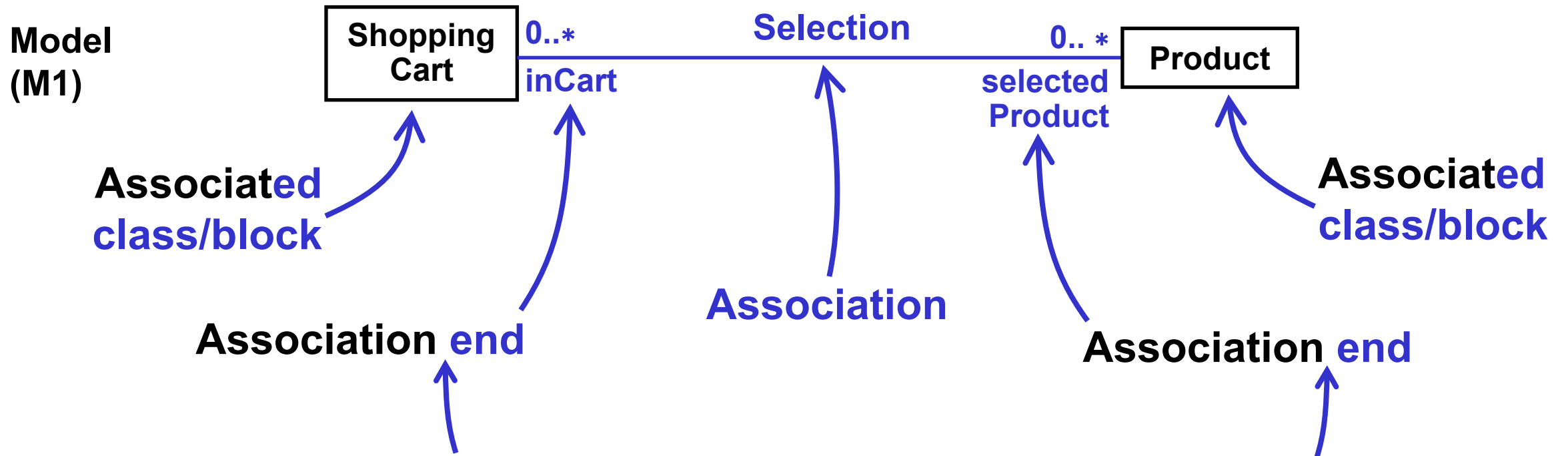


Overview

- **Associations**
- Debt (SysML1 & SST)
 - Paid (SST February)
 - Unresolved (still paying interest)
- Proposals
- Summary

UML/SysML1 Associations



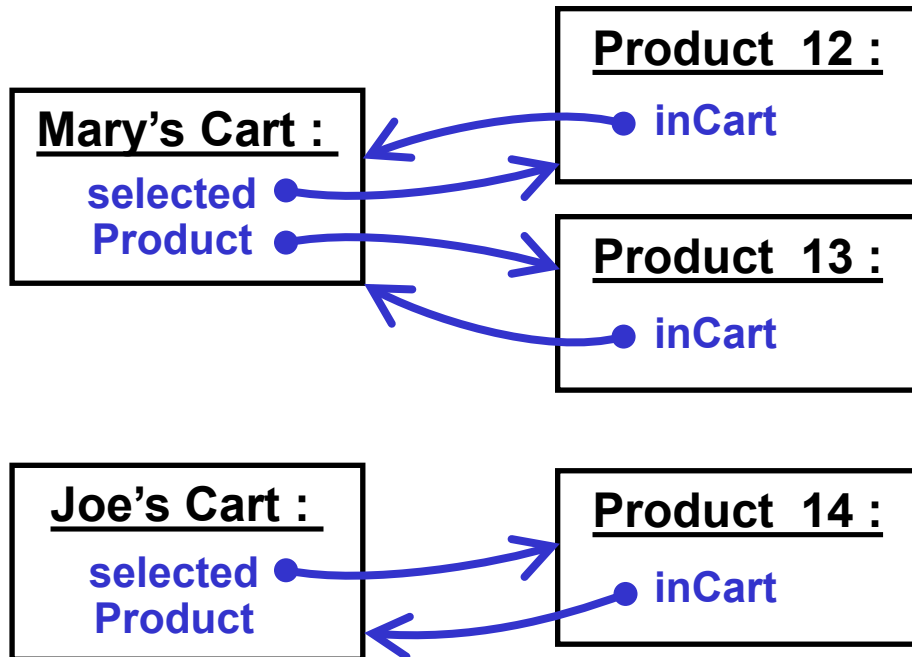
- **Association ends are properties for identifying**
 - (“navigating to”) instances of one associated class/block ...
 - ... based on (“from”) instances of the other.

