Automatic Code Generation From UML Class and Statechart Diagrams

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Dedicated to
my parents,
wife Fariha and
our children, Rameen and Sarmad
for their love, encouragement and support

Abstract

The emergence of Unified Modeling Language (UML) as a standard for modeling systems has encouraged the use of automated software tools that facilitate the development process from analysis through coding. In UML, the static structure of classes in a system is represented by a class diagram while the dynamic behavior of the classes is represented by a set of statechart diagrams. To facilitate the software development process, it would be ideal to have tools that automatically generate or help to generate executable code from the models.

In the present study, an effort has been made to find methods to automatically generate executable code from the UML class and statechart diagrams. An object-oriented approach has been proposed to generate executable implementation code from UML class and statechart diagrams in an object-oriented programming language. The generated code contains the structural as well as behavioral code for all the classes of the application model. A new approach, collaborator object, has been proposed to implement the UML statechart diagram. States are represented as objects and events as their methods. The hierarchical and concurrent substates are implemented by using the concept of object composition and delegation.

An automatic code generating system, JCode, has also been developed that implements the proposed method and automatically generates executable Java code from the specifications of the UML class and statechart diagrams. A comparison with Rhapsody and OCode shows that the code generated by JCode is much more compact, efficient and readable than that of Rhapsody and OCode.

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Chapter 1

Introduction

Object-oriented software development matured significantly during the past ten years. The Unified Modeling Language (UML) [1, 2, 3] is generally accepted as the de facto standard modeling notation for the analysis and design of the object-oriented software systems. UML is a graphical language for specifying the analysis and design of object-oriented software systems [2].

1.1 Unified Modeling Language (UML)

The emergence of UML [1, 2, 3] as a standard for modeling systems has encouraged the use of automated software tools [12, 14, 15, 19, 24] that facilitate the development process from analysis through coding. UML provides several diagram types that can be used to view and model the software system from different perspectives and/or at different levels of abstraction. UML defines nine types of graphical diagrams namely, class diagram, object diagram, use case diagram, statechart diagram, activity diagram, sequence diagram, collaboration diagram, component diagram and deployment diagram. The two diagrams which become important in the design phase are class diagram and statechart diagram.

A class diagram is a graphic view of the static structural model. It shows a set of classes, interfaces and their relationships. The main focus is on the description of the classes. Class diagrams are important for constructing systems through forward engineering.

In UML based object-oriented design, behavioral modeling aims at describing the behavior of objects using state machines. A state machine is a behavior that specifies the sequence of states an object goes through during its lifetime in response to events [2]. The UML statechart diagram visualizes a state machine. It contains states, transitions, events and actions. Statechart diagram addresses the dynamic view of a system. It is especially important in modeling the behavior of a class and emphasizes the event-ordered behavior of an object, which is particularly useful in modeling reactive systems. It focuses on changing states of a class driven by events. The semantics and notations used in UML statecharts mainly follow Harel's statecharts [4] with extensions to make them object-oriented [1].

1.2 Motivation

A model-system gap exists primarily due to the different levels of abstraction. Since visual modeling is getting more and more popular [1, 5, 6, 7], the automatic generation of the program code on the basis of high-level models is an important issue [42]. Benefits of high-level modeling and analysis are significantly enhanced if code can be generated automatically from a model such that the correspondence between the model and code is precisely understood. Object-oriented methods help developers analyze and understand a system, but the Achilles' heel of analysis and design methods has been the transition to code. Most of the object-oriented methodologies [5, 6, 7, 8, 9, 10] describe in sufficient detail the steps to be followed during the analysis and design phase, but fail to describe how the analysis

and design models of a system shall be converted into implementation code. A big problem in the development of a system through object-oriented methodologies is that, even after having created good models, it is difficult for a large fraction of software developers to convert the design models into executable code. It would be ideal to have tools that support the developer and automatically generate or help to generate executable code from the models.

1.3 Goals and Objectives

The final goal of this research is to automatically generate implementation code from the UML class and statechart diagrams. The general objectives are:

1. To find an approach to generate implementation code from UML class and statechart diagram in an object-oriented programming language such as Java [30].
2. To implement the proposed approach and develop a system for automatic Java code generation from UML class and statechart diagrams. Our code generation approach and tool will help in bridging the gap between the design and development phase and will support the developers in the software development process.

1.4 Organization

The thesis is organized as follows. Chapter 2 provides background about various approaches to implement statecharts. Our proposed approach, Collaborator Object, for implementing UML statechart diagram is also described here. Chapter 3 discusses the implementation of the UML class and statechart diagram with our

code generation approach. In Chapter 4 the automatic code generating system JCode, which implements our proposed approach, is described in detail. Chapter 5 describes other features of JCode system that includes implementation of fork, join and history states. In Chapter 6, code generated by JCode is compared with Rhapsody and OCode. In Chapter 7, an overview of the related work is presented. Finally, in Chapter 8, the main results of our research are summarized.

Chapter 2

Approaches to Implement Statechart Diagram

UML is a modeling language, which consists of semantics and graphical notation. For every element of its graphical notation there is a specification that provides a textual statement of syntax and semantics. Implementing the semantics correctly is a challenging task, as the programming languages do not directly support them. The UML statechart diagrams include many concepts that are not present in most popular object-oriented programming languages, like C++ or Java, e.g. events, states, history states etc. States can be represented as scalar variables or they can be represented as objects. Events can be represented as objects or as methods.

Ran [17] examined techniques to model state as classes. Sane and Campbell [18] proposed that states could be represented as classes and events as operations. Some model elements, like history states, can be implemented in many different ways. This means there is not a one-to-one mapping between a statechart and its implementation. Table 1 summarizes the transformation rules for statecharts.

Table 1 UML to Java transformation for statechart

UML	One Approach [19]	Alternate Approach [23]
State	Scalar variable	Object
Event	Object	Method
Action	Simple statement	Method
Entry / Exit Actions	Objects	Method

Most of the class diagram concepts have a one-to-one mapping with the programming language concepts so the class diagram implementation is relatively straightforward. Class diagrams can be implemented directly in a programming language supported concepts like classes and objects, composition and inheritance. The transformation rules for class diagram are summarized in Table 2.

Table 2 UML to Java transformation for class diagram

UML	Java [30]
Class	Class
Interface	Interface
Attribute	Attribute
Properties on attributes	Attribute modifiers
Operation	Method
Properties on operations	Method modifiers
Realization between classes and interfaces	Implements
Generalization between classes and interfaces	Extends
Association between classes	Reference attributes in both classes

We will now discuss some of the approaches to implement statechart diagram. We will use the statechart for an air conditioner, as shown in Figure 2.1, to show the code generated by different approaches.

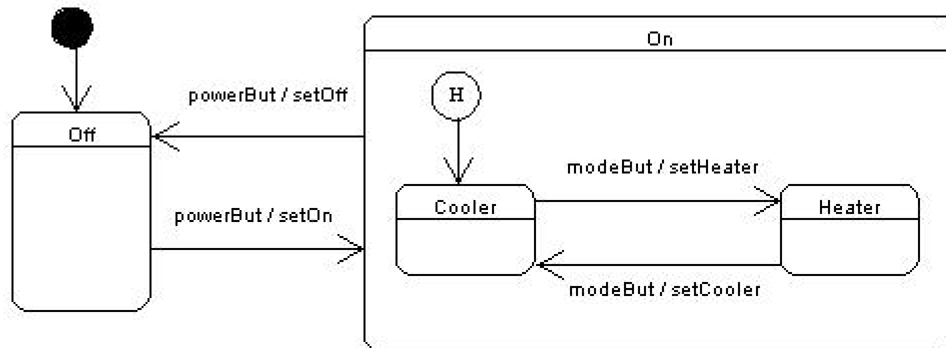

Figure 2.1 Statechart for air conditioner

2.1 Switch Statement

The most common and earliest technique to technique to implement statechart is the switch statement. Based on the current active state, it performs a jump to the code for processing the event. States are represented as data values. A single scalar variable, called a state variable, stores the current active state. One switch statement is used for each event. The state variable is used as a discriminator in the switch statement inside each event method of the context class [34]. The correct case is selected on the value of the state variable. Each case clause in the switch statement can implement the various actions and activities for the specific state. All the behavior of the statechart is put in one single class. This technique works well for classical “flat” state machines. The nested states are implemented via flat states [34]. The code generated by this approach for the air conditioner statechart is shown in Figure 2.2.

```
class AirCon { // context class
  public static final int off  = 1;
  public static final int on = 2;
  public static final int cooler = 3;
  public static final int heater  = 4;
  public int state;   // state variable
  public int on_subState;
AirCon() {  //constructor
  state = off;
  on_subState = cooler;
 }
public void modeBut() {  // event method
  switch (state) {
        case off :
              break;
        case cooler :
              setHeater;    // action
              // exit actions
              on_subState = Heater;
              state = on_subState;
              // entry actions
              break;
        case heater :
              setCooler;   // action
              // exit actions
              on_subState = Cooler;
              state = on_subState;
              // entry actions
              break;
        default :
              break;
  }
```

```
public void powerBut() {  // event method
  switch (state) {
        case off :
              setOn;   // action
              // exit actions
              state = on_subState;
              // entry actions
              break;
        case cooler :
              setOff;   // action
              // exit actions
              state = off;
              // entry actions
              break;
        case heater :
              setOff;    // action
              // exit actions
              state = off;
              // entry actions
              break;
        default :
              break;
 }
…………
}
```

Figure 2.2 Code generated by switch statement approach

AirCon is the context class and all the behavior of the statechart is put in this context class. The states are represented as scalar constants of type int. The *state* is a scalar variable and holds the current active state. The *on_subState* holds the current active substate of the *On* composite state. The *state* and *on_subState* are initialized to default states in the constructor of the context class. The events are implemented as methods. Transition searching is performed using a switch statement. Each case clause of the switch state implements the state-specific behavior and contains the event action, entry/exit actions and the next state. The actions are implemented as simple statements. The substates of the *On* composite state consume the events targeted to the composite state or its substate. The entry

and exit actions of a state have to be duplicated in every event method. In the *powerBut* event method, the code is duplicated for the cooler state and the heater state, as one of these states will be active when the composite state is active.

Switch statement provides a simple and straightforward implementation of the statechart concepts. The structure of the statechart is hard coded into a single class. There is a lot of code duplication and reuse of code is very difficult. Manual coding of entry/exit actions and event actions is, however, cumbersome, mainly because code pertaining to one state becomes distributed and repeated in many places. This makes it difficult to modify and maintain when the topology of state machine changes. It does not provide explicit means for reflecting the transition structure, state hierarchy and entry/exit actions associated to states. Implementing and maintaining the code generated by following this approach is error-prone and labor intensive, but usable in automatic code generators where the code maintenance is substituted by forward engineering. I-Logix's Rhapsody [19] follows an approach similar to this approach to implement UML statechart diagram.

2.2 Helper Object

In [23], the concept of a helper object is introduced, which is an object-oriented replacement of the switch statement. It puts each case clause in a separate object. The helper object handles all the state-specific requests forwarded to it by the multi-state domain object (context). The behavior of the multi-state domain object is split into context and a state. The context responds differently to each external message depending upon its current state. Helper object puts the behavior associated with a particular state into one object. The helper object encapsulates all the state-specific behavior of the context. The helper object represents the current state of the context object and implements the behavior specific to the current state.

The context object delegates all external messages to its helper object and the helper objects responds to the message on behalf of the domain object. The state object is created temporarily. When the state of the domain object changes, a new helper object, implementing the behavior specific to the new state, replaces the old one. The source state is responsible for the change of state of the helper object.

Events become methods in the context class. The context has a method for each event of the statechart. Instead of implementing the event method, the context object delegates all requests (events) for processing to the current state object. The transition searching is performed using polymorphism. Separating behavior into disparate objects makes sense when the separation takes advantage of polymorphism. Polymorphism allows two objects to be treated identically, even though the objects implement these methods in quite different ways. The transition to a different state means replacement of the current state object by another state object. The actions become methods in the context class.

An abstract state class is used for defining the interface for encapsulating the behavior associated with a particular state of the context. The abstract state class declares an interface common to all state classes and its purpose is to make all the state classes able to accept every event of the statechart. The interface for internal events and entry /exit actions are also declared in this abstract class.

The state object contains state-specific attributes and implementation for state-dependent behavior. Each state in the statechart diagram becomes a class and is derived from the abstract state class. All the behavior associated with a particular state is put in this state class. Introducing separate objects for different states makes the transitions more explicit.

The code generated by this approach for the air conditioner statechart is shown in Figure 2.3.

```
public class AirCon {  // context
  public  AirConState  ac; // helper object
  public  int history;
  public  int lastActive;
AirCon() {  //constructor
  ac = new Off();
  history = 0;
  lastActive = 0;  }
// delegates events to helper object
public void powerBut() {  ac.powerBut(); }
public void modeBut() {   ac.modeBut(); }
// All actions become methods
public void setOn() {………}
public void setOff() {………}
………}
public class AirConState {
  public void entry() {};
  public void exit() {};
  public void powerBut() {};
  public void modeBut() {}; }
public class Off extends AirConState { // state
  public void powerBut() {   AirCon.setOn();
   AirCon.ac.exit();
   if (AirCon.history == 0) { // history first time
     AirCon.ac = new Cooler();
     AirCon.history = 1; }
   else {  // recalling history state
     switch(AirCon.lastActive) {
       case 0 :  AirCon.ac = new Cooler();break;
       case 1 :  AirCon.ac = new Heater();break; }}
   AirCon.ac.entry(); }
 }
```

```
class On extends AirConState { // composite

public void entry() {     }
public void exit()  {    }

public void powerBut() {  // outgoing transition
  AirCon.setOff;
  AirCon.ac.exit();
  AirCon.ac = new Off();
  AirCon.ac.entry(); }
}
// state hierarchy is implemented by Inheritance
// substates are subclasses from composite class
class Cooler  extends On {  // substate
 public void modeBut() {
  AirCon.setHeater;
  AirCon.ac.exit();
  AirCon.ac = new Heater();
  AirCon.ac.entry();
  AirCon.lastActive = 1;
  }
}

class Heater  extends On {  // substate
 public void modeBut() {
  AirCon.setCooler;
  AirCon.ac.exit();
  AirCon.ac = new Cooler();
  AirCon.lastActive = 0;
  AirCon.ac.entry();
  }
}
```

Figure 2.3 Code generated by helper object approach

The *AirCon* class contains the helper object *ac*, which maintains the current state. *AirCon* also maintains two references *history* and *lastActive* for maintaining the history state of the composite state *On*. The helper object and history references are initialized in the constructor of the *AirCon* class. The events, *powerBut* and *modeBut*, become methods in the *AirCon* class. The bodies of these methods contain only one statement, which delegates the event for processing to the helper object. All the actions become methods in the context class. An abstract state class *AirConState*, is defined for declaring an interface. The top-level states *Off* and *On* are derived from the *AirConState* class. The event methods in these state classes

implement the behavior. The state objects define the transitions. On transition, first of all the event action is executed followed by the exit actions of the current state. The new object for the next state is created and its reference is stored in the helper object. Then the entry action of the new state is executed. The implementation of history state is not encapsulated in the composite state *On* but rather it is distributed among state objects and the domain object *AirCon*.

The state hierarchy is implemented by using inheritance. The statechart structure becomes the class hierarchy. The substates, *Cooler* and *Heater*, become subclasses of the superstate class *On*. The super class implements the behavior specific to the super state and the subclasses implement the behavior specific to the substates. The reference *lastActive*, which represents the most recent active substate, is updated each time the substate is exited. The super class never becomes active, rather the current active substate handles the transitions for the super state class as they inherit all the methods of the superstate class. The problem with this approach is that it generates code only for the domain class with which the statechart is attached. OCode [24, 25] used a similar approach to implement Object Modeling Technique (OMT) [6, 31, 32, 33] dynamic model.

Figure 2.4 shows the implementation structure of the helper object approach for the air conditioner example of Figure 2.1. The context class *AirCon* has a one way association with the abstract state class *AirConState*. The association is navigable from the *AirCon* class only. The *AirCon* class has one reference attribute *ac* to access the attributes and methods of *AirConState* class or its child classes. *AirConState* has a generalization relationship with the two top level states *Off* and *On*. The top level states inherit all the properties and methods of the parent class *AirConState*. The composite state *On* has a generalization relationship with the substates *Cooler* and *Heater*. The *Heater* and *Cooler* substate classes are derived from the parent class *On*.

