

# DB-MAIN 9

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The Modelling Tool for your Information System





DB-MAIN 9

# Reference Manual

**DB-MAIN**

<http://www.db-main.eu>

**A product of the LIBD Laboratory**

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# Chapter 1

---

## **Introduction**

*22 juin 2009*



---

## 1.1 What is a CASE tool ?

---

Many definitions of **Computer-Aided Software Engineering tool** exist. We choose a straightforward definition given by the Carnegie Mellon Software Engineering Institute:

"A CASE tool is a computer-based product aimed at supporting one or more software engineering activities within a software development process."

---

## 1.2 About DB-MAIN

---

DB-MAIN is a generic CASE tool dedicated to database applications engineering, and in particular to database design, reverse engineering, re-engineering, integration, maintenance and evolution. This tool is one of the main products of the DB-MAIN programme that was initiated by the Institute of Informatics in September 1993. The long term objective of this programme is to study through a uniform framework the problems and processes related to complex information systems, including those which arise when the requirements of database applications evolve. This study has led to methodological proposals, both in terms of methods and of supporting tools for a great variety of engineering activities such as reverse engineering, program understanding, method modelling, meta-CASE, code generation and the like.

Since January 2004, DB-MAIN is developed and marketed by REVER S.A.

As usually is the case, the main reward is the journey, of which this ninth version of DB-MAIN is a major milestone.

### **The architectural principles**

The DB-MAIN tool is based on five original architectural principles:

- a unique generic repository that can accommodate the description of information systems at any level of abstraction, and according to the most popular paradigms and models;
- an extensible toolbox architecture;
- transformation-based engineering processes;
- method-driven user interaction and guidance (through MDL and the method engine);

- model extensibility, through meta-schema management, and functional openness (through a Java library)

### **New features**

The current version (9) is a consolidation of Version 8, together with a new ergonomic interface based on the wxWidgets GUI library. Thanks to this cross-platform toolkit, DB-MAIN is now available on Windows and Linux platforms.

### **Editions**

The DB-MAIN environment is available in only one edition, free of charge and without user-defined object limitation.

---

## **1.3 Downloading DB-MAIN**

---

The last version of DB-MAIN can be downloaded from the site <http://www.db-main.eu>.

---

## **1.4 Installing DB-MAIN**

---

There are two solutions to install DB-MAIN on your machine:

- Download and execute the `dbm*.exe` file (\* stands for version number). This installation program creates a directory for DB-MAIN and fills it with programs, documentation and examples. In the registry, only a single entry is created for easy uninstalling of DB-MAIN. A file `DB_MAIN.INI` is created in the user's directory (application data directory on Windows or home directory on Linux) when DB-MAIN is run. Except that, nothing else is written outside of the DB-MAIN directory.
- Download and unzip in a directory the file `dbm*.zip` (\* stands for version number). This package does not include the installation program, the documentation and the examples. Run the `db_main.exe` file to execute DB-MAIN. A file `DB_MAIN.INI` is created in the user's directory (application data directory on Windows or home directory on Linux) when DB-MAIN is run.



---

## 1.5 About this manual

---

This reference manual describes the repository (chapters 2 to 9) and the functionalities (chapters 10 to 21) of DB-MAIN.

---

## 1.6 Contact

---

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*Web:* <http://www.db-main.eu>



## Chapter 2

---

# Projects, products and processes

The version 9 of DB-MAIN allows analysts to represent and specify information, data structures and processing units that make up an information system.

The specifications introduced must comply with the so-called DB-MAIN specification model which defines the valid objects and their relationships. Here follows a brief description of the main components and features of this model.

---

### 2.1 Project

---

Each DB-MAIN repository describes all the specifications related to a *project* as well as the activities, or processes, that were carried out to produce these specifications. A logical piece of specification appears as a *product*, and a *process* (at least most of them) produces products from other products (or modify the contents of a product). The processes of a project follow guidelines that are described in a *method*. A method specifies what kinds of products are to be used and/or produced, and through what kind of activities. Together, the products and the processes form the *history* of the project.

In summary, a project is made up of a method, a collection of products and a collection of processes.

The products fall into three classes: **data schemas**, **processing schemas** and **text files**. Products can be grouped into *sets of products*. A product can belong to more than one set.

The history of a project appears in the project windows. The latter will also be used to show the history of a specific process.

Each repository is stored in a \*.lun file. A project can be entered manually by the user or can be imported from an \*.isl ASCII text file or a \*.xml text file. There is no explicit relation between two projects. However, products or parts of products can be exported from a project to another one.

LIBRARY

**Figure 2.1** - Iconic representation of a project. Appears in the Project window.

Prop	Desc
name	LIBRARY
short name	
creation date	22/06/1994
file name	D:\temp\refmanual\LIBRARY.LUN
methodology	
start date	22/06/2004
start time	0:00:00
end date	
end time	
in progress	<input type="checkbox"/>

**Figure 2.2** - The property box of a project.

---

## 2.2 Data Schema

---

A *data schema* is a complete or partial description of information/data structures (such as those implemented in files or databases). There are two kinds of schemas, namely *base schemas* and *view schemas*. A data schema mainly consists of **entity types** (or object classes), **relationship types** (or associa-

tions) (*rel-types* from now on) and **collections**. **Processing units** can be associated with entity types, *rel-types* and schemas. The user can choose between two representations of a data schema: ER schema or UML class diagram.

---

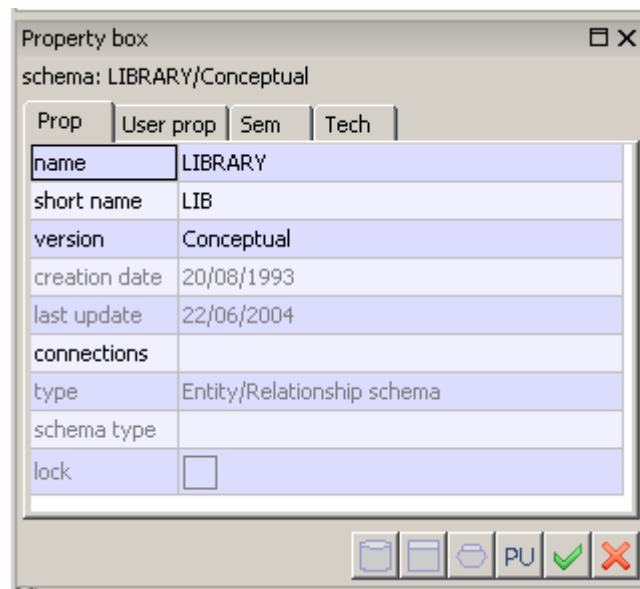
## 2.3 Base Data Schema

---

A *base data schema* can be built from scratch, can derive from another schema (e.g., through import, copy, integration or transformation) called its origin or can derive from an external text file, e.g., an SQL or CODASYL source file (Figure 2.3).

LIBRARY

**Figure 2.3** - Iconic representation of a base schema. Appears in the Project and Schema windows.

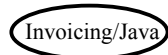


**Figure 2.4** - The property box of a schema.

## 2.4 Processing Schema

---

A *processing schema* describes processing, active or behavioral components of an application or of an information system. It includes *processing units*, **internal objects**, **external objects**, **resources** and **relations**. In DB-Main, two kind of processing schema can be represented: UML activity diagrams and UML use case diagrams. For instance, a processing schema can describe a set of procedures, internal variables, database tables (imported from a data schema), the inter-procedure call graph and the input/output relations between procedures and data objects (Figure 2.5).



Invoicing/Java

**Figure 2.5** - Though it has different contents, a processing schema has the same representation as a data schema.

---

## 2.5 View Schema

---

A *view schema* (or simply *view*) is a data or processing schema that derives from another schema **S**, called its source, and that includes a subset of the constructs of **S** (Figure 2.6). The constructs of a view can be renamed, transformed and moved in the graphical space, but no object can be added or deleted. Any update in the source schema **S** can be propagated down to the views that have been derived from it. A view can be derived from another view.



CORP/Supplier

**Figure 2.6** - Iconic representation of a view schema. Appears in the Project and Schema windows.

---

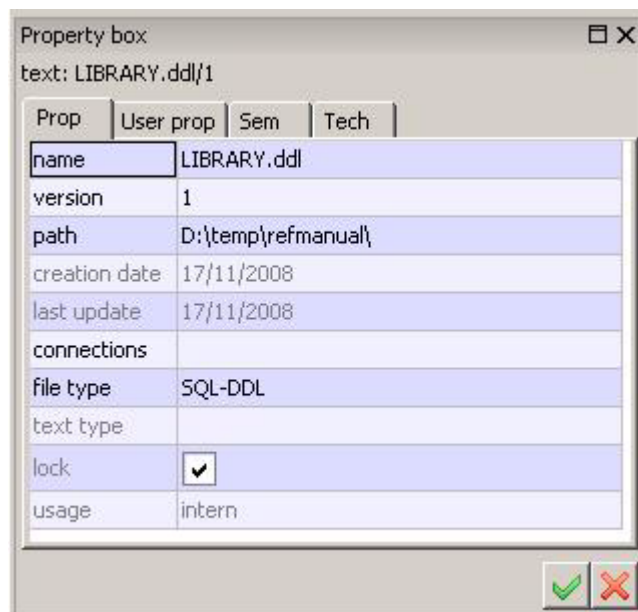
## 2.6 Text file

---

A *text file* is an external text that generally either derives from a schema (e.g., a generated SQL script file), or from which a schema has been (or will be) derived (e.g., a COBOL source text or an interview report). Text files are known, and can be processed by the tool, but their contents are not stored in the repository (Figure 2.7).

order.cob/1

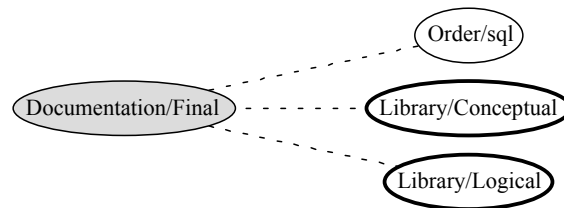
**Figure 2.7** - Iconic representation of a text file. Appears in the Project window.



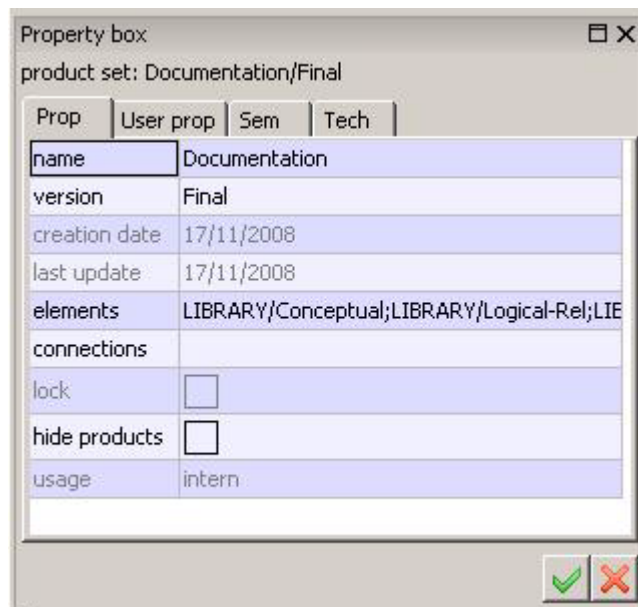
**Figure 2.8** - The property box of a text file, here an SQL-DDL script.

## 2.7 Set of products

A *set of products* is a collection of one or several products. This concept provides a useful way to organize large sets of products (Figure 2.9).



**Figure 2.9** - The three products on the right-side of the figure form the set Documentation/final.



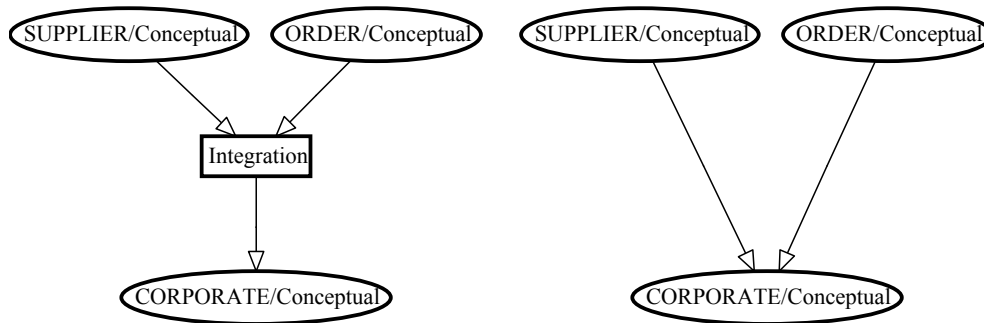
**Figure 2.10** - The property box of a Product set.



---

## 2.8 Engineering process

---



**Figure 2.11** - *Left*: the process named Integration merges the contents of its input data schemas and stores them in the output data schema CORPORATE. *Right*: the schema CORPORATE derives from schemas SUPPLIER and ORDER.

Any product results from an activity called a process. Adding an external text file, building a conceptual schema, integrating schemas (Figure 2.11, left) transforming a conceptual schema into a relation structure, optimizing a database schema, generating a report or a SQL script, all are processes. Each process belongs to a process type, which is a component of the current method, and which tells how to do to solve a specific type of problems.

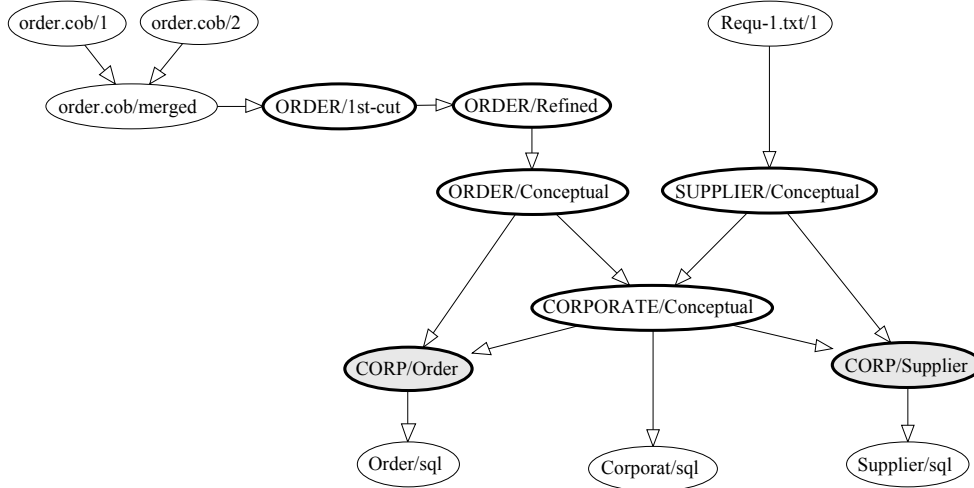
---

## 2.9 Inter-product relationship

---

The products of a project, i.e., its schemas and its text files, generally are linked by derivation relationships that express the way products are developed

from other products. These derivation relationships can be computed from the history of processes (Figure 2.11, right and Figure 2.12)<sup>1</sup>.



