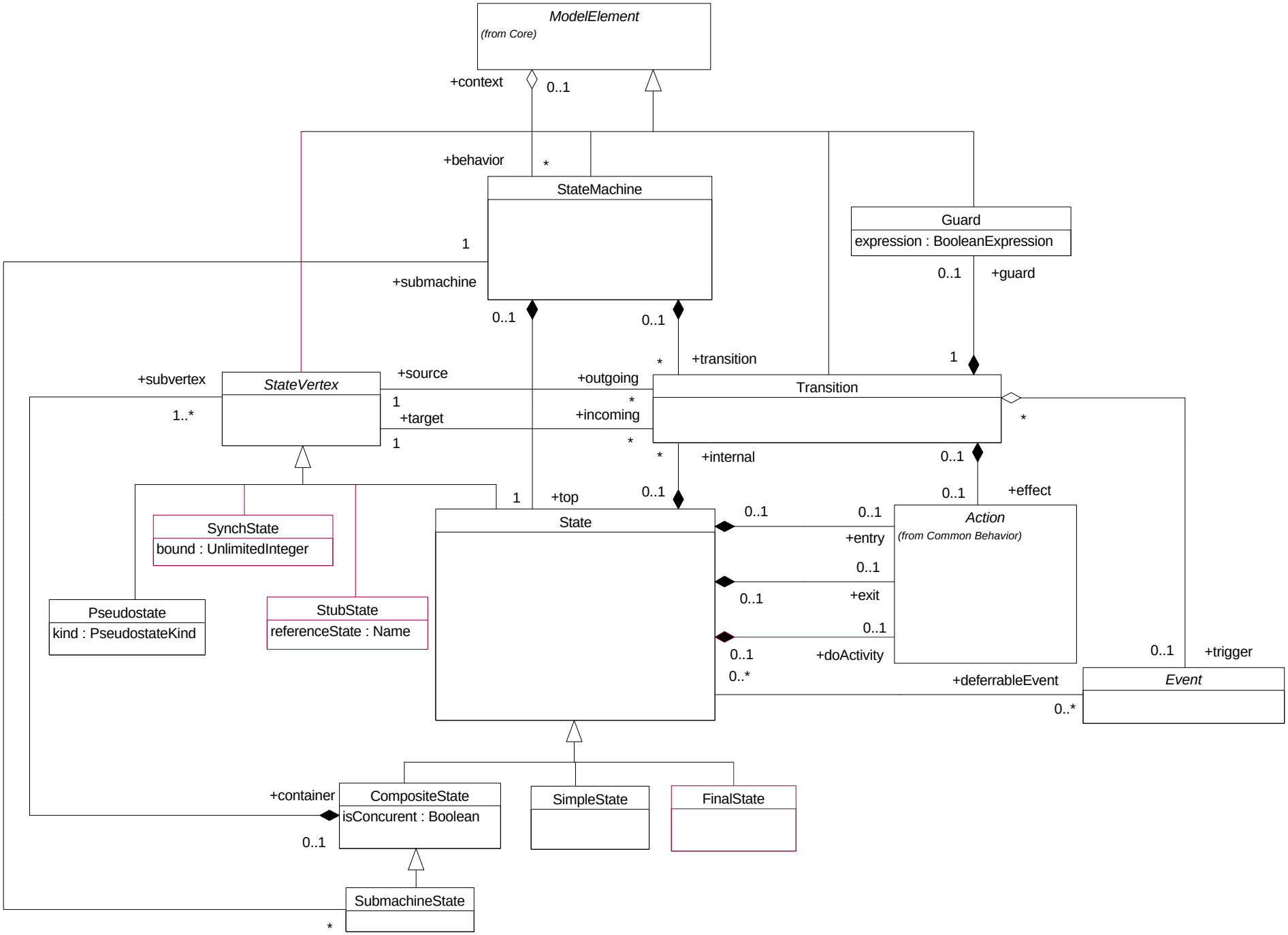

Classifier
(from Core)
+signal
Signal
+raisedSignal
+context
BehavioralFeature
(from Core)
1
*
*
Exception
0..*
Reception
isPolymorphic : Boolean
specification : String
+reception