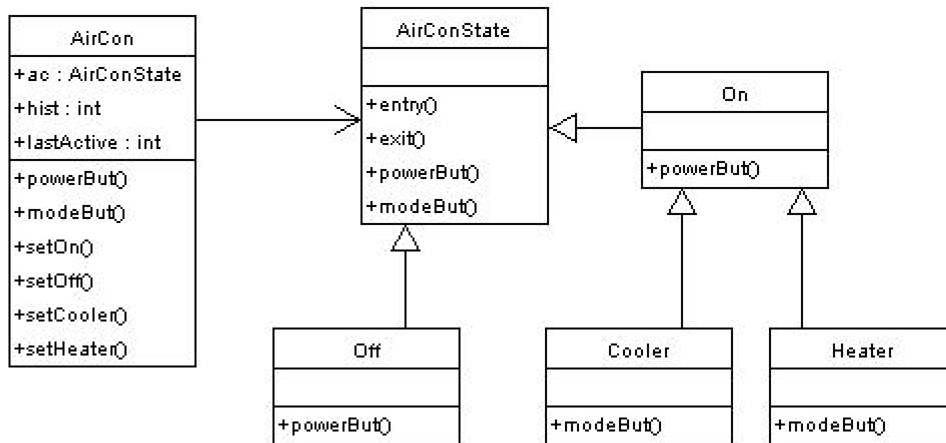

Figure 2.4 Implementation structure of helper object approach

The helper object approach is the object-oriented implementation of the UML statechart diagram. It is very a very attractive and natural implementation of the statechart concepts. It eliminates the code redundancy and produces reusable code. The problem with this approach is that it has instantiation cost for every transition as it uses temporary state objects. On every transition, a new state object is created which replaces the current state in the helper object.

2.3 Collaborator Object

Although helper object provides a better solution than switch statement for implementing statechart diagram, we believe that some more improvements can be made by using different object-oriented techniques. Our objective is to support the developer in the development phase.

Similar to helper object, in our approach for implementing statechart, the behavior of the context class is split into context and a state. The context object, the instance of the main class with which the client communicates, aggregates a

collaborator object that is used to represent the behavior in one of its states. The context object defines the interface to clients. The collaborator object encapsulates all the state-specific behavior of the context. The context object maintains a collaborator object that points to an instance of current active state object. We have used more persistent and permanent objects. The context object maintains references of all the state objects and they are created once in the constructor of the context object. The instantiation cost is paid only once. On transition, the context class is responsible for setting the new state by changing the state reference in the collaborator object. The states are represented as objects and implement state-specific behavior.

The events are represented as methods. The context object delegates all events to the collaborator object for processing. State transitions are accomplished by changing the collaborator object with the reference of next state. No new object is created. Transition searching is performed using polymorphism. The actions in the transitions of a state machine perform operations on data in the system. We consider action as a message that performs operations on the data of the context object so each action of the statechart becomes a method in the context class.

An abstract state class is defined for defining the interface to state classes. The name of the abstract state class is derived from the context class name and *State* is added to it. Each state in the statechart diagram becomes a class and is derived from the abstract state class. The name of the state becomes the name of the class. All the behavior associated with a particular state is put in this state class. The state object contains state-specific attributes and implementation for state-dependent behavior. Each transition from a state becomes a method in the corresponding state class in order to provide a uniform and convenient way of invoking some services on the context object. Internal transitions and entry/exit actions are owned by their containing states so they are implemented as methods in the corresponding state class. If-then statement is used to check whether the guard condition is satisfied.

All the state-specific code resides in one class. The logic that determines the state transitions is partitioned between the state classes. Methods in the state do not need conditional analysis and have no concern for processing in other states. Encapsulating each state transition in a class elevates the idea of an execution state to full object status. Introducing separate objects for different states makes the transitions more explicit. That imposes structure on the code and makes its intent clear.

The composite states containing hierarchical or concurrent substates are implemented by using the concept of object composition and delegation. Object composition is defined dynamically at runtime through objects acquiring references to other objects. New functionality is obtained by composing objects to get more complex functionality. Object composition keeps each class encapsulated and there are fewer dependencies. Any object can be replaced at runtime by another as long as it has the same type. Delegation is a way of making object composition powerful for reuse. The main advantage of delegation is that it makes it easy to compose behavior at runtime and to change the way objects are composed. The behavior of the composite state is split into composite state and its substate. The composite state aggregates a collaborator object that is used to represent the behavior in one of its substates. The composite state object maintains a collaborator object that points to an instance of current active state substate. Events that have its substate as target are delegated to collaborator object for processing. The composite state class is responsible for changing the next substate in its collaborator object. Substates implements behavior specific to substates and are derived from a common interface class (each method in this interface corresponds to an event) that declares handler functions for the events received by the composite state class. The code generated by our approach for the air conditioner statechart is shown in Figure 2.5.

```
class AirCon {  // context class
  public AirConState  state;  // collaborator object
  public  Off   offState;
  public  On   onState;
  public  Cooler   coolerState;
  public  Heater   heaterState;
AirCon() {  //constructor
  offState = new Off(this);
  onState = new On(this);
  coolerState = new Cooler(this,onState);
  heaterState = new Heater(this,onState);
  state = offState // setting default state  }
     // setting the new state
public void setState(AirConState st) {
  state = st;
  state.entry();  }
public void powerBut() {  state.powerBut(); }
public void modeBut() {  state.modeBut(); }
     // All actions become methods
public void setOn() {………}
public void setOff() {……….}
………}
 class AirConState {  // abstract state class
  public AirCon  airCon; // context reference
  public void entry() {};
  public void exit() {};
  public void powerBut() {};
  public void modeBut() {}; }
class Off extends AirConState {  // state class
  public void powerBut() {
    airCon.setOn();   exit();
    airCon.setState(airCon.onState); }  }
```

```
class On extends AirConState { // composite state
private AbsOnState subState;//collaborator object
private AbsOnState  onHistory;
private int hist =0;
public void entry() {
   if (hist > 0)   // implementing history
        subState = onHistory;
   else  {subState = airCon.coolerState; hist = 1;}
   subState.entry();  }
public void exit()  {  onHistory = subState; }
public void powerBut() {  // outgoing transition
  airCon.setOff();
  subState.exit();  exit();
  airCon.setState(airCon.offState); }
       // delegating substate events
public void modeBut() { subState.modeBut(); }
      // setting the next substate
public void setSub(AbsOnState sub) {
   subState  = sub;   subState.entry();  } …….}
class AbsOnState { // abstract composite state
  public AirCon    m_context;
  public On     s_context;
/* Empty declarations for entry(), exit() and all
events methods of subclasses of AbsOnState*/ }
class Cooler extends AbsOnState {  // substate
 public void modeBut() { m_context.setHeater();
   exit();
   s_context.setSub( m_context.heaterState); }}
class Heater extends AbsOnState {
 public void modeBut() { m_context.setCooler();
   exit();
   s_context.setSub( m_context.coolerState); }}
```

Figure 2.5 Code generated by collaborator object approach

The context class, *AirCon*, maintains the collaborator object *state*, which points to the current active state. *AirCon* maintains references for all the state objects, *Off, On, Heater and Cooler*. They are created once in the constructor of *AirCon*. The *state* object is also initialized to default state in the constructor. The *powerBut* and *modeBut* events become methods in the context class. *AirCon* object delegates the event for processing to the *state* object. All the actions, *setOn, setOff, setHeater* and *setCooler*, become methods in the context class *AirCon*.

AirConState is the abstract state class. It maintains a reference *airCon* to access the context class. The *Off* and *On* state classes are derived from the *AirConState*

class. The state classes implements the state-specific behavior. In our approach, the context object defines the transitions. On handling the transitions, the current state object first executes the associated action with the transition followed by the exit action of the current state and then calls the *setState()* method of the context object *AirCon* to set the new state. In the *setState()* method, no new object is created, the *state* object is simply updated with the reference of the new state. The entry action of the new state is also executed in the *setState()* method. The state object is responsible for specifying the successor state. Decentralizing the transition logic in this way makes it easy to modify or extend the logic by defining new state subclasses.

The state hierarchy is implemented by object composition and delegation. The composite state object, *On*, maintains two references with private visibility, collaborator object *Substate* and *onHistory,* for maintaining the current active substate and the history state. The *onHistory* reference is used to set the active substate in the *entry()* method of the composite state *On*, whenever the composite becomes active. The *onHistory* is adjusted to the last active substate in the *exit()* method of the composite state. In this way the implementation of history state is encapsulated in the composite state. The composite state remains in control all the time. If the target of the incoming transition is a substate, then it will delegate the event to the collaborator object. The composite state *On*, is responsible for defining the transitions in the *setSub()* method. The substate specifies the successor substate. An abstract composite class *AbsOnState* is defined which contains empty declarations for entry/exit actions and all the event methods, which are specific to the substates of the *On* composite state. The substates *Cooler* and *Heater* are derived from abstract composite state class *AbsOnState*. The substates implement the event methods targeted to the substates.

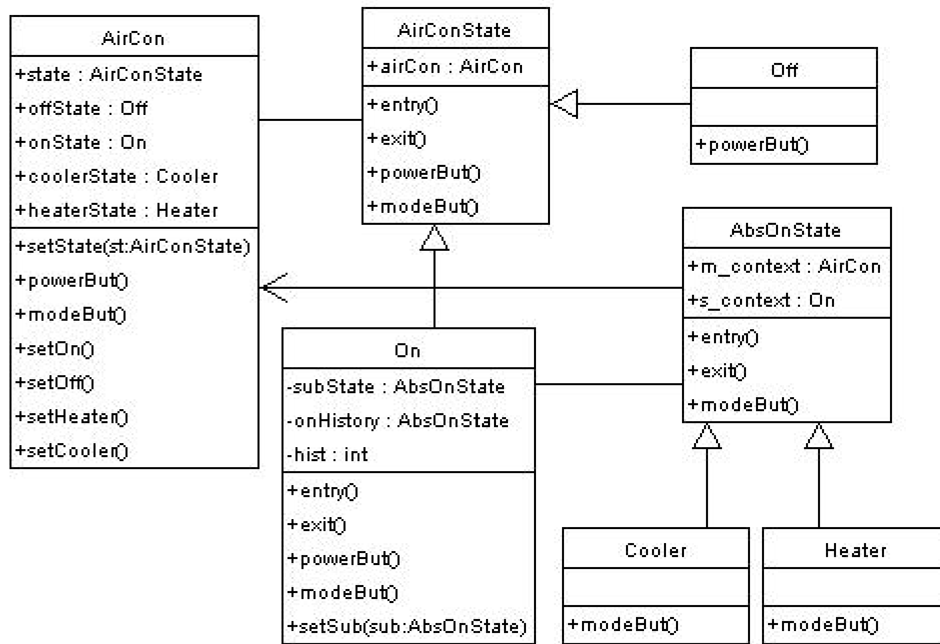

Figure 2.6 Implementation structure of collaborator object approach

Figure 2.6 shows the implementation structure of our approach for the air conditioner statechart as shown in Figure 2.1. The context class *AirCon* has a bidirectional association with the abstract state class AirConState. The object of one class can navigate the object of the other class. The *AirCon* class has the reference *state* object to access the event methods of the *state* object. The *AirConState* contains a reference *airCon* to the context object. The state objects, *Off* and *On*, inherit this reference to access the methods of the *AirCon* context object. The *AirConState* has a generalization relationship with the two top level state *Off* and *On*. The *Off* and *On* states become the child classes of the parent class *AirConState* and inherit all the attributes and methods of the parent class. The abstract composite state class *AbsOnState* has associations with *AirCon* and *On*. It contains two references, *m_context* and *s_context,* one to access the main context class *AirCon* for executing the event actions and the other one to access the super context class *On,* for changing the next substate. The association between context *AirCon* class and the *AbsOnState* is in one direction and is navigable from the

AirConState class only. The association between *AbsOnState* and *On* class is bidirectional and both classes contain a reference attribute to access the objects of the other class. The *AbsOnState* has a generalization relationship with the substates *Cooler* and *Heater*. The substates classes are derived from the parent class *AbsOnState*.

The collaborator object approach for implementing statechart diagram provides better encapsulation and produces more reusable code.

Chapter 3

Combining Class Diagram And Statechart Diagrams

A system consists of multiple statechart diagrams, each of which shows the behavior of a particular class of objects contained in the class diagram of the system. In this chapter, we demonstrate our code generation approach from the UML class and statechart diagrams.

3.1 The Dishwasher System

We present an example of the Dishwasher system to show our code generation approach. Figure 3.1 shows the static structure of the Dishwasher system. The Dishwasher system consists of five classes, namely *Dishwasher, Jet, Tank* and *Heater*. The *Dishwasher* class has one way aggregation relationships with *Jet, Tank* and *Heater* classes. Aggregation represents a whole/part relationship. The *Dishwasher* represents the "whole" and *Jet, Tank* and *Heater* represent the "parts". The *Dishwasher* class has four attributes namely, *cycle, rinseTime, washTime* and *dryTime* of type *int*.

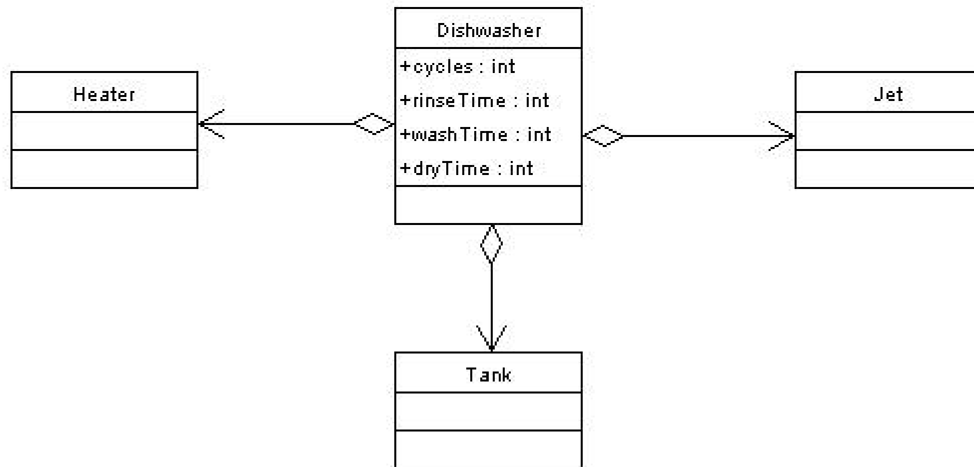

Figure 3.1 Class diagram for the dishwasher system

The dynamic behavior of the *Dishwasher* class is specified in the statechart as shown in Figure 3.2. It has two top-level states *PowerOff* and *PowerOn*. These states are activated alternatively whenever a *powerBut* event occurs. A transition from the solid circle to a state shows that the state is the default state. Initially, the *Dishwasher* is in the default state *PowerOff*, where it accepts the *powerBut* event. The dishwasher reacts on such an event by switching from the *PowerOff* state to the *PowerOn* state.

The *PowerOn* state is a composite state with two concurrent regions *Active* and *Mode*. These regions become active at the same time whenever the *PowerOn* state gets activated. Each of the concurrent regions has a number of sequential substates. Only one of the sequential substates becomes active at a given time. Whenever *PowerOn* state becomes active, *DoorClosed* in the *Active* region and *Normal* state in the *Mode* region become active at the same time as they are the default states in each of the corresponding concurrent regions of the *PowerOn* composite state.

