

Operation Language Properties

This example is OperationClass class that has operation named OperationClass() which is constructor and operation named myOperation. The Model that is being shown in the figure below is a translation. There are Inline modifier and Virtual modifier in Operation Language Properties that need to be translated and apply the «C++Operation» stereotype. There are Initialization list and Explicit modifier in Operation Language Properties that need to be translated and apply the «C++Constructor» stereotype.

Constructor

Initialization list and Explicit modifier will be translated when it was set in Constructor. The Constructor is an operation that has the same name as its owner or applies the «constructor» stereotype in UML Standard Profile.

Operation - Initialization List	
Old Value	Translation
<empty>	no change
myAttribute(n)	Apply the «C++Constructor» stereotype and set initialization list tag value to myAttribute(n).

+myOperation() : bool

Parameters

Documentation/Hyperlinks

Usage in Diagrams

Template Parameters

Inner Elements

Relations

Tags

Constraints

C++ Language Properties

Traceability

C++ Language Properties

Explicittrue

Initialization listmyAttribute(n)

Inlinetrue

Linkage

Initialization list

Close

Help

+myOperation() : bool

Parameters

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Template Parameters

Inner Elements

Relations

Tags

Constraints

C++ Language Properties

Traceability

Tags

Profile: <ALL>

Property: initializ...

Value

HTML

myAttribute(n)

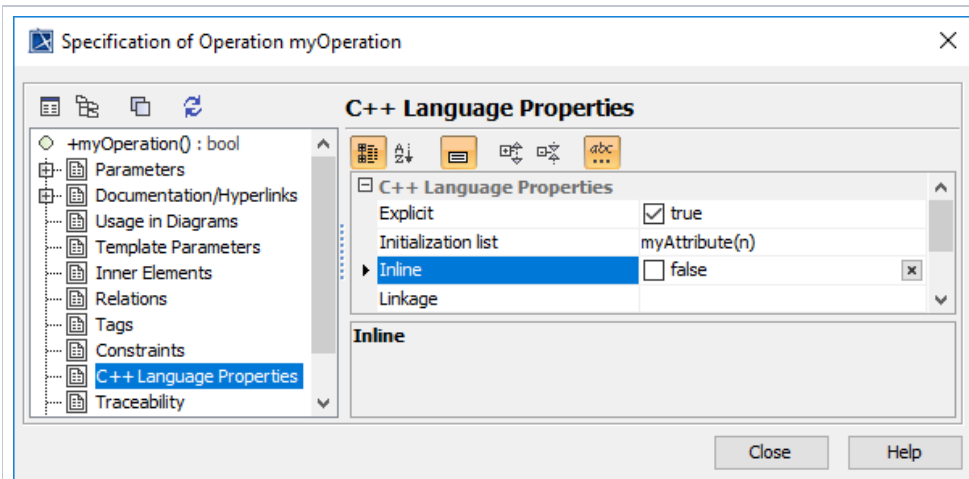
Remove Value

Edit Value

Close

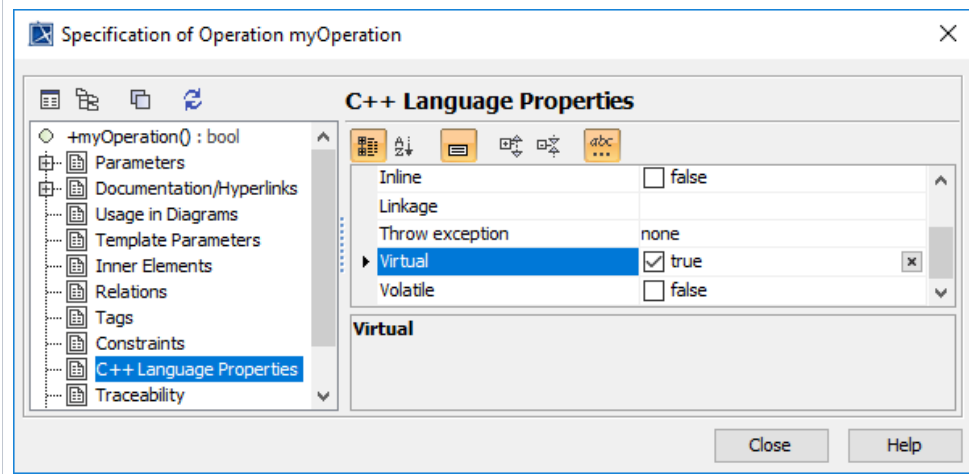
Help

Operation - Inline Modifier	
Old Value	Translation
not inline	Apply the «C++Operation» stereotype and set inline tag value to false.
inline	Apply the «C++Operation» stereotype and set inline tag value to true.



