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UML 2.0 vs. SDL/MSC - Ericsson Position Statement

SDL and MSC Workshop
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Ericsson's approach to UML 2.0 in OMG

- We want UML to become better
- We want UML to become more precise
- We believe SDL and MSC have a lot of advantages compared with current versions of UML
- We want major ideas from SDL and MSC to find its way into UML such that a wider audience may reap their benefits
- We believe in cooperation rather than going for capitulation
  - we do not think OMG/UML will admit the superiority of SDL/MSC
  - we do not think OMG/UML will take SDL/MSC all in one chunk
  - we do not think they even want to give much credit to SDL/MSC when they adopt ideas from them

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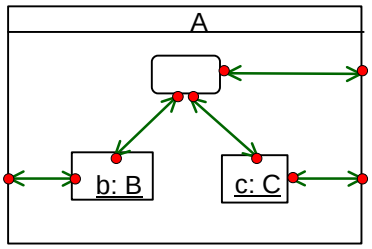
Modelling Large and Complex Systems

- For the modeling of large-scale systems and support of component based development it is important for UML to have structuring mechanisms capable of capturing the architecture of a system in terms of
  - what objects it is composed of
  - how these are contained in higher-level objects
  - how these objects are connected,
  - and how potential communication is specified



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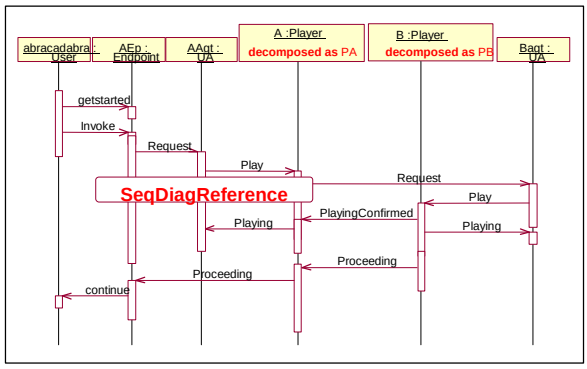
Sequence Diagrams

- Proposals shall provide mechanisms to refer within one interaction to other interactions within the same (or other) collaboration.
- Proposals shall define mechanisms to describe the decomposition of a role in an interaction into an interaction of its component parts.



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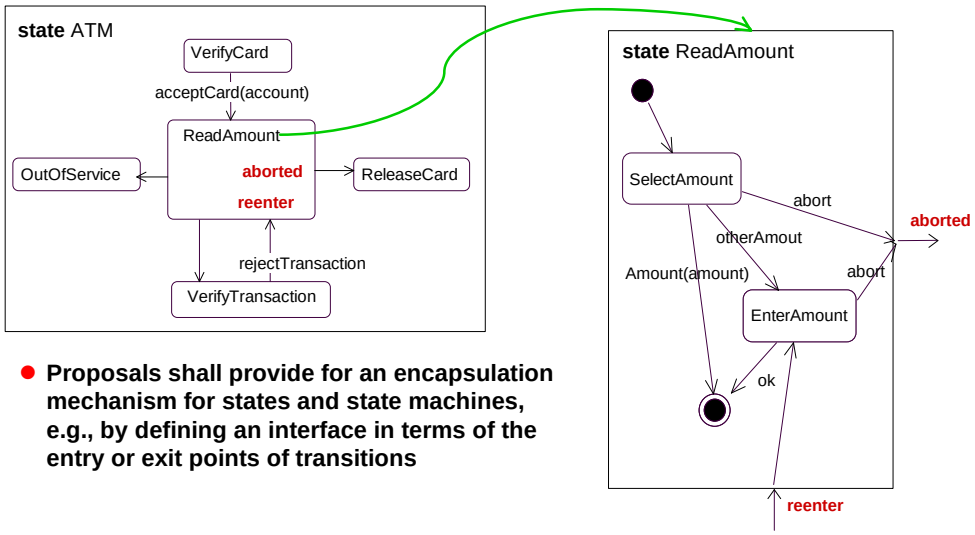
Structuring States in State Diagrams



- **Proposals shall provide for an encapsulation mechanism for states and state machines, e.g., by defining an interface in terms of the entry or exit points of transitions**

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