WSDL

Reference:

http://www.w3.org/TR/2001/NOTE-wsdl-20010315

This functionality is available in the Enterprise edition only.

WSDL (Web Services Description Language) is an XML format for describing network services as a set of communication endpoints capable of exchanging messages containing either document-oriented or procedure-oriented information. The operations and messages are described abstractly. They are then bound to a concrete network protocol and message format to define an endpoint. Related concrete endpoints are combined into abstract endpoints (services).

MagicDraw UML supports WSDL code engineering: code generation, reverse and syntax checking. A WSDL diagram is dedicated for WSDL modeling.

WSDL code engineering contains the WSDL Profile and XML Schema Profile.

WSDL uses the following elements in the definition of network services:

- **types**, providing data type definitions used to describe the messages exchanged.
- **message**, representing an abstract definition of the data being transmitted. A message consists of logical parts, each of which is associated with a definition within a type system.
- **portType**, a set of abstract operations. Each operation refers to an input message and output messages.
- **binding**, specifying concrete protocol and data format specifications for the operations and messages defined by a particular portType.
- **port**, specifying an address for a binding, thus defining a single communication endpoint.
- **service,** used to aggregate a set of related ports.

Related pages:

- WSDL Mapping to UML Elements
  - Defined stereotypes
  - Definitions
  - Import, namespace
  - Messages
  - Types
  - Port types
  - Bindings
  - Services
  - Ports
- Code Engineering
  - Code Engineering Sets
  - Generating Code
  - Reverse Options
  - Global options for Code Engineering
  - Files of Properties
  - Java Code Engineering
  - C++ Code Engineering
  - C# Code Engineering
  - CORBA IDL Mapping To UML
  - WSDL