

Entwicklung objektorientierter Software mit formalen Methoden

Introduction to OCL

Bernhard Beckert



UNIVERSITÄT KOBLENZ-LANDAU

Object Constraint Language

- Part of the UML standard.

Object Constraint Language

- Part of the UML standard.
- Formal Specification Language. Precise semantics.

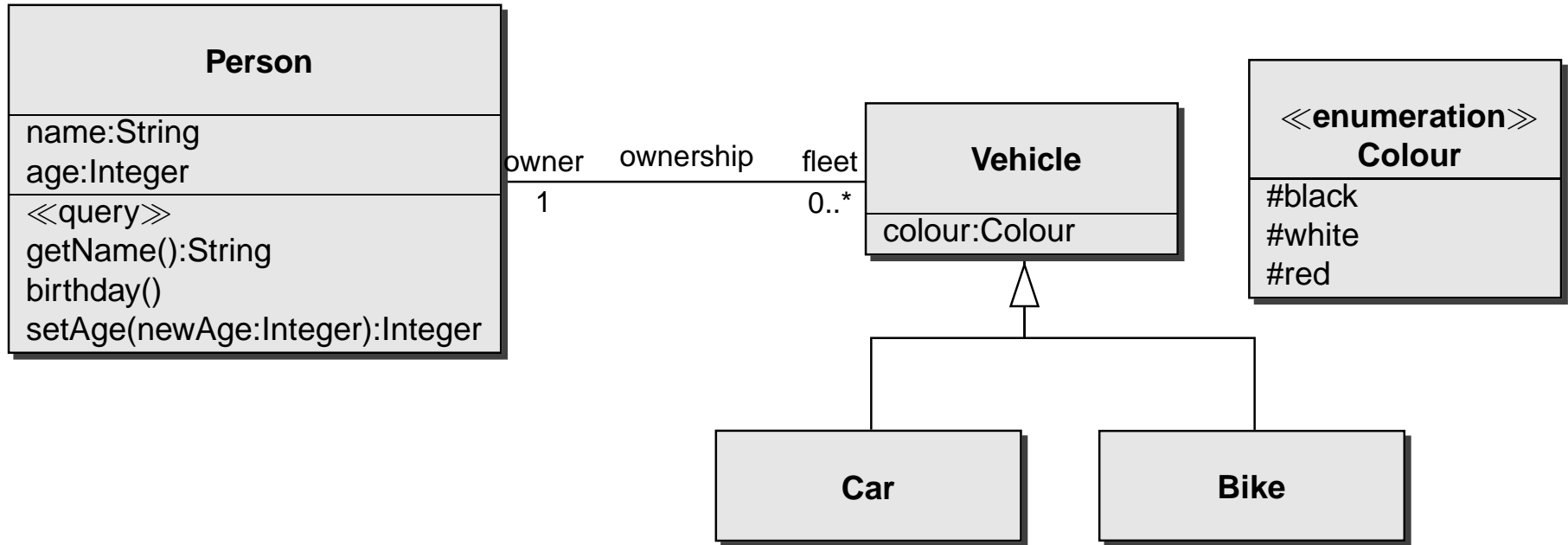
Object Constraint Language

- Part of the UML standard.
- Formal Specification Language. Precise semantics.
- (Quite) easy to read syntax.

Object Constraint Language

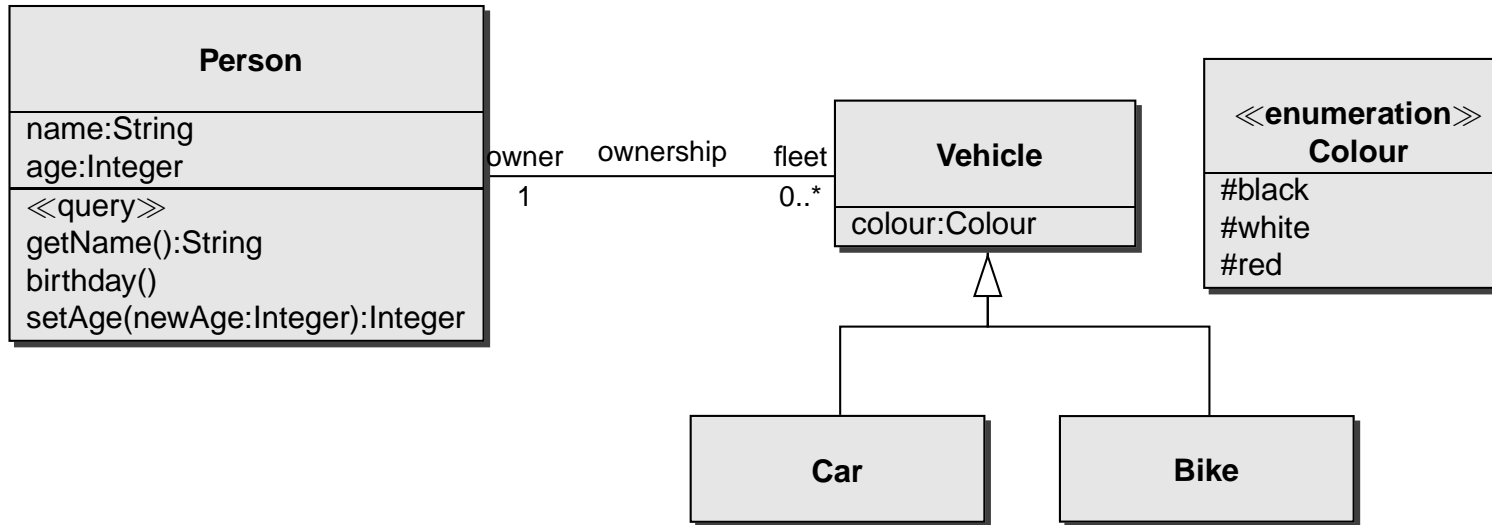
- Part of the UML standard.
- Formal Specification Language. Precise semantics.
- (Quite) easy to read syntax.
- Why? Because UML is not enough!

UML is not enough...



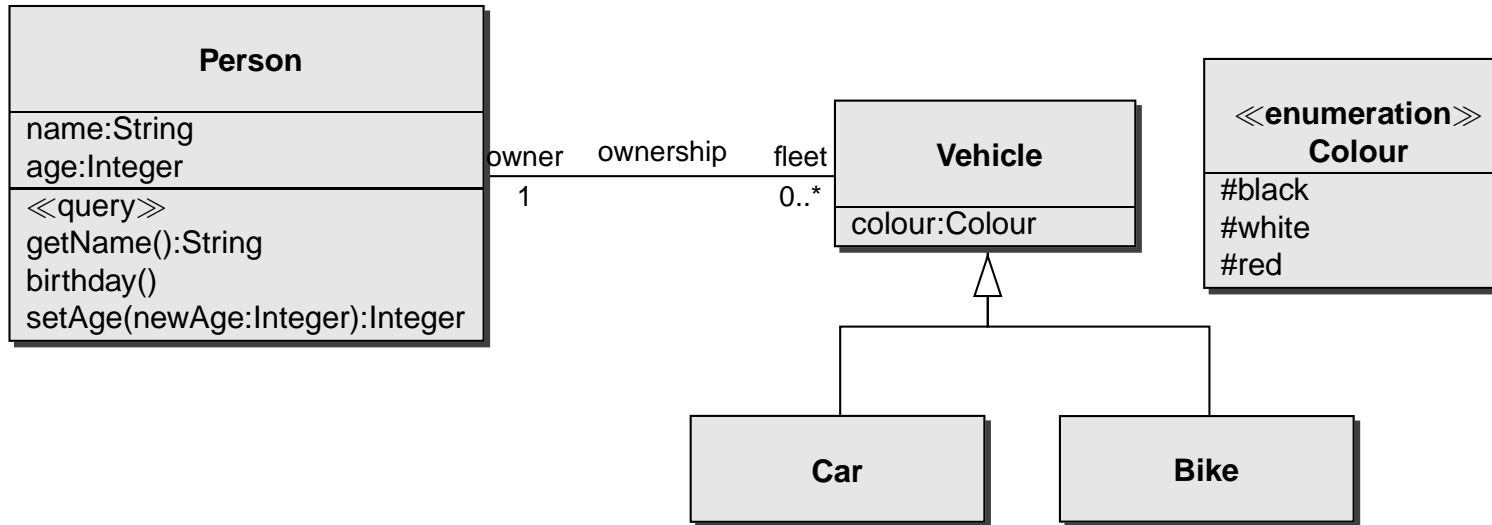
- Possible number of owners a car can have
- Required age of car owners
- Requirement that a person may own at most one black car

Some OCL examples I



“A vehicle owner must be at least 18 years old”:

Some OCL examples I

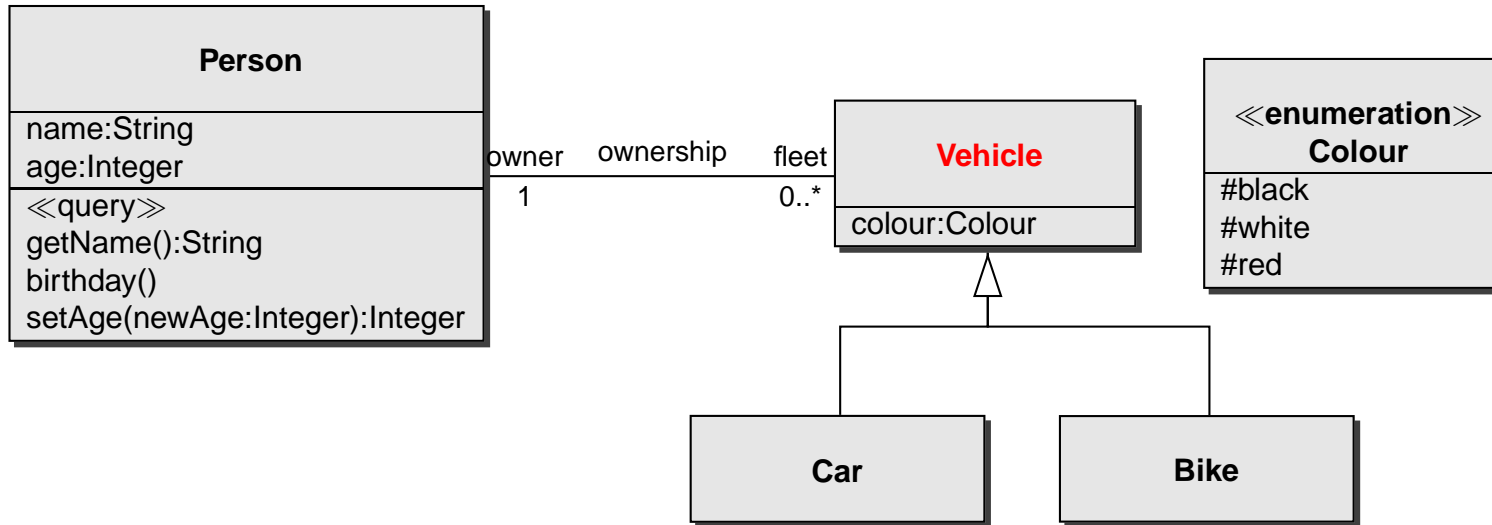


“A vehicle owner must be at least 18 years old”:

context Vehicle

inv: self. owner. age \geq 18

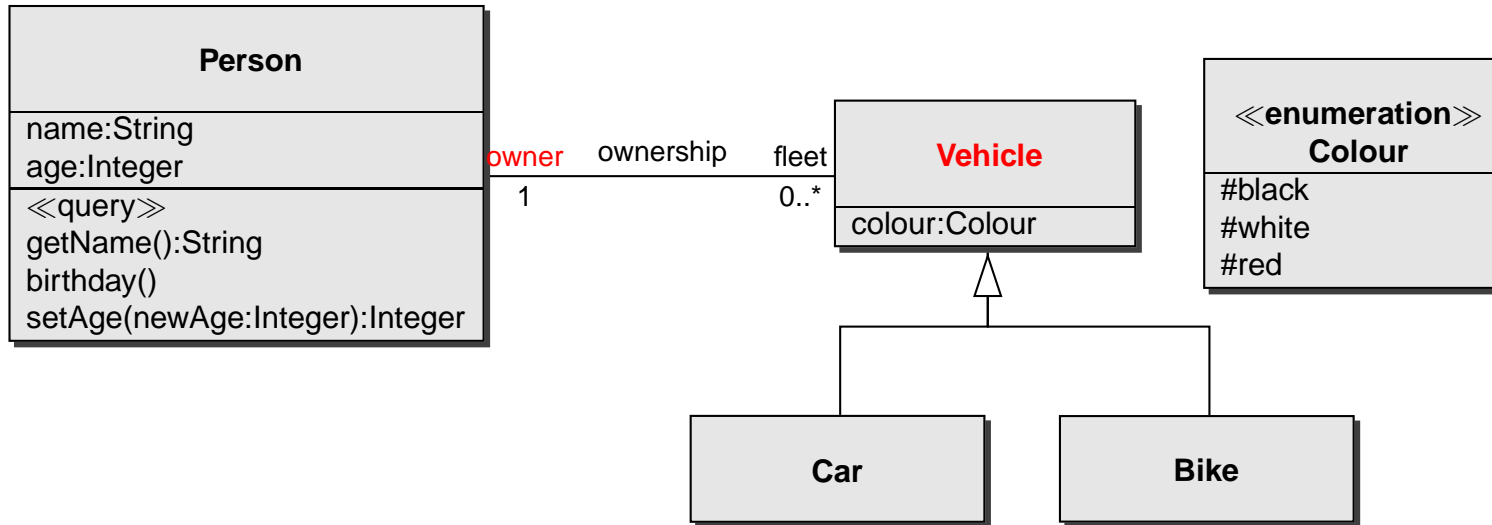
Some OCL examples I



“A vehicle owner must be at least 18 years old”:

context **Vehicle**
inv: **self. owner. age >= 18**

Some OCL examples I

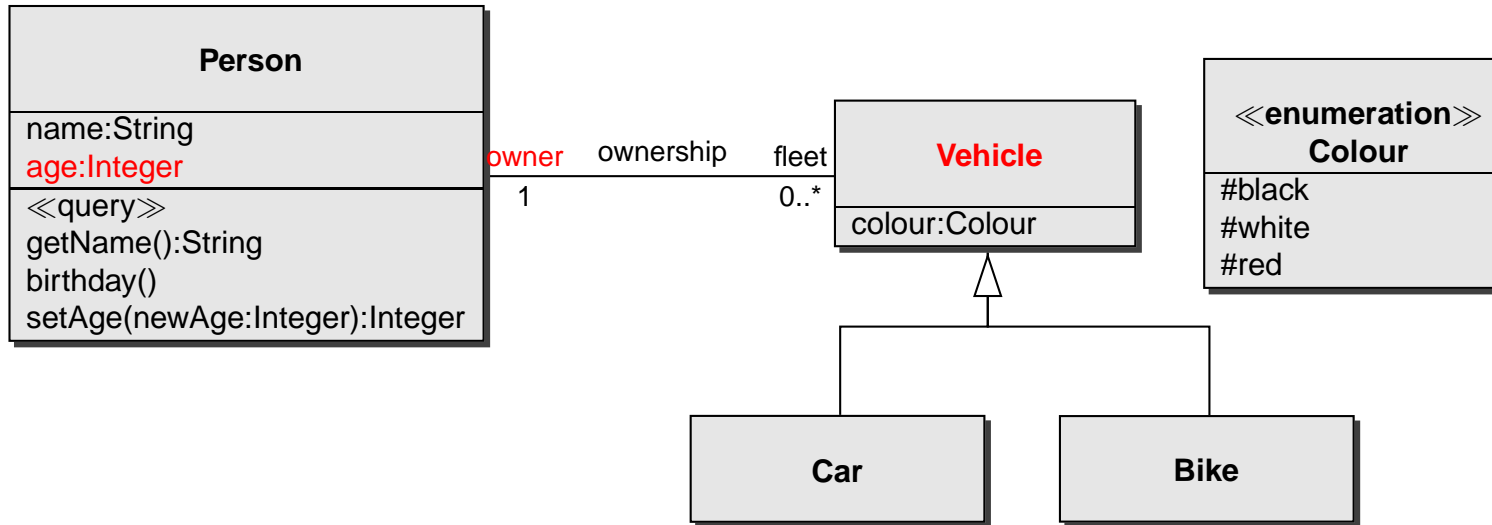


“A vehicle owner must be at least 18 years old”:

context **Vehicle**

inv: self. **owner**. age \geq 18

Some OCL examples I

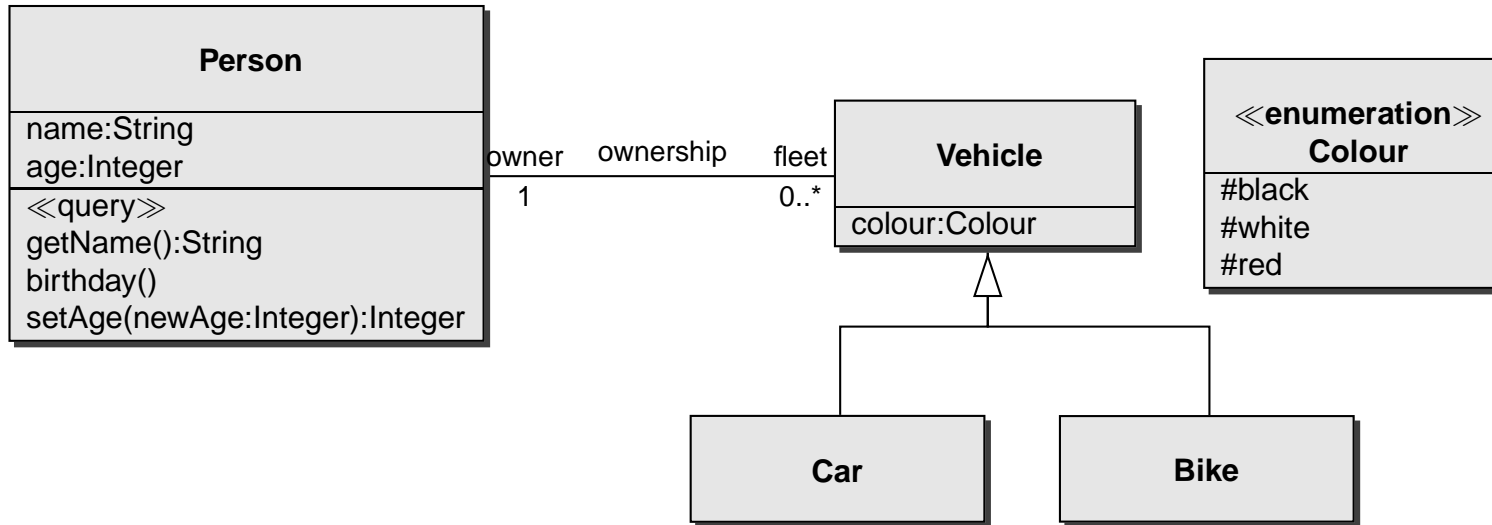


“A vehicle owner must be at least 18 years old”:

context **Vehicle**

inv: **self. owner. age >= 18**

Some OCL examples I

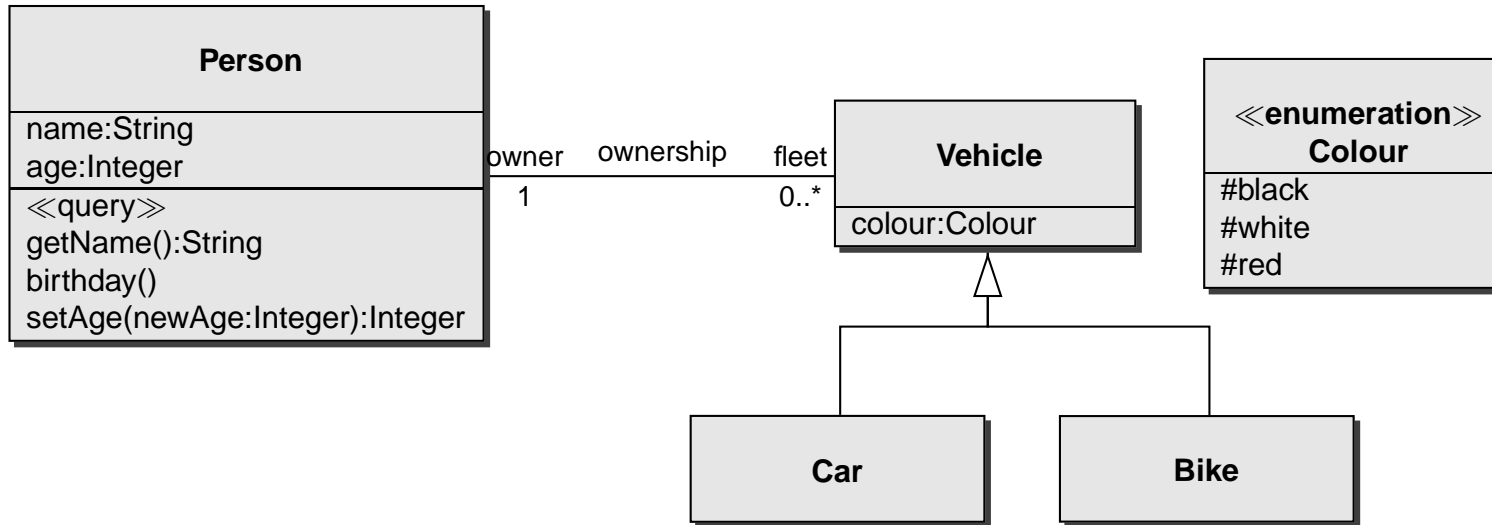


“A vehicle owner must be at least 18 years old”:

context **Vehicle**

inv: **self. owner. age >= 18**

Some OCL examples I



“A vehicle owner must be at least 18 years old”:

context Vehicle

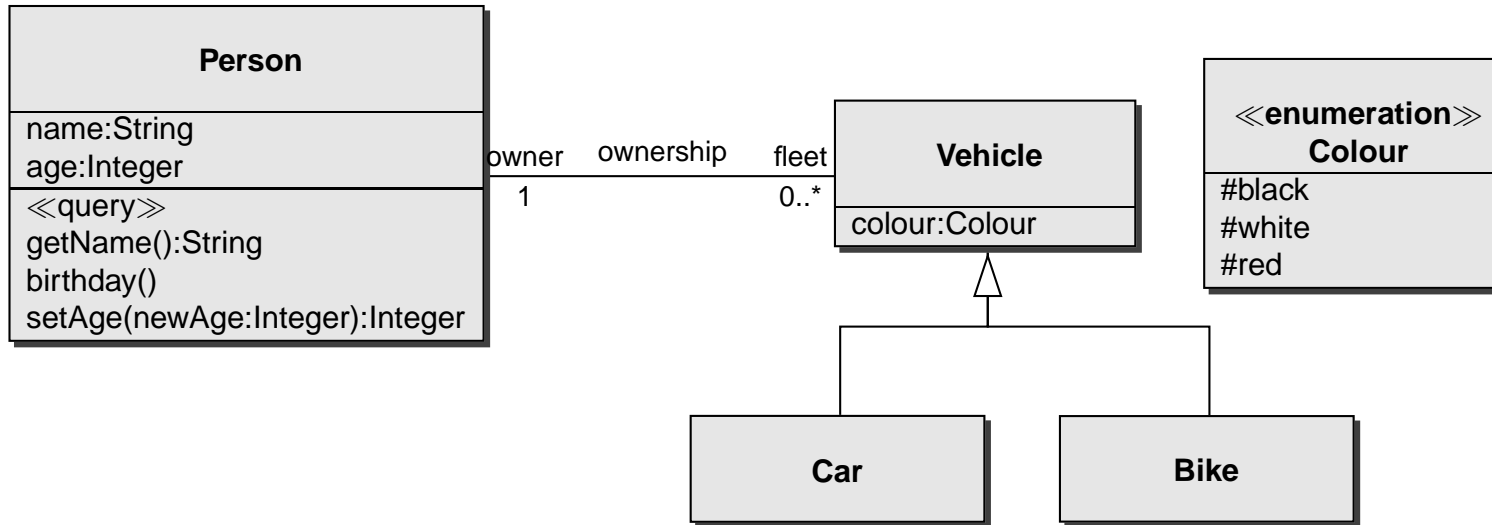
inv: self. owner. age \geq 18

What does this mean, instead?

context Person

inv: self.age \geq 18

Some OCL examples I



“A vehicle owner must be at least 18 years old”:

context Vehicle

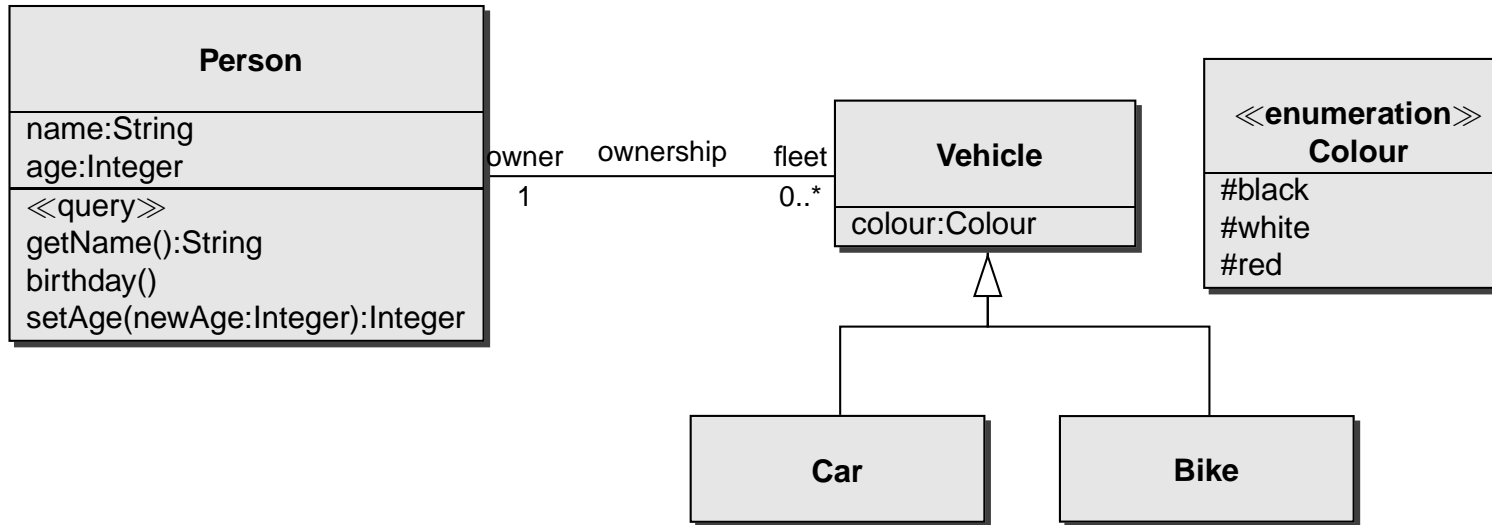
inv: self.owner.age \geq 18

“A **car** owner must be at least 18 years old”:

context Car

inv: self.owner.age \geq 18

Some OCL examples I



“A vehicle owner must be at least 18 years old”:

context Vehicle

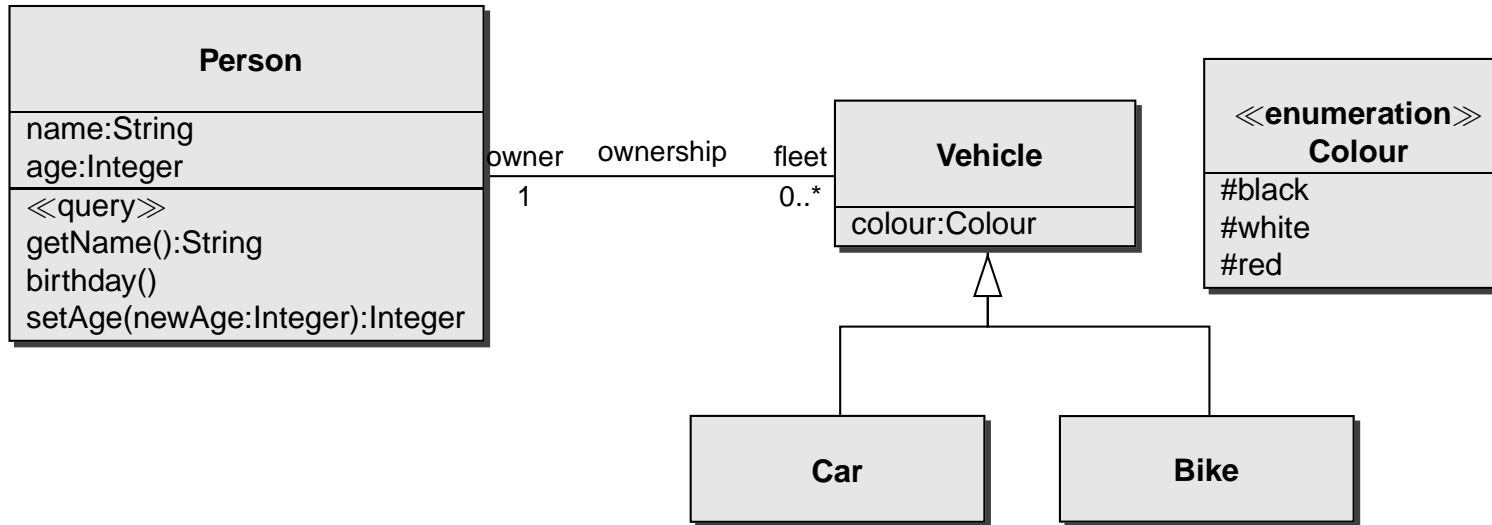
inv: self.owner.age \geq 18

“A car owner must be at least 18 years old”:

context Car

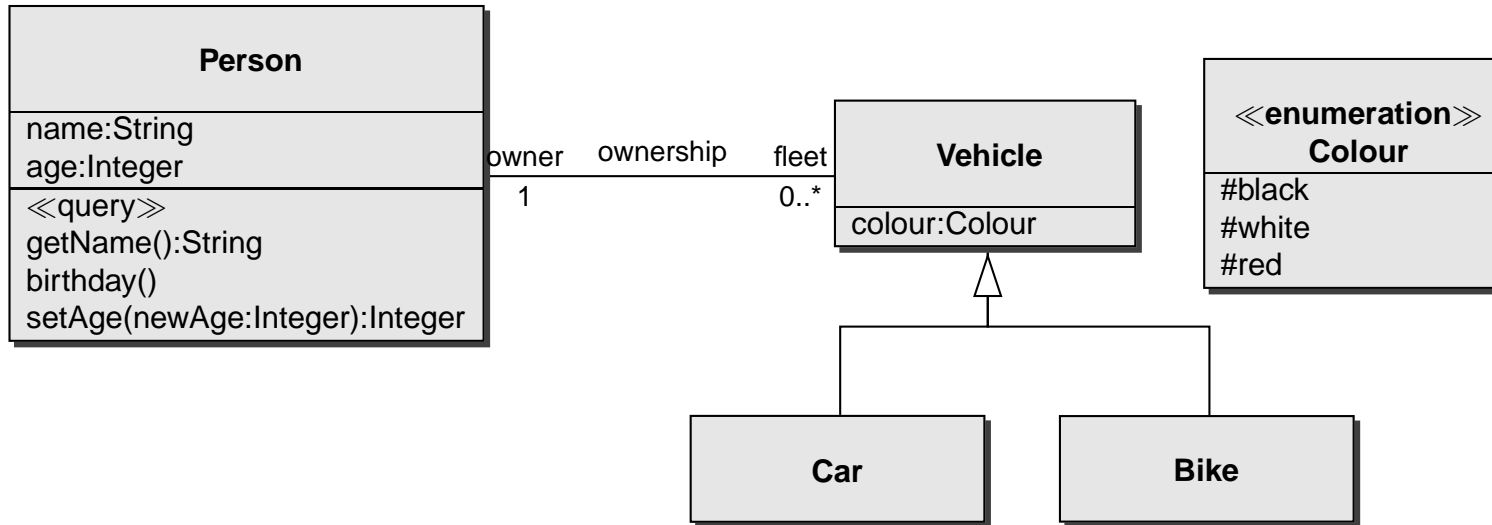
inv: self.owner.age \geq 18

Some OCL examples II



“Nobody has more than 3 vehicles”:

Some OCL examples II



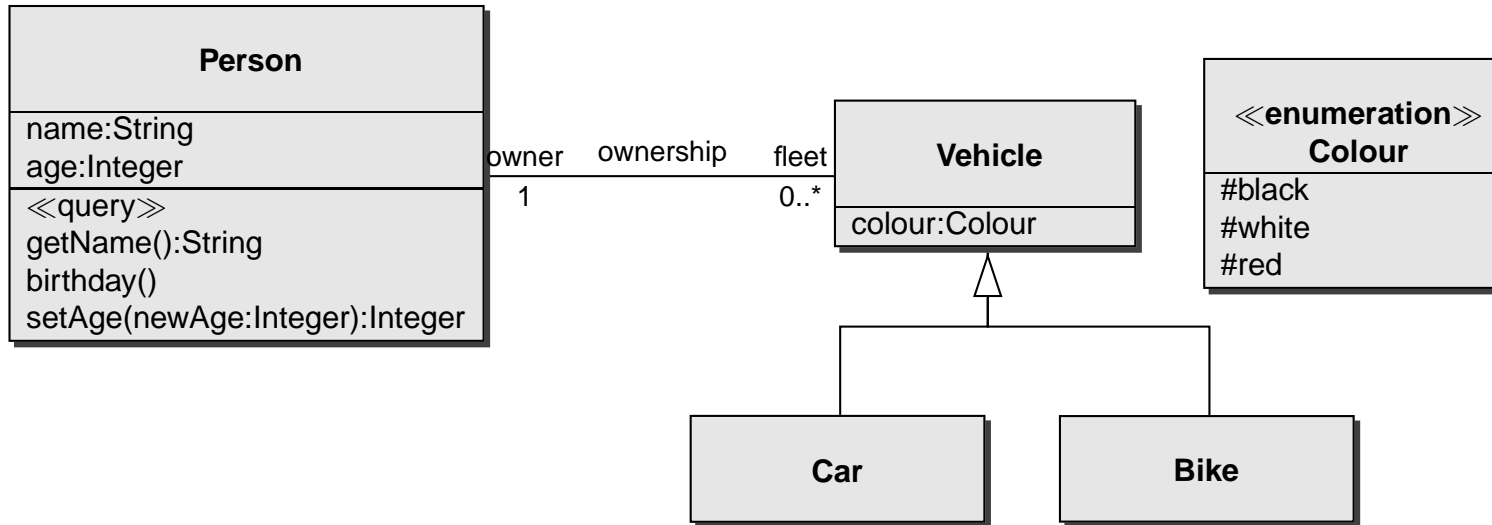
“Nobody has more than 3 vehicles”:

context Person

inv: self.fleet->size <= 3

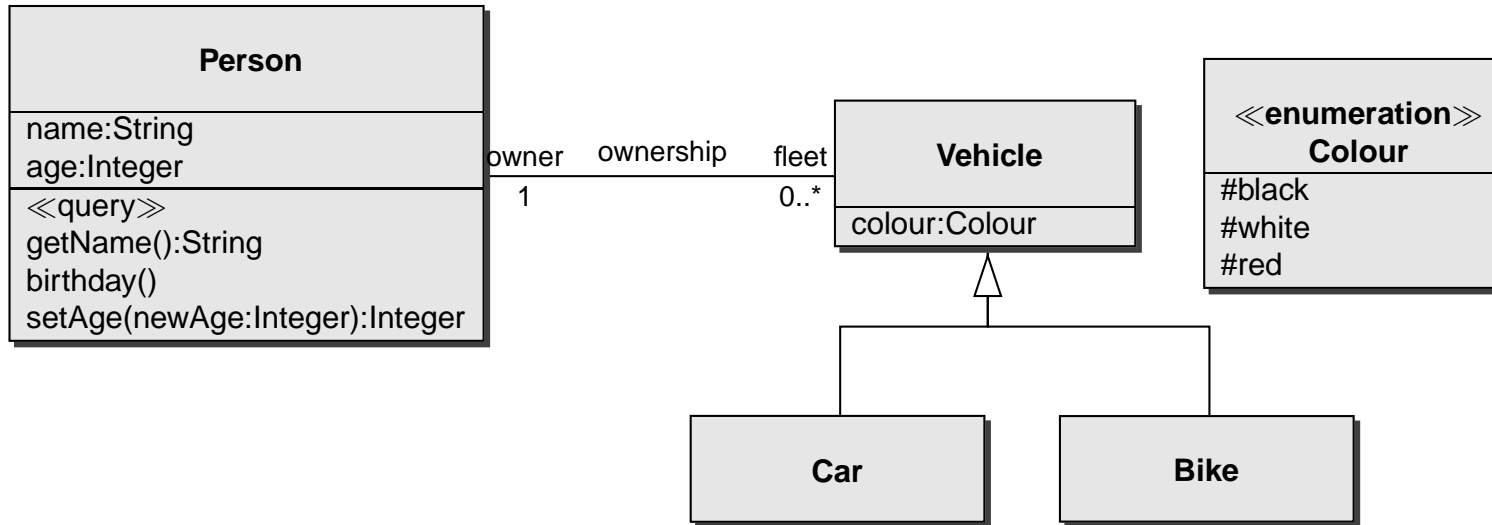
or change multiplicity

Some OCL examples II



“All cars of a person are black”:

Some OCL examples II

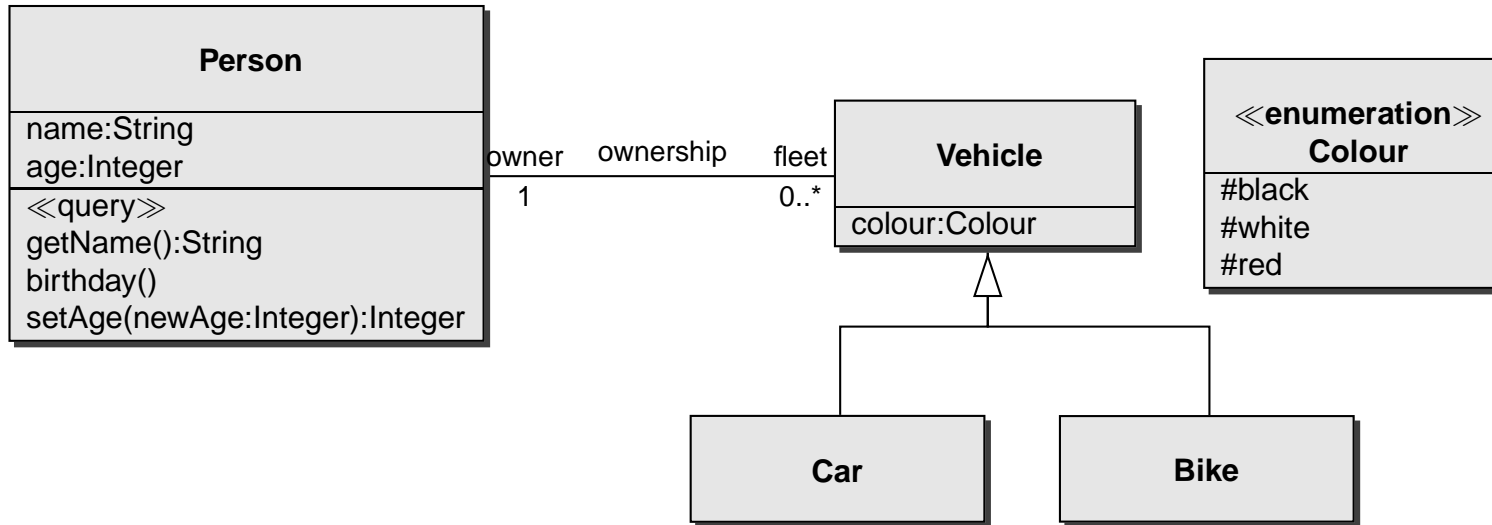


“All cars of a person are black”:

context Person

inv: self.fleet->forAll(v | v.colour = #black)

