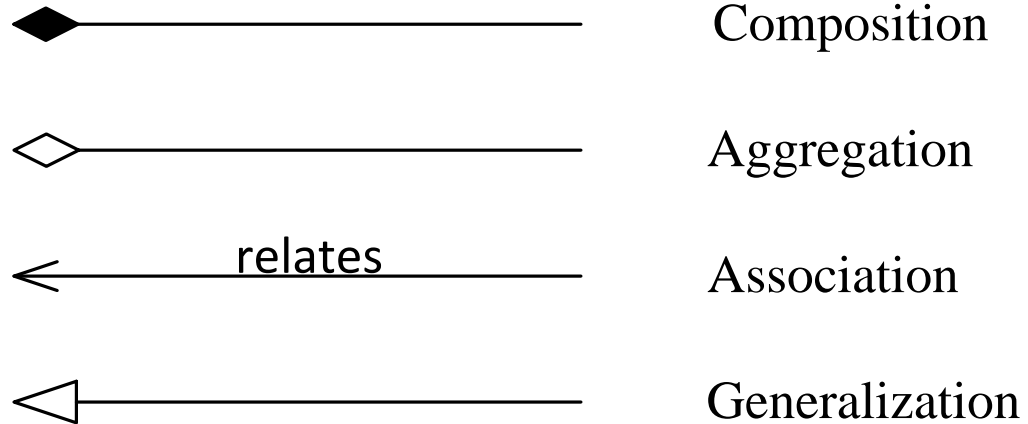




# OBLIG I: COMMON MISTAKES

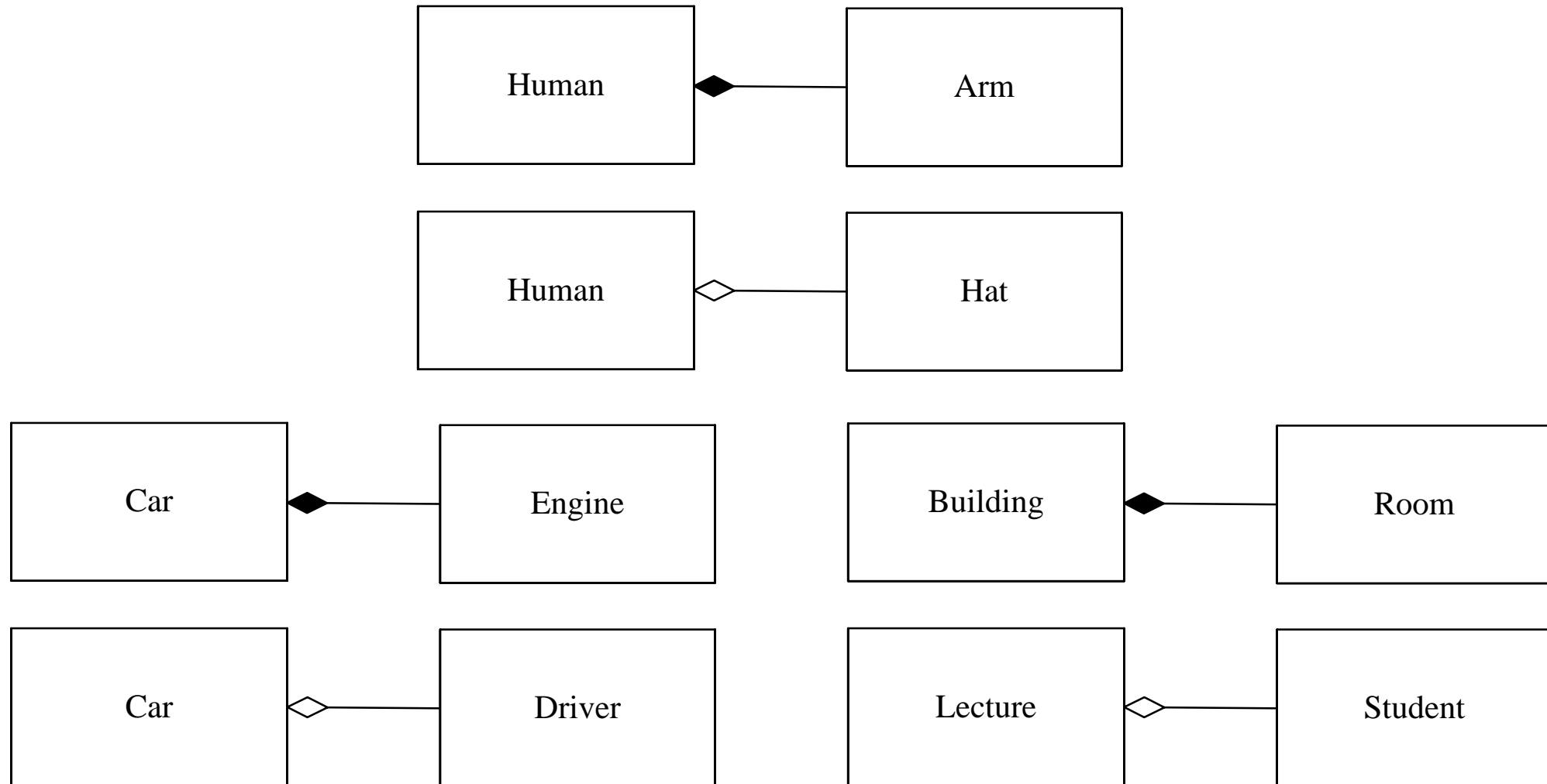
# I expect you to know and be able to use the following