**Figure 2.12** - The network of products of a project. Includes base schemas, view schemas, input text files and output text files. Each edge comes from a process that has been hidden.

---

1. This display is obtained through the *dependency view* of the history (**View/Graph. dependency**).

## Chapter 3

---

# Data schemas: Entity types, Relationship types and attributes

A data schema mainly comprises entity types (or object types), relationship types, attributes, domains, collections, anchored processing units and various constraints (expressed as properties of groups of components). Two representations can be chosen: Entity/Relationship schema and UML class diagram.

---

### 3.1 Entity type (or object class)

---

An *entity type* represents a class of concrete or abstract real-world entities, such as customers, orders, books, cars and accidents. It can also be used to model more computer-oriented constructs such as record types, tables, segments, and the like. This interpretation depends on the abstraction level of the schema, and therefore of the current process.

In an object-oriented model, we will use the term *object class* instead. Object classes generally are given methods and appear in ISA hierarchies.

An entity type can be a subtype of one or several other entity types, called its *super-types*. If **F** is a subtype of **E**, then each **F** entity is an **E** entity as well. The collection of the subtypes of an entity type **E** is declared **total** (symbol **T**) if each **E** entity belongs to at least one subtype; otherwise, it is said to be **partial**. This collection is declared **disjoint** (symbol **D**) if an entity of a

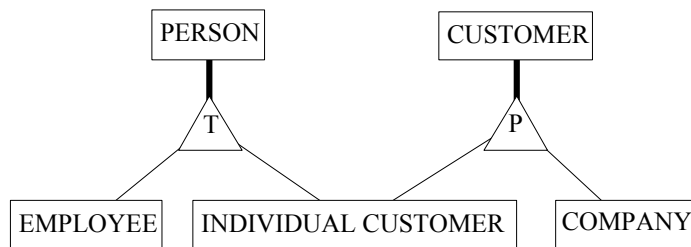
subtype cannot belong to another subtype of **E**; otherwise, it is said to **overlap**. If this collection is both total and disjoint, it forms a *partition* (symbol **P**).

Prop	User prop	Sem	Tech
name	BOOK		
short name	BOOK		
total	<input type="checkbox"/>		
disjoint	<input type="checkbox"/>		
supertypes	DOCUMENT		
length	358+		

**Figure 3.1** - The property box of an entity type.

An entity type can comprise attributes, can play roles in rel-types, can be collected into collections, can be given constraints (through groups) and can have processing units.

Since a supertype/subtype relation is interpreted as "**each F entity is a E entity**", it is called an **ISA** relation. **ISA** relations form what is called an **ISA hierarchy**.



**Figure 3.2** - A hierarchy of entity types. PERSON and CUSTOMER are supertypes, EMPLOYEE, INDIVIDUAL CUSTOMER and COMPANY are subtypes.

The four supertype/subtype patterns can be summarized in the table below, where **B1** and **B2** are two subtypes of **A**:

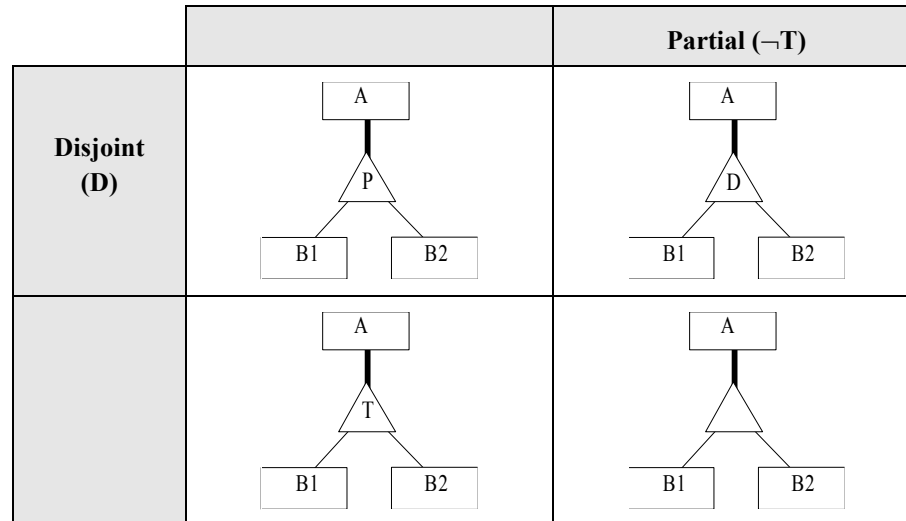


Figure 3.3 - The four patterns of ISA hierarchy.

### Stereotype

An entity type can be of one or several *stereotypes*, i.e., it can belong to domain/method specific categories. For instance, a Java class schema can make use of entity type stereotypes «**class**» and «**interface**». Stereotypes are user-defined (see Section 6.6). A SQL schema can partition the tables into «**base table**» and «**view**».

## 3.2 Relationship type (rel-type)

A *relationship type* represents a class of associations between entities. It consists of entity types, each playing a specific **role**. A rel-type with 2 roles is called **binary**, while a rel-type with  $N > 2$  roles is generally called **N-ary**. A rel-type with at least 2 roles taken by the same entity type is called **cyclic**.

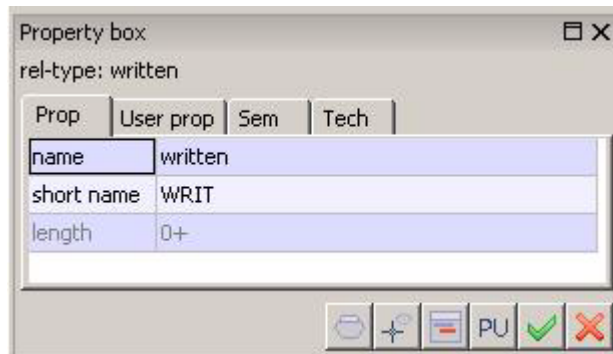


Figure 3.4 - The property box of a relationship type.

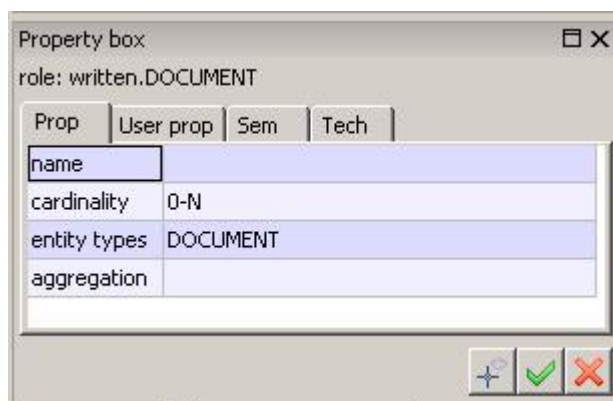


Figure 3.5 - The property box of a role.

Normally, a role is played by one entity type only. However, a role can be taken by more than one entity type. In this case, it is called a **multi-ET** role.

Each role is characterized by its **cardinality [i-j]**, a constraint stating that any entity of this type must appear, in this role, in *i* to *j* associations or relationships. Generally *i* is 0 or 1, while *j* is 1 or N (= *many* or *infinity*). However, any pair of integers can be used, provided that  $i \leq j$ ,  $i \geq 0$  and  $j > 0$ .

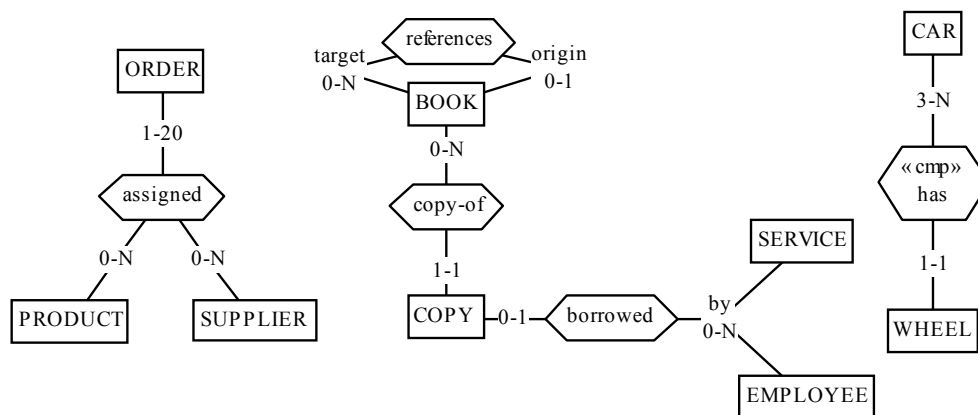
A binary rel-type between A and B with cardinality **[i1-j1]** for A, **[i2-j2]** for B is called:

- *one-to-one* if  $j1 = j2 = 1$
- *one-to-many* from A to B if  $j1 > 1$  and  $j2 = 1$
- *many-to-one* from A to B if  $j1 = 1$  and  $j2 > 1$
- *many-to-many* if  $j1 > 1$  and  $j2 > 1$

- *optional* for A                    if  $i1 = 0$
- *mandatory* for A                if  $i1 > 0$ .

A role can be given a name. When no explicit name is assigned, an implicit default name is assumed, namely the name of the participating entity type. The roles of a rel-type have distinct names, be they explicit or implicit. For instance, in a *cyclic* rel-type, at least one role must have an explicit name. A *multi-ET* role must have an explicit name.

A rel-type can have **attributes**, and can be given **constraints** (through **groups**) and **processing units**.



**Figure 3.6** - Relationship types. Rel-types references, copy-of and borrowed are binary, while assigned is 3-ary. Rel-type references is cyclic. Role borrowed.by is multi-ET. Copy-of and borrowed are functional. references is many-to-many. has represent an composition.

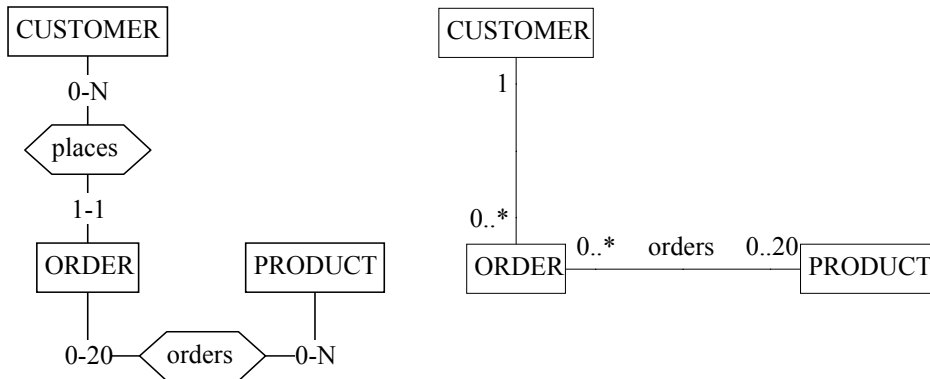
A rel-type which has attributes, or which is n-ary, will also be called a **complex** rel-type. A one-to-one or one-to-many rel-type without attributes will be called **functional**, since it materializes a functional relation, in the mathematical sense.

A rel-type may represent an aggregation (i.e., a whole/part relationship). In this case, the role attached to the whole element is designated (selects aggregation in his property box), and the other role of the association represents the parts of the aggregation. Only binary rel-types may be aggregations. Composite aggregation is a strong form of aggregation, which requires that a part instance be included in at most one composite at a time and that the composite object has sole responsibility for the disposition of its parts.

### Alternate interpretation

Some models give a different interpretation to role cardinalities. According to OMT and UML for instance, the cardinality **[ja..ja]** of role **rA** of entity type **A**

in rel-type  $R(rA:A,rB:B)$  indicates that each instance of  $B$  sees from  $ia$  to  $ja$  instances of  $B$  through  $R$ . For binary rel-type, this style is obtained by swapping the regular cardinalities. For N-ary rel-types, this interpretation is no longer equivalent to the regular one, and generally is ignored.



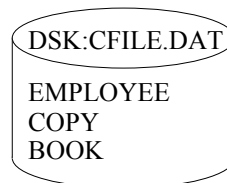
**Figure 3.7** - Two interpretations of role cardinalities for the same schema: regular (left) and inverse (right). The right side schema uses the UML notation.

### Stereotype

A rel-type can be of one or several stereotypes. For instance, an IBM IMS legacy schema can make use of rel-type stereotypes «**physical**» and «**logical**» (see Section 6.6).

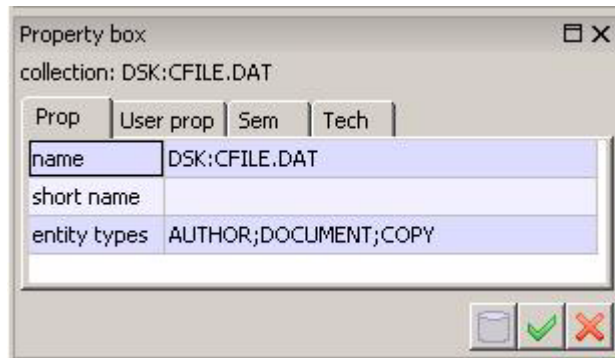
## 3.3 Collection

A *collection* is a repository for entities. A collection can comprise entities from different entity types, and the entities of a given type can be stored in several collections. Though this concept can be given different interpretations at different levels of abstraction, it will most often be used in logical and physical schemas to represent files, data stores, table spaces, etc.