Some OCL examples II



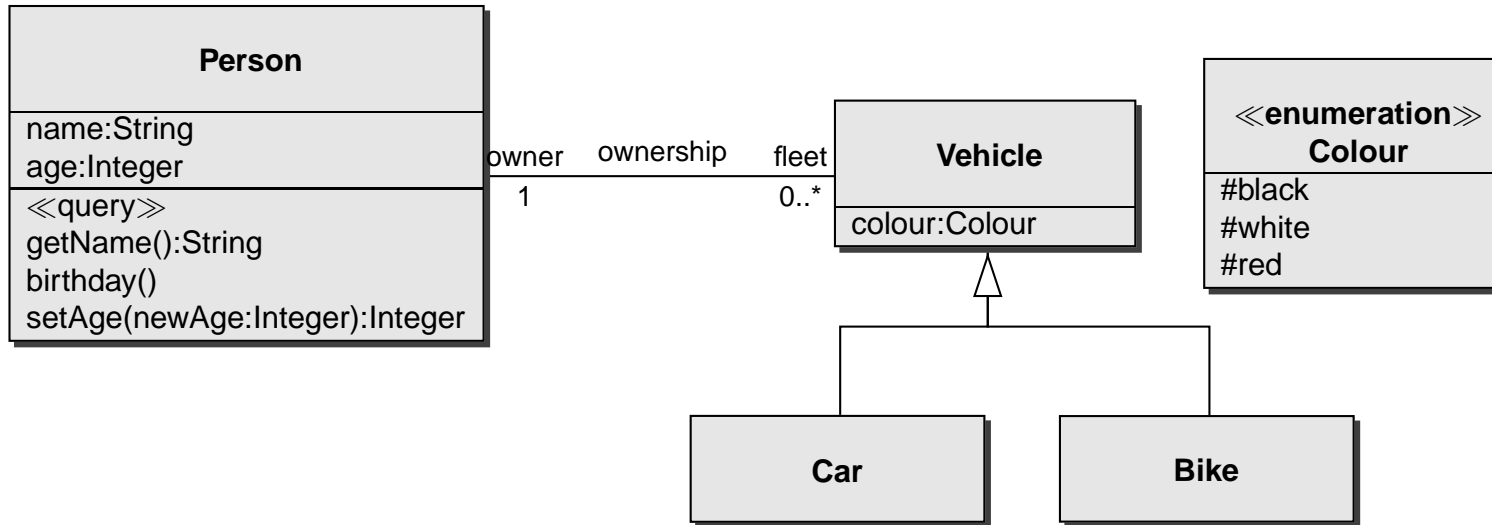
“All cars of a person are black”:

context Person

inv: self.fleet→forAll(v | v.colour = #black)

“Nobody has more than 3 black vehicles”:

Some OCL examples II



“All cars of a person are black”:

context Person

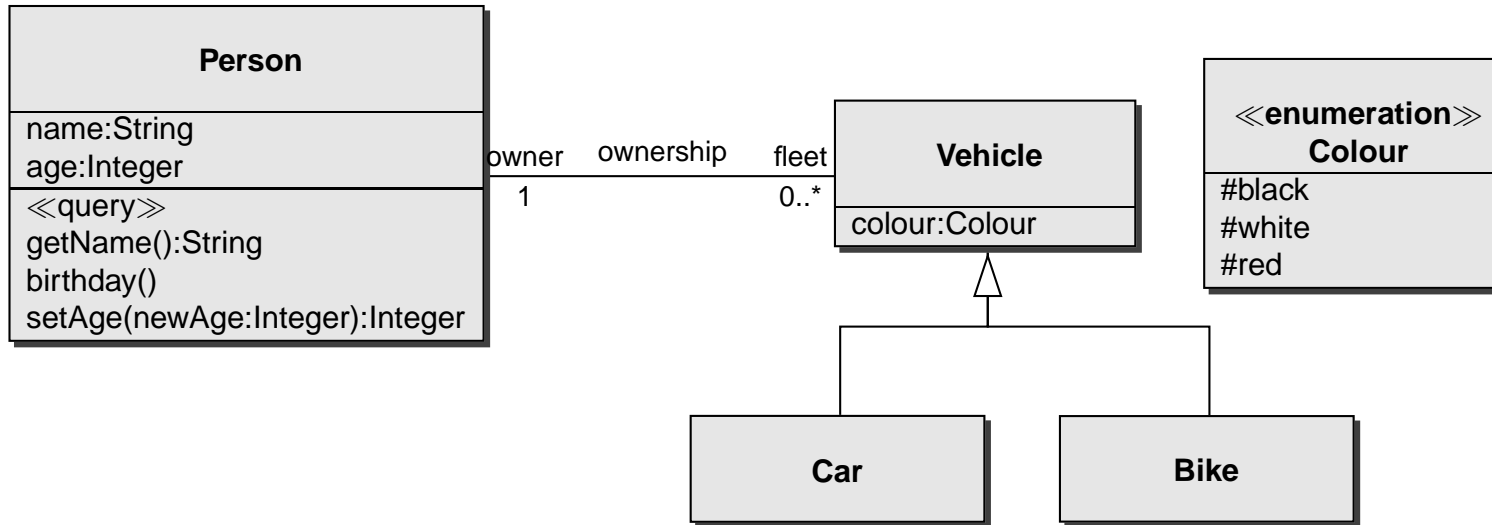
inv: self.fleet→forAll(v | v.colour = #black)

“Nobody has more than 3 black vehicles”:

context Person

inv: self.fleet→select(v | v.colour = #black)→size <= 3

Some OCL examples III — iterate

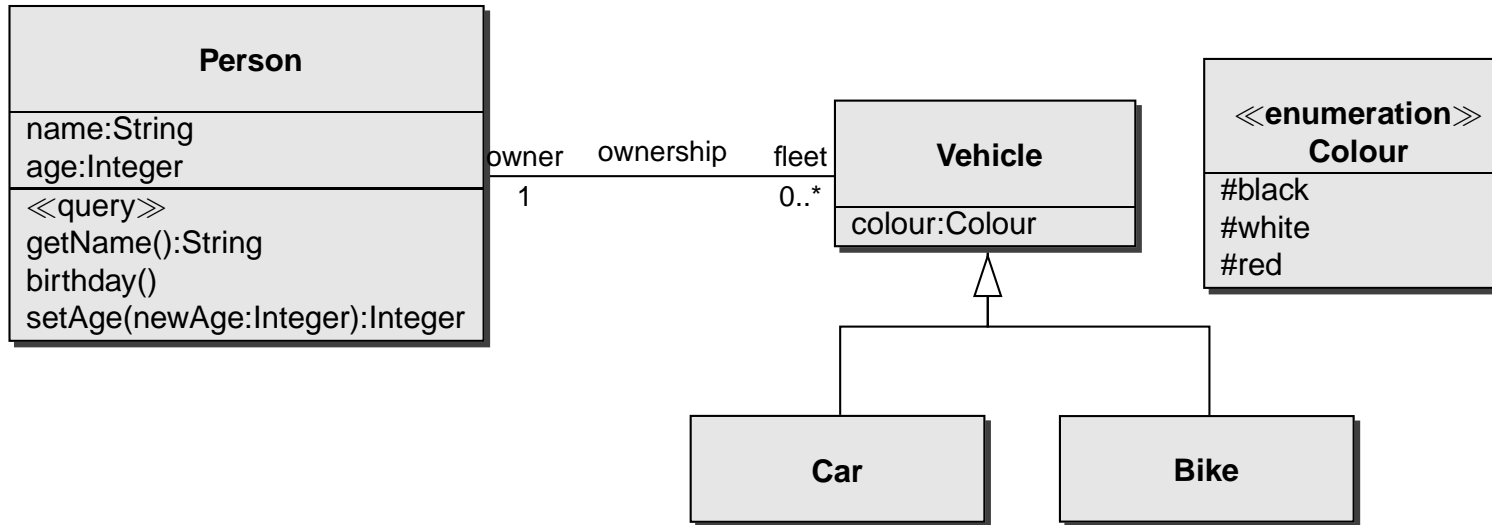


What does it mean?

context Person

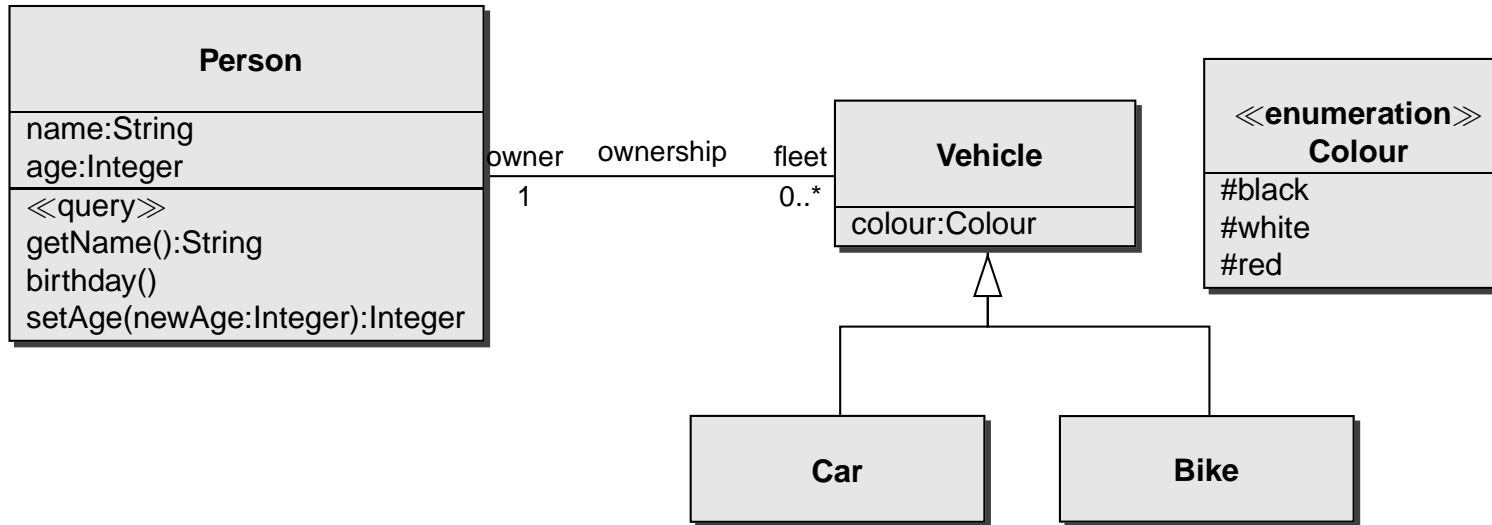
inv: self.fleet->iterate(v; acc:Integer=0
| if (v.colour=#black)
then acc + 1 else acc endif) <=3

Some OCL examples IV — oclIsKindOf



context Person
inv: age<18 implies self.fleet->forAll(v | not v.ocllsKindOf(Car))

Some OCL examples IV — oclIsKindOf

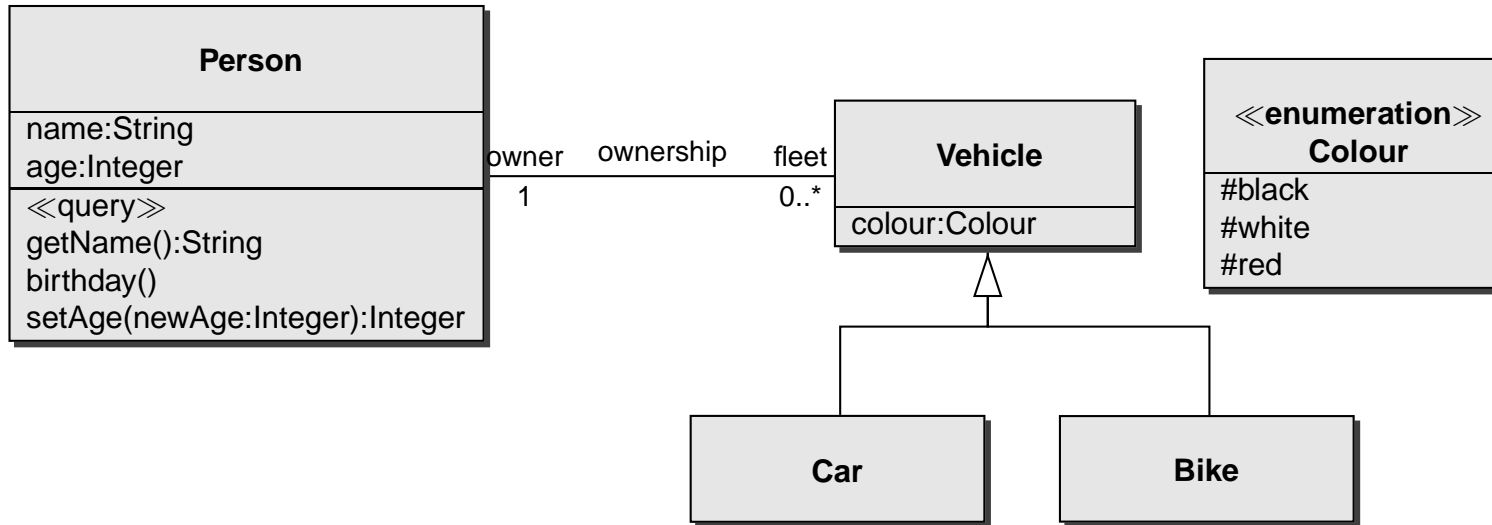


context Person

inv: age < 18 implies self.fleet->forAll(v | not v.oclIsKindOf(Car))

“A person younger than 18 owns no cars.”