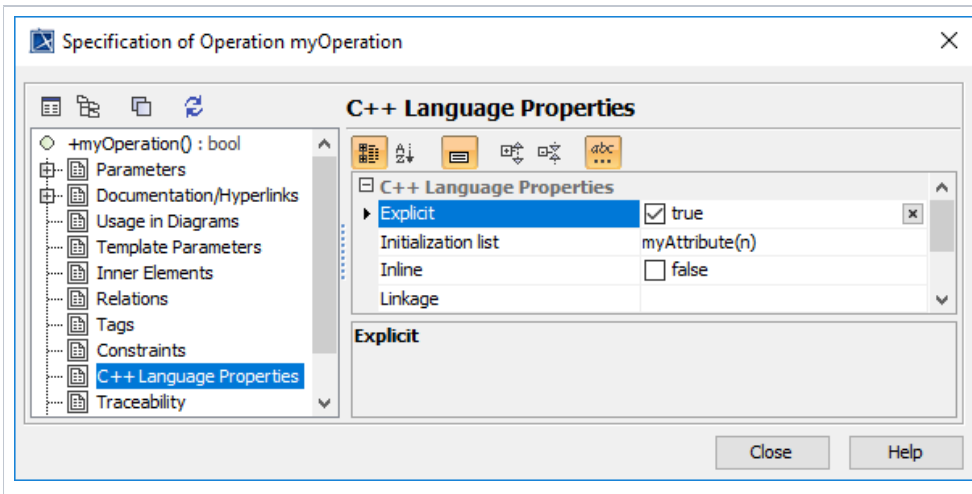
Operation - Virtual Modifier

Old Value	Translation
not virtual	Apply the «C++Operation» stereotype and set virtual tag value to false.
virtual	Apply the «C++Operation» stereotype and set virtual tag value to true.



Operation - Explicit Modifier

Old Value	Translation
not explicit	Apply the «C++Constructor» stereotype and set explicit tag value to false.
explicit	Apply the «C++Constructor» stereotype and set explicit tag value to true.



Operation - Return value changeability

This Example is ReturnValueChangeabilityClass class that has three operations and all operations have set return value changeability in Language Properties to const as below.

Figure 68 -- Return value changeability Example in Class Diagram

The Model that is being shown in the figure below is a translation.

Figure 69 -- Translated Return value changeability in Class Diagram

The Return value changeability Language Properties is being shown in the figure below.

Old value	Translation
none	no change.
const, operation doesn't has parameter.	Create one return type parameter and set Type Modifier to const \$.
const, operation has parameter but does not have return type parameter.	Create one return type parameter and set Type Modifier to const \$.
const, operation has return type parameter.	Set Type Modifier in return type parameter to const \$.

Attribute

This example is AttributeClass class that has attribute named myAttribute, return type is int and type modifier is [15].

Figure 71 -- Attribute Example in Class Diagram

The Model that is being shown in the figure below is translation.

Figure 72 -- Translated Attribute in Class Diagram

There are Mutable, Bit field, Abbreviated Initializer and Container in Attribute Language Properties that need to be translated and apply the «C++Attribute» stereotype. A Volatile in Attribute Language Properties will move to Type Modifier.

Figure 73 -- Attribute Language Properties

Figure 74 -- Attribute Mutable

Attribute - Mutable	
Old value	Translation
false	Apply the «C++Attribute» stereotype and set mutable tag value to false.

true	Apply the «C++Attribute» stereotype and set mutable tag value to true.
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Figure 75 -- Attribute Volatile

Attribute - Volatile	
Old value	Translation
false	no change.
true	Set Type Modifier to volatile \$.

Figure 76 -- Attribute Bit field

Attribute - Bit field	
Old value	Translation
<empty>	no change.
4	Apply the «C++Attribute» stereotype and set bit field tag value to 4.

Figure 77 -- Attribute Abbreviated Initializer

Attribute - Abbreviated initializer	
Old value	Translation
false	Apply the «C++Attribute» stereotype and set abbreviated initialization tag value to false.
true	Apply the «C++Attribute» stereotype and set abbreviated initialization tag value to true.

Figure 78 -- Attribute Pointer to function

Attribute - Pointer to function	
Old value	Translation
false	no change.
true	no change.

Figure 79 -- Attribute Container

Attribute - Container	
Old value	Translation
<empty>	no change.
vector<T>	Apply the «C++Attribute» stereotype and set container tag value to vector<T>.
list<T>	Apply the «C++Attribute» stereotype and set container tag value to list<T>.
map<Key, T, Compare>	Apply the «C++Attribute» stereotype and set container tag value to map<Key, T, Compare>.
stack<T>	Apply the «C++Attribute» stereotype and set container tag value to stack<T>.
multimap<Key, T, Compare>	Apply the «C++Attribute» stereotype and set container tag value to multimap<Key, T, Compare>.
set<Key, Compare>	Apply the «C++Attribute» stereotype and set container tag value to set<Key, Compare>.