**Figure 3.8** - DSK:CFILE.DAT is a collection in which EMPLOYEE, COPY and BOOK entities can be stored.





**Figure 3.9** - The property box of a collection.

### Stereotype

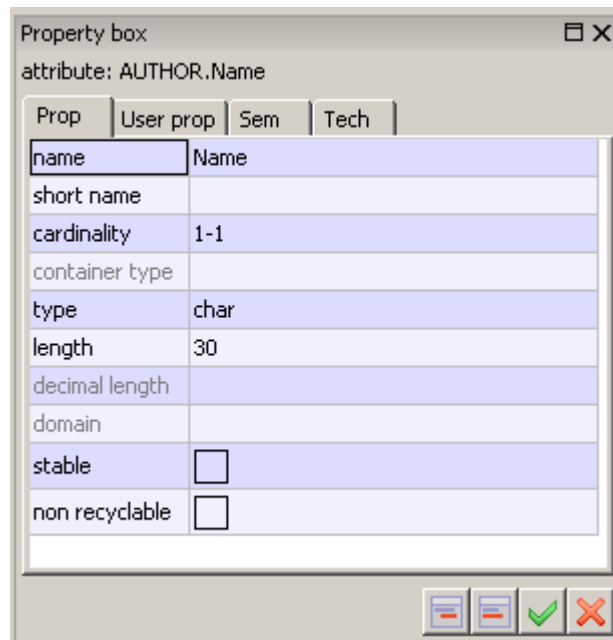
A collection can be of one or several stereotypes. For instance, an OO-DBMS database schema can define object containers of two types: «**local**» and «**remote**» (see Section 6.6).

---

### 3.4 Attribute

---

An attribute represents a common property of all the entities (or relationships) of a given type.



Property box  
attribute: AUTHOR.Name

Prop	User prop	Sem	Tech
name	Name		
short name			
cardinality	1-1		
container type			
type	char		
length	30		
decimal length			
domain			
stable	<input type="checkbox"/>		
non recyclable	<input type="checkbox"/>		

[-] [-] [✓] [✗]

**Figure 3.10** - The property box of an attribute.

Simple attributes have a **value domain** defined by a data type (number, character, boolean, date,...) and a length (1, 2, ..., 200, ..., N [standing for *infinity*]). These attributes are called **atomic**.

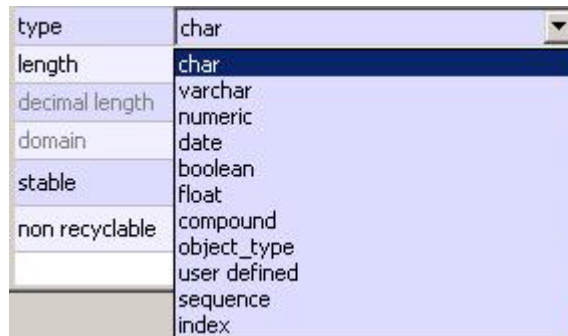


Figure 3.11 - Value domains of an attribute.

An attribute can also consist of other component attributes, in which case it is called **compound**. The *parent* of an attribute is the entity type, the relationship type or the compound attribute to which it is directly attached. An attribute whose parent is an entity type or a rel-type is said to be at level **1**. The components of a level-**i** attribute are said to be at level **i+1**.

If the value domain has some specific characteristics, it can be defined explicitly as a **user-defined** domain, and can be associated with several attributes of the project. A user-defined domain is atomic or compound.

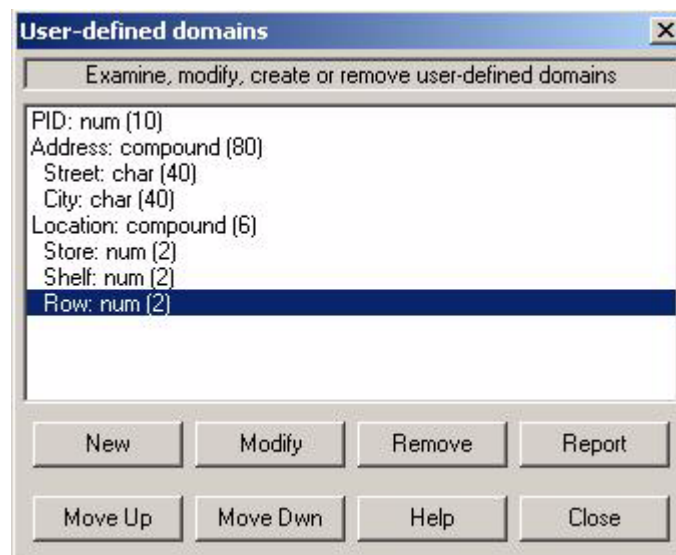
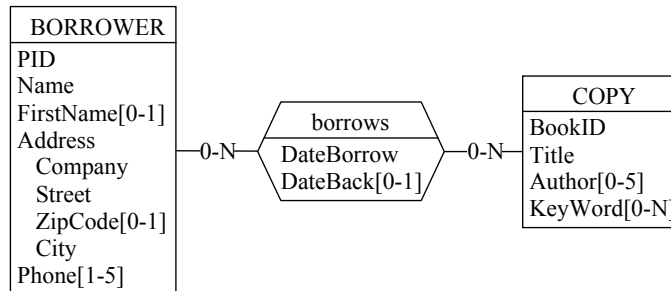


Figure 3.12 - User-defined domains.

The **default value** of an attribute or user-defined domain is the value it will be assigned when no value are explicitly assigned at creation time.

A **value constraint** can be associated with any attribute or user-defined domain. It consists in a list of constants and/or ranges. The values of the attribute must belong to this list.



**Figure 3.13** - Examples of attributes. Name is mandatory [1-1] while FirstName is optional [0-1]. Address is compound while Name and ZipCode are atomic. Phone, Author and KeyWord are multivalued. The cardinality of KeyWord is unlimited [0-N].

Each attribute is characterized by its **cardinality [i-j]**, a constraint stating that each parent has from *i* to *j* values of this attribute. Generally *i* is 0 or 1, while *j* is from 1 to N (= infinity). However, any pair of integers can be used, provided  $i \leq j$ ,  $i \geq 0$  and  $j > 0$ . The default cardinality is **[1-1]**, and is not represented graphically. An attribute with cardinality **[i-j]** is called:

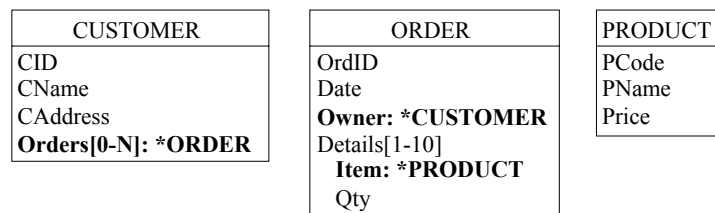
- single-valued if **j = 1**
- multivalued if **j > 1**
- optional if **i = 0**
- mandatory if **i > 0**.

### Stereotype

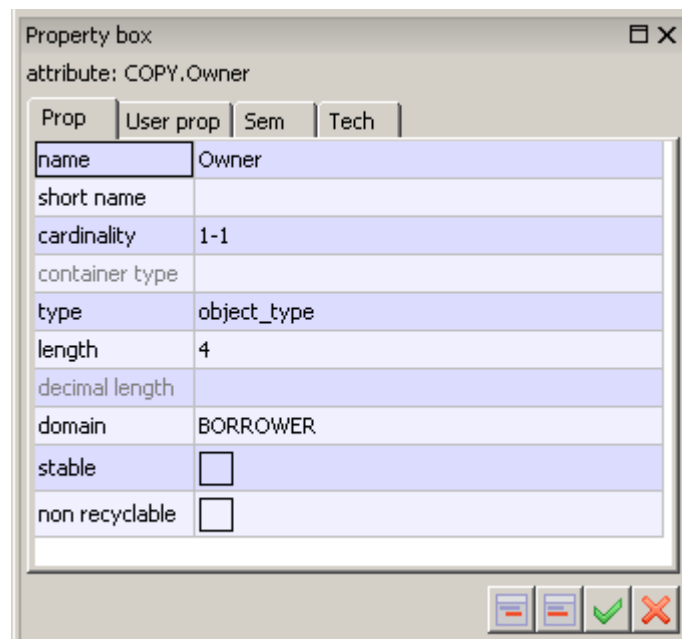
An attribute can be of one or several stereotypes, i.e., it can belong to domain/method specific categories. For instance, a conceptual schema can define basic and derived (redundant) attributes through the stereotypes «**real**» and «**derived**» (see Section 6.6).

### 3.5 Object-attribute

Any entity type can be used as a valid domain for attributes. Such attributes will be called **object-attributes**. They mainly appear in object-oriented schemas. This concept is more powerful, but more complex, than that of user-defined domain.



**Figure 3.14** - Owner is a single-valued object-attribute. For each ORDER entity, the value of Owner is a CUSTOMER entity. Orders is a multivalued object-attribute of CUSTOMER. This construct can be used in OO database schemas to express relationship types.



**Figure 3.15** - Defining an object-attribute.

### 3.6 Non-set multivalued attribute

A plain multivalued attribute represents sets of values, i.e., unstructured collections of distinct values. In fact, there exist six categories of collections of values.

- **Set**: unstructured collection of distinct elements (default).
- **Bag**: unstructured collection of (not necessarily distinct) elements.
- **Unique list**: sequenced collection of distinct elements.
- **List**: sequenced collection of (not necessarily distinct) elements.
- **Unique array**: indexed sequence of cells that can each contain an element. The elements are distinct.
- **Array**: indexed sequence of cells that can each contain an element.

These categories can be classified according to two dimensions: uniqueness and structure.

		Sequence	Array
Unique	(set)	ulist	uarray
Not unique	bag	list	array

STUDENT
<u>RegNbr</u>
Name
Phone[0-2]
Expenses[0-100] bag
Christ-Name[0-4] ulist
Monthly-score[0-12] array
id: RegNbr

**Figure 3.16** - Some non-set multivalued attributes. While Phone defines a pure set, Expenses represents a bag, Christ(ian)-Name a list of distinct values and Monthly-score an array of 12 cells, of which from 0 to 12 can be filled.

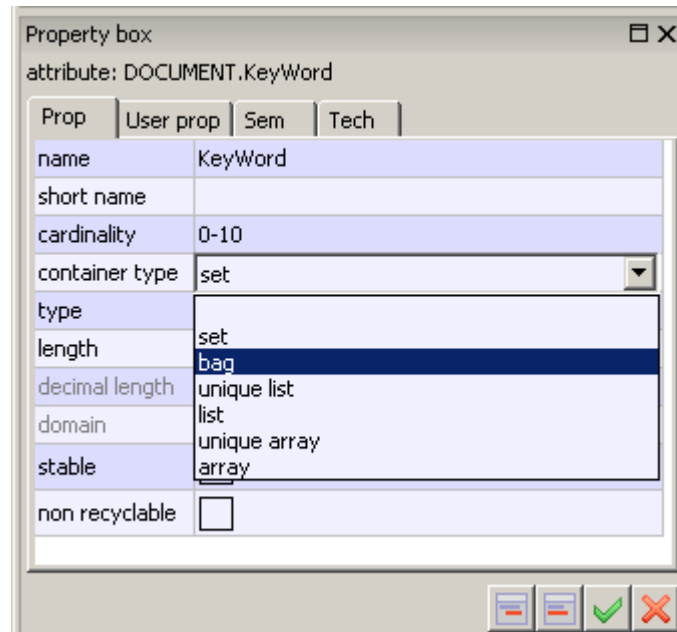


Figure 3.17 - Defining a bag attribute.

### 3.7 Group

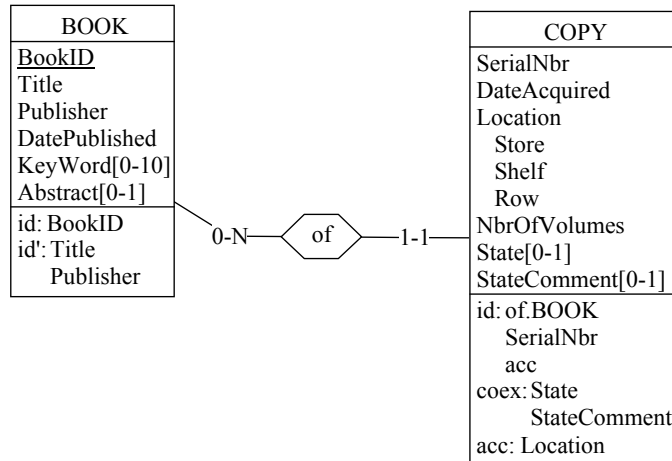
A group is made up of components, which are attributes, roles and/or other groups. A group represents a construct attached to a parent object, i.e., to an entity type, a rel-type or to a multivalued compound attribute. It is used to represent concepts such as identifiers, foreign keys, indexes, sets of exclusive or coexistent attributes. A group of an entity type can comprise inherited attributes and roles, i.e., components from its direct or indirect supertypes.

It can be assigned one or several **functions** among the following:

**primary identifier:** the components of the group make up the *main identifier* of the parent object; it appears with symbol **id**; if it comprises attributes only, the later are underlined in the graphical view; a parent object can have at most one primary id; all its components are mandatory.

**secondary identifier:** the components of the group make up a *secondary identifier* of the parent object; it appears with symbol **id'**; a parent object can have any number of secondary id.

- coexistence:** the components of the group must be *simultaneously present or absent* for any instance of the parent object; the group appears with symbol **coex**; all its components are optional.
- exclusive:** among the components of the group *at most one must be present* for any instance of the parent object; the group appears with symbol **excl**; all its components are optional.
- at-least-1:** among the components of the group, *at least one must be present* for any instance of the parent object; the group appears with symbol **at-1st-1**; all its components are optional.
- exactly-1:** among the components of the group, *one and only one must be present* for any instance of the parent object (= exclusive + at-least-1); the group appears with symbol **exact-1**; all its components are optional.
- access key:** the components of the group form an *access mechanism* to the instances of the parent object (generally an entity type, to be interpreted as a table, a record type or a segment type); the access key is an abstraction of such constructs as indexes, hash organization, B-trees, access paths, and the like; it appears with symbol **acc** or **access key**.
- user-defined constraint:** any function that does not appear in this list can be defined by the user by giving it a name; some examples: **at-most-2** (no more than two components can be valued), **lhs-fd** (left-hand-side of a functional dependency), **less-than** (the value of the first component must be less than that of the second one), etc.



**Figure 3.18** - Some constraints. BookID is a primary identifier and {Title, Publisher} a secondary identifier of BOOK. SerialNbr identifies each COPY within a definite BOOK. In addition, this identifier is an access key. Optional attributes State and StateComment both are valued or void (coexistence).