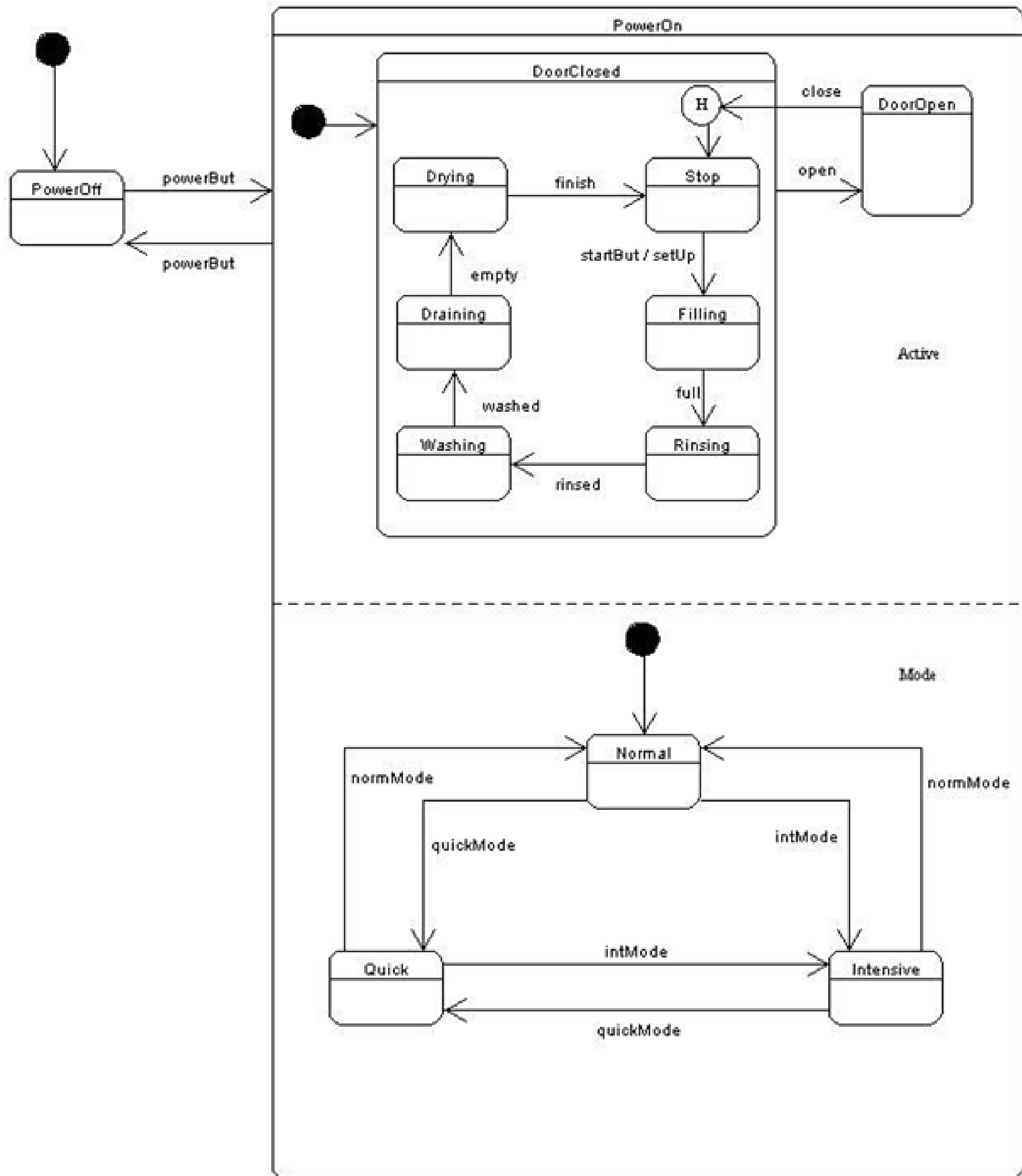

Figure 3.2 Statechart of Dishwasher class

While in *PowerOn* state, on *close* or *open* event the *Dishwasher* switches to the next sequential state in the *Active* region. The *DoorClosed* substate is a composite hierarchical state containing *Stop*, *Filling*, *Rinsing*, *Washing*, *Draining* and *Drying* sequential substates. When the *DoorClosed* state is active, exactly one of its

sequential substates is also active at the same time. On *open* event the dishwasher switches to *DoorOpen* state in the *Active* region. On *close* event, it switches into the history state of the *DoorClosed* state and recalls the last active substate of the *DoorClosed* state. A statechart describes the dynamic aspects of an object whose current behavior depends on its past. A statechart in effect specifies the legal ordering of states an object goes through its lifetime. History state allows a composite state that contains sequential substates to remember the last substates that was active in it prior to the transition from the composite state. Similarly, on *intMode*, *normMode* or *quickMode* event, the *Dishwasher* switches to the next sequential substate in the *Mode* region.

The dynamic behavior of the *Tank* class is specified in the statechart as shown in Figure 3.3. It has four top-level states *Empty*, *Fill*, *Full* and *Drain*. These states are activated alternatively whenever a *tankFill, tankFull*, tankDrain, or *tankEmpty* event occurs. Initially, the *Tank* is in the default state *Empty*, where it accepts the *tankFill* event. The *Tank* reacts on such an event by switching from the *Empty* state to the *Fill* state.

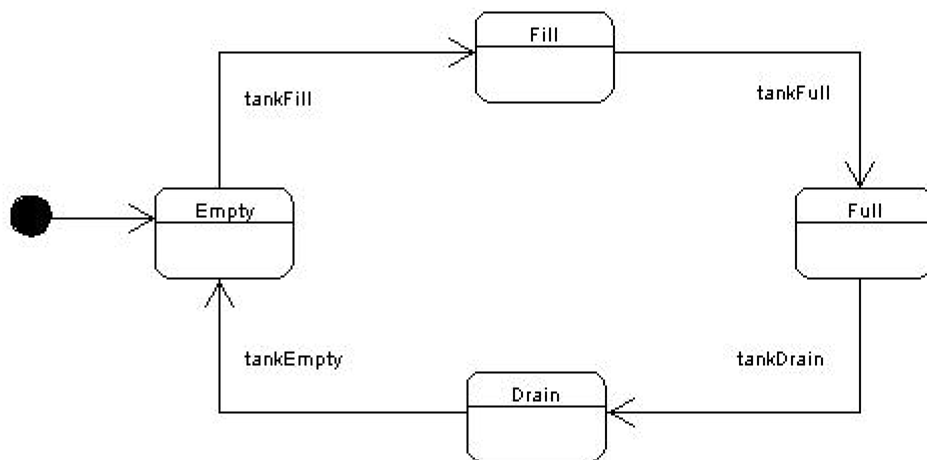

Figure 3.3 Statechart of Tank class

The dynamic behavior of the *Jet* class is specified on the statechart as shown in Figure 3.4. It has two top-level states *Idle* and *Running*. Initially, the *Jet* is in the default state *Idle*, where it accepts the *jetOn* event. The *Jet* reacts on such an event by switching from the *Idle* state to the *Running* state. The *Running* state is a composite hierarchical state containing two sequential substate *Spraying* and *Pulsing*. Only one of the sequential substates becomes active at a given time. Whenever *Running* state becomes active, *Spraying* state becomes active at the same time as it is the default state of the composite *Running* state. While in *Running* state, on *jetPulse* event, the tank switches to the next sequential substate *Pulsing*. On *jetOff* event the *Jet* switches back to *Idle* state.

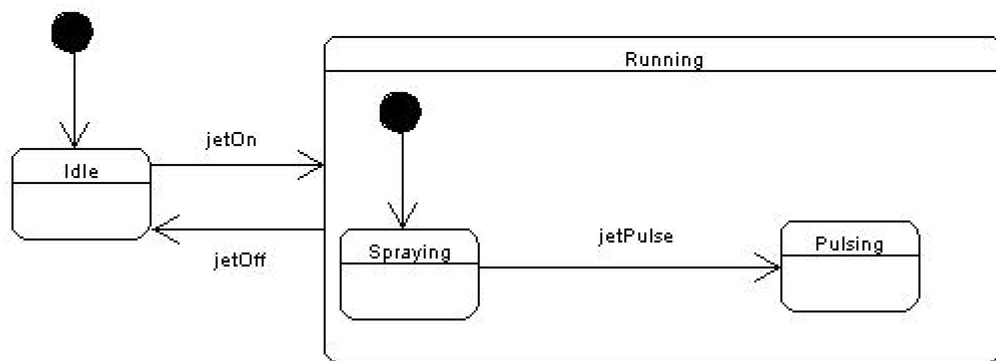

Figure 3.4 Statechart of Jet class

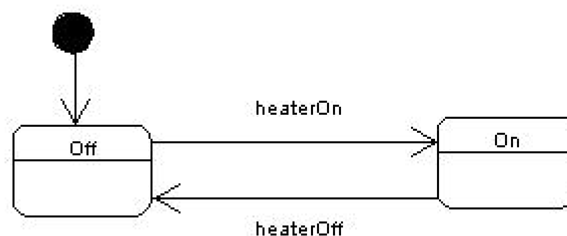

Figure 3.5 Statechart of Heater class

The dynamic behavior of the *Heater* class is specified in the statechart as shown in Figure 3.5. It has two top-level states *Off* and *On*. Initially, the *Heater* is in the default state *Off*, where it accepts the *heaterOn* event. The heater reacts on such an event by switching from the *Off* state to the *On* state. On *heaterOff* event it switches back to the *Off* state.

3.2 Combining Class and Statechart Diagrams

Many object-oriented CASE tools (ArgoUML [11], Poseidon [12], Metamill [13], objectiF [14], MagicDraw [15], Objecteering [16] etc.) generate header files from the class diagrams. Code generation from only the class diagram generates a limited skeleton code consisting of class attributes and method signatures. It provides the framework code for the object structure of a system. The generated code is incomplete and cannot be executed. Based on the partial models of object dynamics, developers then explicitly program object behavior and communications in the target language to make it executable.

Code generation from statecharts diagrams only generates the executable behavior code for a particular object. It generates code for one class only with which the statechart is attached. The developer has to explicitly join this code with other parts of the application to make the executable code for the entire application model. In [26] and [27], the code generated by our approach is only for the class with which the statechart is associated and the code generation for the class diagrams containing other classes of the application model is not considered. The generated code is incomplete.

In [28] and the present study, we have used the behavioral approach which is different from the approach of [26] and [27]. In this approach, we have combined

class diagrams together with the statechart diagrams for complete code generation of the entire application model. Combining class and statechart diagrams broadens the application field and covers a wider area by including static as well as behavioral information. We can now handle more complex problems containing more than one statechart and more complex statechart diagrams. Our approach generates code for the structural model as well as the behavioral code.

In our approach, an application class is generated in a separate file. All instances of classes in the class diagram are defined in the application class. The object instances are created once in the constructor of the application class. It also contains the *main()* method, which serves as an entry point for the application. The initialization code is also generated in the *main()* method. Separate files, containing the implementation code for each class appearing in the class diagram, are generated. If there is no statechart attached with the class then the generated code contains only the class attributes, attributes for association with other classes and the methods signatures. The behavioral aspects of a class are specified in the attached statechart. If a class has an associated statechart then the generated code contains the behavior implementation for the context class in addition to the class attributes, association attributes and method signatures. In the same file the code for the state classes of the statechart is also generated according to the collaborator object approach, as described in chapter 2. We have put the structural and behavioral code for a class in one Java file. The generated code is executable and contains all the information given in the application model.

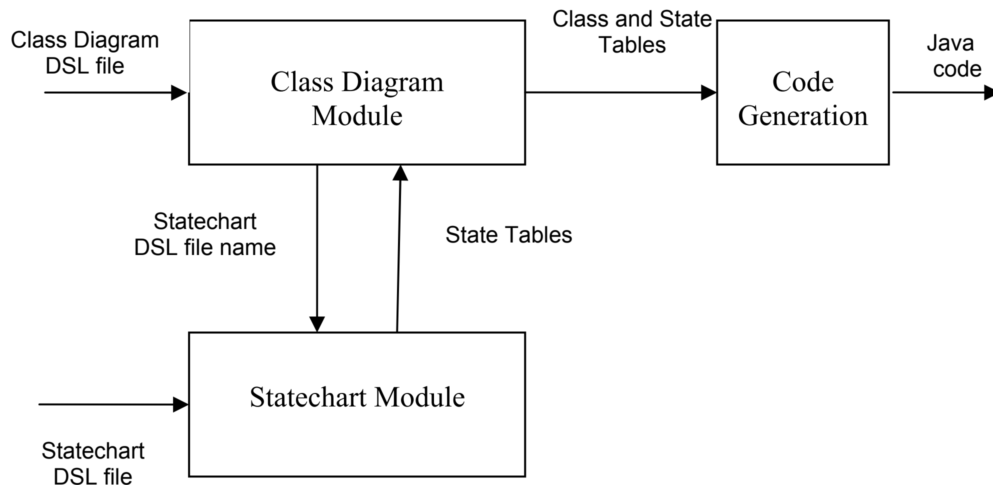

Figure 3.6 Overview of the JCode system

The JCode system is developed, which automatically generates the executable Java [30] code from the specifications of the UML class and statechart diagrams using our code generation approach. Figure 3.6 shows the overview of the JCode system. The input to the system is the class and statechart diagrams specifications in Design Schema List Language (DSL) [29]. DSL is a specification language to represent class and statechart diagram in an understandable text format and to facilitate data exchanges among tools and members of the group. The output of the system is the executable Java [30] code.

We will demonstrate our code generation approach by generating code for the dishwasher system as shown in Figure 3.1. The JCode system works in three major modules, namely class diagram module, statechart module and the code generation module. Following is the brief description of each of the modules.

3.2.1 Class Diagram Module

The first input to the JCode system is the specifications of class diagram in DSL format. Figure 3.7 shows the class diagram of dishwasher system in DSL format.

```
OOD (g1)[nodes{n1,n2,n3,n4},arcs{a1,a2,a3},oodAttr(name:DishwasherAppl)];

OODN(n1)[loc(200:10),size(90:110),oodnAttr(name:Dishwasher,(access+,dateType:int,name:
cycle), (access+,dateType:int,name:rinseTime), (access+,dateType:int, name:washTime),
(access+,dateType:int,name:drytime),interface:Dishwasher.dsl)];
OODN(n2)[loc(10:40),size(90:60),oodnAttr(name:Heater,interface: Heater.dsl)];
OODN(n3)[loc(400:40),size(90:60),oodnAttr(name:Jet,interface: Jet.dsl)];
OODN(n4)[loc(200:180),size(90:60),oodnAttr(name:Tank,interface: Tank.dsl)];

OODA(a1)[from(n2,side:RIGHT,off:30),to(n1,side:LEFT,off:55),oodaAttr(arcType:aggr,forwa
rdMult:1, reverseMult:0)];
OODA(a2)[from(n3,side:LEFT,off:40),to(n1,side:RIGHT,off:65), oodaAttr(arcType: aggr,
forwardMult:1, reverseMult:0)];
OODA(a3)[from(n4,side:TOP,off:45),to(n1,side:BOTTOM,off:45), oodaAttr(arcType : aggr,
forwardMult:1, reverseMult:0)];
```

Figure 3.7 Class diagram specifications of dishwasher system in DSL format

The class diagram module reads the specifications of the class diagram, given in DSL format, and identifies various components of the class diagram and stores them in a table of classes. Nodes in DSL represent the classes. All the information about a class which includes name of the class, its attributes and method headers is stored. Arcs in DSL represent the relationships between classes. All the information about the relationship is also stored in the table. The class diagram module then processes the class table and extracts the statechart DSL filenames and passes this information to the statechart module to process the associated statechart diagrams. Figure 3.8 shows the statechart DSL filenames for classes of dishwasher system passed to the statechart module by the class diagram module.