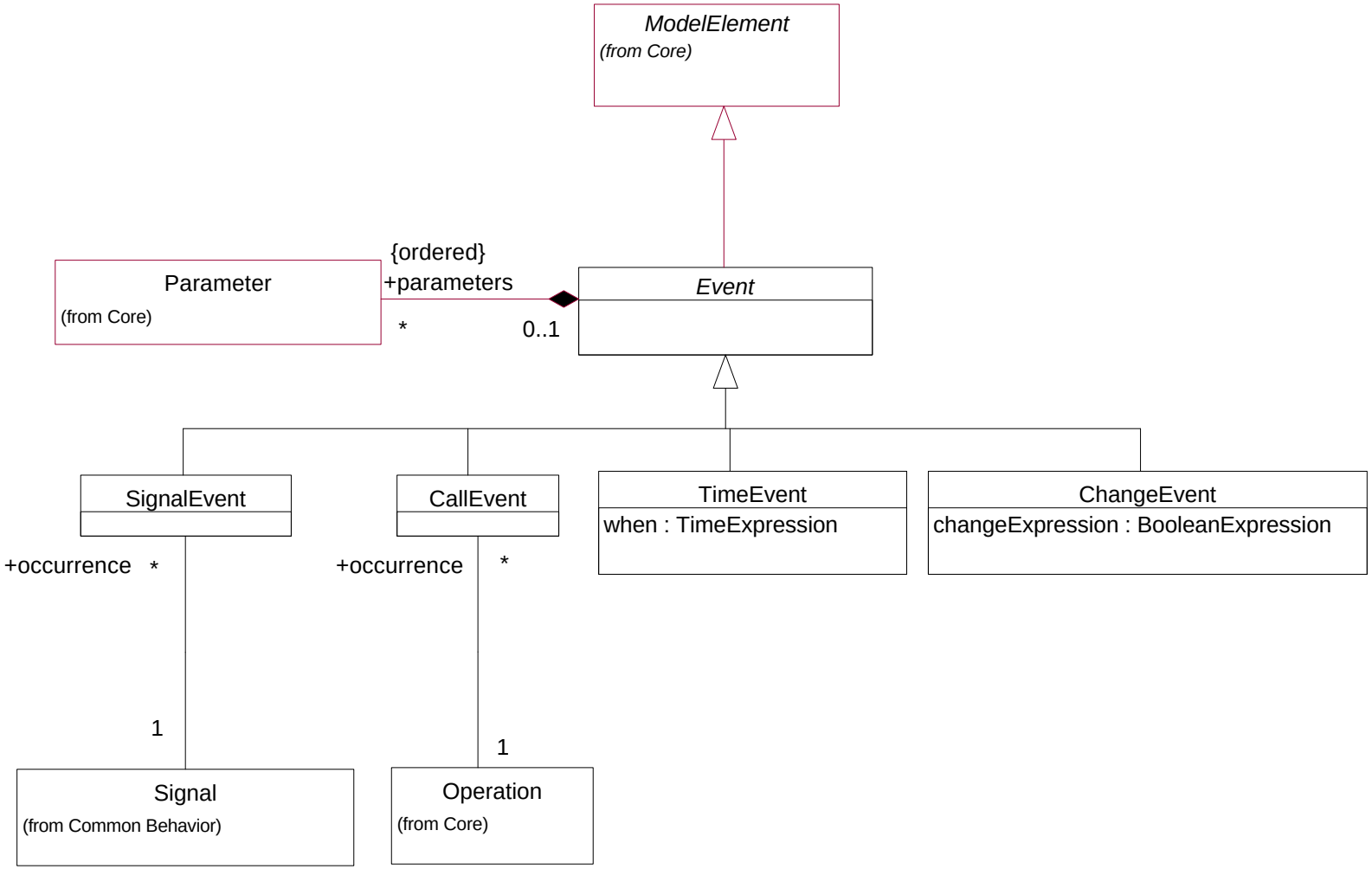

ModelElement
(from Core)
Argument
value : Expression
*
+actualArgument
{ordered}
0..1
ActionSequence
{ordered}
+action
0..1
Action
recurrence : IterationExpression
target : ObjectSetExpression
isAsynchronous : Boolean
script : ActionExpression
Classifier
(from Core)
+instantiation
1
0..*
CreateAction
AssignmentAction
SendAction
UninterpretedAction
*
CallAction
ReturnAction
TerminateAction
DestroyAction
*
1
+operation
1
+signal
Operation
(from Core)
Signal