Association “Ends”

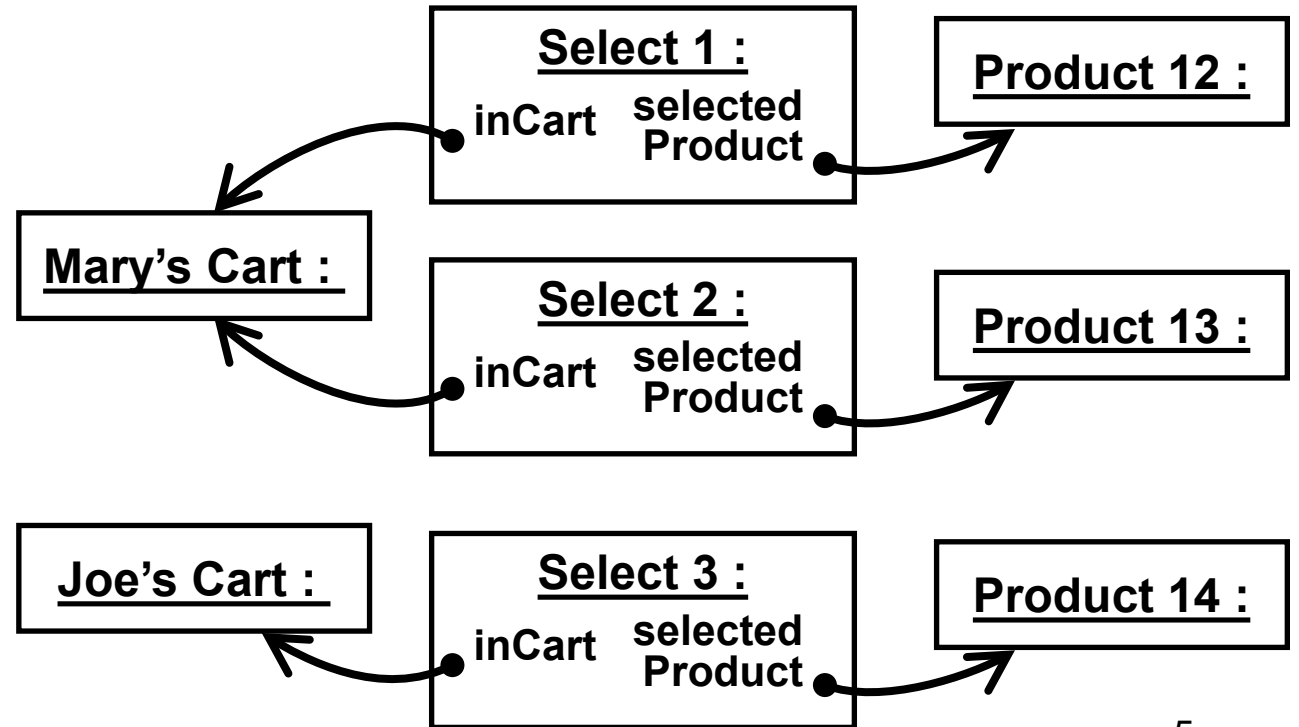


Things Being Modeled (M0)

Object oriented (UML/SysML1)