Class ID	Class Name	Statechart DSL Filename
n1	Dishwasher	Dishwasher.dsl
n2	Heater	Heater.dsl
n3	Jet	Jet.dsl
n4	Tank	Tank.dsl

Figure 3.8 Statechart DSL filenames for classes of dishwasher system

3.2.2 Statechart Module

The statechart module receives the statechart DSL filenames from the class diagram module and it then reads the corresponding input statechart DSL file and records the information of the statechart into a state table, thus transforming the information from DSL format to a table format. Figure 3.9 shows the statechart specifications of the *Dishwasher* class (Figure 3.2) of the dishwasher system in DSL format.

```
OSTD (g2)[nodes{n1,n2,n3,n4,n5,n6,n7,n8,n9,n10,n11,n12,n13,n14,n15,n16,n17,n18,n19},
arcs{a1,a2,a3,a4,a5,a6,a7,a8,a9,a10,a11,a12,a13,a14,a15,a16,a17,a18,a19,a20}];

OSTDN(n1)[loc(15:15),size(20:20),ostdnAttr(name:START)];
OSTDN(n2)[loc(10:100),size(70:50),ostdnAttr(name:PowerOff)];
OSTDN(n3)[loc(160:10),size(460:720),ostdnAttr(name:PowerOn,concurrent{n4,n15})];
OSTDN(n4)[loc(160:30),size(460:350),ostdnAttr(name:Active,substates{n5,n6,n14})];
OSTDN(n5)[loc(170:60),size(20:20),ostdnAttr(name:START)];
OSTDN(n6)[loc(225:30),size(240:300),ostdnAttr(name:DoorClosed,sequential{n7,n8,n9,n10,
n11,n12,n13})];
OSTDN(n7)[loc(410:50),size(30:25),ostdnAttr(name:HISTORY)];
OSTDN(n8)[loc(390:90),size(70:50),ostdnAttr(name:Stop)];
…………………………………………………………….
OSTDA(a1)[from(n1,side:BOTTOM,off:10),to(n2,side:TOP,off:30)];
OSTDA(a2)[from(n2,side:RIGHT,off:10),to(n3,side:LEFT,off:90),ostdaAttr(name:powerBut)]
OSTDA(a3)[from(n3,side:LEFT,off:110),to(n2,side:RIGHT,off:45),ostdaAttr(name:powerBut)
OSTDA(a4)[from(n5,side:RIGHT,off:10),to(n6,side:LEFT,off:35)];
OSTDA(a5)[from(n14,side:LEFT,off:10),to(n7,side:RIGHT,off:15),ostdaAttr(name:close)];
OSTDA(a6)[from(n6,side:RIGHT,off:70),to(n14,side:LEFT,off:35),ostdaAttr(name:open)];…
OSTDA(a7)[from(n7,side:BOTTOM,off:15),to(n8,side:TOP,off:35)];
OSTDA(a8)[from(n8,side:BOTTOM,off:35),to(n9,side:TOP,off:35),ostdaAttr(name:startBut/
setUp)];
…………………………………………………………..
```

Figure 3.9 Statechart specifications of Dishwasher class in DSL format

State ID	State Name *=default	Substates	Substate Events	Outgoing Transitions			
				ID	Event	Action	Next State
n2	Idle*			a2	jetOn		n3
n3	Running	n5, n6	jetPulse	a3	jetOff		n2
n5	Spraying*			a5	jetPulse		n6
n6	Pulsing						

Figure 3.10 Part of the updated state table for statechart of Jet class

State ID	State Name * = default + = history	Substates	Substate Events	Outgoing Transitions			
				ID	Event	Action	Next State
n2	PowerOff*			a2	powerBut		n3
n3	PowerOn	n4, n15	open, close, startBut, full, rinsed, washed, empty, finish intMode, quickMode, normMode	a3	powerBut		n2
n4	Active	n6, n14					
n6	DoorClosed+	n8,n9,n10, n11,n12,n13	startBut, full, rinsed, washed, empty, finish	a5	open		n14
n8	Stop*			a8	startBut	setUp	n9
n9	Filling			a9	full		n10
n10	Rinsing			a10	rinsed		n11
n11	Washing			a11	washed		n12
n12	Draining			a12	empty		n13
n13	Drying			a13	finish		n8
n14	DoorOpen			a14	close		n6
n15	Mode	n17,n18,n19	intMode, quickMode, normMode				
n17	Normal*			a15	intMode		n18
				a20	quickMode		n19
n18	Intensive			a16	normMode		n17
				a17	quickMode		n19
n19	Quick			a18	intMode		n18
				a19	normMode		n17

Figure 3.11 Part of the updated state table for statechart of Dishwasher class

The statechart module then processes the state table and removes the information of the pseudostates (Initial, History, Fork and Join etc.) from the state table and updates the table accordingly. Figure 3.10.shows the updated state table for the statechart diagram of the *Jet* class (Figure 3.4). Figure 3.11 shows the updated state table for the statechart diagram of the *Dishwasher* class (Figure 3.2).

The statechart module returns the transformed state table back to the class diagram module. The state table is stored in the *ClassInfo* table along with other information of the corresponding class. Figure 3.12 shows the part of the updated class table for the dishwasher system after the processing of the statechart module.

Class ID	Class Name	Data members			State Table
		Visibility	Name	Type	
n1	Dishwasher	public	cycle	int	Dishwasher state table
		public	rinseTime	int	
		public	washTime	int	
		public	dryTime	int	
		public	heater	Heater	
		public	jet	Jet	
		public	tank	Tank	
n2	Heater				Heater state table
n3	Jet				Jet state table
n4	Tank				Tank state table

Figure 3.12 Part of the updated class table for dishwasher system

3.2.3 Code Generation Module

In the code generation module, the system takes information from the class and state tables and generates the Java code for the entire application model following our proposed code generation approach.

Application Class

In our approach, an application class is generated with a *main()* method that acts as an entry point to the whole system. For the dishwasher system, as shown in Figure 3.1, the main application class *DishwasherAppl*, is generated. The name of the class is derived from the project name specified in the input class diagram DSL file (Figure. 3.7). All the instances of classes of the class diagram are declared and initialized in the constructor of this class. The application object is created and initialized in the *main()* method. The initialization code is also defined here. Figure 3.13 shows the generated Java code for the application class of the dishwasher system

```
class DishwasherAppl {
          //***  Data Members  ***
  public Tank   tank;
  public Jet   jet;
  public Heater   heater;
  public Dishwasher   dishwasher;
          //***  Constructor of the Application class  ***
  public  DishwasherAppl() {
          tank  = new Tank();
          jet  = new Jet();
          heater  = new Heater();
          dishwasher  = new Dishwasher();
  }  //end of the Constructor
  public static void main(String args[]) {
          //***  Creating the Application class instance  ***
            DishwasherAppl  dishwasherAppl = new DishwasherAppl();
  } // End of Main Method
} // End of DishwasherAppl class
```

Figure 3.13 Generated code for the application class of dishwasher system

Classes in the Class Diagram

All classes within the class diagram are transformed into Java code. For each class of the class diagram, a separate file with (.java) extension is generated. The

generated code contains all the class definitions of name, attributes and methods. Relationships between classes are identified and transformed into code. To implement the associations between classes, reference attributes with public visibility are generated in the corresponding classes. If the association is bidirectional then reference attributes are generated in both classes and if the association is unidirectional then reference attribute is generated in the source class only.

If the class has an associated statechart, then the generated code for the class contains not only the structural code but it also contains the behavioral code for the class. Additional classes, implementing the state specific behavior, are generated in the same Java file that implements the context class. To implement a statechart diagram, the collaborator object approach, described in the chapter 2, is used, where each state becomes a class and each transition becomes an operation in that class. The transformation rules are summarized in Table 3. Figure 3.14 shows the code generated for the *Dishwasher* class of the dishwasher system.

Table 3 UML to Java transformation for JCode

UML	Collaborator Object Approach
State	Class. All the behavior associated with a particular state is contained in one class
Event	Method in the corresponding state class
Action	Method in the context class
Entry / Exit Actions	Method in the corresponding state class
Hierarchical and Concurrent substates	Object composition and delegation

```
class Dishwasher {
   //****  Attributes  ******
  public int cycles;
  public int rinseTime;
  public int washTime;
  public int dryTime;
   //**** Associations  ******
  public int washTime;
  public int washTime;
  public int washTime;
   //****  Statechart  ******
  public DishwasherState   state;  // collaborator
object
//***  References for all the state objects  ***
  public PowerOff   powerOffState;
  public PowerOn    powerOnState;
  public DoorOpen  doorOpenState;
  public DoorClosed  doosClosedState
………
  public  Dishwasher() {  // constructor
//***  Creating state objects only once here  ***
  jet = new Jet(); Heater = new Heater();
  tank = new Tank();
  powerOffState = new PowerOff(this);
  powerOnState = new PowerOn(this);
  doorOpenState = new DoorOpen( this,
powerOnState); ………
  state = powerOffState;// setting the default state
  }
//***  Change the current State  ***
  public void setState(DishwasherState st) {
  state = st;
  state.entry();  // executing entry action new state
  }
//***  Delegating incoming events to Concrete
State Subclasses   ***
  public void powerBut() { state.powerBut();   }
  public void open() {state.open();   }
  public void intMode() {  state.intMode();  }
……….
   //****  Actions of statechart  ******
  public void setup() {   }
} // End of Dishwasher class
class DishWasherState { // Abstract state class
  public Dishwasher  dishwasher;  //Reference of
Context Object
//***  Declaring Abstract Method  ***
  public void entry() {};
  public void exit() {};
  public void powerBut() {};
  public void open() {};
  public void intMode() {}; …………}
```

```
   //****  composite state  *****
class Running extends DishwasherState {
private AbsActiveState  activeState;
private AbsModeState   modeState;
 PowerOn (Dishwasher  dishwashers)  {
   super(dishwashers); }
 public void entry() {
   activeState = dishwasher.doorClosedState;
   activeState.entry();
   modeState = dishwasher.normalState;
   modeState.entry();
  }
//***  Substates Events  ***
 public void close()  {//delegates to e object
  activeState.close();   }
//***  Outgoing Events  ***
 public void powerBut() {   activeState.exit();
  modeState.exit();  exit();
dishwasher.setState(dishwasher.powerOffState);}
…………}
  //****Abstract composite state class  *****//
class AbsActiveState {
 public Dishwasher   m_context;  //Super Context
 public PowerOn    s_context;  // Composite state
//***  Defining abstract methods for Active
        concurrent Region *** //
}
class DoorOpen extends AbsActiveState{
 public void close() {  exit();
s_context.setActive(m_context.doorClosedState);
 } }
class DoorClosed extends AbsActiveState{
 private AbsDoorClosedState substate;
 private int hist;
 public void startBut() {  subState.startBut();  }
 }
………………………..
  //****Abstract composite state class  *****//
class AbsModeState {
 public Dishwasher   m_context;  //Super Context
 public PowerOn    s_context;  // Composite state
//***  Defining abstract methods for Mode
        concurrent Region *** //
}
class Normal extends AbsModeState{
 public void intMode() {  exit();
 s_context.setMode(m_context.intensiveState);
 }
 public void quickMode() {  exit();
 s_context.setMode(m_context.quickState);  } }
……………..
```

Figure 3.14 Part of the generated code for the Dishwasher class

Chapter 4

Code Generating System: JCode

We have developed the JCode system, which automatically generates Java code from the specifications of the UML class and statechart diagrams of a system using our approach. JCode is the successor of OCode. JCode uses state machines of objects and structural specifications as given in the class diagram of the system and generates code for the entire application model. It generates the code for the objects as well as their behavior and action specifications. In this chapter, we describe the JCode system in detail.

We will use the example of an Air Conditioner application to describe the detail working of the JCode System. Figure 4.1 shows the static structure of the Air Conditioner system. The Air Conditioner system consists of six classes, namely *AirCon*, *DisplayInterface*, *PowerButton*, *SpeedButton*, *ModeButton* and *TempButton*. The *DisplayInterface* and *AirCon* class has a one-to-one association. The *DisplayInterface* class has one way aggregation relationships with *PowerButton, ModeButton*, *SpeedButton* and *TempButton* classes. Aggregation represents a whole/part relationship. The *DisplayInterface* represents the "whole" and *PowerButton, ModeButton*, *SpeedButton* and *TempButton* represent the "part". The dynamic behavior of the AirCon class is specified in the statechart diagram as shown in Figure 4.2.

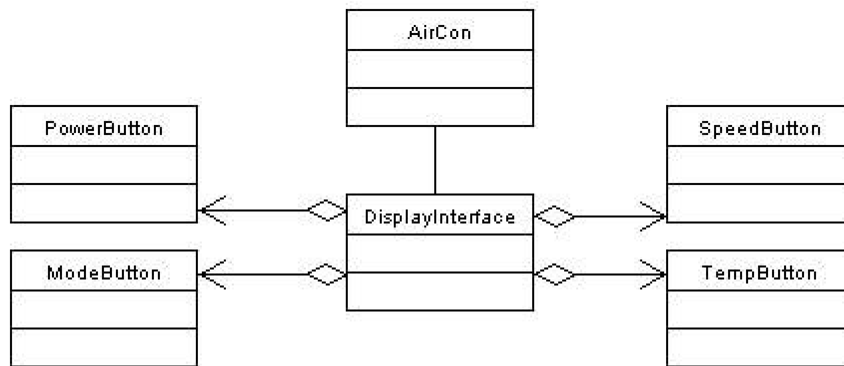

Figure 4.1 Class diagram for the air conditioner system

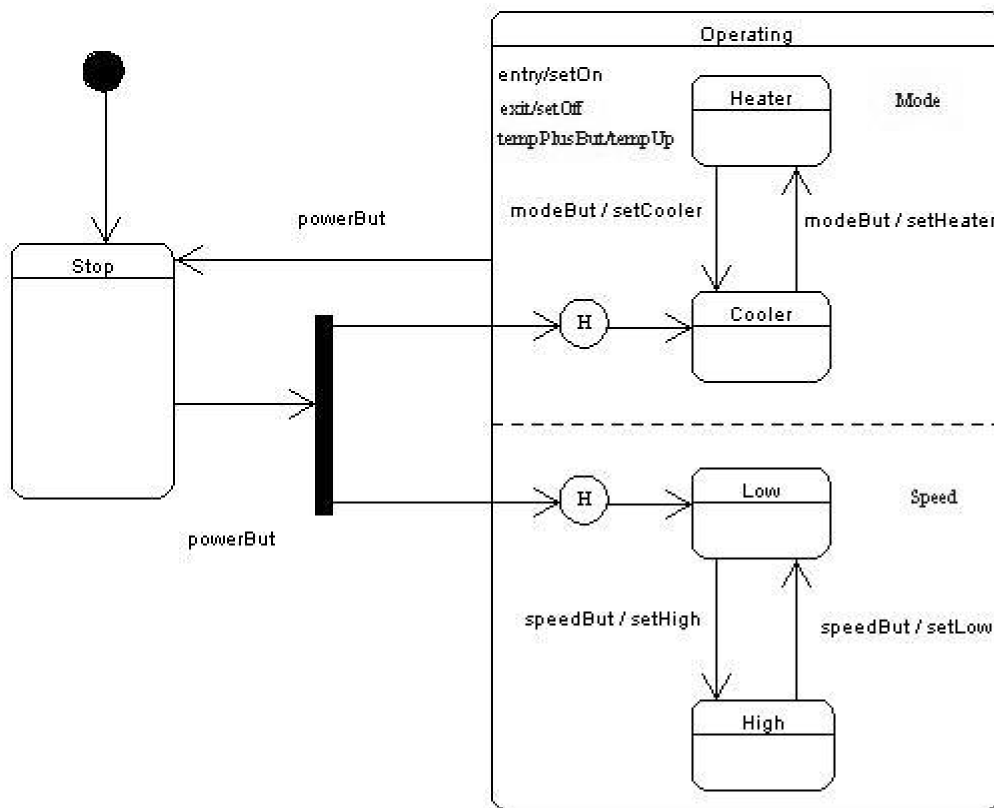

Figure 4.2 Statechart of AirCon class

The input to the JCode system is the model specifications in Design Schema List (DSL) language [29]. The output from the JCode system is the Java [30] code. JCode is developed in Java and is basically composed of six modules: Main module, CDAnalyzer, CDTransformer, SCAnalyzer, SCTransformer and CodeGenerator module. Figure 4.3 shows the overall structure of the JCode system.

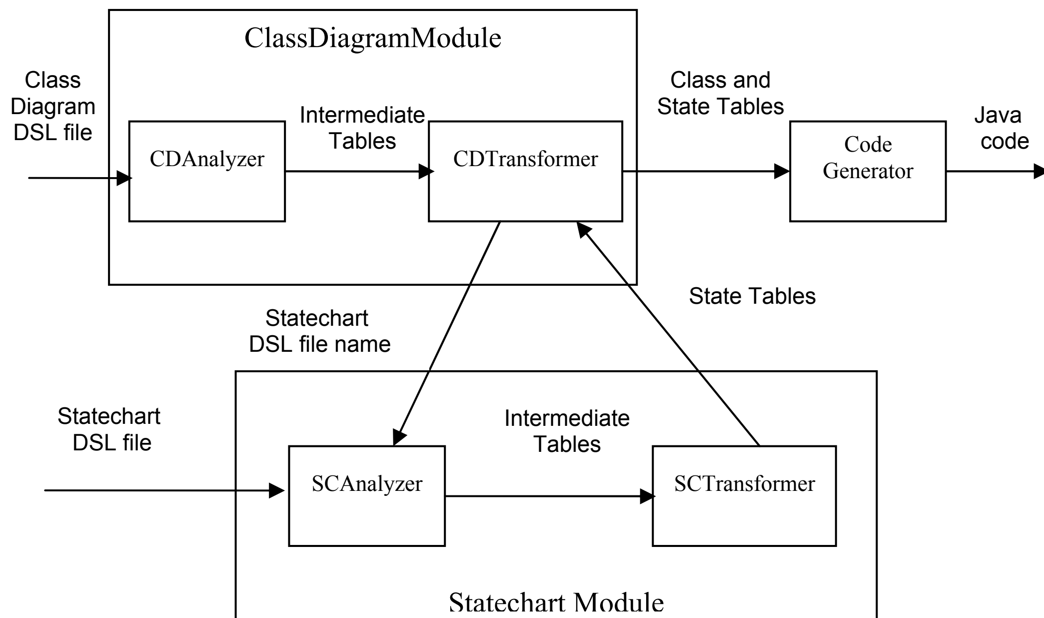

Figure 4.3 Structure of the JCode system

4.1 Main Module

The Main module is the main controlling module. The main module takes the specifications of the class diagram in DSL format as input for the JCode system. It then calls CDAnalyzer and CDTransformer modules to process the class diagram DSL file. If a statechart is attached to a class then the CDTransformer module in

turn calls the SCAnalyzer and SCTransformer modules to process the statechart DSL file. Finally the main module calls the Code Generator module to generate the Java code for the entire application model.