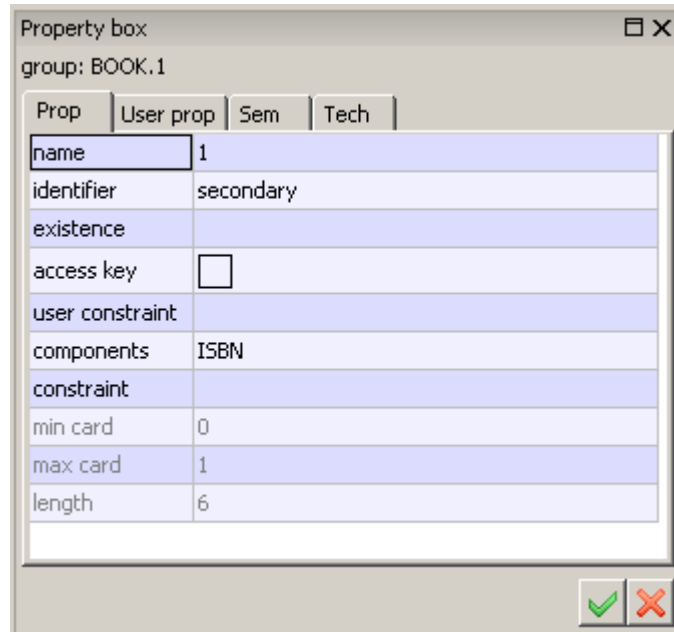


Figure 3.19 - The property box of a group.

A group of an entity type can have a **cardinality** constraint too. The cardinality **[i-j]** of a group states how many entities can share the same component values for this group. This concept is particularly important for foreign keys, in which it preserves the cardinality of the remote role.

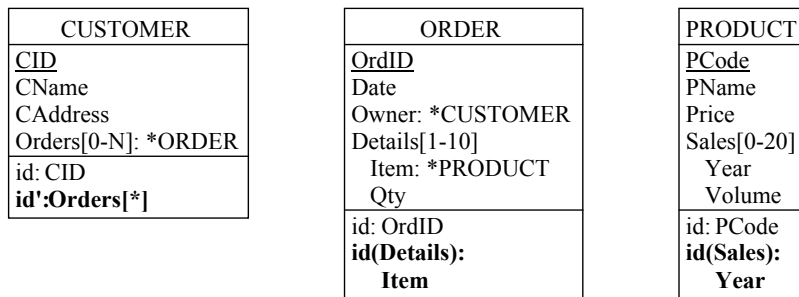


Figure 3.20 - Multivalued identifiers and Attribute identifiers. Object-attribute Orders is declared an identifier, stating that any two CUSTOMER entities must have distinct Orders values (an order is issued by one customer only). All the Details values of each ORDER entity have distinct Item values (a product cannot be referenced more than once in an order). The Sales of each PRODUCT entity represent the volume sold each year.

An identifier can be made of a multivalued attribute, in which case it is called a **multivalued identifier**. In this case, no two parent instances can share the same value of this attribute.

A multivalued compound attribute **A**, with parent **P** (entity type, relationship type or compound attribute) can be given identifiers as well. Such an **attribute identifier I**, made of components of **A**, states that, for each instance of **P**, no two instances of **A** can share the same value of **I**.

An identifier of entity type **E** is made up of either:

- one or several single-valued attributes of **E** (or of supertypes of **E**),
- one multivalued attribute of **E** (or of supertypes of **E**),
- two or more remote roles of **E** (or of supertypes of **E**),
- one or more remote roles of **E** + one or more single-valued attributes of **E** (or of supertypes of **E**).

A primary identifier cannot be defined on an entity type if one of its sub-types or supertypes already has a primary identifier.

An identifier of relationship type **R** is made up of either:

- one or several attributes of **R**,
- two or more roles of **R**,
- one or more roles of **R** + one or more attributes of **R**.

An identifier of attribute **A** is made up of:

- one or several single-valued component attributes of **A**.

A **technical identifier** (technical id) of entity type **E** is a meaningless, generally short, attribute that is used to denote entities without reference to application domain properties. It is generally used as a substitute for long, complex and information-bearing identifiers. *Object-id* (oid) of OO models can be considered as technical identifiers.

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## 3.8 Inter-group constraint

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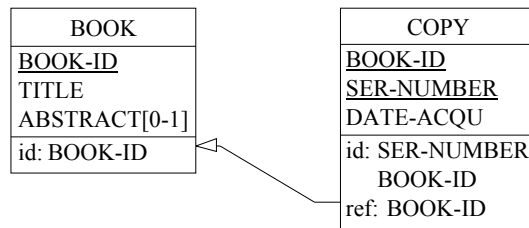
Independently of their function(s), two groups with compatible components can be related through a relation that expresses an **inter-group integrity constraint**.

The following constraints are available:

**reference**: the first group is a foreign key and the second group is the referenced (primary or secondary) identifier; the foreign key appears with symbol **ref**;

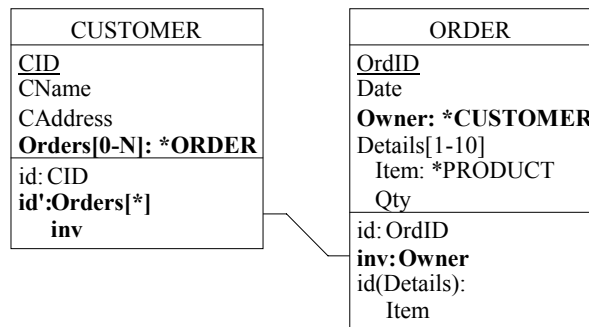
**ref equal:** the first group is a foreign key and the second group is the referenced (primary or secondary) identifier; in addition, an inclusion constraint is defined from the second group to the first one; the foreign key appears with symbol **equ**;

**inclusion:** each instance of the first group must be an instance of the second group; since the second group need not be an identifier, the inclusion constraint is a generalization of the *referential constraint*; it includes with symbol **incl**;



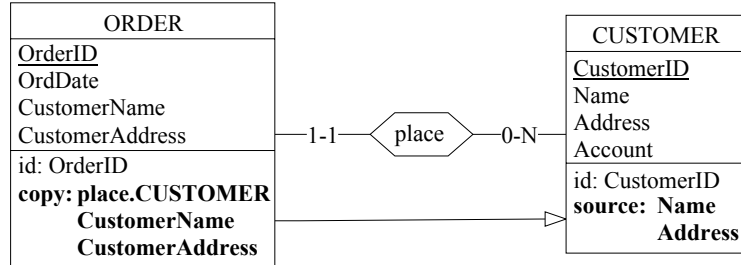
**Figure 3.21** - Attribute BOOK-ID form a reference group (foreign key) to BOOK.

**inverse:** this constraint can be asserted between two object-attributes, expressing that each is the inverse of the other.

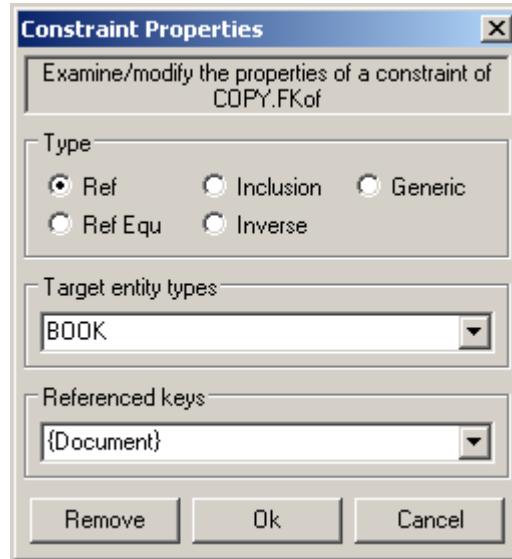


**Figure 3.22** - Orders of CUSTOMER and Owner of ORDER are declared inverse object-attributes. If *c* denotes the Owner of ORDER entity *o*, then *c* must belong to the Orders value set of CUSTOMER *c*.

**generic inter-group constraint** : can be drawn from any group to any other group of the schema; defining the semantics of this constraints is up to the designer.



**Figure 3.23** - A redundancy constraint is expressed between two user-defined group types, namely copy and source, through a generic inter-group constraint. This structure states that CustomerName and CustomerAddress are copies of Name and Address of CUSTOMER through rel-type place.



**Figure 3.24** - Defining a referential constraint between a foreign key and an identifier.

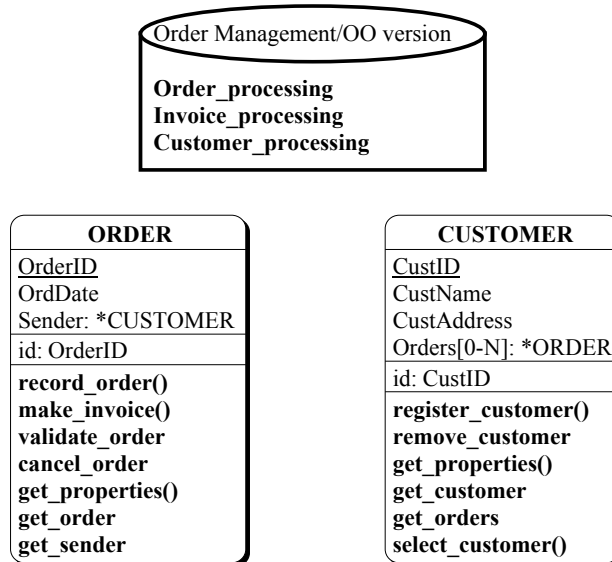
### 3.9 Anchored processing units

An *anchored processing unit* is any dynamic or logical component of the described system that can be associated with a schema, an entity type or a relationship type. For instance, a *process*, a *stored procedure*, a *program*, a *trigger*, a *business rule* or a *method* can each be represented by a processing

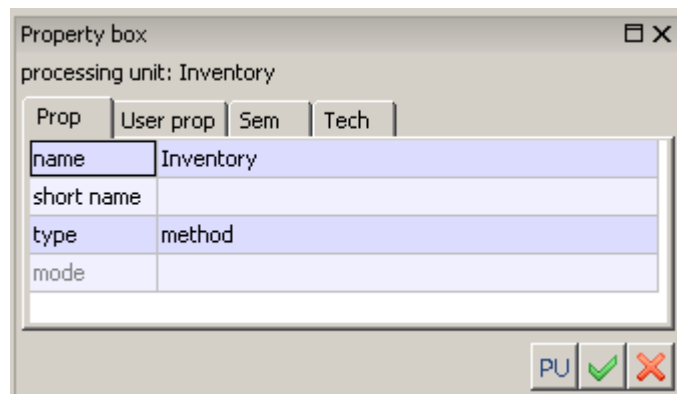
unit. Note that independent processing units, such as programs and procedures are best represented in specific schemas, the processing schemas (see Chapter 3).

There are four types of anchored processing units:

1. **method**: service which the object class is responsible for; used in advanced ER and OO models; can represent functions of abstract data types too;
2. **predicate**: logical rule stating a time-independent property;
3. **trigger**: active rule;
4. **procedure**: any other kind of processing units.



**Figure 3.25** - This schema includes two object classes with their methods. In addition, three global processes have been defined at the database level (attached to the schema).



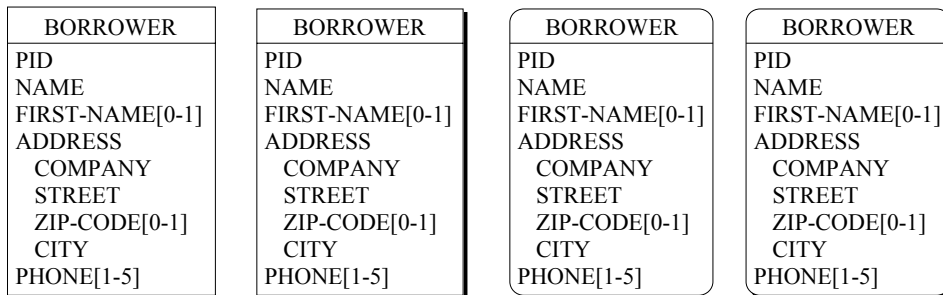
**Figure 3.26** - The property box of a processing unit.

## Stereotype

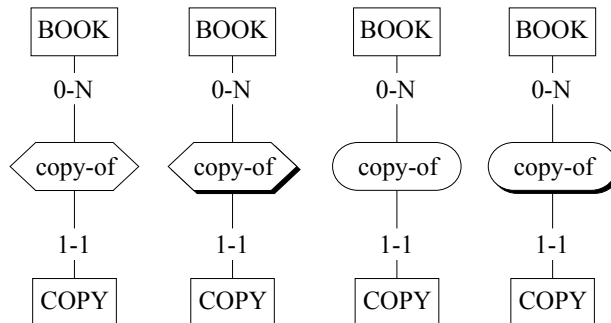
A processing unit can be of one or several stereotypes (see Section 6.6).

### 3.10 Alternate representations

To help analysts classify their schemas according to definite abstraction levels, or according to their personal taste, alternate graphical representations are proposed for entity types and rel-types (shape and shadow). Using stereotypes generally is a better and more formal way to define object categories.



**Figure 3.27** - Alternate graphical representations of entity types.

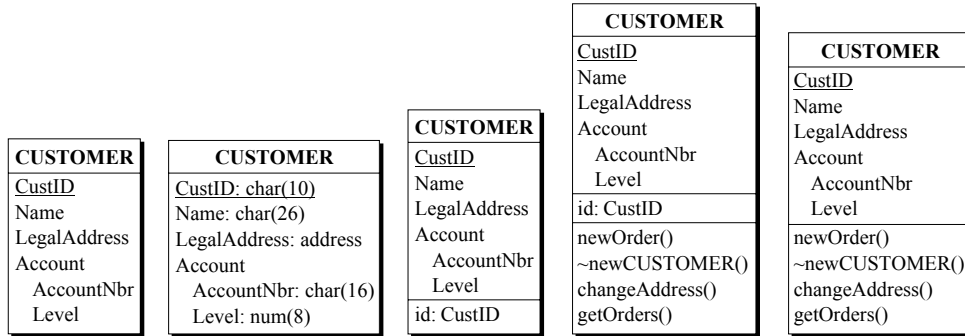


**Figure 3.28** - Alternate graphical representations of rel-types.

In the standard graphical representation used in this chapter, the user can choose to show or to hide some object components:

- show/hide attributes
- show/hide attribute types and lengths
- show/hide groups
- show/hide processing units
- show/hide stereotypes

- show/hide notes.