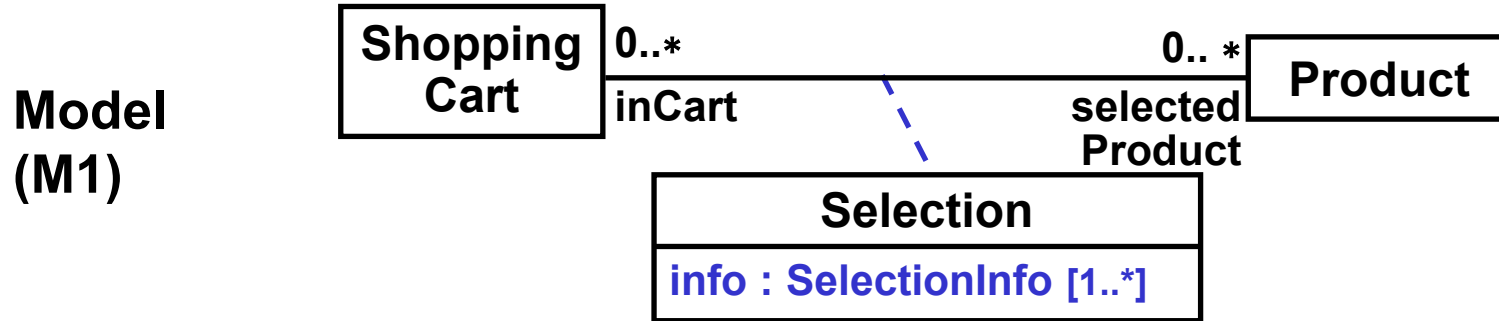
Relational



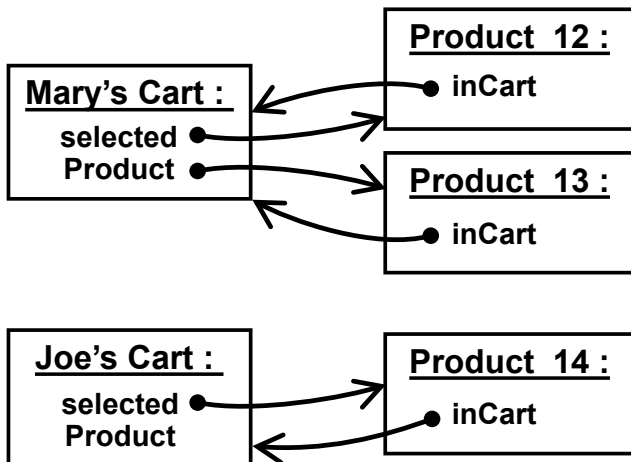
Modelled “in” associated classes/blocks

Modelled from the “middle”