A number of classes have been used to form the structure of a nested table and to represent the elements of the class and statechart diagrams. These classes include: ClassInfo, MemberData, MemberFunc, Relation, State, Transition, Event, Argument, Internal Event and Join.

4.2 CDAnalyzer

The CDAnalyzer module reads the specifications of the class diagram, given in DSL format, and stores the information into two tables, namely *ClassInfo* (for classes) and *Relation* (for relationship between classes) thus transforming the class diagram information from DSL format to a table format. Figure 4.4 shows the class diagram specifications of the air conditioner system in DSL format.

```
OOD (g1)[nodes{n1,n2,n3,n4,n5,n6},arcs{a1,a2,a3,a4,a5}, oodAttr(name:AirConditioner)];

OODN(n1)[loc(50:50),size(40:60),oodnAttr(name:DisplayInterface)];
OODN(n2)[loc(150:250),size(40:50),oodnAttr(name:AirCon, interface: AirCon.dsl)];
OODN(n3)[loc(250:350),size(40:50),oodnAttr(name:PowerButton)];
OODN(n4)[loc(350:150),size(40:50),oodnAttr(name:ModeButton)];
…………………
OODA(a1)[from(n1,side:TOP,off:25),to(n2,side:BOTTOM,off:35), oodaAttr(arcType:assoc,
forwardMult:1,reverseMult:1)];
OODA(a2)[from(n3,side:RIGHT,off:30),to(n1,side:LEFT,off:40), oodaAttr(arcType:aggr,
forwardMult:1, reverseMult:0)];
OODA(a3)[from(n4,side:RIGHT,off:25),to(n1,side:LEFT,off:35), oodaAttr(arcType:aggr,
forwardMult:1, reverseMult:0)];
OODA(a4)[from(n5,side:LEFT,off:25),to(n1,side:RIGHT,off:35), oodaAttr(arcType:aggr,
forwardMult:1,  reverseMult:0)];
```

Figure 4.4 Class diagram specifications of air conditioner system in DSL format

The CDAnalyzer module has a number of methods. The most important methods are readCDFile, analyzerCD and analyzeCDLine. Following is the brief description of the functionality of these methods.

The readCDFile Method

The readCDFile method reads the DSL file character by character, throws all the white spaces and creates a long string that contains all the DSL statements of the class diagram. It stores the long string in a variable, dataCDFile, of type String. It passes this long string to the analyzerCD method for processing the class diagram.

The analyzerCD Method

This method takes the class diagram DSL file as a long string and splits the long string into several small strings, each representing a DSL statement. A DSL statement always ends on a semicolon, so the DSL file string is split on semicolons. Each string, which represents a DSL statement, becomes an element of an array. The analyzerCD method then starts a loop which calls the analyzeCDLine method (explained below) for each element of this string array and passes the string as argument.

The analyzeCDLine Method

This is a long method which takes a string, representing a DSL statement, as arguments and analyzes it. It collects the information contained in the DSL statement and, based on this information instantiates objects of *ClassInfo* and *Relation* classes and stores the information into these two tables. Nodes in DSL represent the classes. All the information about the classes is stored in the

ClassInfo table. Arcs in DSL represent the relationships among classes. All the information about the relationships is stored in the *Relation* table. For example after reading the following DSL statement

```
OODN(n2)[loc(150:250),size(40:50),oodnAttr(name:AirCon, interface: AirCon.dsl)]
```

a *ClassInfo* object having the values of its id attribute as "n2" will be searched. If the object does not exist, it will be created. The name attribute will be initialized with the value "AirCon" and the statechartFileName attribute will be initialized with the value "AirCon.dsl". Figure 4.5 shows the part of the *ClassInfo* table of the air conditioner system.

Class ID	Class Name	Data members			Statechart DSL Filename
		Visibility	Name	Type	
n1	DisplayInterface				
n2	AirCon				AirCon.dsl
n3	PowerButton				
n4	ModeButton				
n5	SpeedButton				
n6	TempButton				

Figure 4.5 Part of the ClassInfo table for air conditioner system

4.3 CDTransformer

After the CDAnalyzer module does its job, the information contained in the DSL file is converted into an intermediate form in which the class diagram elements are represented as object instances. This information, however, is unorganized and needs to be transformed. DSL, being graphical oriented, treats relations as arcs so we need to process the *Relation* table and update the *ClassInfo* table to properly record the information for code generation.

The processRelation Method

This method processes the *Relation* table and updates the *ClassInfo* table for relationship between classes. If the relationship is of type inheritance then the child class attribute inherit is set to true and the name of the parent class is also set in the parent attribute of the child class. If the relationship is of type aggregation or association then the multiplicity on both ends is checked and relationship attributes are added in the respective classes.

The CDTransformer module then process the *ClassInfo* table and extracts the statechart DSL filenames and passes this information to the SCAnalyzer module for processing the statechart DSL file. Figure 4.6 shows the statechart DSL filenames for the air conditioner system passed to the SCAnalyzer module.

Class ID	**Class Name**	**Statechart DSL Filename**
n1	DisplayInterface	
n2	AirCon	AirCon.dsl
n3	PowerButton	
n4	ModeButton	
n5	SpeedButton	
n6	TempButton	

Figure 4.6 Statechart DSL filenames for classes of air conditioner system

4.4 SCAnalyzer

The SCAnalyzer module receives the statechart DSL filenames from the CDTransformer module and it then reads the specifications of the statechart diagram, given in DSL format and stores the information into two tables namely *State* and *Transition* thus transforming the information from DSL format to a table

format. Figure 4.7 shows the statechart specifications of AirCon class in DSL format.

```
OSTD (AirCon)[nodes{n1,n2,n3,n4,n5,n6,n7,n8,n9,n10,n11,n12},arcs{a1,a2,a3,a4,a5,a6, a7,
    a8, a9,a10,a11}];
OSTDN(n1)[loc(25:20),size(20:20),ostdnAttr(name:START)];
OSTDN(n2)[loc(10:140),size(75:125),ostdnAttr(name:Stop)];
OSTDN(n3)[loc(125:160),size(10:100),ostdnAttr(name:FORK)];
OSTDN(n4)[loc(160:10),size(260:400),ostdnAttr(name:Operating,entry/setOn,exit/setOff,
                event(name:tempPlusBut)/tempUp,concurrent{n5,n9})];
OSTDN(n5)[loc(160:20),size(260:180),ostdnAttr(name:Mode,substates{n6,n7,n8})];
OSTDN(n6)[loc(190:150),size(30:25),ostdnAttr(name:HISTORY)];
…………………………………………..
OSTDA(a1)[from(n1,side:BOTTOM,off:5),to(n2,side:TOP,off:40)];
OSTDA(a2)[from(n2,side:RIGHT,off:35),to(n3,side:LEFT,off:140),ostdaAttr(name:powerBut)
];
………………………………………………
```

Figure 4.7 Statechart specifications of AirCon class in DSL format

The SCAnalyzer module has a number of methods. The most important methods are readSCFile, analyzerSC and analyzeSCLine. Following is the brief description of the functionality of these methods.

The readSCFile Method

This readSCFile method reads the statechart DSL file character by character, throws all the white spaces and creates a long string that contains all the DSL statements. It stores the long string in a variable, dataSCFile, of type String. It passes this long string to the analyzerSC method for processing the statechart diagram.

The analyzerSC Method

This method takes the DSL file of the statechart as a long string from the readSCFile method and splits the long string into several small strings each representing a DSL statement. A DSL statement always ends on a semicolon, so the DSL file string is split on semicolons. Each string, which represents a DSL statement, becomes an element of an array. The analyzerSC method then starts a loop which calls the analyzeSCLine method (explained below) for each string and passes the string as argument.

The analyzeSCLine Method

This is a long method which takes a string, representing a DSL statement, as argument and analyzes it. It collects the information contained in the DSL statement and, based on this information instantiates objects of *State* and *Transition* classes and stores the information into these two tables for the class with which the statechart is attached. Nodes in DSL of the statechart diagram represent the states. All the information about the states is stored in the *State* table. Arcs in DSL of the statechart diagram represent the transitions of the statecharts. All the information about the transitions is stored in the *Transition* table. For example after reading the following DSL statement

```
OSTDN(n4)[loc(160:10),size(260:400),ostdnAttr(name:Operating,entry/setOn,exit/
setOff,event(name:tempPlusBut)/tempUp,concurrent{n5,n9})]
```

a *State* object having the values of its id attribute as "n4" will be searched. If the object does not exist, it will be created. The name attribute will be initialized with the value "Operating" and the type of state is set to concurrent. The substate attribute which is an array of pointers to other *State* objects and represents the

substates of the current state will contain pointers to the *State* objects having ids "n5" and "n9". Similarly the information about the transitions, which includes name of the triggering event, event action, source state and target state, is stored in the *Transition* table. Figure 4.8 shows the part of the *State* table for the statechart diagram of the AirCon class.

State ID	State Name	Substates	Internal Event	Outgoing Transitions			
				ID	Event	Action	Next State
n1	START			a1			n2
n2	Stop			a2	powerBut		n3
n3	FORK			a3			n6
				a4			n10
n4	Operating	n5, n9	tempPlusBut / tempUp()	a5	powerBut		n2
n5	Mode	n6, n7, n8					
n7	HISTORY			a6			n7
n7	Cooler			a7	modeBut	setHeater	n8
n8	Heater			a8	modeBut	setCooler	n7
n9	Speed	n10, n11, n12					
n10	HISTORY			a9			n11
n11	Low			a10	speedBut	setHigh	n12
n12	High			a11	speedBut	setLow	n11

Figure 4.8 Part of the state table for statechart of AirCon Class

4.5 SCTransformer

After the SCAnalyzer module does its job, the information contained in the DSL file is converted into an intermediate form in which the state diagram elements are represented as object instances. This information, however, is unorganized and needs to be transformed. For example, in a statechart diagram, the pseudostates (e.g. Start state, history, fork, join etc.) are shown with their special symbols. DSL, being graphical oriented, treats them as a node like any other node

but in effect they are not the real states of an object so we need to eliminate them and update the table with the semantics of these pseudostates. Also, for code generation, we need to know not only the events that are supposed to occur on a state itself but also the events that may occur on its substates. The purpose of the SCTransformer module is to refine the information given by the SCAnalyzer module in a way so that code can be easily generated from it. The arrangeSC and findEventsActions are the important methods. Following is the brief description of these methods.

The arrangeSC Method

This method processes the *State* table and removes the pseudostates from the table and it also updates the *Transition* table for the transitions going out or coming in to these pseudostates so that their semantics are fully implemented and code can be easily generated. This method then processes the *Transition* table and stores the information of each transition in the source state in the *State* table as outgoing transition. Finally this method sorts the *State* table such that the super state comes before all of its substates.

The findEventsActions Method

This method finds out for each super state object the events that occur on the substates of that state. It uses the pointers in the susbstates array and then follows the transitions and internal events of each of the substates to fetch the events and actions. Figure 4.9 shows the part of the updated *State* table for the AirCon class after transformation.

State ID	State Name *=default +=history	Substates	Substate Events	Outgoing Transitions			
				ID	Event	Action	Next State
n2	Stop*			a2	powerBut		n4
n4	Operating	n5, n9	modeBut, speedBut	a5	powerBut		n2
n5	Mode+	n7, n8	modeBut				
n7	Cooler*			a7	modeBut	setHeater	n8
n8	Heater			a8	modeBut	setCooler	n7
n9	Speed+	n11, n12	speedBut				
n11	Low*			a10	speedBut	setHigh	n12
n12	High			a11	speedBut	setLow	n11

Figure 4.9 Part of the updated state table for statechart of AirCon class.

The SCTransformer module then passes the transformed *State* table back to the CDTransformer module. The *State* table is stored in the *ClassInfo* table along with other information of the corresponding class. Figure 4.10 shows the part of the *ClassInfo* table for the air conditioner system after the processing of the SCTransformer module.

Class ID	Class Name	Data members			State Table
		Visibility	Name	Type	
n1	DisplayInterface	public	airCon	AirCon	
		public	powerButton	PowerButton	
		public	modeButton	ModeButton	
		public	speedButton	SpeedButton	
		public	tempButton	TempButton	
n2	AirCon	public	displayInterface	DisplayInterface	AirCon state table
n3	PowerButton				
n4	ModeButton				
n5	SpeedButton				
n6	TempButton				

Figure 4.10 Part of the updated ClassInfo table for air conditioner system

4.6 Code Generator

This module uses the transformed *ClassInfo* and *State* tables given to it by the CDTransformer module and generates the Java code for the entire application. It first creates a new directory with the same name as the application name and then it generates separate Java files for each of the classes of the class diagram. If there is an associated statechart then the code for the statechart is also generated in the same Java file. The generated code for each of the Java file is first written to a string buffer and in the end the buffer is written to disk.

The Code Generator module first executes the generateApplication method which generates code for the main application class. Figure 4.11 shows the generated code for the application class of the air conditioner system.

```
class AirConditioner {
          //***  Data Members  ***
  public TempButton   tempButton;
  public SpeedButton   speedButton;
  public ModeButton   modeButton;
  public PowerButton   powerButton;
  public AirCon   airCon;
  public DisplayInterface   displayInterface;
          //***  Constructor of the Application class  ***
  public  AirConditioner() {
          tempButton  = new TempButton();
          speedButton  = new SpeedButton();
          modeButton  = new ModeButton();
          powerButton  = new PowerButton();
          airCon  = new AirCon();
          displayInterface  = new DisplayInterface();
  }  //end of the Constructor
  public static void main(String args[]) {
          //***  Creating the Application class instance  ***
            AirConditioner  airConditioner = new AirConditioner();
  } // End of Main Method
```

Figure 4.11 Generated code for the application class of air conditioner system

A loop is then started which calls the generateClassInfo method for each class object present in the *ClassInfo* table and passes the class as the input parameter.

The generateClassInfo Method

The generateClassInfo method first checks if a statechart is attached to the class. If there is no statechart attached then it generates all the structural code of the class in a separate java file as described in chapter 3. Figure 4.12 shows the code for the *DisplayInterface* class of the air conditioner system (Figure 4.1).

```
class DisplayInterface {
        //***  Data Members  ***
  public  PowerButton  powerButton;
  public  AirCon  airCon;
  public  TempButton  tempButton;
  public  SpeedButton  speedButton;
  public  ModeButton  modeButton;
        //***  Constructor   ***
  public  DisplayInterface()  {
        powerButton  = new PowerButton();
        airCon  = new AirCon();
        tempButton  = new TempButton();
        speedButton  = new SpeedButton();
        modeButton  = new ModeButton();
  }
} // End of class DisplayInterface
} // End of AirConditioner class
```

Figure 4.12 Generated code for the DisplayInterface class

If the class has an associated statechart (e.g. *AirCon* class Figure 4.2), then it calls the generateContext method to generate the code for the context class. The code for the context class contains the combined code for the structural specifications as well as for the behavioral specifications.

The generateContext Method

The generateContext method generates the Java code for the class attributes, associations, methods and it also includes code for attached statechart according to the collaborator object approach as described in chapter 2. First of all code for all the attributes and associations of the context class are generated. Then collaborator object *state* and all the state objects are defined. The constructor is then generated. All the state objects are created once in the constructor. The collaborator object *state* is also initialized to the default state in the constructor. All the events of the statechart become methods in the context class. The body of these methods contains only a statement which delegates the event to the collaborator object. All the actions of the statechart become methods in the context class. The body code of the actions methods has to be entered by the user. Finally the code for the member functions of the context class is generated.

An abstract state class is generated in the same Java file. The name of the context attribute is derived from the context class name and "*State*" is added to it. The abstract state class contains an attribute for the context object and also contains empty declarations for the entry/exit actions and all the events of the statechart diagram.

After this the generateContext method processes the *State* table of that class in a loop and calls the following methods according to the type of the state.

The generateState Method

The generateState method generates the code for the top level states having no super state. A class is generated for each state. The name of the class is derived from the name of the state. The state class is derived from the abstract state class.

If the state has entry/exit actions, methods having the name *entry* and *exit* respectively, are defined in the state class. Bodies of these methods contain a method-call to the corresponding entry/exit actions. The code for internal events and outgoing transitions (if any) is also generated. An event on any substate becomes a method in the corresponding substate class. Body code for the method is also completely generated. If the event is an internal event, the body code contains a method-call, which executes the associated action. If the event has a transition, the body code also contains: (i) call to the exit operation of the current state, (ii) method-call for setting the next state, which in turn calls the entry actions of the new state.