**Figure 3.29** - Five display variants of the same object class according to the desired level of detail.



## Chapter 4

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# Processing schemas: UML activity and use case diagrams

While anchored processing units (such as class/object methods or active rules) are defined in data schemas, independent processing units such as program, procedures, activities, use cases or actors need being defined in specific products, namely the processing schemas. A processing schema includes action states, internal objects, external objects, states, use cases, actors and relations. There are two kind of processing schemas : UML activity diagram and UML use case diagram.

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### 4.1 UML activity diagram

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#### 4.1.1 Action state

An action state describes a processing component of an application or of an information system. According to the level of abstraction at which the description has been developed, an action state can model a task, an organization function, an activity, a procedure, a program, and even a mere statement.



Check\_Product

**Figure 4.1** - Representation of an action state. The object is in the marked state.

### Stereotype

An action state can be of one or several stereotypes (see Section 6.6).

#### 4.1.2 Object

An object is a data type, a variable, a constant or any object that are known by the action states of the schema. An internal object is unknown outside its schema. An object used in an activity schema but that has been defined in a data schema is called external. Such is the case of entity types (or tables), attributes (or columns), collections (files) or rel-type. For instance, a procedure that reads CUSTOMER records (described in a data schema) appears in a activity schema where CUSTOMER is declared external.

An object has no representation. It is represented by a state (see Section 4.1.3).

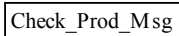
### Stereotype

An object can be of one or several stereotypes, i.e., it can belong to domain/method specific categories. For instance, a Java class schema can make use of entity type stereotypes "class" and "interface". Stereotypes are user-defined (see Section 6.6).

#### 4.1.3 State

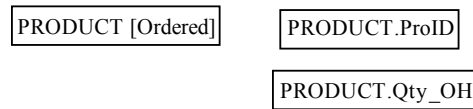
A state is a condition during the life of an (internal or external) object or an interaction during which it satisfies some condition, performs some actions, or waits for some event. An object can have many states that denote a different point during the object's live. To distinguish the various appearances of the same object, its state is placed between brackets.

A state can be used as input or output of action states.



Check\_Prod\_Msg

**Figure 4.2** - Representation of the state of an internal object, here a local variable.



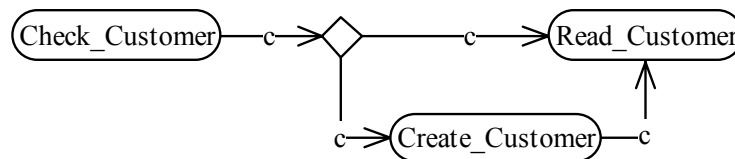
**Figure 4.3** - Representation of the states of some external objects: an entity type PRODUCT and two attributes ProID and Qty\_OH. The object PRODUCT is represented in the state Ordered.

### Stereotype

A state can be of one or several stereotypes. Stereotypes are user-defined (see Section 6.6).

#### 4.1.4 Decision state

A decision state (or decision) are used to indicate different possible transitions that depend on boolean conditions.



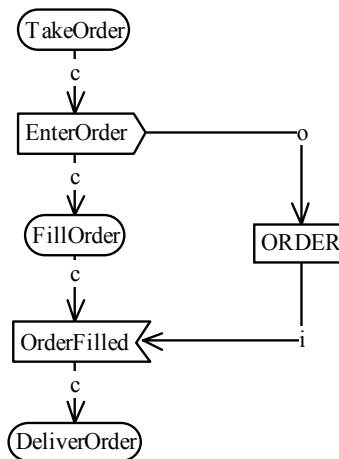
**Figure 4.4** - Representation of a decision: if a customer does not exist, he is created.

### Stereotype

A decision state can be of one or several stereotypes. Stereotypes are user-defined (see Section 6.6).

#### 4.1.5 Signal

A signal sending (respectively receipt) shows a transition sending (respectively receiving) a signal.



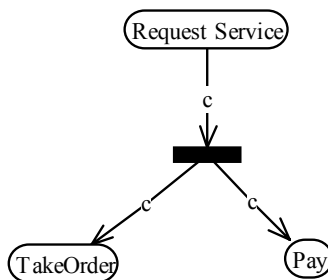
**Figure 4.5** - The action state TakeOrder sends a signal EnterOrder to the action state FillOrder. The action state DeliverOrder receives a signal OrderFilled from the action state FillOrder.

### Stereotype

A signal can be of one or several stereotypes. Stereotypes are user-defined (see Section 6.6).

#### 4.1.6 Synchronization state

A synchronization (synch) state is for synchronizing concurrent action states. It is used in conjunction with fork and joins to insure that one action state leaves a particular state before another action state can enter a particular state.



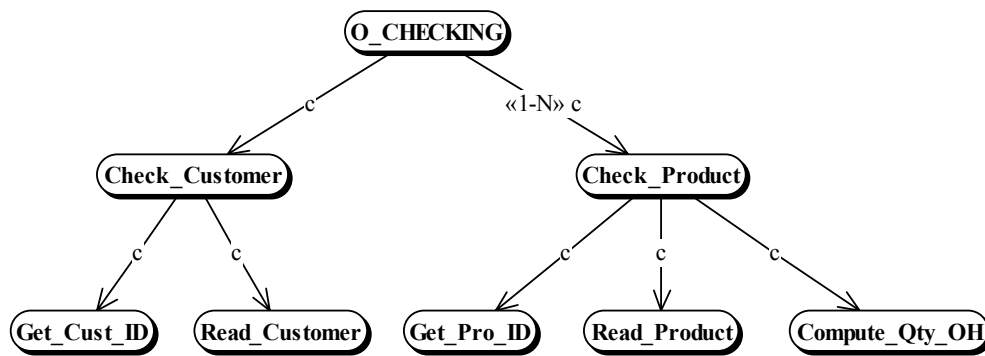
**Figure 4.6** - The action state Request Service triggers two other action states: TakeOrder and Pay.

## Stereotype

A state can be of one or several stereotypes. Stereotypes are user-defined (see Section 6.6).

### 4.1.7 Control flow relation

The control flow relation is a transition between action states, decisions, synchronizations or signals. This transition is triggered by the source action state. This relation describes how an action state is related to another action state. In Figure 4.7, The source action state O\_CHECKING calls the target action state Check\_Customer.



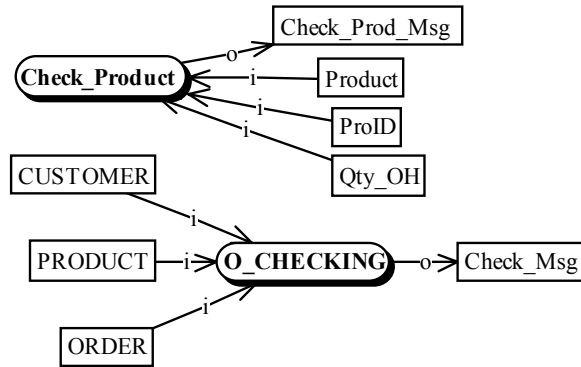
**Figure 4.7** - The module O\_CHECKING calls procedure Check\_Customer, which itself calls procedures Get\_Cust\_ID and Read\_Cust. A stereotype is used to specify the call multiplicity. For instance, O\_CHECKING calls Check\_Product from 1 to N times, while the other calls have a multiplicity of 1-1 (default).

## Stereotype

An control flow relation can be of one or several stereotypes (see Section 6.6).

### 4.1.8 Object flow

Action states operate by and on objects. These objects either have responsibility for initiating an action, or are used or determined by the action. An action state can use/read/determine object states and create/delete/update others. The object flow relation describes how an action state relates to states of internal and external objects.



**Figure 4.8** - The procedure `Check_Product` uses the values of three attributes (e.g., columns of tables `ORDER` and `PRODUCT`) and produces a value for the internal data object `Check_Prod_Msg`. The module `O_CHECKING` consults tables `CUSTOMER`, `PRODUCT` and `ORDER`, and sets the value of the internal object `Check_Msg`.

### Stereotype

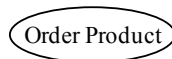
An object flow relation can be of one or several stereotypes (see Section 6.6).

## 4.2 UML use case diagram

Use case diagrams show actors and use cases together with their relationships.

### 4.2.1 Use case

A use case is a kind of classifier representing a coherent unit of functionality provided by a system or a class.



**Figure 4.9** - A use case `Order Product`.

### Stereotype

An use case can be of one or several stereotypes (see Section 6.6).

### 4.2.2 Actor

An actor defines a coherent set of roles that users can play when interacting with use cases.



**Figure 4.10** - An actor Salesperson.

### Stereotype

An actor can be of one or several stereotypes (see Section 6.6).

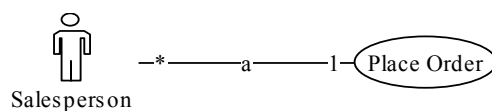
### 4.2.3 Use case relationship

There are several relationships among use cases or between actors and use cases.

#### a) Association

This is the participation of an actor in a use case. This relationship may have multiplicity:

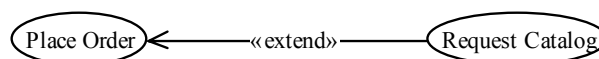
- the minimum and maximum number of participation of an actor in instances of a use case,
- the minimum and maximum number of interaction of a use case with instances of an actor.



**Figure 4.11** - The actor Salesperson participates in the use case Place Order.

#### b) Extend

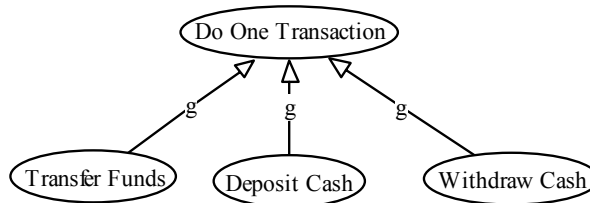
An extend relationship from use case A to use case B indicates that an instance of B may be augmented by the behaviour specified by A.



**Figure 4.12** - The behaviour of use case Request Catalog may be augmented by the behaviour of Place Order.

### c) Generalization

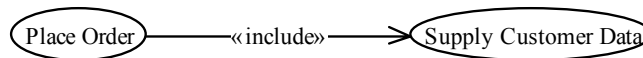
A generalization from use case A to use case B indicates that A is a specialization of B.



**Figure 4.13** - Transfer Funds, Deposit Cash and Withdraw Cash are specializations of the generic action Do One Transaction.

### d) Include

An include relationship from use case A to use case B indicates that an instance of A will also contain the behaviour as specified by B.



**Figure 4.14** - Place Order contains the behaviour specified in Supply Customer Data.

## Stereotype

An use case relationship can be of one or several stereotypes (see Section 6.6).

### 4.2.4 Actor relationship

There is one standard relationship among actors and one between actors and use cases.

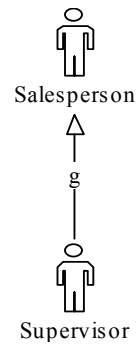
#### a) Association

This relationship is already defined in section 4.2.3 a.

#### b) Generalization

A generalization from an actor A to an actor B indicates that an instance of A can communicate with the same kinds of use case instances as an instance of B.





**Figure 4.15** - The actor Supervisor communicates with the same use cases instances of Salesperson.

### Stereotype

An actor relationship can be of one or several stereotypes (see Section 6.6).



# Chapter 5

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## Text files

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### 5.1 Structure of a text file

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At the lowest level of understanding, a text file is a **string of printable characters**. Most files comprise **text lines**, that are logical units of text. One or several (not necessarily contiguous) lines can be **selected**. They can also be **marked** in each of the five marking planes, in order to maintain up to five permanent sets of lines. Marked lines appear in boldface. An **annotation** can be associated with each line. Some text analysis processors can **color** words and lines in a text. In addition, lines can be manually colored if needed.

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### 5.2 Patterns in text files

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Texts which have a meaningful structure, such as any kind of programs, often include patterns. A **text pattern** is a formally defined text structure that can appear in the text, and that is defined by a set of syntactic rules. Any section of text that satisfies these rules is a **instance** of this pattern. For instance, a COBOL text file will include simple assignment statements which all look like:

```
MOVE <variable name> TO <variable name>
```

Text sections such as: "MOVE VAT-RATE TO A-FIELD" or "MOVE NAME OF RECA TO B" are two instances of this pattern.

Text patterns are defined as regular expressions expressed into a specific **pattern definition language** (PDL). The exact definition of the pattern above is as follows (see the *Text Analysis Assistant* Section 16.5):

```
cobol_name ::= /g"[a-zA-Z] [-a-zA-Z0-9]*";
cobol_var  ::= cobol_name | cobol_name "OF" cobol_name;
move      ::= "MOVE" - cobol_var - "TO" - cobol_var ;
```

The first rule describes how COBOL variable names are formed (simplified): one letter possibly followed by a string made of dashes, letters and digits; letters can be in upper or lower case.

The second rule defines two forms of variable designation: independent and component.

The third rule expresses the basic form of the COBOL assignment statement.

---

### 5.3 Dependency graph in program text files

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The components of a program text are structured according to numerous meaningful relations. Making these relations explicit is an important activity of programmers and analysts, specially in maintenance activities which require program understanding. For example, program variable B is said to *depend on* variable A if the program includes an assignment statement such as "MOVE A TO B" or "B = A + C" or "LET B = SQRT(A)". The graph that describes all the variables together with the inter-dependencies is called the **dependency graph** of the program. As a general rule, the nature of the dependencies we are interested in are defined by the text patterns of the statements that generate them.

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### 5.4 Program slice in program text files

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When we consider a specific point (statement) S of a program P, we can be interested in collecting all the statements that will be executed just before the program execution comes to this point. More precisely, we could ask to restrict these statements to only those which contribute to the state of a definite variable V used by S. This (hopefully small) sub-program P' is called the **slice** of P with respect to criterion (S;V).

Let us be more concrete, and consider statement 12,455 of the 30,000-line program P. This statement reads:

```
12455  WRITE  COM  INVALID KEY GOTO ERROR.
```

We want to understand which data have been stored into record COM before it is written on disk. All we want to know is in P', the slice of P according to (12455;COM). P' is the minimum subset of the statements of P whose execution would give COM the same state as will give the execution of P in the same environment.

Trying to understand the properties of record COM is easier when examining a 200-line fragment than struggling with the complete 30,000-line program!

Text patterns, dependency graphs and program slices are very important concepts in program understanding activities, and therefore in database reverse engineering, which strongly relies on them.



# Chapter 6

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## Common rules

A data schema mainly comprises entity types (or object types), relationship types, attributes, domains, collections, anchored processing units and various constraints (expressed as properties of groups of components).