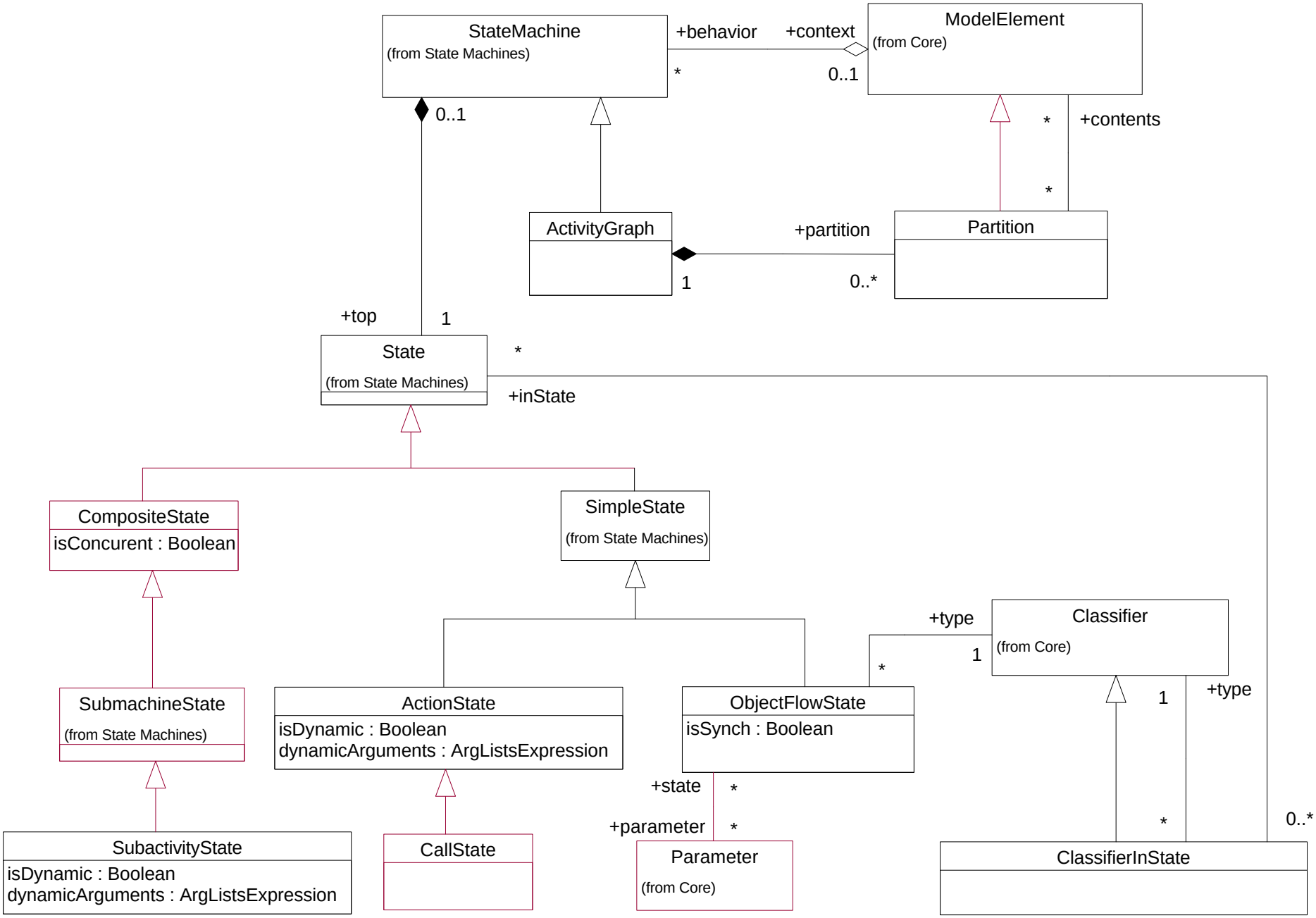

Action
recurrence : IterationExpression
target : ObjectSetExpression
isAsynchronous : Boolean
script : ActionExpression
ModelElement
(from Core)
1
+dispatchAction
*
Attribute
(from Core)
+attribute
1
*
AttributeLink
Stimulus
*
0..1
+communicationLink
Link
+connection
1
{ordered}
2 .. *
LinkEnd
+linkEnd
*
+slot
0..*
*
1
1
+value
{ordered}
+argument
*
+receiver
1
+sender
1
*
*
*
*
1
+association
+associationEnd
1
Association
(from Core)
+connection
1
2..*
AssociationEnd
(from Core)
Classifier
(from Core)
+classifier
1..*
*
Instance
1
+instance
*
+resident
DataValue
0..1
ComponentInstance
+resident
*
0..1
NodeInstance
Object
LinkObject