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# Composition versus aggregation

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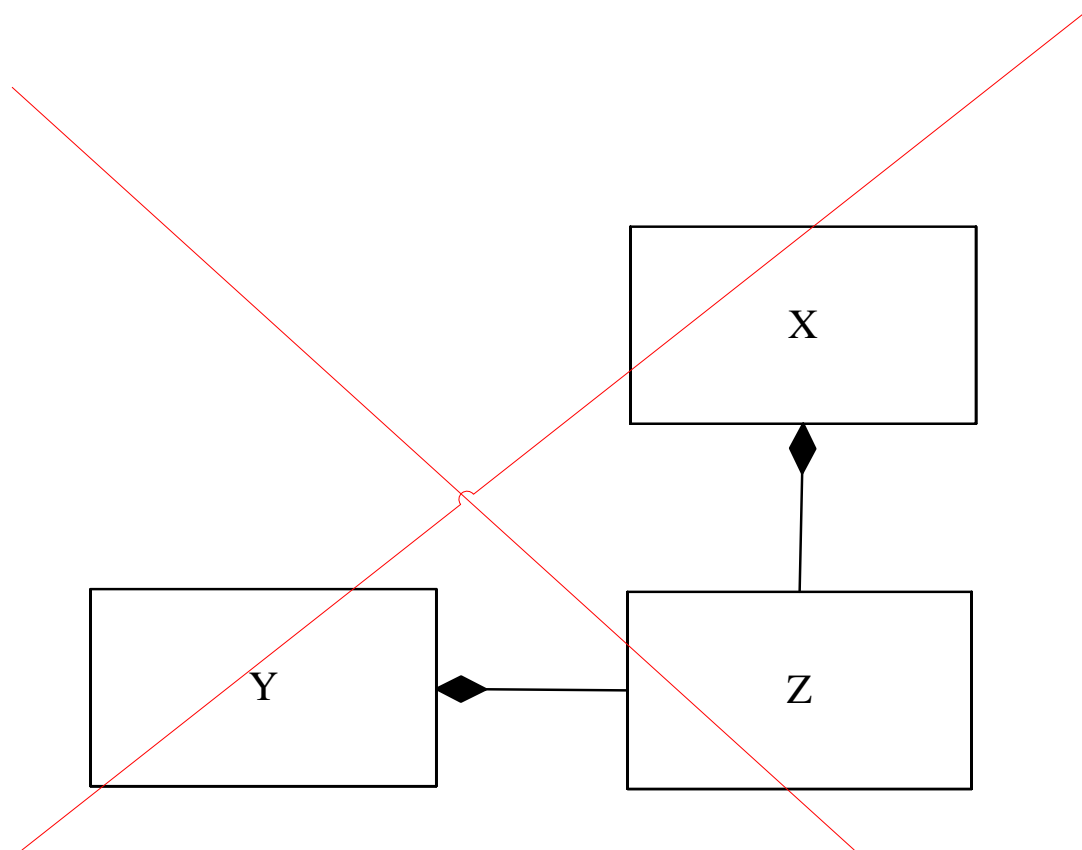
# Composition and sharing

Aggregation allows sharing  
Composition does not

This means that the  
multiplicity of n in the  
composition below should be  
maximum 1



n=1 or 0..1



# Negative versus positive behavior

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In sequence diagrams negative behavior must be specified explicitly