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### 6.1 Common characteristics of schemas

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Some characteristics are common to several objects. Data and processing schemas, text files, entity types, rel-types, attributes, user-defined domains, collections, groups, processing units and data objects each have a Name, and can have a Short-name, a Semantic description (SEM), and a Technical description (TECH).

The **semantic description** is a free text annotation explaining the meaning of the object. It can be accessed by clicking on the SEM button of the object Property box or in the standard Tool palette.

The **technical description** is a text giving information on the technical aspects of the object. Some functions of the tool write statements in this description. It can be accessed by clicking on the TECH button of the object Property box or in the standard Tool palette.

The semantic and technical description can include **semi-formal properties**. Such a property is declared through the statement

```
#<property-name> = <property-value>
```

where `<property-name>` is the name of the property and `<property-value>` its value. Semi-formal properties are not managed by the tool, but can be used by specific plug-ins developed with the Java library JIDBM. Defining a dynamic property is a more formal, but less flexible, way to augment the modeling power of the tool.

Semantic and technical descriptions can include document names, such as URL, which dynamically link (through hyperlinks) the parent object to the identified document. To follow such a link, selected it and push the CTRL key on the keyboard when releasing the mouse button.

---

## 6.2 Names

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The model includes naming uniqueness constraints that make it possible to denote objects through their name. Here are the main rules.

### 6.2.1 Rules for data schemas

- the schemas of a project are identified by the combination `<name>/<version>`;
- each entity type of a schema is identified by its name;
- each rel-type of a schema is identified by its name;
- a collection of a schema is identified by its name;
- each direct attribute of a definite parent (an entity type, a rel-type or a compound attribute) is identified by its name;
- a group of a definite parent (idem) is identified by its name.
- each anchored processing unit of a definite parent (an entity type, a rel-type or a schema) is identified by its name;

### 6.2.2 Rules for processing schemas

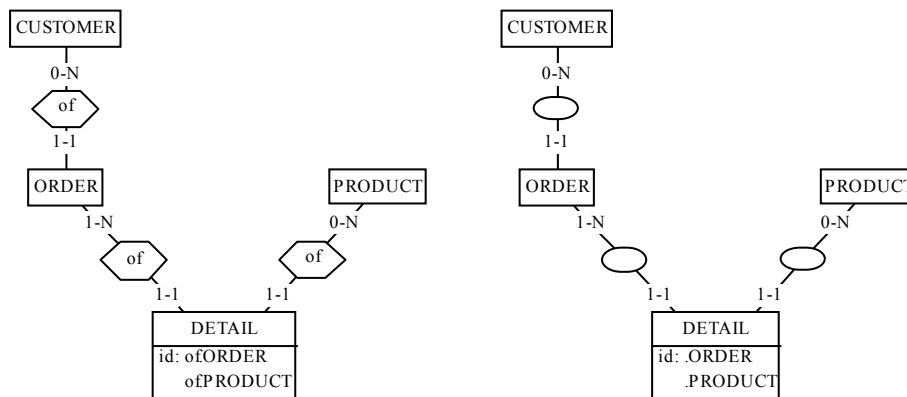
- each processing unit of a schema is identified by its name;
- each internal data object of a schema is identified by its name;
- each external data object of a schema is identified by the name it received in its data schema (so, two external data objects may appear with the same name in a processing schema!).



### 6.2.3 General rules

- Two names composed of the same characters, be they in uppercase or in lowercase, are considered identical; so, "Customer" and "CUSTOMER" are the same names; the accents are taken into account;
- all the printable characters, including spaces, /, [, {, (, punctuation symbols and diacritic characters, can be used to form names; the symbol | has a special meaning (see below).

Users can enforce stricter rules through the schema analysis assistant. However, the standard uniqueness rules may appear too strong in some situations, particularly for rel-types. For instance, the analyst who builds a tree-like structure of entity type (i.e., in IMS logical schemas) may find it useless to name rel-types. NIAM or Object-Role models insist on role names but ignore rel-type names. Many schemas include a large number of rel-types defining generic relations such as "part of", "in", "of", "cross", "overlap", etc. In these situations the analyst would want to give these rel-types, either the same name, or no name at all<sup>1</sup>. The syntax of DB-MAIN names includes the special symbol "|", which is a valid character, but which has a special effect when displayed in a schema view: this character as well as all the characters that follow are not displayed.



**Figure 6.1** - Use of ambiguous names. The rel-types have been assigned the names "of|1", "of|2", "of|3" in the left-side schema and "|1", "|2", "|3" in the right-side schema (in fact, the user simply gave them the names "of|" and "|" respectively).

1. Using rel-type stereotypes "part of", "in", etc. can be another elegant way to define generic rel-types.

**Note.** When an object is given a name the last character of which is "|", the tool automatically makes it unique in its context by adding, if needed, a unique suffix.

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### 6.3 Dynamic properties

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In addition to the built-in *static properties*, such as name, short-name, cardinality, type and length, that appear in the property box of the objects, each object type can be dynamically given additional properties, called **dynamic properties**. They are defined by the analyst at the meta-object level (schema, entity type, rel-type, attribute, etc.), in such a way that they can be given a value for each instance of the meta-object (each schema, each entity type, each rel-type, each attribute, etc.). For instance, attributes can be associated with such dynamic properties as owners, synonyms, definition, French name, password, physical format, screen layout, etc. DB-MAIN itself maintains some internal dynamic properties. They are visible but have a read-only status.

A dynamic property has a name (Name), a type (Type), and a textual description (Sem). It can be updatable by analysts or not (Updatable). It can be single-valued or multivalued (Multivalued). It is possible to declare the list of possible values (Predefined values).

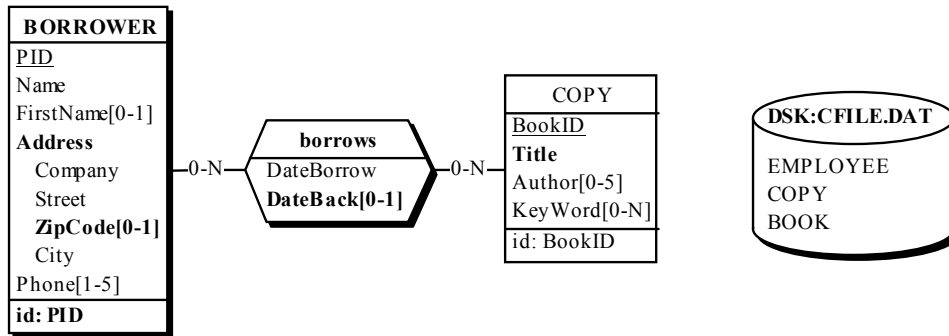
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### 6.4 Marked and coloured objects

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Each product and each process in a project, each object in a schema and each line in a text file can be given a special status, called *marked*. Marking is a way to permanently select objects, either to identify them (e.g., validated objects are marked, while those still to be examined are unmarked), or to apply global operations on them through the assistant (e.g., transform all marked rel-types into entity types or export specifications) or as the result of the execution of some assistants or to define schema views. The marked objects of a schema

are displayed in a special way: bold in textual views and bold and shaded/unshaded in graphical views.



**Figure 6.2** - Some marked objects: schema SUPPLIER/Concept; entity type BORROWER and rel-type borrows; attributes ADDRESS, ZIP-CODE, DateEnd and Title; group {PID}; collection DSK:CFILE.DAT. This marking appears in the current marking plane. The other four planes may show different marked objects.

In fact, the tool offers five **marking planes**, numbered 1 to 5, of which one is the current, or visible, plane. A plane is a set of simultaneous marks associated with the objects of a schema. All the operations are applied in the current plane. The concept of plane makes it possible to define up to 5 independent sets of marks on the same schema, e.g., one to denote validated objects, one for import/export and one for temporary operations. It is possible to combine the marks of several planes.

Selected objects of a product can be drawn in a definite **colour**. Several colours can be used in the same product.

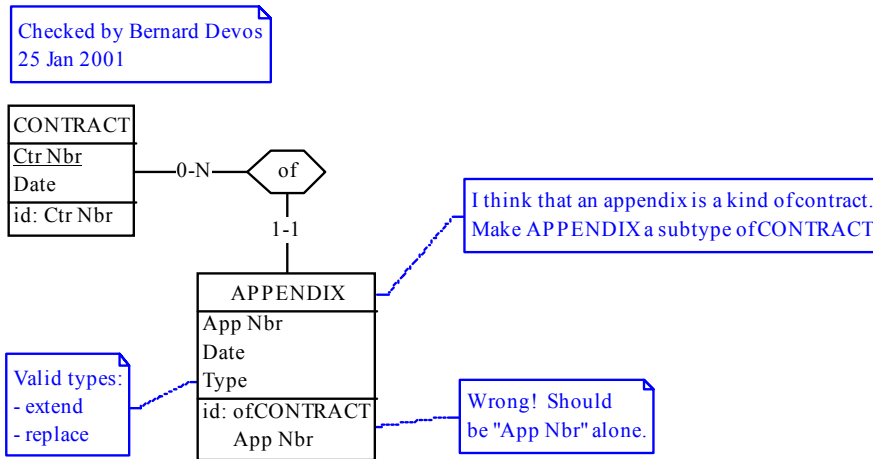
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## 6.5 Notes

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A note is a kind of post-it that can be pasted in a schema or on an object of a schema. It appears as a small box with some free text in it (Figure 6.3). A note can be attached to an object (entity type, rel-type, role, attribute, group,

processing unit, data object, ISA hierarchy). It can also be left independent and put anywhere in the schema space.



**Figure 6.3** - Four notes used to comment or to enrich a schema.

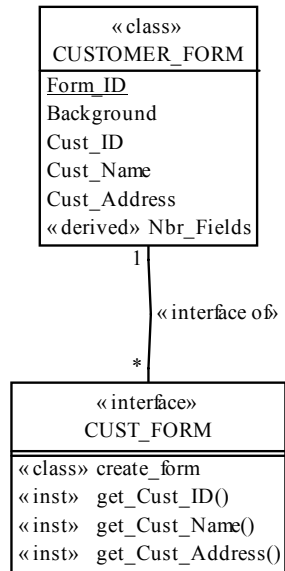
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## 6.6 Stereotypes

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A stereotype of a category of schema objects (entity types, rel-types, processing units, etc.) is a named subcategory which has specific characteris-

tics or behaviour<sup>2</sup>. Any object of a category (e.g., any entity type) can be included in any number of the stereotypes defined for its type.



**Figure 6.4** - Using stereotypes to describe Java-like structures. There are two subcategories of entity types: "class", and "interface" associated with classes (through a relationship with stereotype "interface of"). An attribute can be basic or derived. A method can be a "class" method or an "inst"ance method.

2. This concept has been defined in UML, but is available in Entity-relationship schemas as well.



## Chapter 7

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# Engineering process control

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### 7.1 Methods

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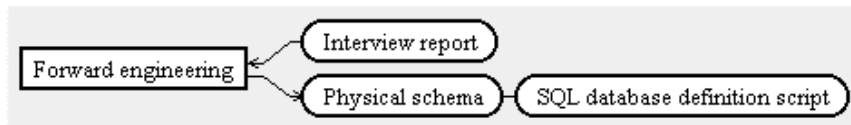
Normally, when (s)he intends to solve an engineering problem (to design a relational schema, to integrate schemas, to optimize a DB or to reverse engineer a legacy DB for example), the user of a CASE tool follows a **method**, that is, a disciplined way of working. The description of a method states:

1. what kind of documents (called **products**) have to be used and produced,
2. what activities (called **engineering processes**) have to be carried out at each point of the work in order to solve the problem,
3. and how to carry out these activities, i.e., their **strategies**.

A method is a guideline that makes the engineering activities more reliable and less expensive. It defines product types and process types.

A product type uses a product model, which is either a text or a schema. A schema model is defined by the objects it is made up of together with their local names. For instance, the *relational model* comprises entity types (renamed *tables*), attributes (renamed *columns*), primary ID (renamed *primary key*) and reference groups (renamed *foreign keys*). In addition, the valid object arrangements are defined through structural predicates (e.g., an

entity type has at least one attribute). A process type is defined externally by its input and output product types.



**Figure 7.1** - The external description of a process type. The Forward engineering process uses input product Interview report and produces output products Physical schema and SQL database definition script.

The internal description is called the strategy of the process type. It specifies what activities, in what order, and based on what products, must be (or can be) carried out to perform processes of this type. There are implicit process types such as choose, that selects one or several products out of a set of products.

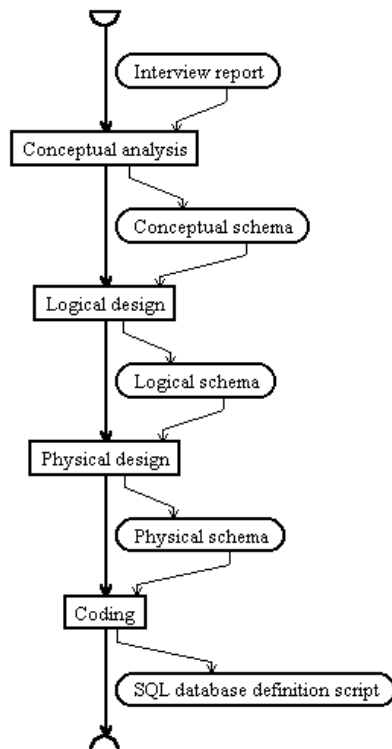
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## 7.2 History

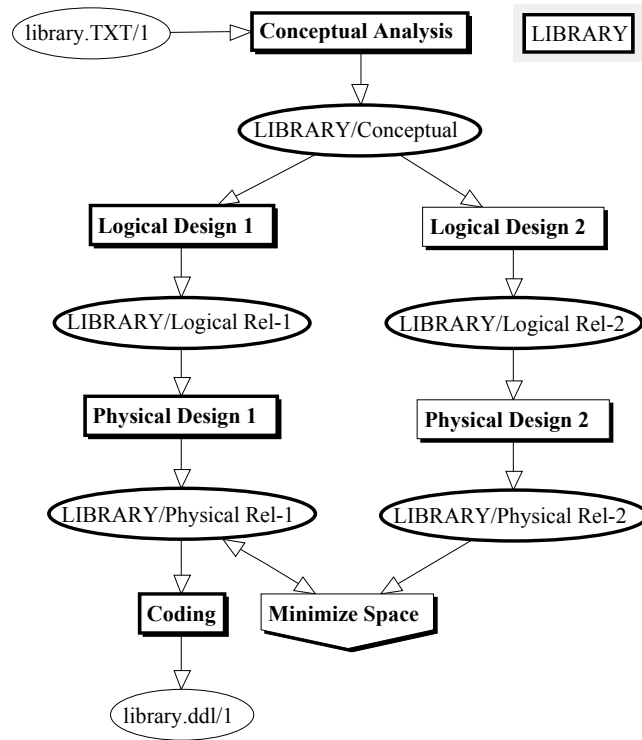
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The DB-MAIN tool can be instructed to strictly enforce a method, or, on the contrary, to merely suggest its user what to do to perform the engineering processes. The trace of the activities of a user that follows the statements of a method is called a **history**. The history describes all the products that have been elaborated, all the processes and the actions that have been performed and all the decisions that have been taken. This history provides essential information on how and why the products have been developed, and form the basis of such activities as maintenance, evolution, reengineering and inter-schema mapping building.