The generateHierarchical Method

The generateHierarchical method generates the code for the hierarchical composite state class in the same Java file as the context class. The hierarchical composite state class contains a single collaborator object *subState*. The entry method is also defined which sets the default active substate. Also, an exit method is defined which contains a call to the exit actions of the active substate It also contains the code for storing the active substate in the history state attribute. For each event on the substates, a method is defined that delegates the event processing to the substate and calls the method(s) for that event defined in the class(es) for the substate(s). It also contains methods for setting the next substate and calling the entry action of the next substate.

The generateConcurrent Method

The generateConcurrent method generates the code for the concurrent composite state class in the same Java file as context class. The concurrent composite state, class contains as many collaborator objects as there are concurrent

regions in the composite state. The composite state class is responsible for implementing the fork. Also, an exit method is defined which contains a call to the exit actions of the active substates in each of the concurrent regions. It also contains the code for storing the active substate in the history state attribute. For each event on the substates, a method is defined that delegates the event processing to the substate and calls the method(s) for that event defined in the class(es) for the substate(s). It also contains methods for setting the next substate and calling the entry action of the next substate.

The generateRegion Method

The generateConcurrent method generates code for the concurrent region. The concurrent region becomes a composite abstract class and serves as an interface for its own subclasses. This class is not derived from any other class. In addition to the entry and exit operations, it contains empty declarations for operations corresponding to its substates. It also contains two objects, namely *m_context* and *s_context*. *m_context* provides access to the context class for executing the actions associated with events and entry/exit operations and *s_context* provides access to the composite state class to change the next substate.

The generateSubState Method

The generateSubState method generates the code for the substate. A class is generated for each substate. The name of the class is derived from the name of the substate. The state class is derived from the composite abstract state class. If the state has entry/exit actions, methods having the name *entry* and *exit* respectively, are defined in the state class. Bodies of these methods contain a method-call to the corresponding entry/exit actions. The code for internal events and outgoing transitions (if any) is also generated.

Figure 4.13 shows part of the code generated by JCode for the AirCon class of the air conditioner system.

```
class AirCon { // context class
  DisplayInterface  displayInterface; // date member
  public AirConState  state;  // collaborator object
  public Stop stopState;
  public Operating operatingState;
  public Cooler  coolerState;
  public Heater  heaterState;
  public Low   lowState;
  public High  highState;
AirCon() {  //constructor
  stopState = new Stop(this);
  operatingState = new Operating(this);
  coolerState = new Cooler(this,operatingState);
  heaterState = new Heater(this,operatingState);
  lowState = new Low(this,operatingState);
  highState = new High(this,operatingState);
  state = stopState // setting default state         }
public void setState(AirConState st) {
   state = st;
  state.entry();  }
public powerBut() { state.powerBut(); }
public modeBut() {state.modeBut(); }
………………….
public void setOff() {……}
public void setCooler() {……}
………}

public AirConState { // abstract state class
  public AirCon airCon;  // context reference
  public void entry() {};
  public void exit() {};
  public void powerBut() {};
  public void tempPlusBut() {};
…………..}
```

```
class Operating extends AirConState{ // composite
  private AbsModeState  modeState;
  private AbsModeState  modeHistory;
  private AbsSpeedState  speedState;
  private AbsSpeedState  speedHistory;
  int hist = 0;
public void entry() {
  if (hist > 0) {// last active substate
   modeState = modeHistory;
   speedState = speedHistory; }
else {  // for first time entry
  modeState = airCon.coolerState;
  speedState = airCon.lowState; }
modeState.entry(); speedState.entry();
airCon.setOn(); }
public void exit() {airCon.setOff;
 modeHistory = modeState;
speedHistory = speedState;    }
public void modeBut() { modeState.modeBut(); }
public void speedBut() { speedState.speedBut();
public void powerBut() {modeState.exit();
 speedState.exit(); exit();
airCon.setState(ac.stopState); }
public void setMode(AbsModeState subMode) {
   modeState = subMode;   modeState.entry();  }...}
class AbsModeState { // abstract composite state
  public AirCon m_context;
  public Operating s_context;
/* Empty declarations for entry(), exit() and all
events methods of subclasses of AbsModeState*/
}
class Cooler extends AbsModeState{//substate class
 void modeBut() { m_context.setCooler(); exit();
  s_context.setMode(m_context.heaterState); }  }
```

Figure 4.13 Part of the generated code for the AirCon class

Chapter 5

Implementing Other Features of Statechart Diagram

The statechart diagram, when attached to a class, shows all the behavioral aspects of the objects in that class. Concurrent substates not only represent the inherent parallelism in some of the objects but also enable compact descriptions of the complex state diagrams [20, 21]. This chapter discusses the other features of statechart diagram such as fork, join and history state and how our proposed approach implement these features in our code generating system JCode.

5.1 Fork and Join

Fork and join pseudostates synchronize transitions entering or leaving orthogonal regions of the concurrent composite state. A fork is a transition with one source state and two or more target states. If the source state is active and the trigger event occurs, the transition action is executed and all the target states become active. A join is a transition with two or more source states and one target

state. If all the source states are active and the trigger event occurs, the transition action is executed and the target state becomes active.

We use an example to simplify the explanation of our approach for implementing fork and join. Consider the statechart attached with a *Test* class, as shown in Figure 5.1. The statechart shows the behavior of the *Test* object.

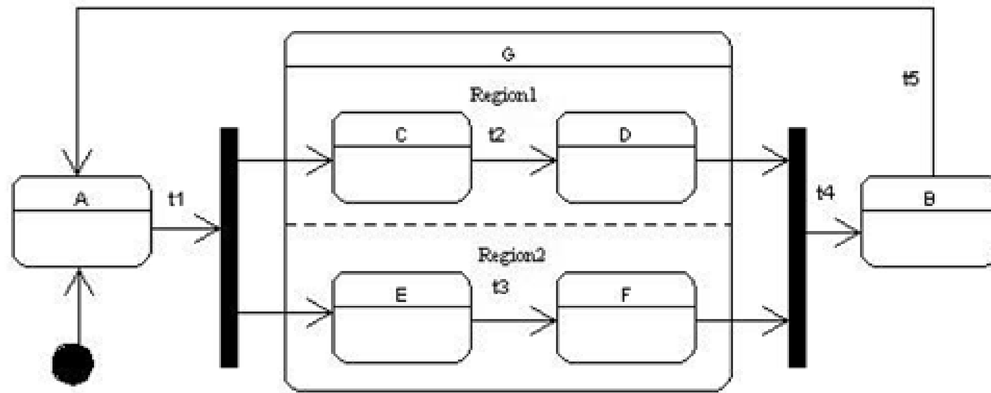

Figure 5.1 Statechart for Test class containing Fork and Join

The *Test* object has three top-level states namely *A*, *B* and *G*. The *G* state is a composite state containing two concurrent substates *Region1* and *Region2*. Whenever the *G* state becomes active, both of its concurrent substates become active at the same time. Each of the concurrent regions contains sequential substates, i.e. *Region1* has substates *C* and *D* and *Region2* has substates *E* and *F*. Only one of the sequential substates becomes active in each of the concurrent regions. The state *A* is the default state. A transition from a solid circle to a state shows that that the state is the default one. On transition *t1*, the control forks into as many concurrent flows as there are concurrent substates. On transition *t4*, the control joins back into one.

5.1.1 Implementing Fork and Join

In [26] the implementation of fork is distributed among the source state and the context object and the source state is responsible for activating the target states of the composite state. The fork state is the part of the composite state. In [28] and the present study, we modified our implementation approach and encapsulated the implementation of the fork in the composite state. The composite state is responsible for activating its concurrent substates in each of the concurrent regions. Fork is implemented in the *entry()* method of the composite state. In the *entry*() method, the composite state sets the active substates in each of the concurrent regions and also calls their *entry()* methods.

To implement join, we have to make sure that all the source states are active before the transition fires. We have implemented join in the *entry()* methods of the source states. If all the other source states are active then the join transition is fired by calling the corresponding event method of the super context class, which will delegate it to the current active state.

Figure 5.2 shows the part of the generated code for the Test class. Fork is implemented in the *entry()* method of the B state class. Join is implemented in the *entry()* methods of the substate classes D and F.

```
class Test { // context class
  public TestState  state;  // collaborator object
  public  A   aState;
  public  B   bState;
  public  G   gState;
  public  C   cState;
  public  D   dState;
  public  E   eState;
  public  F   fState
Test() {  //constructor
  aState = new A(this);
  bState = new B(this);
  gState = new G(this);
  cState = new C(this,gState);
  dState = new D(this,gState);
  eState = new E(this,gState);
  fState = new F(this,gState);
  state = aState // setting default state          }
public void setState(TestState st) {
  state = st;
  state.entry();  }
public void t1() {  state.t1(); }
…..………}
public TestState { // abstract state class
  public Test test;  // context reference
  public void entry() {};
  public void exit() {};
  public void t1() {};
  public void t4()  {};
………….. }
Class A extends TestState { // state class
  public void t1() {   exit();
    test.setState(test.gState); } }
```

```
class G extends TestState { //composite state
  private AbsRegion1State  region1State;
  private AbsRegion2State  region2State;
  G (Test tests) {  // constructor
    super(tests);    }
public void entry() { // implementing fork
  region1State = test.cState;
  region1State.entry();
  region2State = test.eState;
  region2State.entry();}
public void t4() {  // outgoing transition
  region1State.exit(); region2State.exit();
  exit(); test.setState(bState); }
public void t2() { region1State.t2(); }
public void t3() { region2State.t3(); }
public void setRegion1(AbsRegion1State
subRegion1) {region1State  = subRegion1;
region1State.entry();  }
public AbsRegion2State getregion2State() {
   return   region2State;   }
………….}
class AbsRegion1State // abstract composite state
  public Test   m_context;
  public G       s_context;
/* Empty declarations for entry(), exit() and all
events methods of subclasses of
AbsRegion1State*/ }
class D extends AbsRegion1State {
 public void entry() { // implementing join
if (s_context.getregion2State().equals
(m_context.fState))
    m_context.t4(); }  }
…………. }
```

Figure 5.2 Part of the generated code for the Test Class

5.2 History State

A statechart describes the dynamic aspects of an object whose current behavior depends on its past. A statechart in effect specifies the legal ordering of states an object goes through its lifetime. History state allows a composite state that contains sequential substates to remember the last substate that was active in it prior to the transition from the composite state.

We use an example to simplify the explanation of our approach for implementing the history state. Consider the statechart attached with a *CPlayer* class, as shown in Figure 5.3. The statechart shows the behavior of the *CPlayer* object.

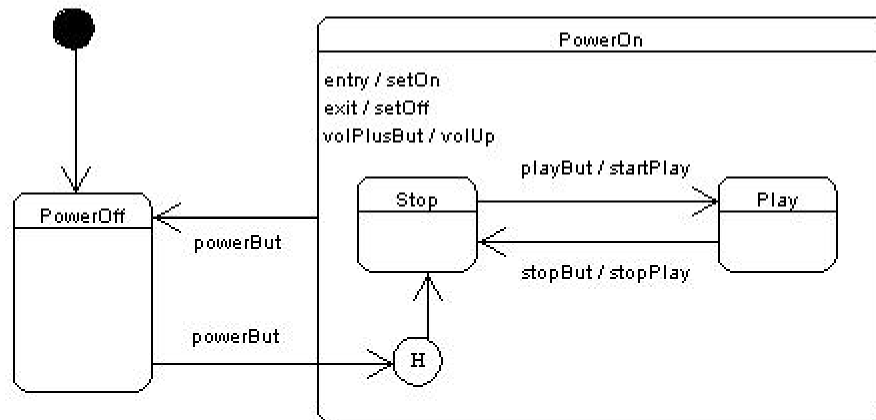

Figure 5.3 Statechart for CPlayer class containing history state

The *CPlayer* object has two top level states namely *PowerOff* and *PowerOn*. These states are activated alternatively whenever a *powerBut* event occurs. Initially the *CPlayer* is in the default state *PowerOff*, where it accepts the *powerBut* event. The *CPlayer* object reacts on such an event by switching from the *PowerOff* state to *PowerOn* state. A state can have entry and exit actions, which are executed when a state is activated or deactivated. When the *PowerOn* state is activated the *setOn* action is executed, while *setOff* action is executed when the *PowerOn* state is deactivated. A state can also have internal transitions. An internal transition has an event trigger that causes an execution of an action without causing a change in state. While in *PowerOn* state, if the *volPlusBut* event occurs then only the *volUp* action will be executed and the *CPlayer* will remain in the *PowerOn* state.

The *PowerOn* state is a hierarchical composite state containing two sequential substates *Stop* and *Play*. One of these substates becomes active at the same time

whenever the *PowerOn* state gets activated. *Stop* state is the default state. While in *PowerOn* state, on *playBut* event, the *CPlayer* switches to the next sequential substate *Play*. Similarly, on *stopBut* event, the *CPlayer* switches back to the sequential substate *Sto*p. On *powerBut* event, the *CPlayer* switches to the *PowerOff* state. Sending a *powerBut* event will reactivate the *CPlayer*. When the *CPlayer* is reactivated, it switches into the history state of the PowerOn state and recalls the last active substate.

5.2.1 Implementing History State

In [27] the implementation of the history state is distributed among the composite state and the context object. The history state is part of the composite state. In [28] and the present study, we modified our implementation approach and encapsulated the implementation of the history in the composite state.

If a composite state contains a history state, then a reference object, with private visibility for maintaining history, is defined in the composite state class. The name of the history reference is derived from the name of the composite state class and "History" is added to it. The type of the history reference is the abstract composite state class. Another variable *hist,* of type int, is also defined for checking whether the history is being set for the first time or the subsequent time. The variable *hist* is initialized to zero (0) in the constructor of the composite state class. In the *entry()* method of the composite state the current value of *hist* reference is checked. If *hist* is zero (0) it means that the composite state is activated for the first time and the substate reference is initialized to the default substate of the composite state and *hist* variable is set to one (1). If *hist* is greater than one then the substate reference is assigned the history reference object. The history reference is adjusted to the last active substate in the *exit()* method of the

composite state class. Figure 5.4 shows the part of the generated code for the CPlayer class.

```
class CPlayer {  // context class
  public CPlayerState  state;  // collaborator object
  public  PowerOff   powerOffState;
  public  PowerOn   powerOnState;
  public  Stop   stopState;
  public  Play   playState;
Test() {  //constructor
  powerOffState = new PowerOff(this);
  powerOnState = new PowerOn(this);
  stopState = new Stop(this,powerOnState);
  playState = new Play(this,powerOnState);
  state = powerOffState // setting default state
   }
public void setState(TestState st) {
  state = st;
  state.entry();  }
public void powerBut() {  state.powerBut(); }
public void volPlusBut() {  state.volPlusBut(); }
// All actions become methods
public void setOn() {………}
………}
public CPlayerState { // Abstract state class
  public CPlayer  cPlayer;  // context reference
  public void entry() {};
  public void exit() {};
  public void powerBut() {};
  public void playBut() {};
………….. }
Class PowerOff extends CPlayerState {//state
class
  public void powerBut() {   exit();
     cPlayer.setState(cPlayer.powerOnState);
  }
…….. }
```

```
class PowerOn extends CPlayerState{//composite
  private AbsPowerOnState  subState;
  private AbsPowerOnState  powerOnHistory;
..private int hist;
PowerOn (CPlayer cPlayers) {  // constructor
   Super(cPlayers); hist = 0;  }
public void entry() {
  if (hist >0 ) { // implementing history
      subState = powerOnHistory; }
  else {
      subState = cPlayer.stopState; hist = 1; }
   subState.entry();
    cPlayer.setOn();  // action  }
public void exit()  {  cPlayer.setOff(); // action
    cPlayer.powerOnHistory = subState;
public void powerBut() {  // outgoing transition
  subState.exit();  exit();
  cPlayer.setState(powerOffState); }
public void volPlusBut() { // Internal Transition
  cPlayer.volUp(); }
public void stopBut() { subState.stopBut(); }
public void setSub(AbsPowerOnState sub) {
   subState  = sub;   subState.entry();  }
…….}
class AbsPowerOnState{//abstract composite
  public CPlayer    m_context;
  public PowerOn  s_context;
/* Empty declarations for entry(), exit() and all
events methods for substates */
………. }
class Stop extends AbsPowerOnState {
 public void playBut() { m_context.startPlay();
   exit(); s_context.setSub( m_context.stopState; }
….}
```

Figure 5.4 Part of the generated code for the CPlayer Class

Chapter 6

Comparison With Rhapsody and OCode

Rhapsody [19, 20, 21], which is a successor of STATEMATE [22], is a CASE tool that allows creating UML models for an application and then generates C, C++ or Java code for the application. Rhapsody generates code from UML class and statechart diagrams. It follows an approach similar to switch statement approach, described in chapter 2, to implement UML statechart diagram. Rhapsody uses Object eXecution Framework (OXF) [19] for code generation.