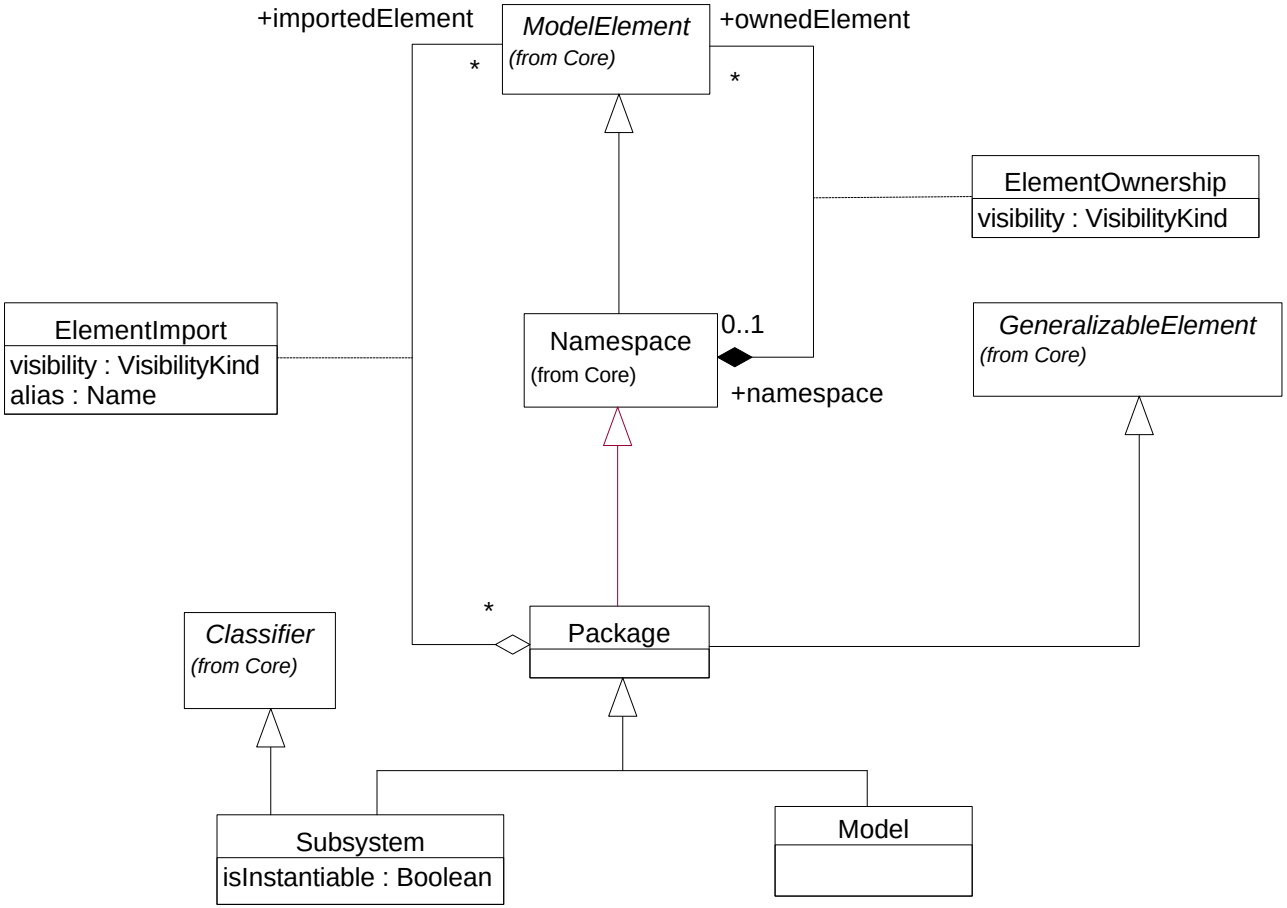

Namespace
(from Core)
Collaboration
+represented Operation
Operation
(from Core)
{xor}
0..1
0..1
Classifier
(from Core)
+represented Classifier
1
+base
1
+context
+constrainingElement
Interaction
ModelElement
(from Core)
+/ownedElement
+interaction
+message
1..*
Association
(from Core)
AssociationRole
multiplicity : Multiplicity
+communicationConnection
Message
+predecessor
+base
+activator
0..1
+action
Action
(from Common Behavior)
+connection
+/connection
AssociationEnd
(from Core)
AssociationEndRole
+receiver
+sender
ClassifierRole
multiplicity : Multiplicity
+/ownedElement
+/type
ModelElement
(from Core)
+availableContents
+availableQualifier
Attribute
(from Core)
Feature
(from Core)
+availableFeature


Classifier
(from Core)
+classifier
1..*
*
Instance
(from Common Behavior)
UseCaseInstance
ModelElement
(from Core)
Actor
UseCase
+extensionPoint
1
*
ExtensionPoint
location : LocationReference
+addition
1
1
+base
+extension
1
1
+base
1..*
+extensionPoint
{ordered}
*
*
+include
+extend
*
*
*
Include
Extend
condition : BooleanExpression
Relationship
(from Core)


ModelElement
(from Core)
+context
0..1
+behavior
*
StateMachine
1
+submachine
0..1
0..1
Guard
expression : BooleanExpression
0..1
+guard
1
*
+transition
+subvertex
StateVertex
+source
1
+target
1
+outgoing
*
+incoming
*
Transition
*
1..*
*
+internal
0..1
0..1
+effect
1
+top
0..1
State
0..1
0..1
+entry
Action
(from Common Behavior)
0..1