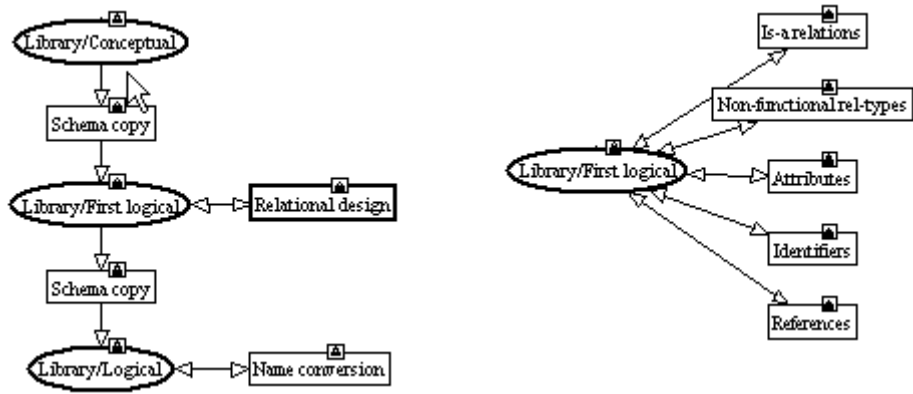




**Figure 7.2** - The internal description of Forward engineering process type. Its strategy consists in performing a Conceptual Analysis, to express the contents of Interview report into a Conceptual schema, then to transform the latter into a Logical schema, which in turn is enriched to form the Physical schema. Finally, the Physical schema is coded into a SQL database definition script.



**Figure 7.3** - A top-level history of the development of the Library database (a process called LIBRARY). It shows how the conceptual schema was obtained by the analysis of the library.TXT document, then how two tentative physical relational schemas were developed, among which the first one was chosen for space performance reason. This schema was then translated into a SQL DDL script.



**Figure 7.4** - Development of the first Logical design process (left) and of the Relational Translation process (right).



## Chapter 8

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# Sample DB-MAIN schemas

We will illustrate the use of the DB-MAIN specification model to express schemas at different levels of abstraction, and according to various widespread models. Except when explicitly mentioned, all these schemas (try to) represent the same application domain.

We will propose three conceptual schemas: ER, NIAM and UML class diagram; then four logical schemas: relational, CODASYL-DBTG, COBOL files and object-oriented; and finally an Oracle physical schema. We also propose a non-data model defined with the DB-MAIN constructs.

The way these schemas have been built, either by domain analysis, or by reverse engineering, or by transformation of other schemas is beyond the scope of this document. The reader is invited to consult the literature on database design [Batini,1992], [Bodart,1994], [Teorey,1995], [Halpin,1995], [Elmasri,2000], [Connolly,1996], [Nanci,1996], or [Blaha, 1998].

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### 8.1 An Entity-Relationship conceptual schema

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The schema of Figure 8.1 is a computer-independent representation of the concepts underlying a small technical library which lends books to the employees assigned to projects. The formalism used belongs to the family of the Entity-Relationship models [Chen,1976], [Bodart,1994], [Teorey,1995], [Batini,1992], [Nanci,1996], [Elmasri,1995].

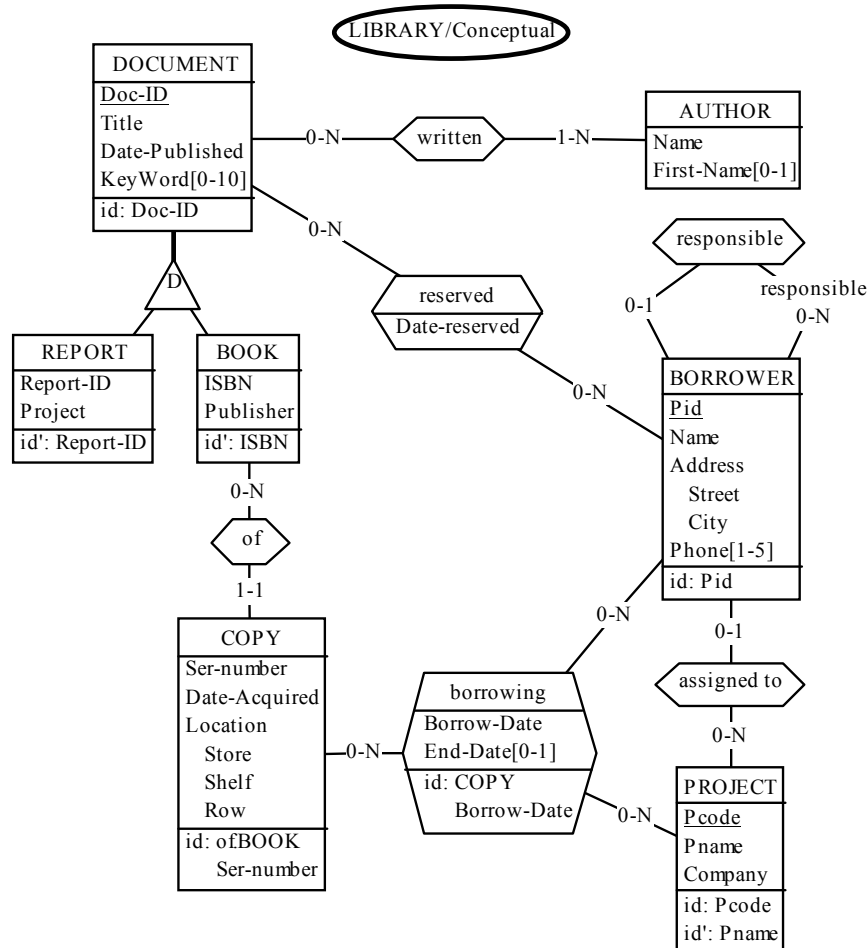


Figure 8.1 - An Entity-relationship conceptual schema.

## 8.2 A NIAM/ORM conceptual schema

NIAM is a conceptual formalism which is often perceived as a competitor of the ER model. It allows the analyst to ignore, at least in early steps of conceptual design, the distinction between entity types and attributes (or more precisely attribute domains). In addition, it supports a linguistic interpretation of the concepts. NIAM, as defined by G. Njissen, is the first published proposal [Verheijen,1982], but the model has been further refined and formal-

ized, among others as the *Object-Role* model [Halpin,1995]. Two of the most visible differences with ER schemas are the explicit representation of value domains (LOT), and the prominence of the concept of role at the expense of the relationship types, which are left unnamed. Since NIAM-like schemas tend to get larger than ER schemas, Figure 8.2 illustrates a subset only of the concepts of Figure 8.1. We have simulated the typical NIAM graphical representation through the following conventions.

- A NOLOT<sup>1</sup> is represented by a marked entity type, while a LOT<sup>2</sup> is represented by an unmarked entity type.
- As in ORM, when a NOLOT is identified by one primitive LOT (number, code, etc), the latter is left as an attribute of the NOLOT. This simplifies the schema considerably.
- Relationship types are made as unobtrusive as possible by giving them an invisible name.
- Each role receives a meaningful name.
- The role cardinalities express the role identifiers and the *total* constraints.

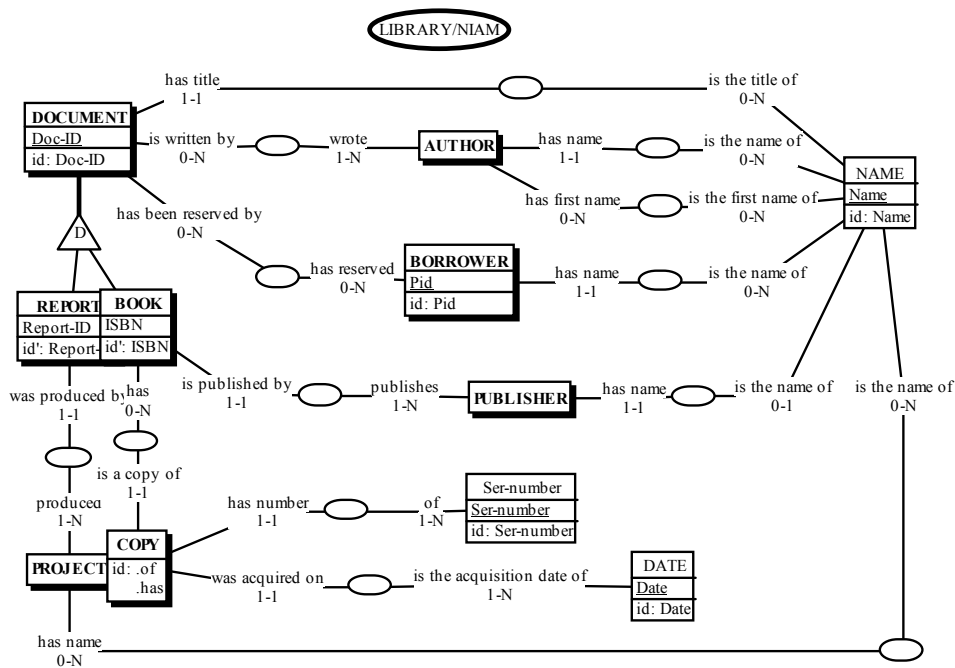
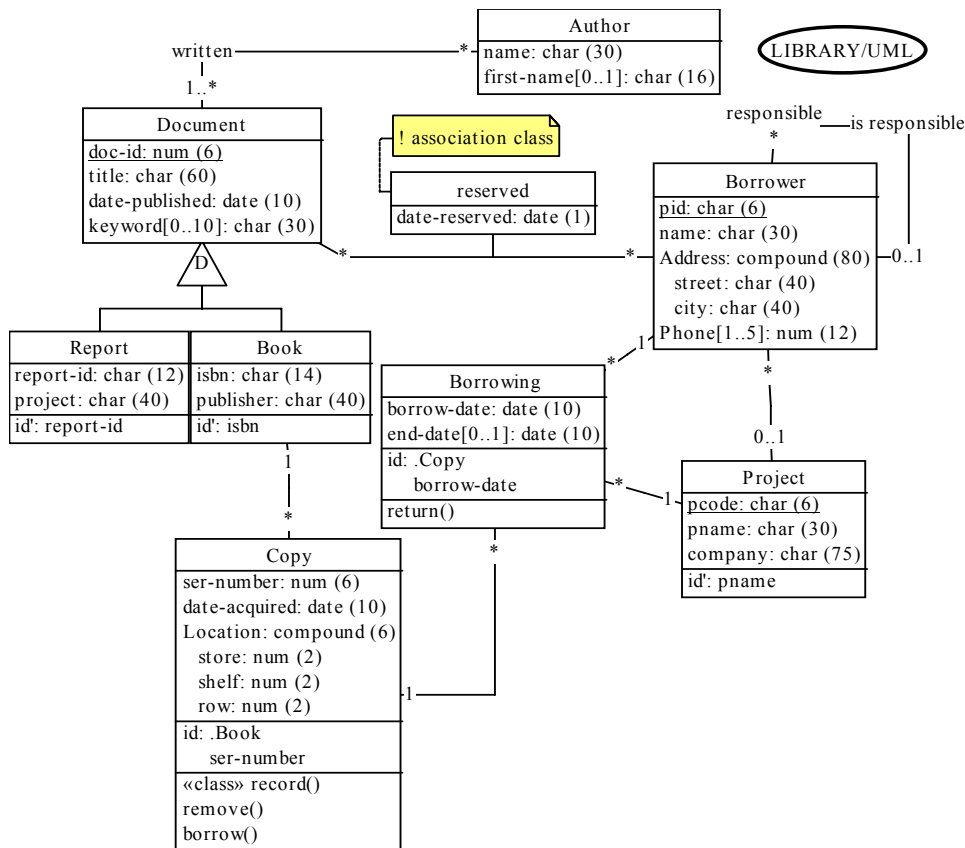


Figure 8.2 - A (partial) NIAM conceptual schema.

1. NOLOT = non-lexical object type (another name for abstract object or entity type).
2. LOT = lexical object type (a sort of significant value domain made of printable symbols).

### 8.3 An UML conceptual schema

Though the UML notation has been designed for expressing the constructs of object-oriented applications. Some authors suggest that UML could also be used to describe database structures. Though it suffers from severe weak points as far as conceptual structures are concerned, it is possible to use it to draw object classes, attributes and associations that are as close as possible to the standard ER schema. In Figure 8.3, the UML convention have been used to express classes, associations and attribute. The N-ary rel-type borrowing has been transformed into a class, while the binary rel-type reserved has been kept to express an UML association class. Though the concept of identifier is lacking in UML, we have indicated primary identifiers made up of attributes by underlining their components. The other identifiers are expressed in a specific UML compartment through the DB-MAIN notation<sup>3</sup>.



**Figure 8.3** - An UML schema that includes classes, attributes, associations, association classes, operations, stereotypes (classifying operations) and notes.



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## 8.4 A relational logical schema

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The schema of Figure 8.4 is the direct translation of the conceptual schemas proposed in Figure 8.1 to 8.3. Some semantics have been intentionally dropped for simplicity (e.g., the exact max cardinality of attributes Keyword and Phone). In addition, some structures and constraints are not fully rela-

- 
3. UML recommendations define three kinds of compartments in the graphical representation of classes (name, attributes and operations). However, they admit that other compartments can be defined according to specific needs. The constraint compartment is one of them.

tional-compliant (equ, excl), and will be translated through generic techniques (check, triggers, stored procedures, user interface, application programs, etc).