OCode [24, 25] is another tool for code generation from Object Modeling Technique (OMT) [6, 31, 32, 33] dynamic models. OCode uses an approach similar to helper object approach to generate code for OMT state transition diagram. OMT state transition diagram is the predecessor of UML statechart diagram. UML statechart diagram contains many features which are not present in OMT state transition diagram, e.g. history states, fork and join, time events etc. JCode is the successor of OCode.

We will now compare the code generated by JCode with that of Rhapsody and OCode. We generated code for six different applications. To compare the

efficiency of the code generated by Rhapsody, OCode and JCode, we performed an experiment in which the same sequence of 4000 requests was sent. Out of these 4000 events, some caused transitions while the remaining events did not cause any transition and were ignored. For each event, the time taken to process the event was calculated. We made all the actions methods empty and concentrated on measuring the time taken while executing transitions, i.e. changing states. To have more accurate results, we repeated the experiment 20 times and calculated the average values. The experiment was performed on a Sun SPARC workstation.

6.1 Watch Application

Figure 6.1 shows the static structure of the Watch application. The Watch application consists of five classes namely *Watch*, *DisplayArea*, *SetButton*, *UpButton* and *ModeButton*. The dynamic behavior of the *Watch* class is specified in the statechart as shown in Figure 6.2. Table 4 shows the compactness of the code generated by Rhapsody and JCode. Table 5 shows the comparison of efficiency of the code generated by Rhapsody, OCode and JCode for watch application.

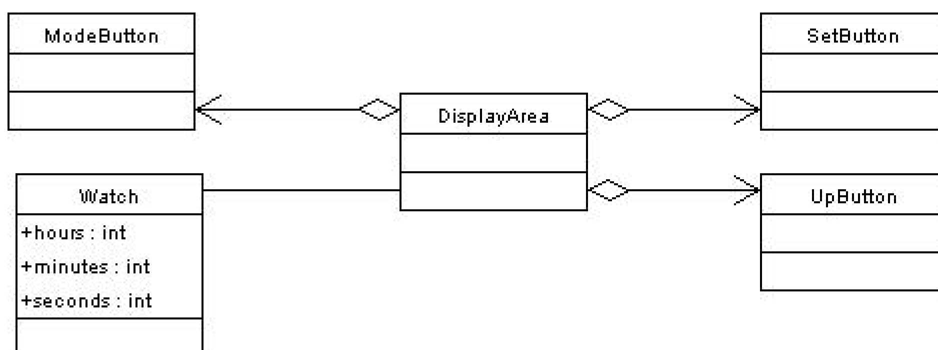

Figure 6.1 Class diagram for the watch application

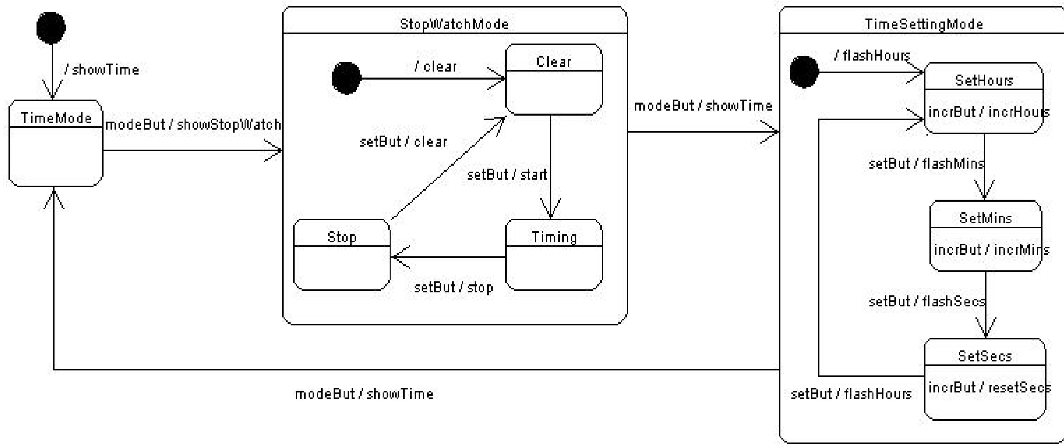

Figure 6.2 Statechart of Watch class containing hierarchical states.

Table 4 Compactness of generated code for watch application

	Rhapsody Without OXF	JCode
Source code: Number of lines	868	274
Source code: Number of bytes	28130	6360
Number of classes	10	18

Table 5 Efficiency of generated code for watch application

	Rhapsody (x) (millisecs)	OCode (y) (millisecs)	JCode (z) (millisecs)	Improvement over Rhapsody (x – z)/x*100	Improvement over OCode (y – z)/y*100
Total time for events without transitions(a)	8.25	3.90	3.05		
Average Time per event without transition (a / 1400)	0.00589	0.00279	0.00218	63.00%	21.80%
Total time for events having transitions(b)	25.10	18.50	10.50		
Average Time per event having transition (b / 2600)	0.00965	0.00712	0.00404	58.20%	43.20%
Total time for all events (c= a + b)	33.35	22.40	13.55		
Average Time per event (c / 4000)	0.00834	0.00560	0.00339	59.40%	39.50%

6.2 Microwave System

Figure 6.3 shows the static structure of the Microwave system. The Microwave system consists of six classes, namely *Oven*, *DisplayPanel*, *StopButton*, *StartButton*, *PowerButton* and *ModeButton*. The dynamic behavior of the *Oven* class is specified in the statechart as shown in Figure 6.4. Table 6 shows the compactness of the code generated by Rhapsody and JCode and Table 7 shows the comparison of efficiency of the code generated by Rhapsody, OCode and JCode for the microwave system.

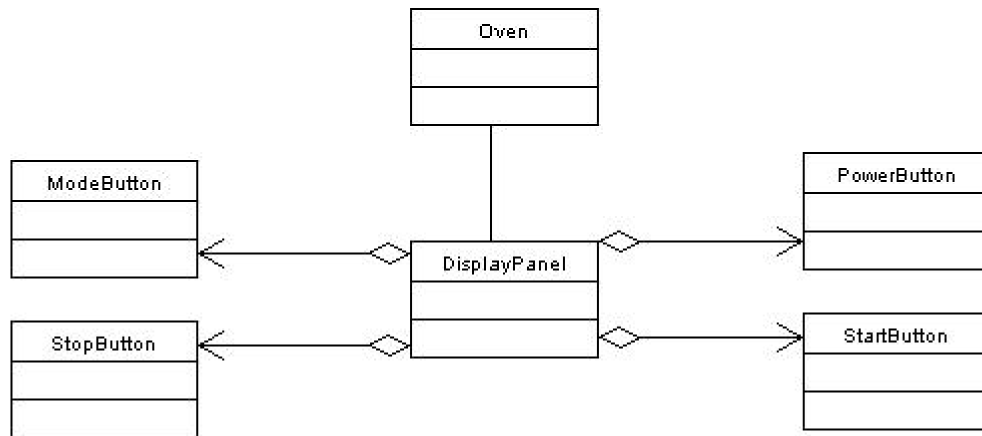

Figure 6.3 Class diagram for the microwave system

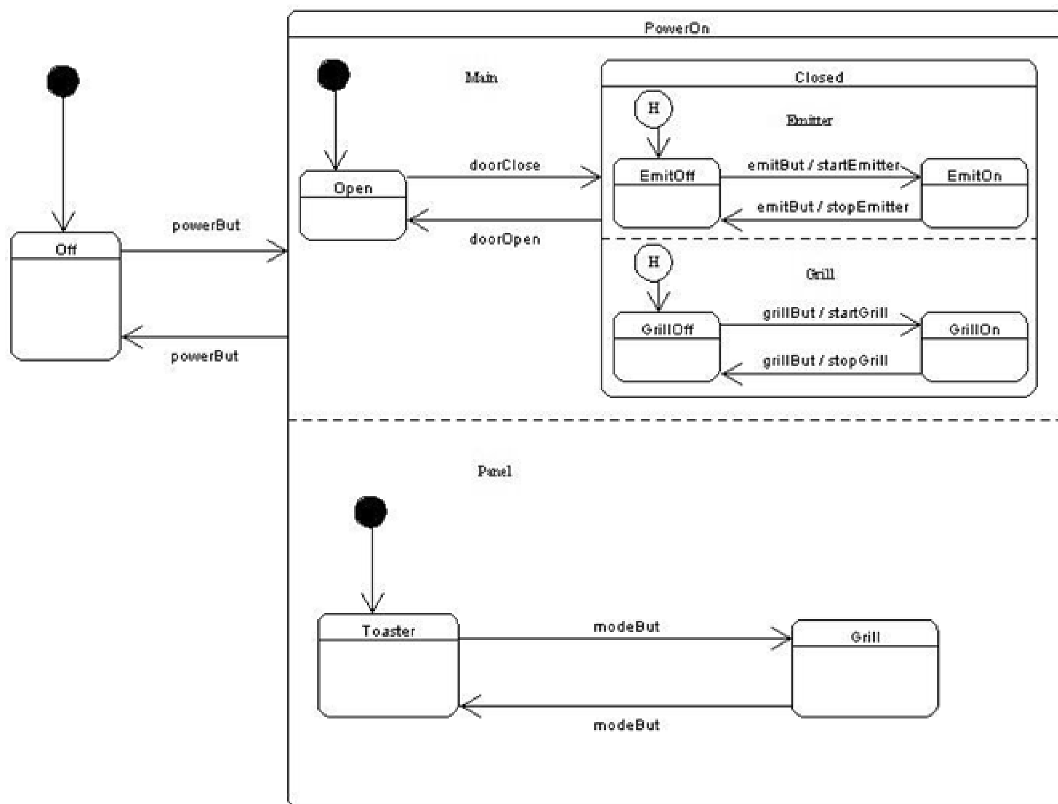

Figure 6.4 Statechart of Oven class containing concurrent states.

Table 6 Compactness of generated code for microwave system

	Rhapsody Without OXF	JCode
Source code: Number of lines	1236	347
Source code: Number of bytes	40050	7890
Number of classes	14	22

Table 7 Efficiency of generated code for microwave system

	Rhapsody (x) (millisecs)	OCode (y) (millisecs)	JCode (z) (millisecs)	Improvement over Rhapsody (x – z)/x*100	Improvement over OCode (y – z)/y*100
Total time for events without transitions(a)	5.80	3.75	2.95		
Average Time per event without transition (a / 1330)	0.00436	0.00282	0.00222	49.10%	21.30%
Total time for events having transitions(b)	26.05	28.30	10.35		
Average Time per event having transition (b / 2670)	0.00976	0.01060	0.00388	60.30%	63.40%
Total time for all events (c= a + b)	31.85	32.05	13.30		
Average Time per event (c / 4000)	0.00796	0.00801	0.00333	58.20%	58.50%

6.3 Dishwasher System

We have generated the code for the Dishwasher system of Figure 3.1 and compared the code generated by Rhapsody and JCode. Table 8 shows the compactness of code generated by Rhapsody and JCode. Table 9 shows the comparison of efficiency of the code generated by Rhapsody, OCode and JCode.

Table 8 Compactness of generated code for dishwasher system

	Rhapsody Without OXF	JCode
Source code: Number of lines	2175	613
Source code: Number of bytes	67900	13400
Number of classes	30	36

Table 9 Efficiency of generated code for dishwasher system

	Rhapsody (x) (millisecs)	OCode (y) (millisecs)	JCode (z) (millisecs)	Improvement over Rhapsody (x – z)/x*100	Improvement over OCode (y – z)/y*100
Total time for events without transitions(a)	7.65	3.55	2.85		
Average Time per event without transition (a / 1290)	0.00593	0.00275	0.00221	62.80%	19.70%
Total time for events having transitions(b)	29.60	30.55	10.70		
Average Time per event having transition (b / 2710)	0.01092	0.01127	0.00395	63.80%	65.00%
Total time for all events (c= a + b)	37.25	34.10	13.55		
Average Time per event (c / 4000)	0.00931	0.00853	0.00339	63.60%	60.30%

6.4 Air Conditioner System

We have generated the code for the Air Conditioner system of Figure 4.1 and have compared the code generated by Rhapsody, OCode and JCode. Table 10 shows the compactness of the code generated by Rhapsody and JCode. Table 11 shows the comparison of efficiency of the code generated by Rhapsody, OCode and JCode.

Table 10 Compactness of generated code for air conditioner system

	Rhapsody Without OXF	JCode
Source code: Number of lines	920	241
Source code: Number of bytes	29565	5445
Number of classes	12	16

Table 11 Efficiency of generated code for air conditioner system

	Rhapsody (x) (millisecs)	OCode (y) (millisecs)	JCode (z) (millisecs)	Improvement over Rhapsody (x – z)/x*100	Improvement over OCode (y – z)/y*100
Total time for events without transitions(a)	8.80	4.30	3.65		
Average Time per event without transition (a / 1750)	0.00501	0.00246	0.00208	58.50%	15.10%
Total time for events having transitions(b)	28.30	19.35	8.20		
Average Time per event having transition (b / 2250)	0.01257	0.00860	0.00364	71.00%	57.60%
Total time for all events (c= a + b)	37.10	23.65	11.85		
Average Time per event (c / 4000)	0.00928	0.00591	0.00296	68.00%	49.90%

6.5 Cassette Player System

We have generated the code for the Cassette Player system, described in chapter 5, and compared the code generated by Rhapsody and JCode. Table 12 shows the compactness of code generated by Rhapsody and JCode. Table 13 shows the comparison of efficiency of the code generated by Rhapsody, OCode and JCode.

Table 12 Compactness of generated code for cassette player system

	Rhapsody Without OXF	JCode
Source code: Number of lines	550	178
Source code: Number of bytes	13960	4031
Number of classes	6	12

Table 13 Efficiency of generated code for cassette player system

	Rhapsody (x) (millisecs)	OCode (y) (millisecs)	JCode (z) (millisecs)	Improvement over Rhapsody (x – z)/x*100	Improvement over OCode (y – z)/y*100
Total time for events without transitions(a)	11.05	5.05	3.80		
Average Time per event without transition (a / 1919)	0.00576	0.00263	0.00198	65.60%	24.80%
Total time for events having transitions(b)	20.85	12.90	7.95		
Average Time per event having transition (b / 2081)	0.00999	0.00620	0.00382	61.80%	38.40%
Total time for all events (c= a + b)	31.90	17.95	11.75		
Average Time per event (c / 4000)	0.00798	0.00448	0.00294	63.20%	34.50%

6.6 Test Device Application

We have generated the code for the Test Device application described in chapter 5, and compared the code generated by Rhapsody and JCode. Table 14 shows the compactness of code generated by Rhapsody and JCode. Table 15 shows the comparison of efficiency of the code generated by Rhapsody, OCode and JCode.

Table 14 Compactness of generated code for test device application

	Rhapsody Without OXF	JCode
Source code: Number of lines	727	215
Source code: Number of bytes	18575	4834
Number of classes	11	16

Table 15 Efficiency of generated code for test device application

	Rhapsody (x) (millisecs)	OCode (y) (millisecs)	JCode (z) (millisecs)	Improvement over Rhapsody (x – z)/x*100	Improvement over OCode (y – z)/y*100
Total time for events without transitions(a)	5.05	4.40	3.95		
Average Time per event without transition (a / 1778)	0.00284	0.00248	0.00222	21.80%	10.20%
Total time for events having transitions(b)	23.10	22.05	9.10		
Average Time per event having transition (b / 2222)	0.01039	0.00992	0.00409	60.60%	58.70%
Total time for all events (c= a + b)	28.15	26.40	13.05		
Average Time per event (c / 4000)	0.00704	0.00660	0.00326	53.60%	50.60%

6.7 Comparison Results

Findings of the comparisons are as follows:

6.7.1 Compact Code

Code generated by JCode is more compact. In all of the six applications, the source code generated by Rhapsody is more than three times longer than the code generated by JCode. Our approach may look like introducing many classes, because the behavior for different states is distributed across several state subclasses. However this distribution eliminates large conditional statements. Large conditional statements are undesirable because they tend to make the code less understandable and are difficult to modify and extend. In addition, as the context class and events become subclasses of the OXF framework, the number of classes is larger than that of JCode.