Some OCL examples IV — oclIsKindOf



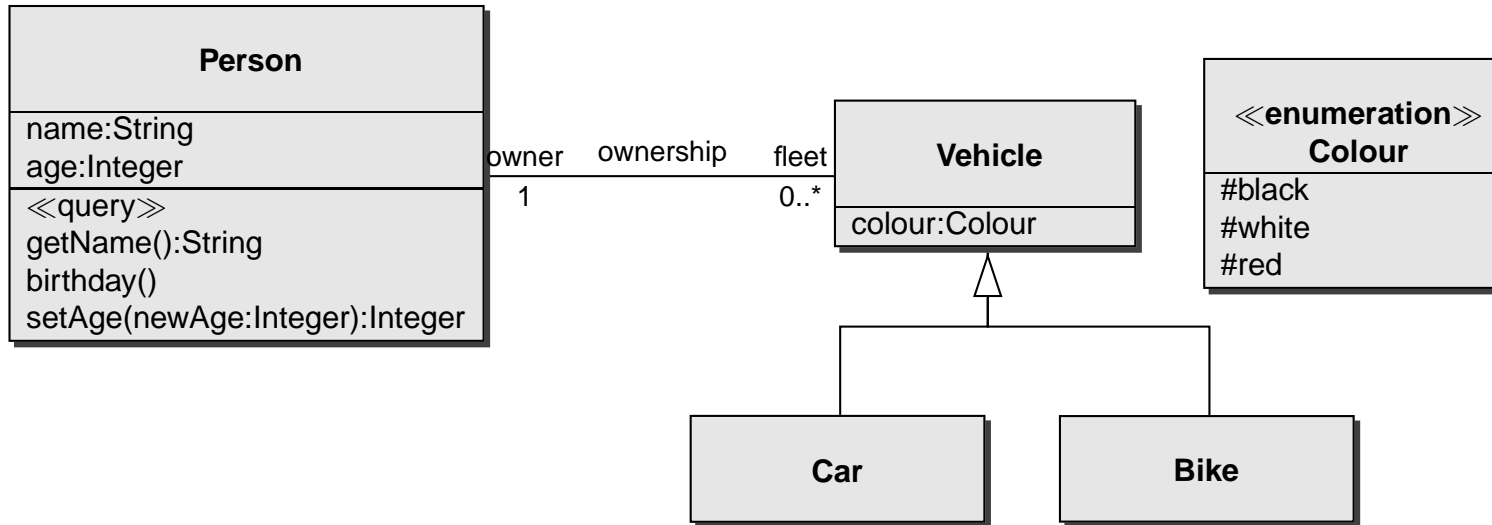
context Person

inv: age < 18 implies self.fleet->forAll(v | not v.oclIsKindOf(Car))

“A person younger than 18 owns no cars.”

“self” can be omitted.

Some OCL examples IV — oclIsKindOf



context Person

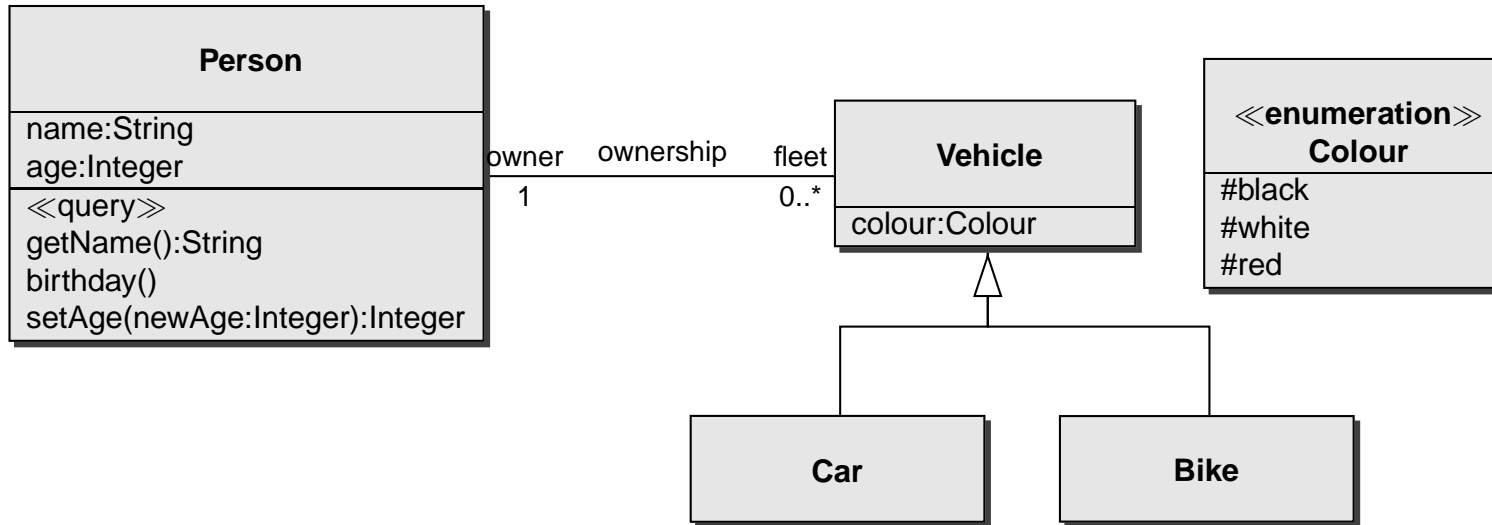
inv: age < 18 implies self.fleet->forAll(v | not v.oclIsKindOf(Car))

“A person younger than 18 owns no cars.”

“self” can be omitted.

Logical Junctors: and, or, not, implies, if... then... else... endif, =

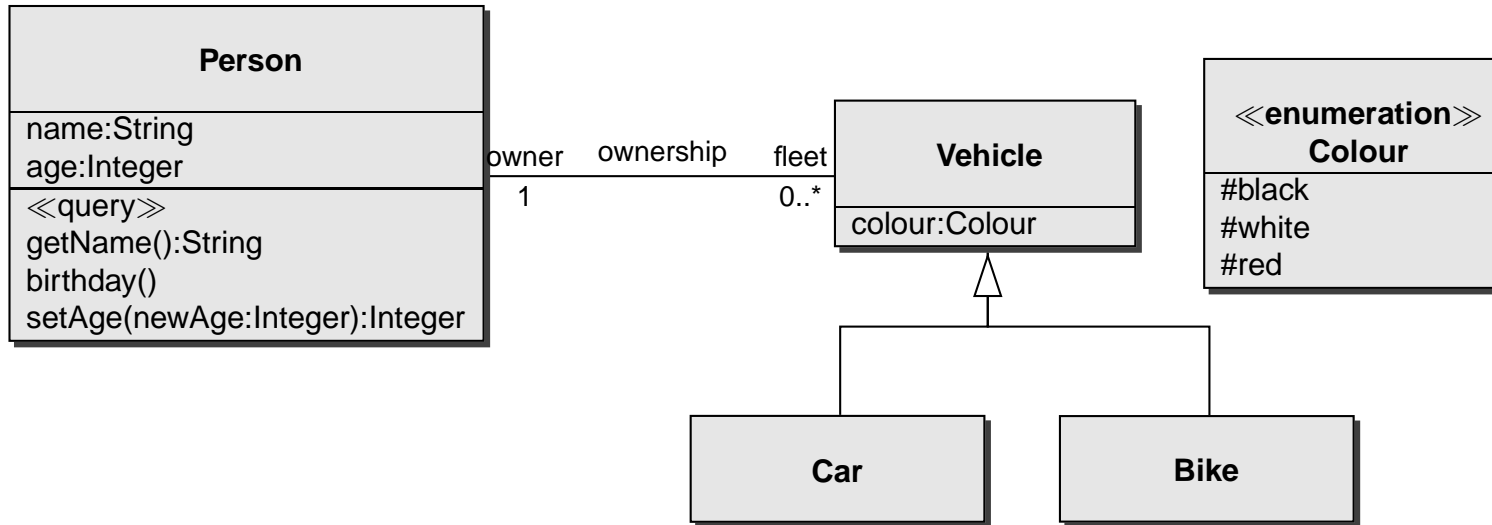
Some OCL examples V — allInstances



context Car

inv: Car.allInstances()->exists(c | c.colour=#red)

Some OCL examples V — allInstances

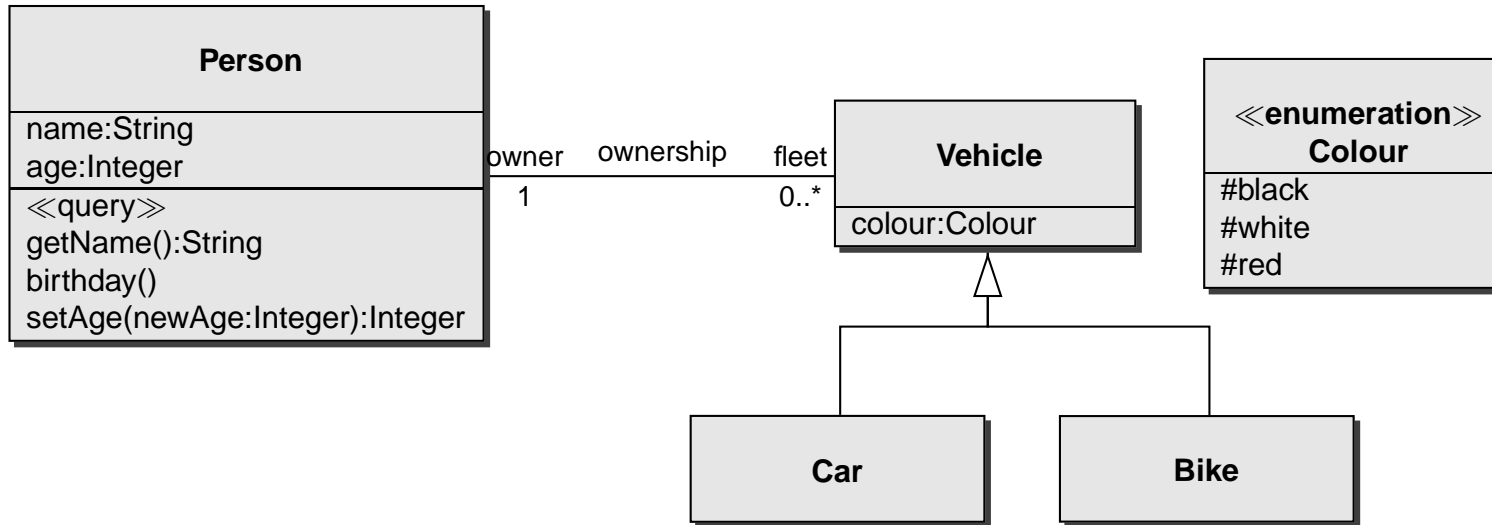


context Car

inv: Car.allInstances()->exists(c | c.colour=#red)

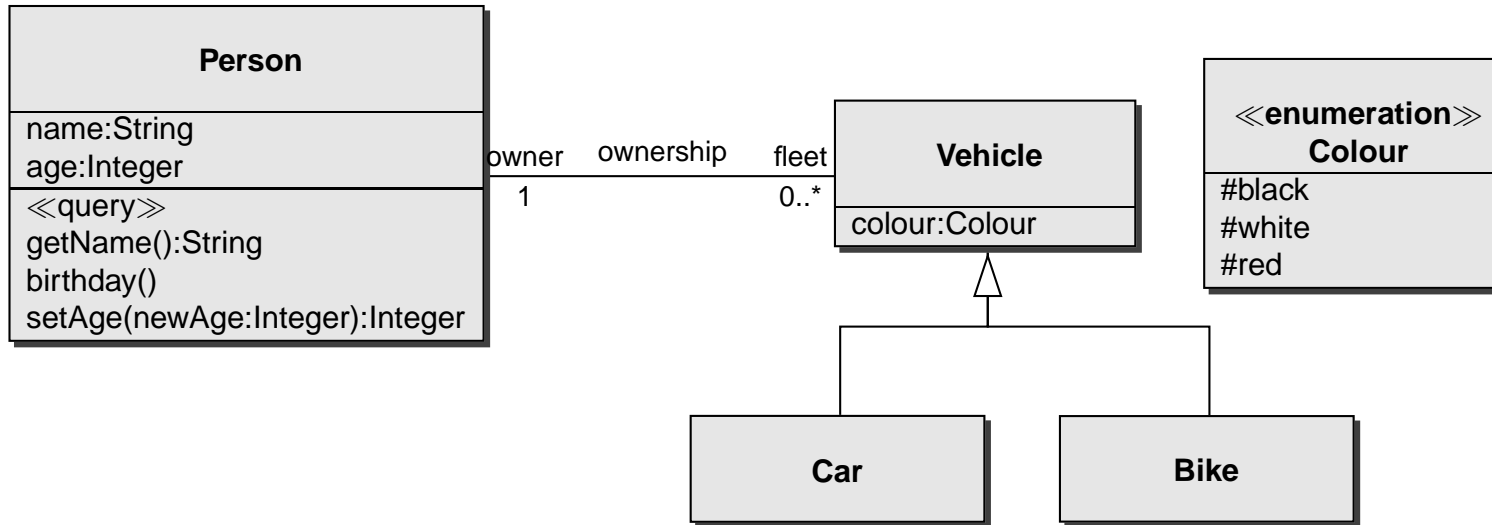
“There is a red car.”

OCL pre-/post conditions — Examples



So far only considered class invariants.

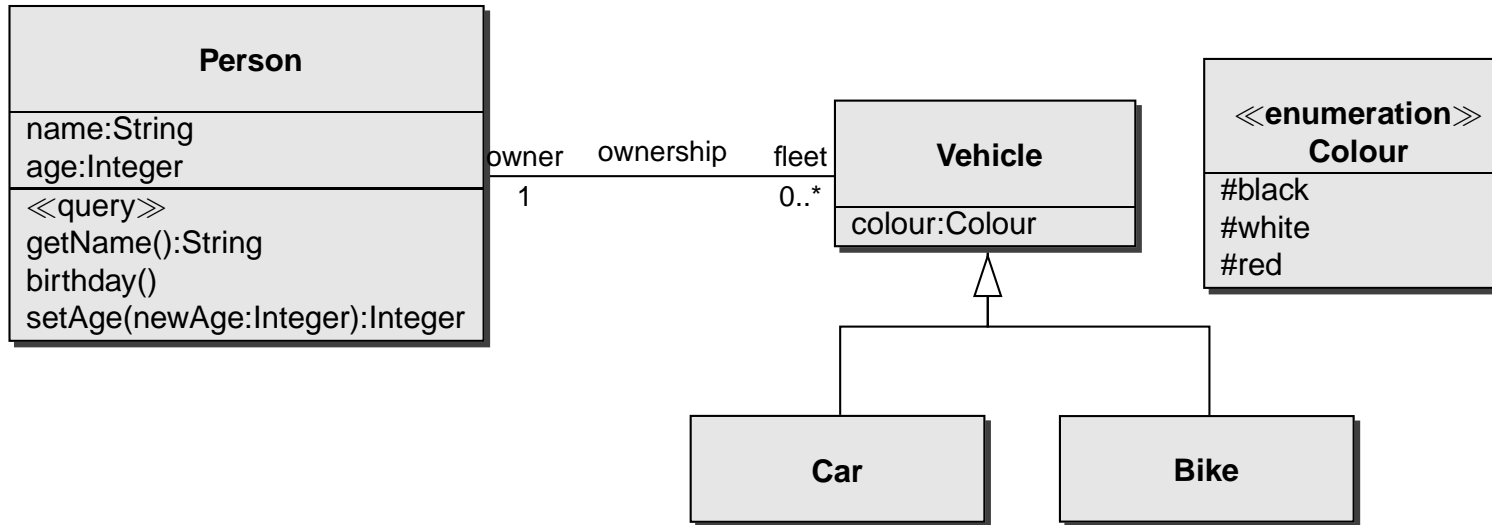
OCL pre-/post conditions — Examples



So far only considered class invariants.