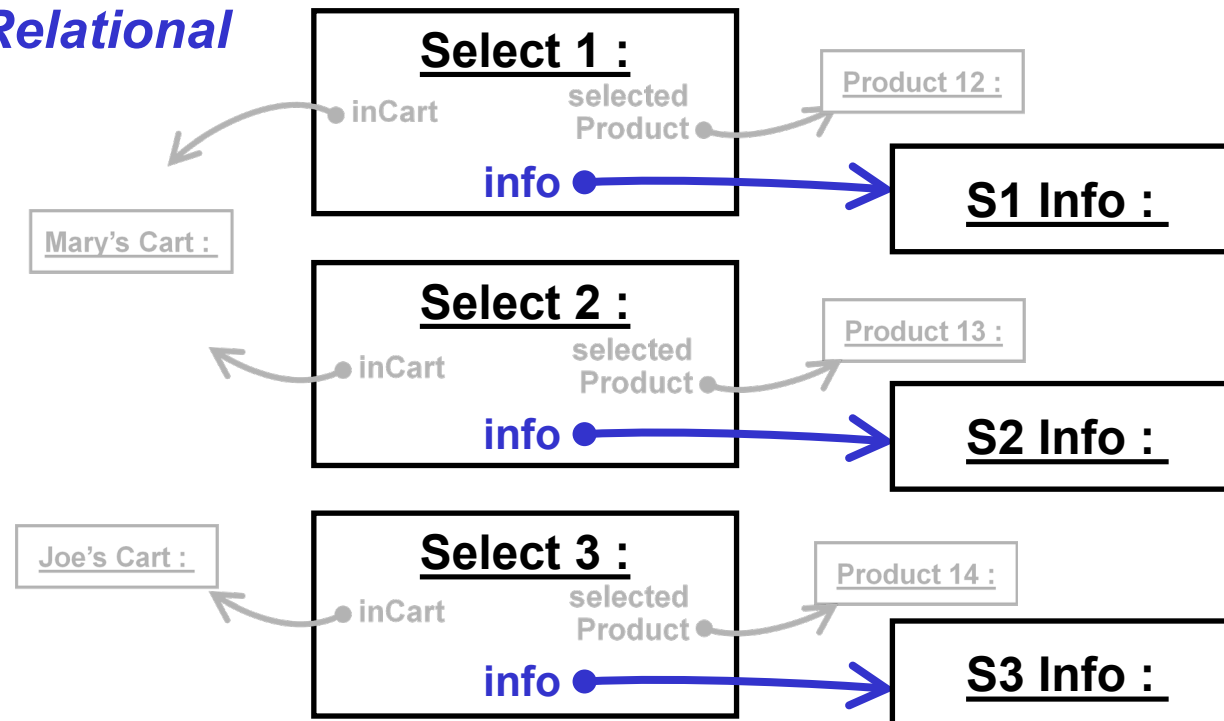
Relational: Properties of Associations



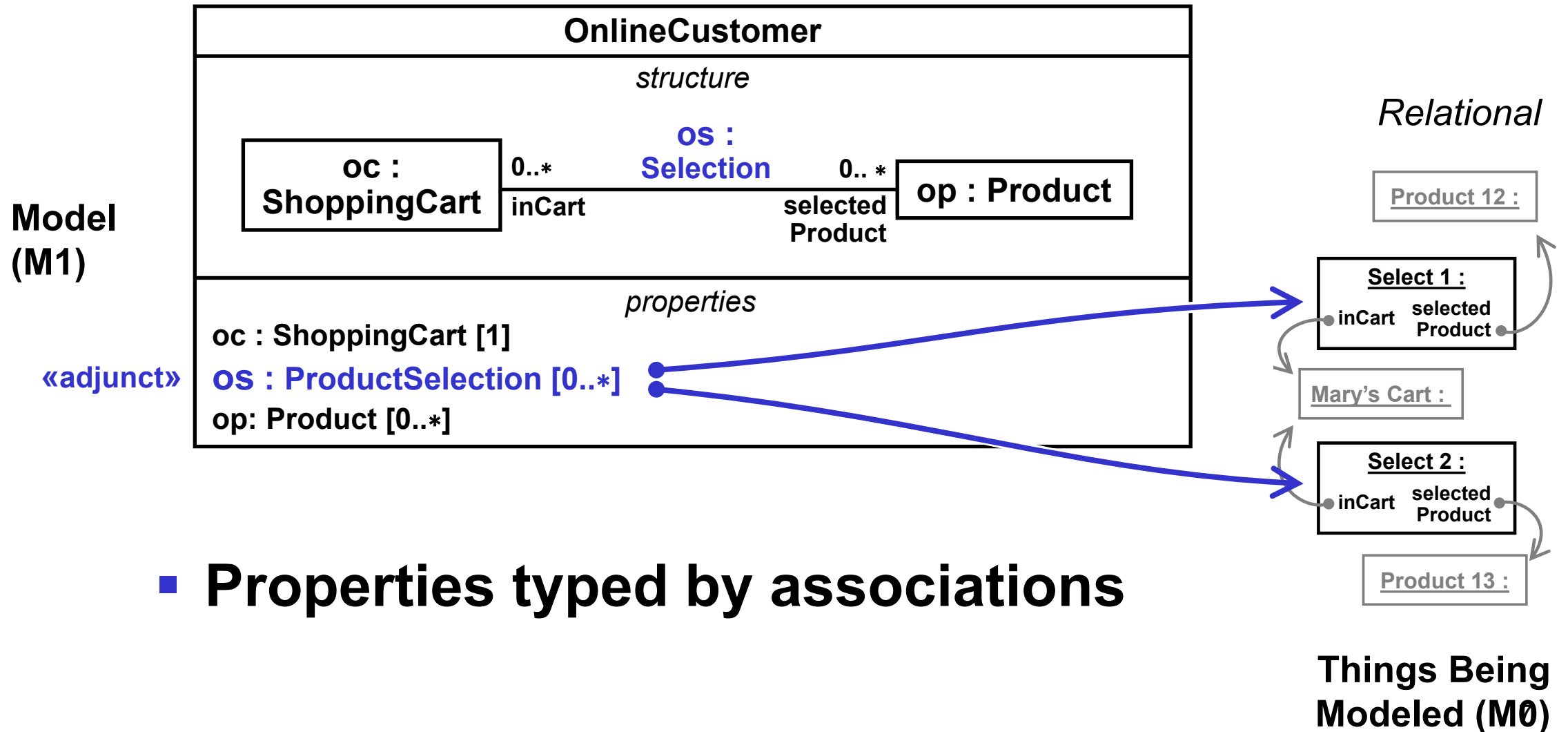
Object oriented



Relational