0..1
+exit
0..1
0..1
+doActivity
0..*
+deferrableEvent
0..1
+trigger
Event
0..*
SynchState
bound : UnlimitedInteger
Pseudostate
kind : PseudostateKind
StubState
referenceState : Name
+container
CompositeState
isConcurent : Boolean
0..1
SimpleState
FinalState
SubmachineState
*


ModelElement
(from Core)
Parameter
(from Core)
{ordered}
+parameters
*
0..1
Event
SignalEvent
CallEvent
TimeEvent
when : TimeExpression
ChangeEvent
changeExpression : BooleanExpression
+occurrence
*
+occurrence
*
1
1
Signal
(from Common Behavior)
Operation
(from Core)


StateMachine
(from State Machines)
+behavior
+context
ModelElement
(from Core)
*
0..1
0..1
*
+contents
*
ActivityGraph
+partition
Partition
1
0..*
+top
1
State
(from State Machines)
*
+inState
CompositeState
isConcurent : Boolean
SimpleState
(from State Machines)
+type
Classifier
(from Core)
1
*
SubmachineState
(from State Machines)
ActionState
isDynamic : Boolean
dynamicArguments : ArgListsExpression
ObjectFlowState
isSynch : Boolean
1
+type
+state
*
+parameter
*
*
0..*
SubactivityState
isDynamic : Boolean
dynamicArguments : ArgListsExpression
CallState
Parameter
(from Core)
ClassifierInState


+importedElement
ModelElement
(from Core)
+ownedElement
*
*
ElementOwnership
visibility : VisibilityKind
ElementImport
visibility : VisibilityKind
alias : Name
Namespace
(from Core)
0..1
+namespace
GeneralizableElement
(from Core)
*
Classifier
(from Core)
Package
Subsystem
isInstantiable : Boolean
Model