OCL can also specify operations:

OCL pre-/post conditions — Examples



So far only considered class invariants.

OCL can also specify operations:

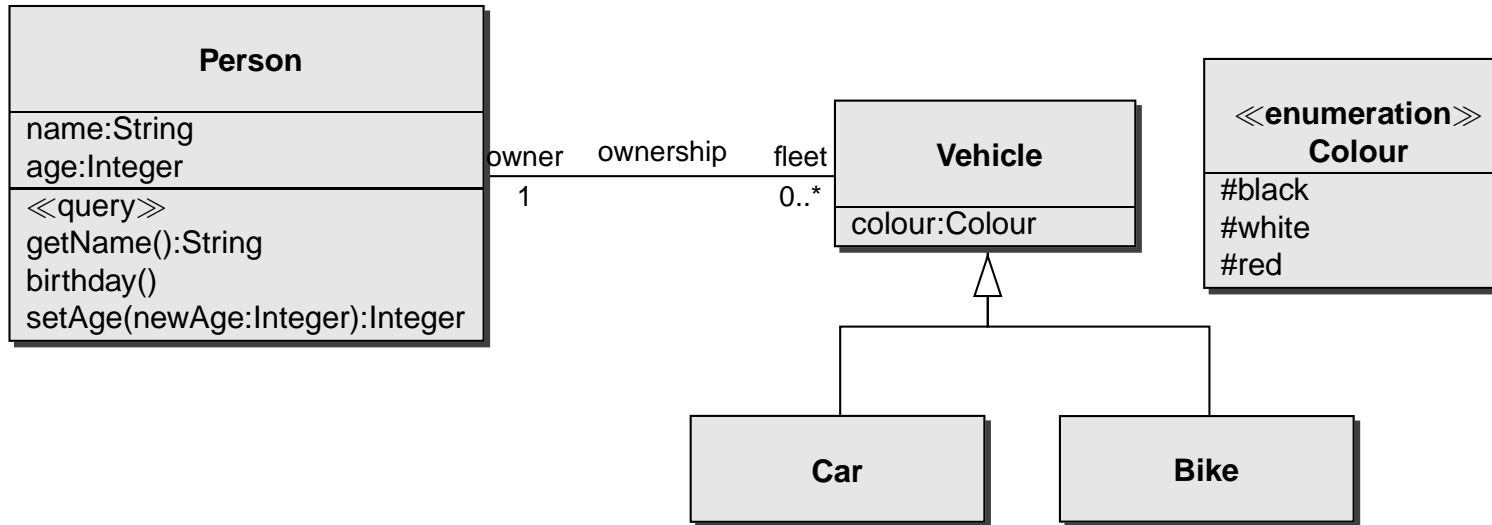
“If `setAge(...)` is called with a non-negative argument then the argument becomes the new value of the attribute `age`.”

context `Person::setAge(newAge:int)`

pre: `newAge >= 0`

post: `self.age = newAge`

OCL pre-/post conditions — Examples



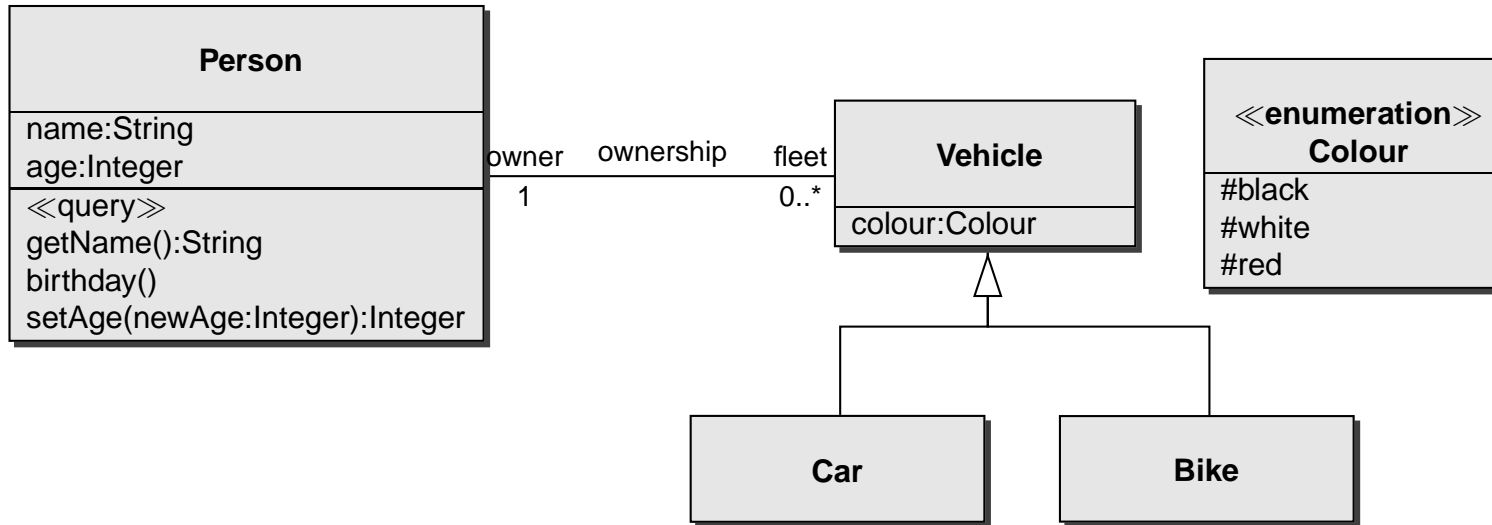
So far only considered class invariants.

OCL can also specify operations:

“Calling `birthday()` increments the age of a person by 1.”

context `Person::birthday()`
post: `self.age = self.age@pre + 1`

OCL pre-/post conditions — Examples

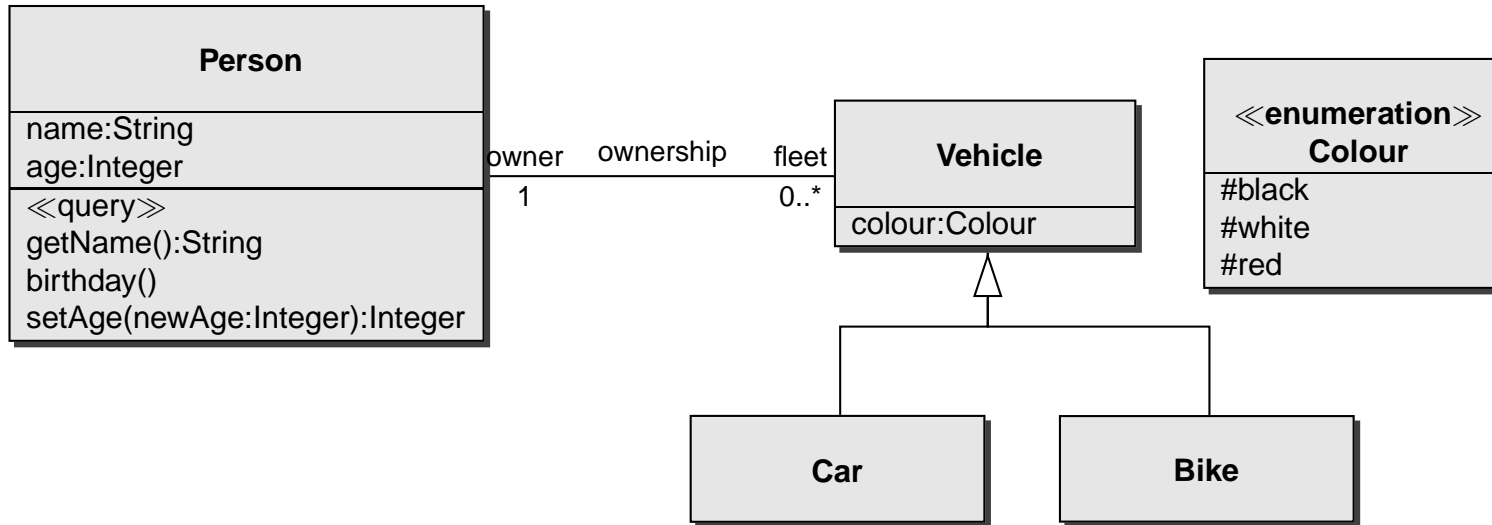


So far only considered class invariants.

OCL can also specify operations:

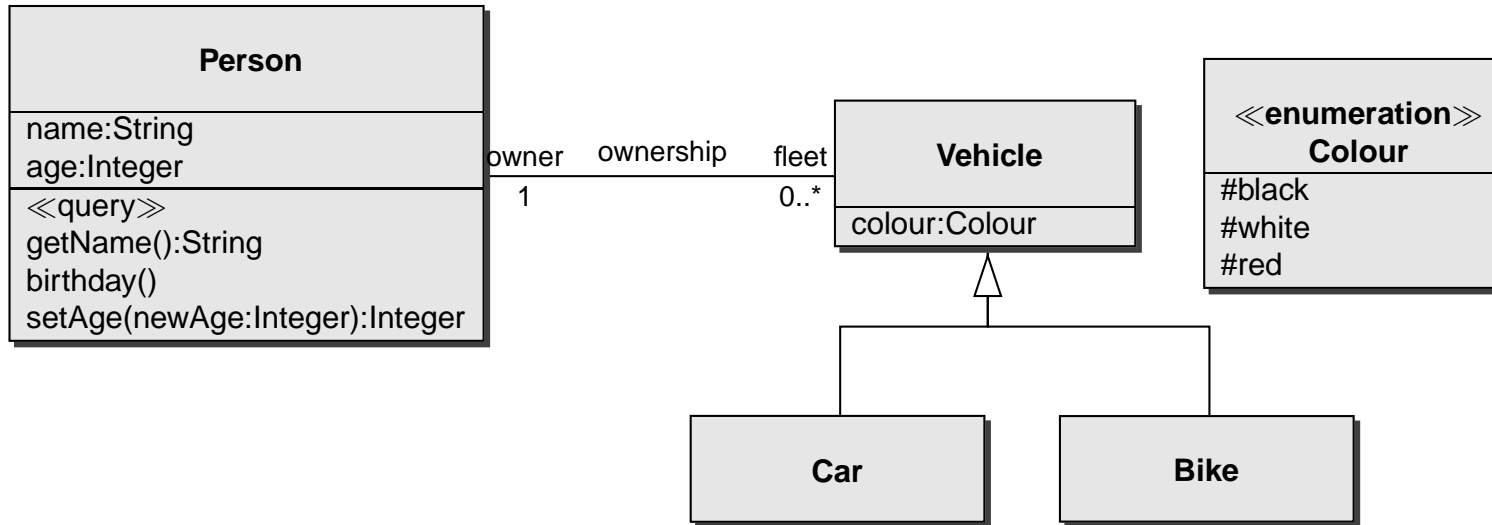
“Calling getName() delivers the value of the attribute name.”

context Person::getName()
post: result = name



Special to OCL are operations with a `<<query>>` stereotype:

Only these operations can be used within an OCL expression.



Special to OCL are operations with a `<<query>>` stereotype:

Only these operations can be used within an OCL expression.

“Calling `getName()` delivers the value of the attribute name.”

context Person

inv: self.getName() = name

- OCL is used to specify **invariants** of objects and **pre- and post conditions** of operations. Makes UML (class) diagrams more precise.

- OCL is used to specify **invariants** of objects and **pre- and post conditions** of operations. Makes UML (class) diagrams more precise.
- OCL expressions use vocabulary of UML class diagram.

- OCL is used to specify **invariants** of objects and **pre- and post conditions** of operations. Makes UML (class) diagrams more precise.
- OCL expressions use vocabulary of UML class diagram.
- OCL attribute accesses “navigate” through UML class diagram.

- OCL is used to specify **invariants** of objects and **pre- and post conditions** of operations. Makes UML (class) diagrams more precise.
- OCL expressions use vocabulary of UML class diagram.
- OCL attribute accesses “navigate” through UML class diagram.
- “context” specifies about which elements we are talking.

- OCL is used to specify **invariants** of objects and **pre- and post conditions** of operations. Makes UML (class) diagrams more precise.
- OCL expressions use vocabulary of UML class diagram.
- OCL attribute accesses “navigate” through UML class diagram.
- “context” specifies about which elements we are talking.
- “self” indicates the current object. “result” the return value.

OCL Basics (cont.)



- OCL can talk about collections (here: sets).

Operations on collections: →

Example operations: select, forAll, iterate

- OCL can talk about collections (here: sets).

Operations on collections: →

Example operations: select, forAll, iterate

- “iterate” can simulate all other operations on collections.

- OCL can talk about collections (here: sets).

Operations on collections: →

Example operations: select, forAll, iterate

- “iterate” can simulate all other operations on collections.
- Queries (= side-effect-free operations) can be used in OCL expressions.