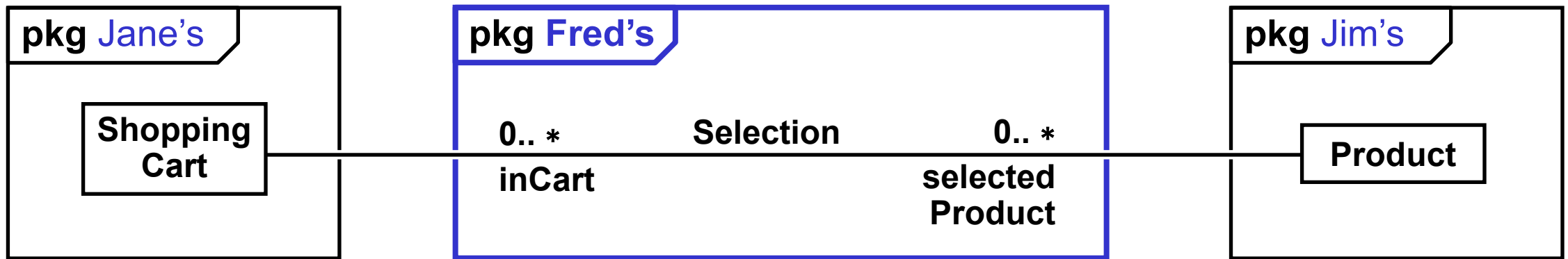


Relational: Connectors

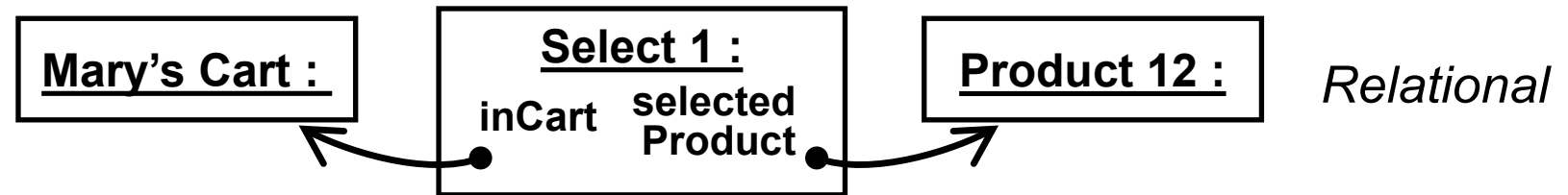


Relational: “Blind” Association

Model
(M1)