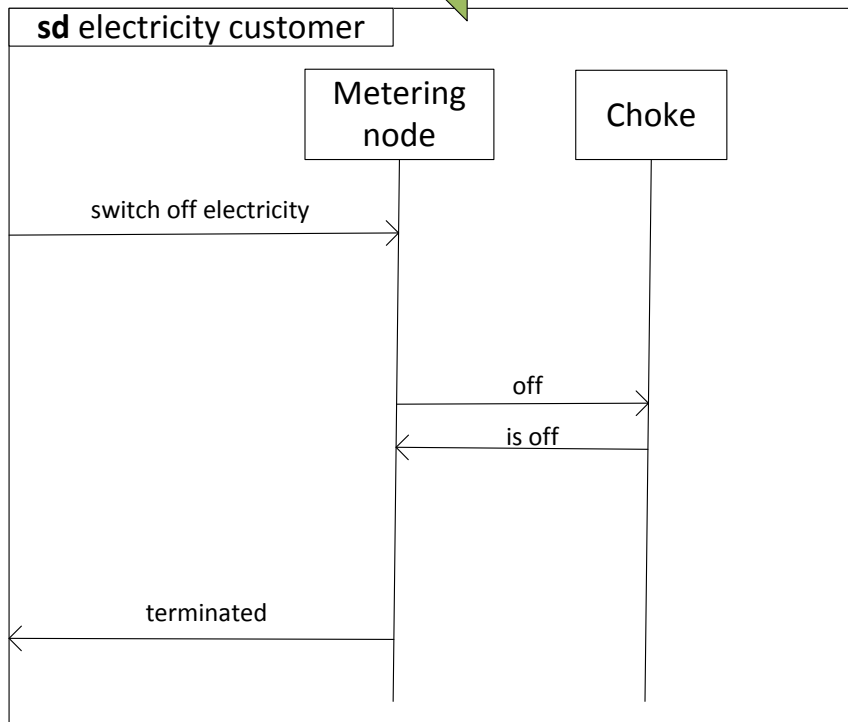
- Negative behavior is expressed using veto, refuse, assert, guards

Negative behavior is behavior that is not allowed

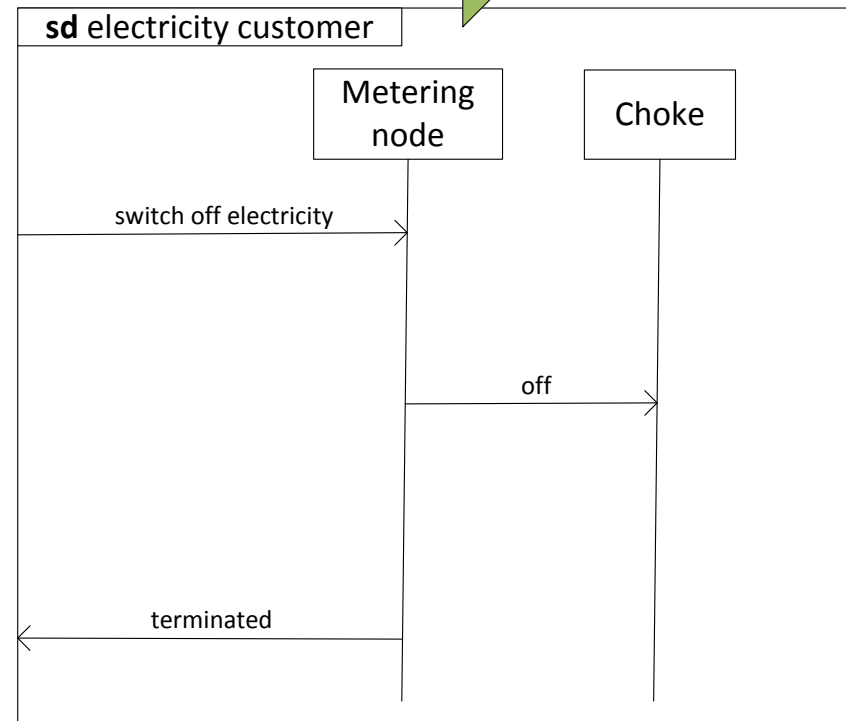
- That the recruitment tool may be used to reject applicants that are not found suited is positive behaviour

# Synchronous communication

**Synchronous**  
Metering node waits



**Asynchronous**  
Metering node does not wait



We may always use asynchronous communication to model synchronous communication

# Consistency

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- A UML statemachine is reactive
  - after initialization any transition requires an input signal
- A UML statemachine employs "/" to distinguish input signals from output signals
- A UML statemachine is consistent with a lifeline in a sequence diagram if any trace of the lifeline can be produced by the statemachine given that
  - input messages represent input signals
  - output messages represent output signals