TogetherCC cannot process OCL constraints. It is however possible to specify textual invariants and pre- and post conditions.

With the KeY extensions to TogetherCC syntax (type) checks of OCL constraints are possible.

System state

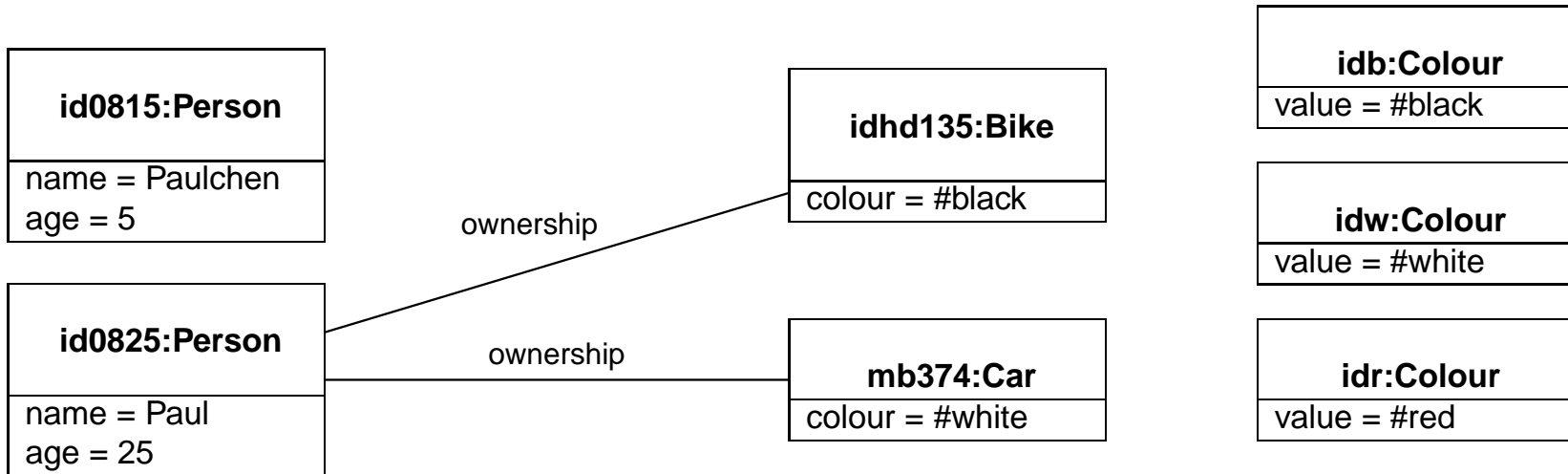


(represented by a UML object diagram)

System state



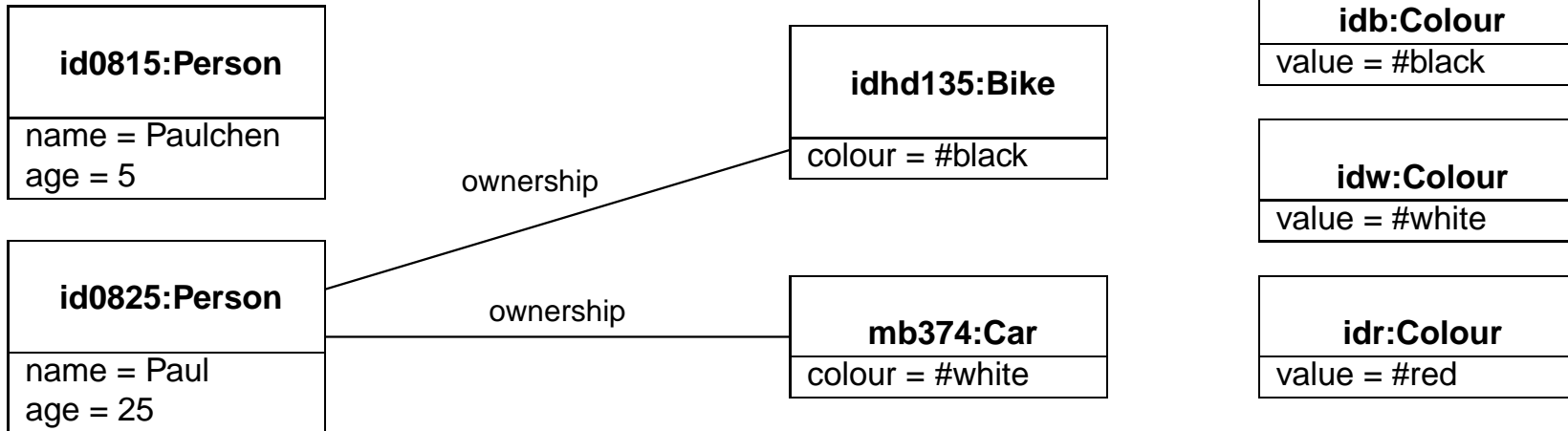
(represented by a UML object diagram)



System state



(represented by a UML object diagram)



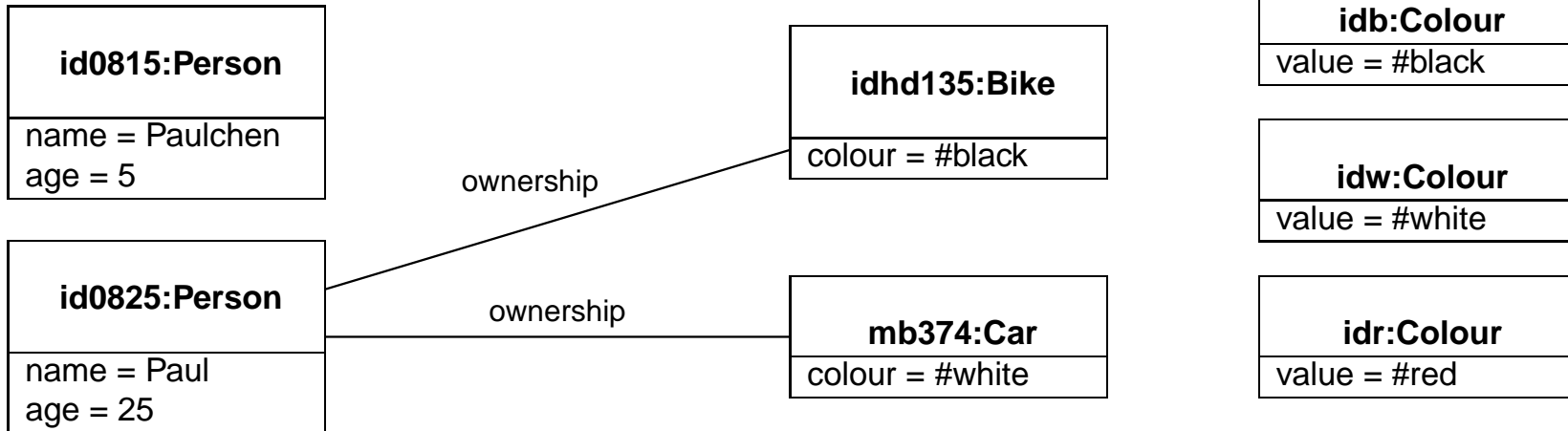
context **Vehicle**

inv: **self.owner.age >= 18**

System state



(represented by a UML object diagram)

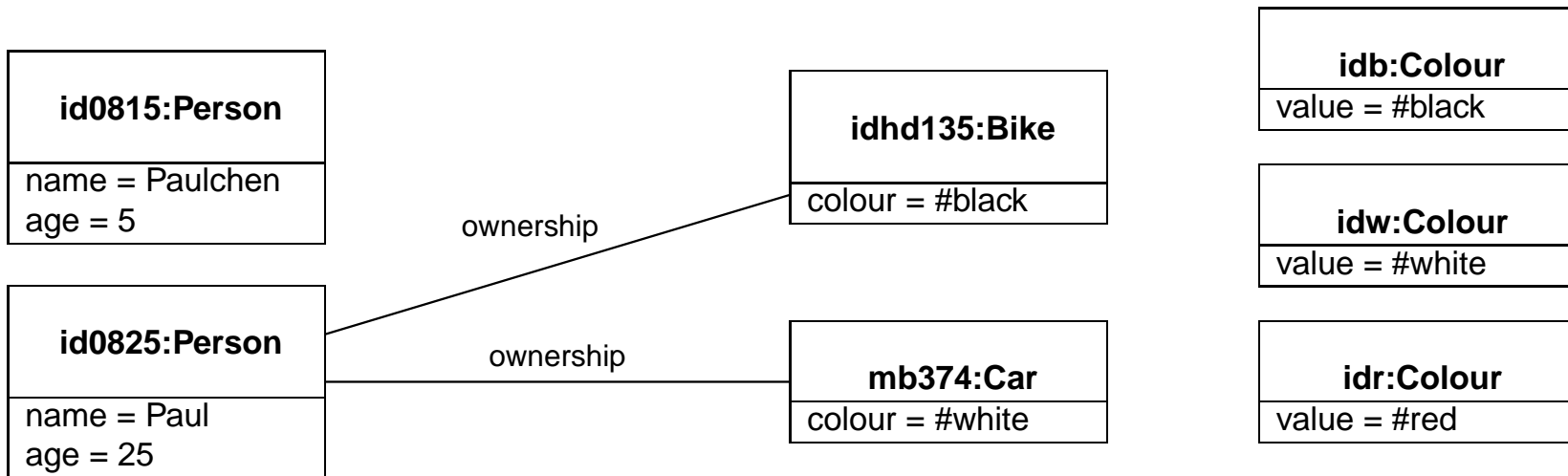


context **Vehicle**
inv: **self.owner.age >= 18** ✓

System state



(represented by a UML object diagram)



context Vehicle

inv: self.owner.age \geq 18 ✓

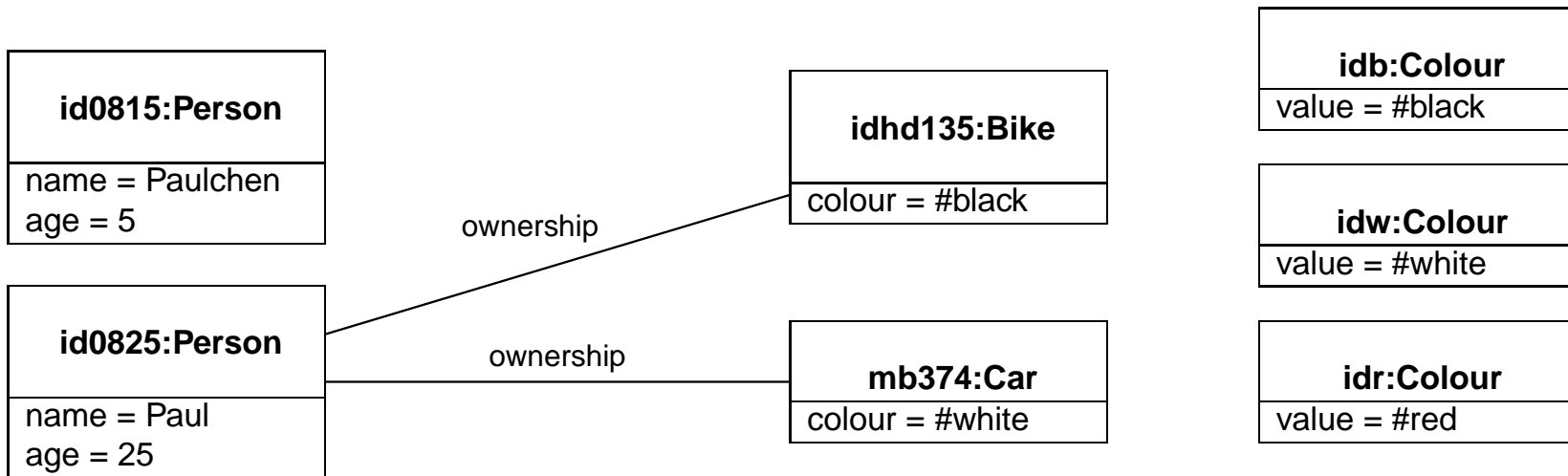
context Person

inv: self.fleet \rightarrow forAll(v | v.colour = #black)