OCode generates code for the class with which statechart is attached and it does not generate code for other classes of the application model. To have a fair comparison we compared the code generated by OCode with JCode for the statecharts of AirCon class (Figure 4.2), Text class (Figure 5.1) and CPlayer class (Figure 5.3). Table 16 shows the compactness of code generated by OCode and JCode.

Table 16 Compactness of code generated by OCode and JCode

		OCode	**JCode**
CPlayer Class	Source code: Number of lines	150	136
	Source code: Number of bytes	3964	3182
	Number of classes	6	7
Test Class	Source code: Number of lines	208	178
	Source code: Number of bytes	5065	4021
	Number of classes	11	11
AirCon Class	Source code: Number of lines	231	192
	Source code: Number of bytes	5614	4268
	Number of classes	10	10

The results show that the code generated by JCode is about 10% more compact than OCode. OCode generates almost the same number of classes.

Rhapsody uses data values to represent states. Events are represented as classes and are derived from the framework class *RiJEvent*. All the behavior of the context class is put into one class. The code generator automatically derives model classes from the framework classes based on the application classes. That is why Rhapsody has a smaller number of classes than JCode. The transition searching is performed by switch statement. Each event handler method contains the switch statement and checks each state of the statechart to get the current active state. Each state has its own event processing method. The entry/exit actions are implemented as methods and for every state three different versions of entry actions and two different versions of exit actions are generated. Even if the entry or exit actions are not defined for a state, the empty method bodies are generated. As events are represented as classes, a separate class containing the event definition is

generated for each event of the statechart. That is why the code generated by Rhapsody is more than three times longer than the code generated by JCode.

OCode as well as JCode distribute the behavior among context and state classes. The state classes contain implementation methods only for their specific events and entry/exit actions. If there are no specific entry/exit actions or no outgoing transitions for a state then the state classes execute the inherited methods from the abstract state class. In OCode the state hierarchy is represented by inheritance and concurrency by composite object, while JCode implements state hierarchy and concurrency by object composition and delegation. That is why the number of classes is almost the same in OCode and JCode. OCode uses temporary objects so on each transition a new state object is created. JCode uses more persistent and permanent objects and state objects are created once in the constructor of context class. In OCode the setting of next state is the responsibility of the current state, so the event method of the state object contains the code for setting the new state and also calling the entry method of the new state. In JCode, the setting of next state is the responsibility of the context class and a method *setState()* is defined in the context class for this purpose. The current state after executing its exit action calls the *setState()* method. The *setState()* method sets the new state and also executes the entry action of the new state. That is why the code generated by JCode is about 10% more compact than OCode and more than three times more compact than Rhapsody.

6.7.2 Efficient Code

The results of the experiment show that in all of the six applications, the code generated by JCode is about 60% more efficient than Rhapsody and about 50% more efficient than OCode.

In Rhapsody, events are represented as objects. The client object calls the *gen()* method of the context object, which creates the event object and then consumes the event. Various framework classes are involved in the invocation of the event processing mechanism. The transition searching is performed using a switch statement. If there is a transition on the event then the corresponding event handling method is called, otherwise it returns a false value and the event is ignored. On transition, apart from setting the new state, various methods are executed to perform the two exit actions and three entry action methods defined for the corresponding state. When summed up, all this takes a considerable amount of time to process an event.

OCode uses temporary state objects and on every transition a new state object is created which implements the behavior specific to the new state. The state reference is updated with the new target state object. The state object is defined as a class variable rather than the instance variable. Similarly, all the action methods of the context class are also defined as class methods. On the occurrence of an event, the context class delegates it to the helper object. There is no conditional structure in the code and the transition searching is performed using polymorphism. If there is no transition, then only the empty event method is executed by the state object, which it inherits from the abstract state class and nothing more happens.

JCode has used more persistent and permanent state objects and all the state objects are created only once in the constructor of the context class. The collaborator object is defined as an instance variable. All the action methods are defined as instance methods. On the occurrence of an event, the context class delegates it to the collaborator object. On transition, the event method defined in the concrete state class is executed. The exit action of the current state is called, followed by calling the *setState()* method of the context to set the collaborator object with the reference of the new state and no new object is created. The composite state class handles the event targeted to the composite state or its

substates. If the target is a substate, then the composite state will delegate it to its collaborator object for processing. The implementation of history and fork is encapsulated in the composite state class. This minimizes the method calls. That is why the time taken to process an event in JCode is markedly short.

We have carried out another experiment to measure the effect on efficiency of the JCode generated code by changing different design choices. We performed the experiment for the watch application as shown in Figure 6.2. We have used the same sequence of 4000 events for all the different versions and measured the time taken to process the events. To have more accurate results we repeated the experiments 20 times and calculated the average values. JCode uses permanent state objects and actions as instance methods, while substates are implemented by using the concept of object composition and delegation. We have used other design choices such as states as temporary objects, actions as class methods and implementation of substates with inheritance. Only one design choice is changed at a time and the effects on the efficiency are measured for different combinations of these design choices. Table 17 summarizes the effects on efficiency of the generated code with different design choices.

Table 17 Efficiency of generated code with different design choices

JCode (Watch Application)	**Time (millisecs)**
Object composition + Permanent objects + Instance methods (Implemented in JCode)	13.55
Inheritance + Permanent objects + Instance methods	13.50
Object composition + Permanent objects + Class methods	13.40
Object composition + Temporary objects + Instance methods	32.40

The results show that other design choices such as inheritance and class methods do not have a significant effect on the efficiency of the generated code. The use of temporary objects has a profound effect on the efficiency and the performance is degraded significantly. We can conclude that the use of persistent and permanent objects is the major reason for the JCode generated code to be more efficient than the code generated by other systems.

We have put all the behavior associated with a particular state into one class. Because all the state-specific code is contained in a single state class, new states and events can be added easily by defining new subclasses and operations. Representing different states as separate objects makes the transitions more explicit and the code more understandable. JCode also generates appropriate comments within the code to make the generated code more readable and understandable.

Chapter 7

Related Work

The most related works are that of Rhapsody [19, 20, 21] and OCode [24, 25]. Rhapsody generates C, C++ and Java code from UML class and statechart diagrams. OCode generates Java code from OMT dynamic models. As described earlier, our code is more compact, efficient and readable than that of Rhapsody. Our code is more efficient than OCode.

7.1 Implementing Class Diagram

In addition to Rhapsody, there are other commercially available CASE tools that support graphical editors to draw various UML diagrams and generate some of the implementation code from some of these diagrams. ArgoUML [11], Poseidon [12], Metamill [13], objectiF [14], MagicDraw [15] and Objecteering [16] allow to create UML models and generate limited skeleton code from UML class diagrams. Code generation from only the class diagram generates a limited skeleton code and is not executable. These tools generate only the header files from the class diagrams.

7.2 Implementing Statechart with Switch Statement

In this section we will discuss the approaches for implementing statecharts which are based on switch statement approach [34] discussed in section 2.1 of chapter 2.

Metz et al [35] proposed an approach to implement statechart diagrams based on switch statement [34]. States are represented as constant attributes, events and actions as methods. All the behavior is put into one class. State transition is performed using a switch statement. State hierarchy is implemented using flat states and separate methods are defined to handle the transitions for substates and history state. Concurrent states are not implemented.

7.3 Implementing Statechart with Design Patterns

Our approach for implementing statecharts has some similarity with State design pattern [36] but State pattern does not provide any means for implementing the dynamic parts of the statechart. The State pattern provides a structural mechanism and the implementation strategy of individual states, state hierarchy and concurrency is left open. Several other design patterns have been proposed to implement statechart diagram. These patterns focus on some particular features of the statechart but none of them have been used in any code generating system. Since a design pattern specifies a general solution for recurring design problems, it is not expected to describe the details of the implementation. It provides guidelines for the implementation but the actual implementation decisions have to be made by the developer.

Douglass [34] proposed the State Table Pattern to implement the statechart diagrams. States and transitions are modeled as classes. The context class contains

a State Table instance that provides references to concrete state and transition objects. The state table encapsulates the transition table of size *num_states x num_transitions*. The context object sends an external event, encapsulated as a constant, to the transition class that returns the resulting state. Next, the context delegates the processing to the event to that state object. The transition table is a sparse array and has a high initialization overhead as a large table is needed to be initialized.

Yacoub and Ammar [37] proposed a pattern language of statecharts based on the concepts of statecharts developed by Harel [4]. Basic Statechart pattern is an extension to state design pattern [36] to implement guards and entry/exit actions. Hierarchical Statechart and Orthogonal Statechart are extensions to Basic Statechart pattern for implementing hierarchical and concurrent substates. History State pattern is an extension of Hierarchical State pattern for implementing history state.

Tomura et al. [38, 39] proposed the *Statechart* design pattern for finite state machines. The context class has exactly one *StateMachine* object. The *StateMachine* is a class for describing a statechart. The object of this class consists of two set of states and transitions. The object corresponds to either of a statechart diagram itself, sequential substate or a concurrent substate. Entry/exit actions, guards and actions on transitions are all implemented as interfaces. Entry/exit actions are implemented as methods in the state object and guards and actions are implemented as methods in the corresponding transition object. The transition is also represented as an object. On the occurrence of an event, each *StateMachine* object automatically updates its current state by referring to its *Transition* objects corresponding to the event. Transition searching is performed by a conditional statement. There is no support for history state and join.

Samek [40, 41] proposed two design patterns, Hierarchical State Machine (HSM) and the Quantum Hierarchical state machine (QHsm), to implement state hierarchy and transition dynamics. In HSM, states are represented as instances of the *State* class, but unlike the state pattern [36], the *State* class in not intended for subclassing but rather for inclusion as is. The important attributes of *State* class are the event handler (to describe behavior specific to state) and a pointer to superstate (to define nesting of the state). All states are potentially composite as there is no distinction between composite states and the leaf states. Messages are represented as instances of *Msg* class or its subclasses. All messages carry event type as attribute. Events are handled by event handlers which are member function of HSM class. Transition searching is performed using a switch statement inside the event handler function. Entry/exit actions and default transitions are also implemented inside the event handler function. The state machine engine generates and dispatches these events to appropriate handlers upon state transition.

The QHsm is an improved version of HSM. The QHsm class provides implementation for the event handler function and the function that implements the state transitions. ConcreteQHsm classes are derived from QHsm class and they have to implement functions for handling the events in specific states (one function for each composite and simple state). The dispatcher function inherited from QHsm is responsible for delegating events from the deepest state in the hierarchy until it is handled or the top state is reached. Although this pattern provides support for reflecting the state hierarchy and flexible implementation of transitions, the action associated to the transition cannot be directly represented. The action has to be performed before or after entry/exit action. Concurrency and history state are not supported by both HSM and QHsm.

Pinter and Majzik [42] proposed an extension to QHsm called Extended Quantum Hierarchical state machine (EQHsm). They proposed support for actions on transition, concurrency and history state. A pointer to action is passed as a

parameter in the transition function. History state is represented as a pointer in the event method. Concurrency is implemented by multiple communicating state machines with wrapper states and special events.

Gurp and Bosch [43] presented a design pattern called Finite State Machines (FSM) framework, which models all the statechart elements as classes. States, events, actions and transitions are represented as objects. The *FSMContext* class holds a reference to the current state and all state-specific data (in a repository). State is represented by a single class and contains a set of transitions. The transition object has a reference to the target state and an action object. The *FSMContext* responds to events and passes the events on to the current state. The state object maintains a list of transition-event pairs. When an event is received the corresponding transition is located and then executed. The transition object executes the associated action and then sets the target state as the current state in *FSMContext*. The structure of the *FSMContex*t object is complex and contains a large repository of objects. FSM framework generates code only for the finite state machines and does not implement the hierarchical and concurrent substates. The context repository does not provide any interface to update the state-specific data so action classes can make uncontrolled changes to the data.

Köhler et al. [44] presented a tool FUJABA [45] for code generation from UML class and statecharts. Their approach adapts the idea of array based state table [34] but uses an object-oriented implementation of the state table. FUJABA uses objects to represent the states and attributes to hold the entry/exit and action methods. The state objects are linked via transition objects. Each transition object has an array of target states. The transition objects have their firing event name. Additional links and attributes represent the nesting of complex states, history states etc. Events are implemented as methods. The event methods create an event object encapsulating the event name and possible parameter values. A library function is used to interpret the table of the state and to react on events. This

function is also responsible for issuing appropriate action methods and switching to the resulting states. The hierarchical and concurrent states are handled by flattening the statechart. The table look up is less efficient than a virtual function call. The transition logic is less explicit and it is difficult to add actions to accompany the state transitions.

Ran [46] proposed models for object-oriented design of state (MOODS). MOODS are a family of design patterns that may be used to simplify the design and implementation of objects with state-dependent behavior. An alternative technique of selecting the optimal design among different state machine patterns, using design decision trees (DDT) is proposed. Design decisions are fine-grained elements of design. States can be represented as classes and events as methods. The focus is primarily on generic problems such as complex object behavior, event cause state changes, which are prerequisites to state design pattern [36].

7.4 Other Approaches to Implement Statechart

In this section we will discuss approaches to implement statecharts which are neither discussed in chapter 2 nor sections 7.2 and 7.3. These are different from the ones we have discussed so far.

Mellor and Balcer [47] proposed the executable UML (xUML) methodology which uses a specialized subset of UML notation for software development. The xUML uses UML class diagram, statechart diagram and action language. An application-independent software architecture is suggested which defines a set of design decisions expressed as a set of rules to apply to an application to produce the implementation of a system [48]. The architecture has a structure similar to UML metamodel. A StateChart class is defined which holds a representation of

statechart. One StateChart object is instantiated for each class that has a statechart. An abstract base class ActiveInstance is created which captures the data and behavior common to each object instance of context class. The StateChart class captures the specification of state behavior while the ActiveInstance captures the current state of each object instance. These architectural design decisions and the applications (as stored in metamodel) are combined using a translation template written in a special-purpose language. The model compilers use these templates to generate the implementation code.

Shlaer and Mellor [49] proposed an implementation of statecharts which is based on a linked list of transitions. They use a subset of Harel's statecharts [4]. UML statechart diagram has extended the Harel's statechart to make it object-oriented [1]. States are represented as data values and events as operations in the context class with which statechart is attached. Transitions are represented as objects. The Context class maintains an instance of a State Machine. The State Machine object maintains a linked list of transition objects. Each transition object knows an event ID, a source state and a target state. A transition object exists for each combination of events and states, even for those events that are to be ignored. On the occurrence of event, the context object traverses its list of transitions. The transition object either returns the next state or informs context to ignore the event. Actions are not provided for transitions. There is no support for hierarchy, concurrency and entry/exit actions.

Wasowski [50, 51] presented a hierarchical code generator called SCOPE [52]. SCOPE compiles a sublanguage of statecharts supported by visualSTATE [53] and produces C language code. The visualSTATE statecharts are a subset of Harel's statecharts [4] incorporating most of the original statechart language including concurrent states, history, internal transitions and other elements. These statecharts are similar to UML statecharts. SCOPE uses flattening in which hierarchical statecharts are converted into parallel Mealy machines and then code is generated.

SCOPE's hierarchy tree is represented in integer arrays. State addresses (array indexes) are used as state identifiers. Transitions are stored in a simple hash table, with events being hash keys. Each event has a linear list of transitions assigned.

Chapter 8

Conclusion

An object-oriented approach has been proposed to convert the UML class and statechart diagram into implementation code. Our approach generates compact and efficient executable code for the entire application model. The generated code contains the structural as well as behavioral code for all the classes of the application model.

The statechart diagram, which is difficult to implement, can now easily be implemented by using the collaborator object approach. In our approach, states in the statechart diagram are represented as classes and transitions as operations eliminating the need of using large conditional statements. All the behavior related with a particular state is put into one object and this localizes the state-specific behavior. Because all state-specific code lives in a state subclass, new states and transitions can be added easily by defining new subclasses. Our approach distributes behavior for different states across several state classes. This increases the number of classes, but such distribution is actually good as introducing separate objects for different states makes the transitions more explicit. This makes the components of the statechart diagram explicit and the resulting code easier to understand and maintain. Our approach implements the statechart semantics as

faithfully as possible and ensures that the resultant code is still consistent with the UML model.

The proposed approach has been implemented in our system, JCode, which automatically converts the UML class and statechart diagrams specifications into Java code. The comparison with Rhapsody shows that the code generated by JCode system is about 60% more efficient and about three times more compact than that of Rhapsody. Our Code is also about 10% more compact and about 50% more efficient than that of OCode.

Our approach is an object-oriented approach and in the present study we have used Java as the target language. However our approach is general so it can be used to generate the low level code in other object-oriented languages. The code generation engine has to be tailored to the target language as some of the features are implemented differently in different object-oriented programming languages.

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