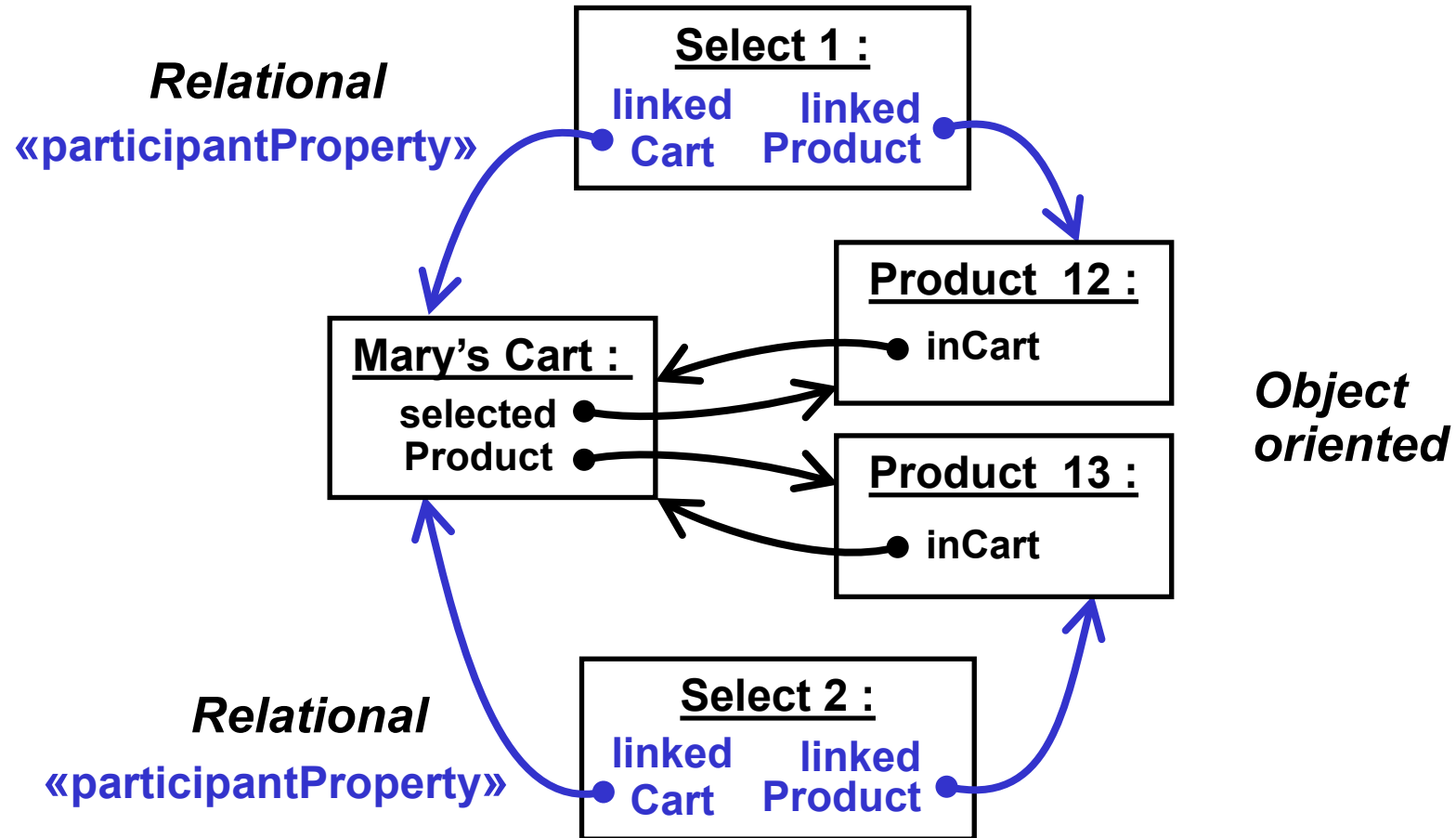


Things Being
Modeled (M0)



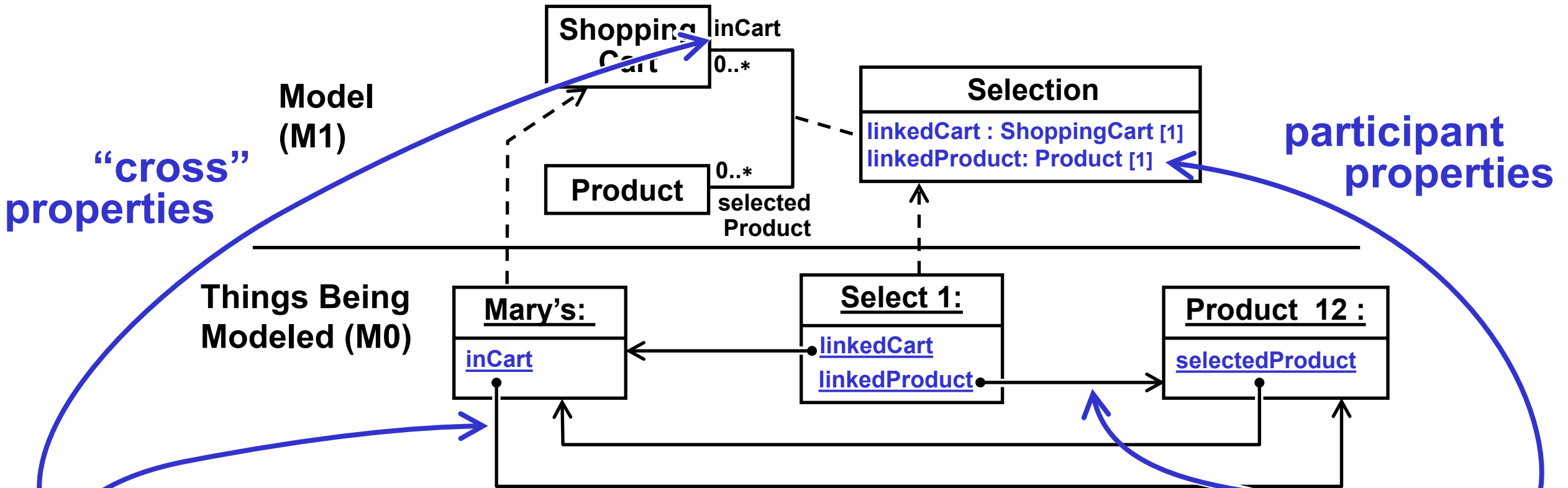
- Associating classes/blocks that you **don't “own”**.
 - Ends are **not “in”** associated classes/blocks ...
 - ... but still **navigable**.
 - UML/SysML1 association-owned ends.

SysML1 Association Participant Properties



- **SysML 1 ParticipantProperty stereotype.**
 - Always multiplicity **[1]** {readonly}

Two Kinds of Association Properties



- **Two kinds** of properties, for navigating from:
 - One linked thing to another (**“cross”** properties).
 - Identify linked things (**participant** properties).
 - Exactly one thing for each, cannot change.