System state



(represented by a UML object diagram)



context Vehicle

inv: self.owner.age \geq 18 ✓

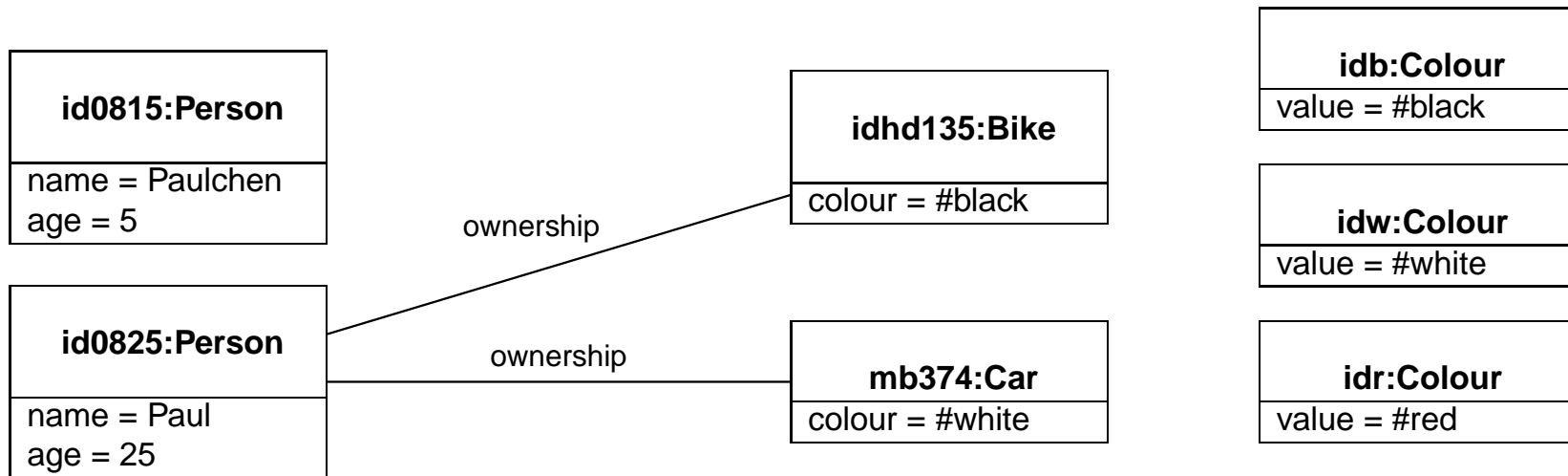
context Person

inv: self.fleet \rightarrow forAll(v | v.colour = #black) ✗

System state



(represented by a UML object diagram)



context Vehicle

inv: self.owner.age \geq 18 ✓

context Person

inv: self.fleet \rightarrow forAll(v | v.colour = #black) ☒

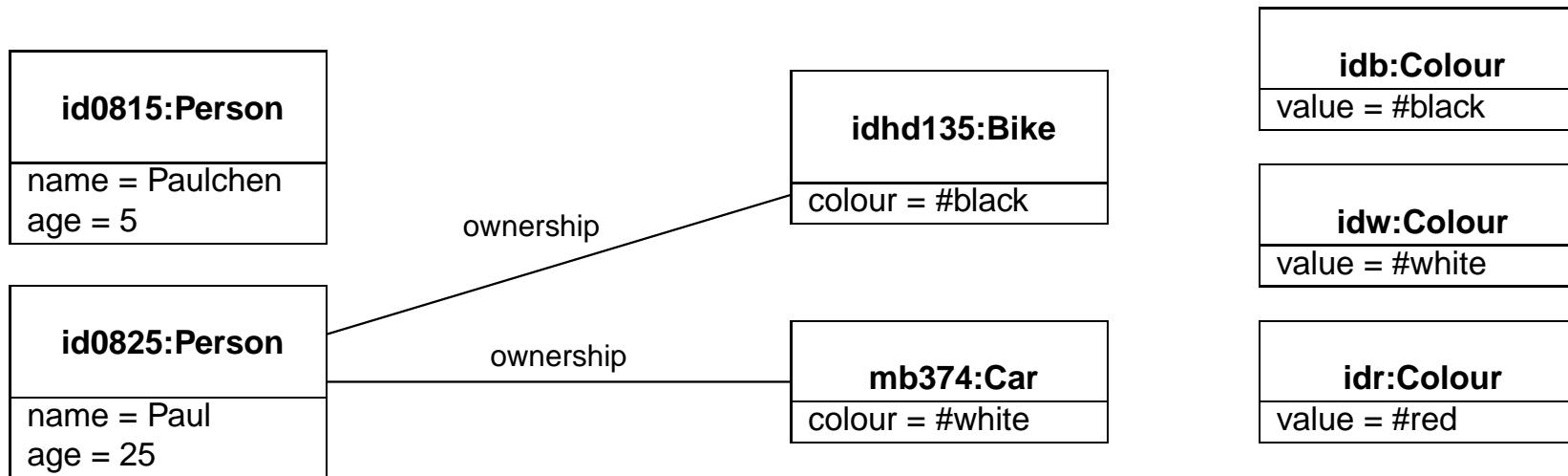
context Person

inv: self.fleet \rightarrow select(v | v.colour = #black) \rightarrow size \leq 3

System state



(represented by a UML object diagram)



context Vehicle

inv: self.owner.age \geq 18 ✓

context Person

inv: self.fleet \rightarrow forAll(v | v.colour = #black) ✗

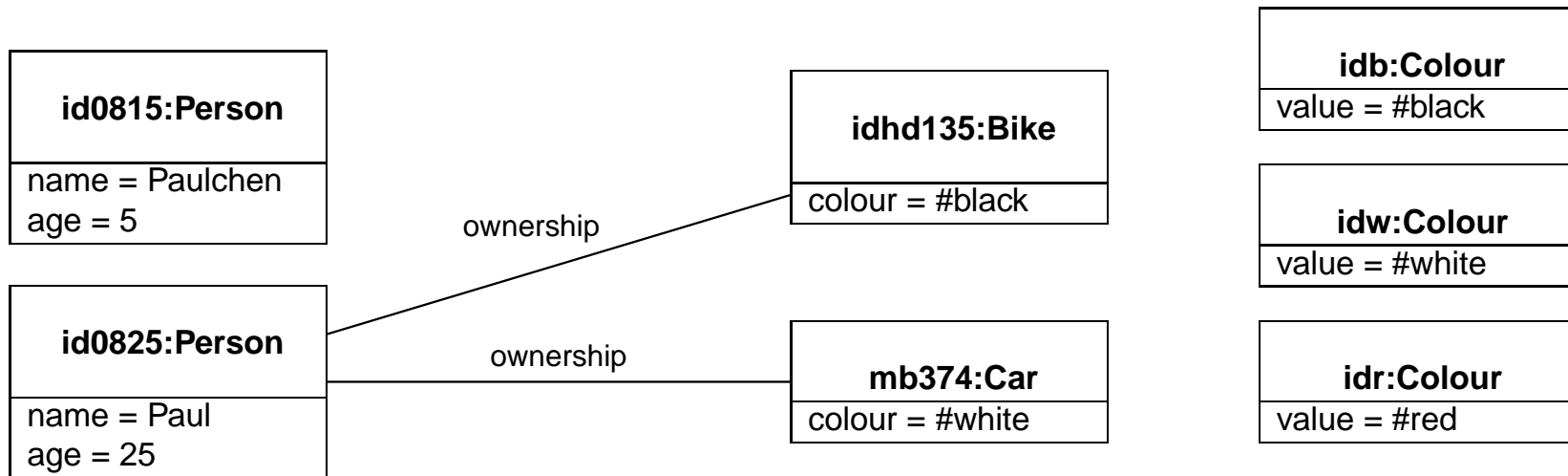
context Person

inv: self.fleet \rightarrow select(v | v.colour = #black) \rightarrow size \leq 3 ✓

System state



(represented by a UML object diagram)



context Vehicle

inv: self.owner.age >= 18 ✓

context Person

inv: self.fleet->forAll(v | v.colour = #black) ✗

context Person

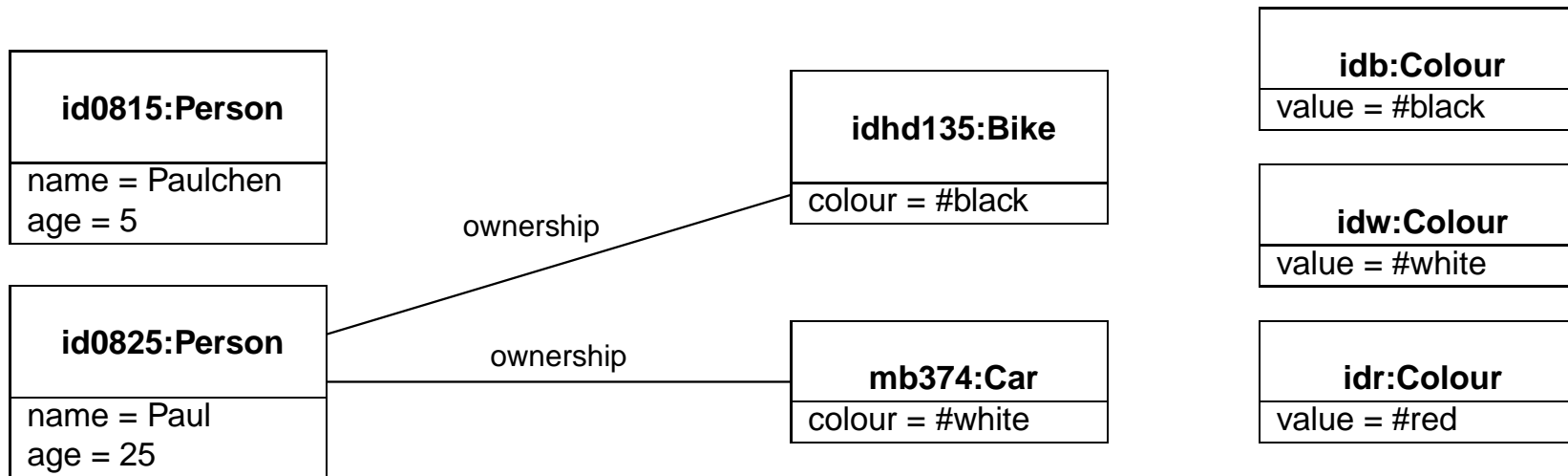
inv: self.fleet->select(v | v.colour = #black)->size <= 3 ✓

inv: Car.allInstances()->exists(c | c.colour=#red)

System state



(represented by a UML object diagram)



context Vehicle

inv: self.owner.age \geq 18 ✓

context Person

inv: self.fleet \rightarrow forAll(v | v.colour = #black) ✗

context Person

inv: self.fleet \rightarrow select(v | v.colour = #black) \rightarrow size \leq 3 ✓

inv: Car.allInstances() \rightarrow exists(c | c.colour=#red) ✗

System State

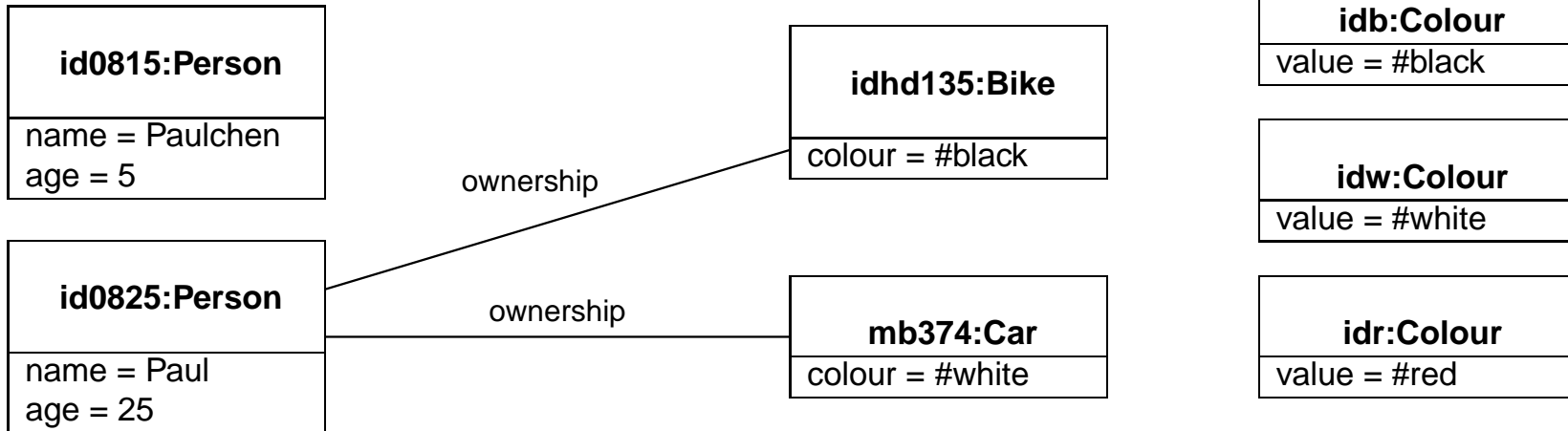


(represented by a UML object diagram)

System State



(represented by a UML object diagram)



context Person::getName()
post: result = name ?

Given a UML class diagram, a system state (snapshot) is defined by

- **a UML object diagram (for the class diagram), giving**

Given a UML class diagram, a system state (snapshot) is defined by

- a UML object diagram (for the class diagram), giving
 - the set of existing instances,

Given a UML class diagram, a system state (snapshot) is defined by

- a UML object diagram (for the class diagram), giving
 - the set of existing instances,
 - attribute-value-assignments

Given a UML class diagram, a system state (snapshot) is defined by

- a UML object diagram (for the class diagram), giving
 - the set of existing instances,
 - attribute-value-assignments
 - instances of associations (“links”)

Given a UML class diagram, a system state (snapshot) is defined by

- a UML object diagram (for the class diagram), giving
 - the set of existing instances,
 - attribute-value-assignments
 - instances of associations (“links”)
- an interpretation for operations,

Given a UML class diagram, a system state (snapshot) is defined by

- a UML object diagram (for the class diagram), giving
 - the set of existing instances,
 - attribute-value-assignments
 - instances of associations (“links”)
- an interpretation for operations,
- (standard) interpretation for predefined primitive data types (e.g. Integer, String, . . .)

- **OCL Constraints are satisfied by certain system states.**

- **OCL Constraints are satisfied by certain system states.**
- **Given an implementation of a class diagram, a sequence of system states is reached.**

- **OCL Constraints are satisfied by certain system states.**
- **Given an implementation of a class diagram, a sequence of system states is reached.**
- **The interesting question is: How can we check that constraints are satisfied in **all** system states that are reached by an implementation?**

- **OCL Constraints are satisfied by certain system states.**
- **Given an implementation of a class diagram, a sequence of system states is reached.**
- **The interesting question is: How can we check that constraints are satisfied in **all** system states that are reached by an implementation?**

Answer in three weeks.

P. Schmitt:

[Skript "Formale Spezifikationsprachen"](#)

Jos Warmer and Anneke Kleppe:

[The Object Constraint Language: Precise Modelling with UML.](#)

UML 1.5 OCL Specification.

<http://www.omg.org/cgi-bin/apps/doc?ad/03-01-07.pdf>

UML 2.0 OCL Revised submission to OMG.

<http://www.omg.org/cgi-bin/apps/doc?ad/03-01-07.pdf>