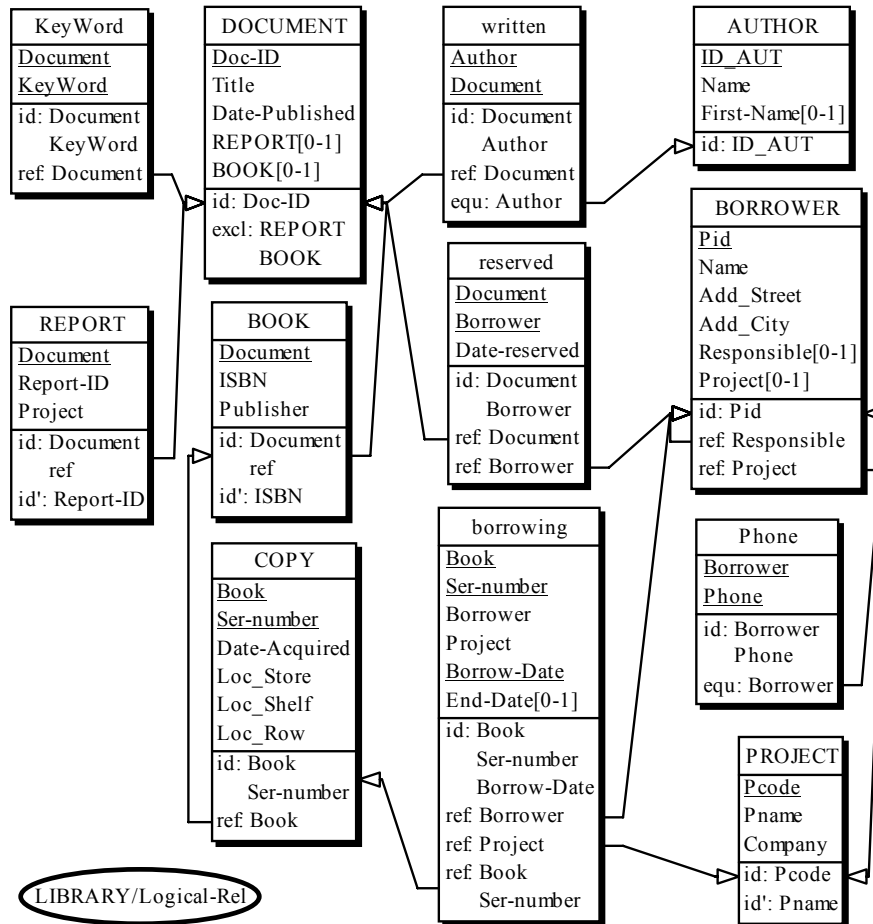


Figure 8.4 - A relational logical schema.

## 8.5 A CODASYL-DBTG logical schema

The schema of Figure 8.5 is compliant with the CODASYL DBTG model, except for some constraints that must be implemented through non declarative techniques (e.g., application programs, access modules, user interface).

Two redundancy constraints have been left undeclared<sup>4</sup>. The first one concerns the value of Doc-ID of WRITTEN, which must be equal to that of

field Doc-ID of the owner of work. The second one is similar and concerns the field Doc-ID of RESERVED.

Representing CODASYL schemas (as well as IMS, IMAGE, TOTAL schemas) is particularly important in re-engineering, migration and maintenance projects, as well as in Datawarehouse development.

- 
4. They are induced by the constraint stating that an identifier can be either absolute (made up of attributes) or relative to a set type (and made up of a role and attributes). Therefore, any identifier comprising more than one role cannot be explicitly declared. All the roles, but one, must be replaced with the primary identifier of the corresponding entity type. Hence these redundancy constraints.

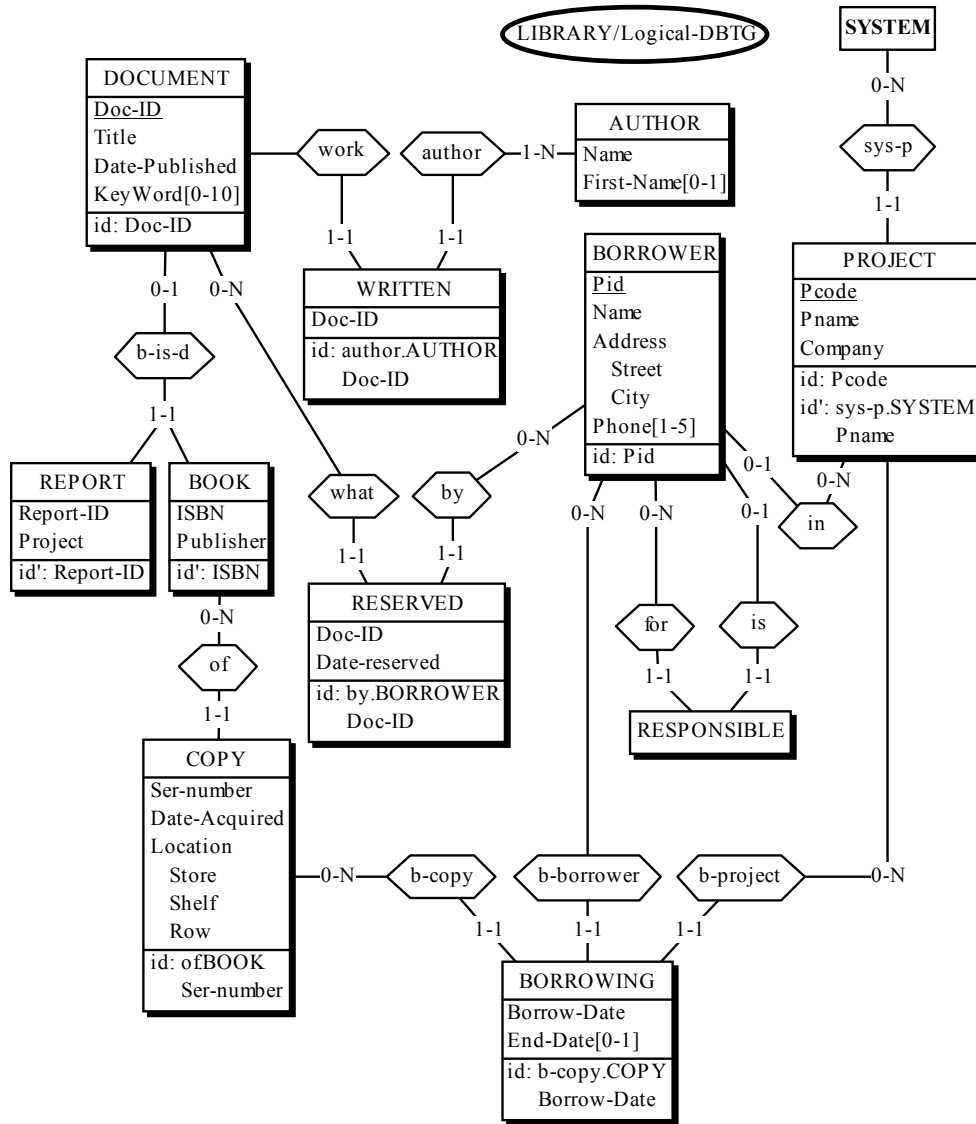


Figure 8.5 - A CODASYL logical schema

## 8.6 A COBOL file logical schema

Data structures implemented as standard records according to the COBOL data management can be represented by the schema of Figure 8.6. The files themselves have been ignored at that stage. Such constraints as foreign keys do not belong to the standard COBOL data model, and must be considered as objects that must be implemented through non declarative techniques (e.g., application programs, access modules, user interface).

Representing in an accurate way standard files can be useful to develop new file-based applications, but it will prove more important to re-engineer and migrate data-centered legacy systems.

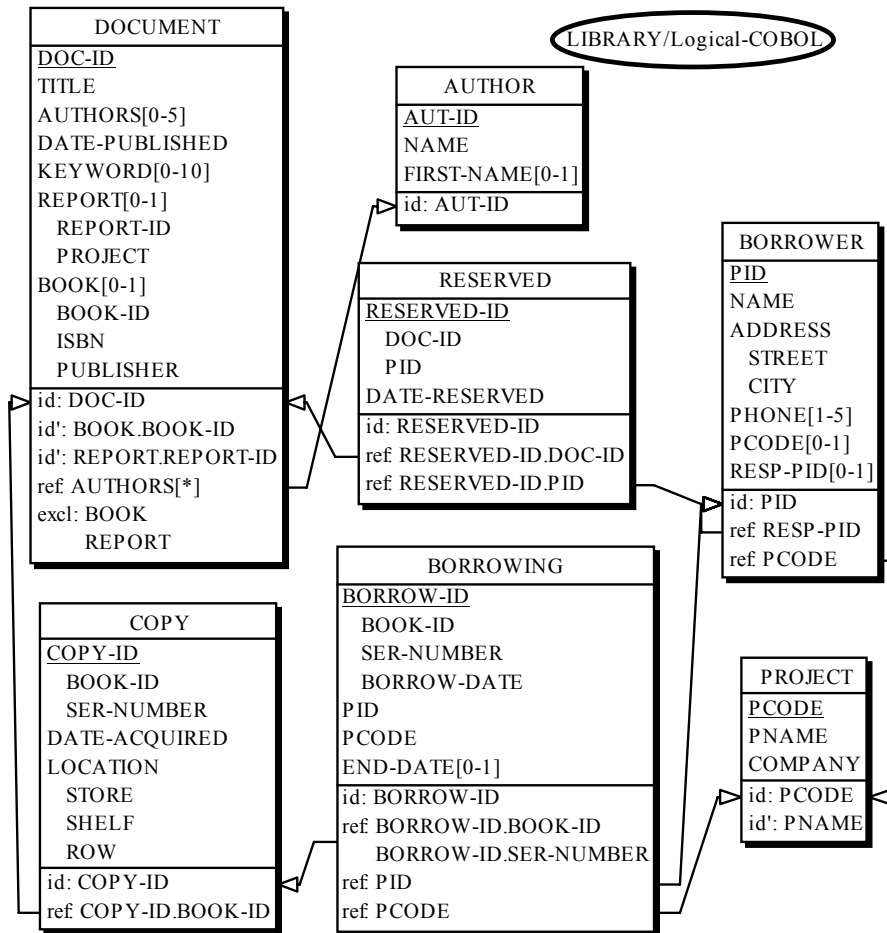


Figure 8.6 - A record/file structure logical schema.

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## 8.7 An object-oriented logical schema

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We have chosen a model which does not include the concept of relationship<sup>5</sup>, but which provides a means to declare inverse object attributes (Figure 8.7). Operational models that ignore this construct will force the programmer to resort to explicit programming of the control of this constraint, for instance in object management methods.

This schema results from some arbitrary design decisions. For instance, the constructs *Reservation*, *Copy* and *Borrowing* have been transformed into multivalued compound attributes instead of object classes.

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5. As opposed to the ODMG and CORBA models for instance, that provide these constructs.

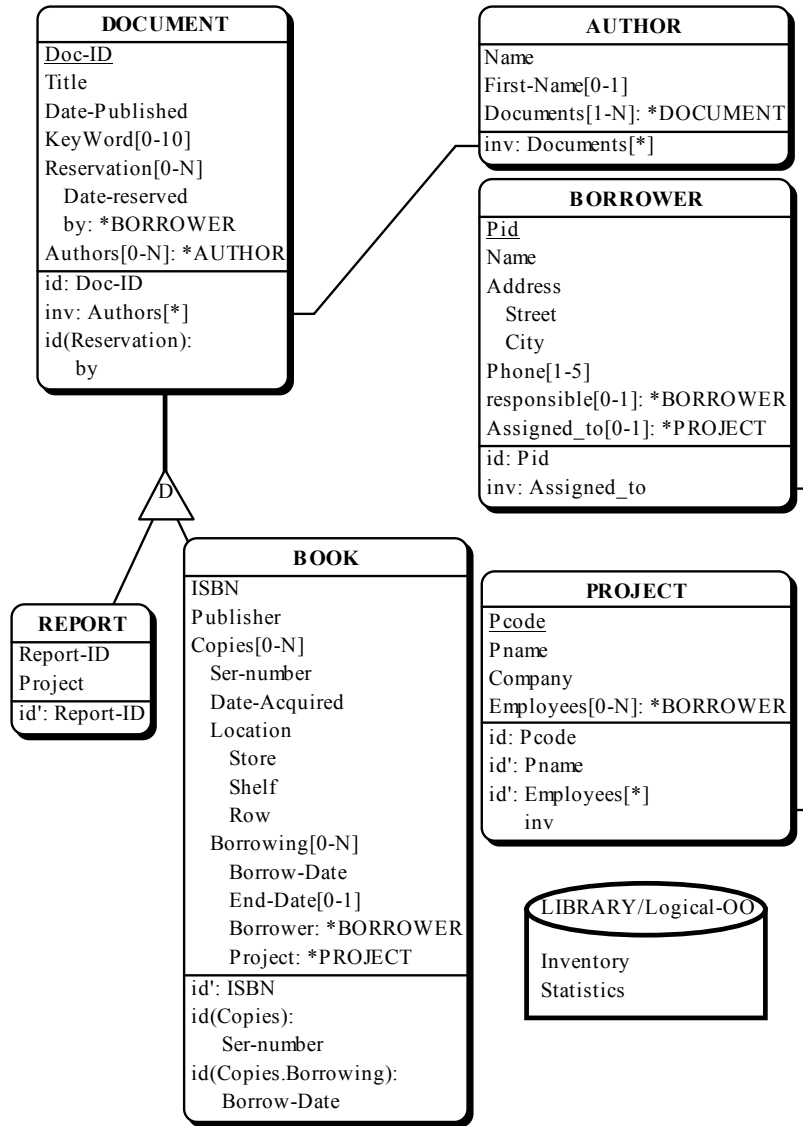


Figure 8.7 - An object-oriented logical schema.

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## 8.8 A relational (ORACLE) physical schema

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The logical schema of Figure 8.4 has been extended and modified in the following way:

- the names have been made compliant with the ORACLE syntax,
- triggers have been attached to some tables,
- two stored procedures have been defined (attached to the schema),
- indexes have been defined,
- prefix indexes<sup>6</sup> have been discarded,
- each table has been assigned to a tablespace.

---

6. An index defined on columns {A,B} is a prefix of any index defined on columns {A,B,...}. Heuristics: if these indexes are implemented through B-tree techniques (i.e., not with hashing techniques), then the prefix index can be discarded, since the larger index can be used to simulate the former.



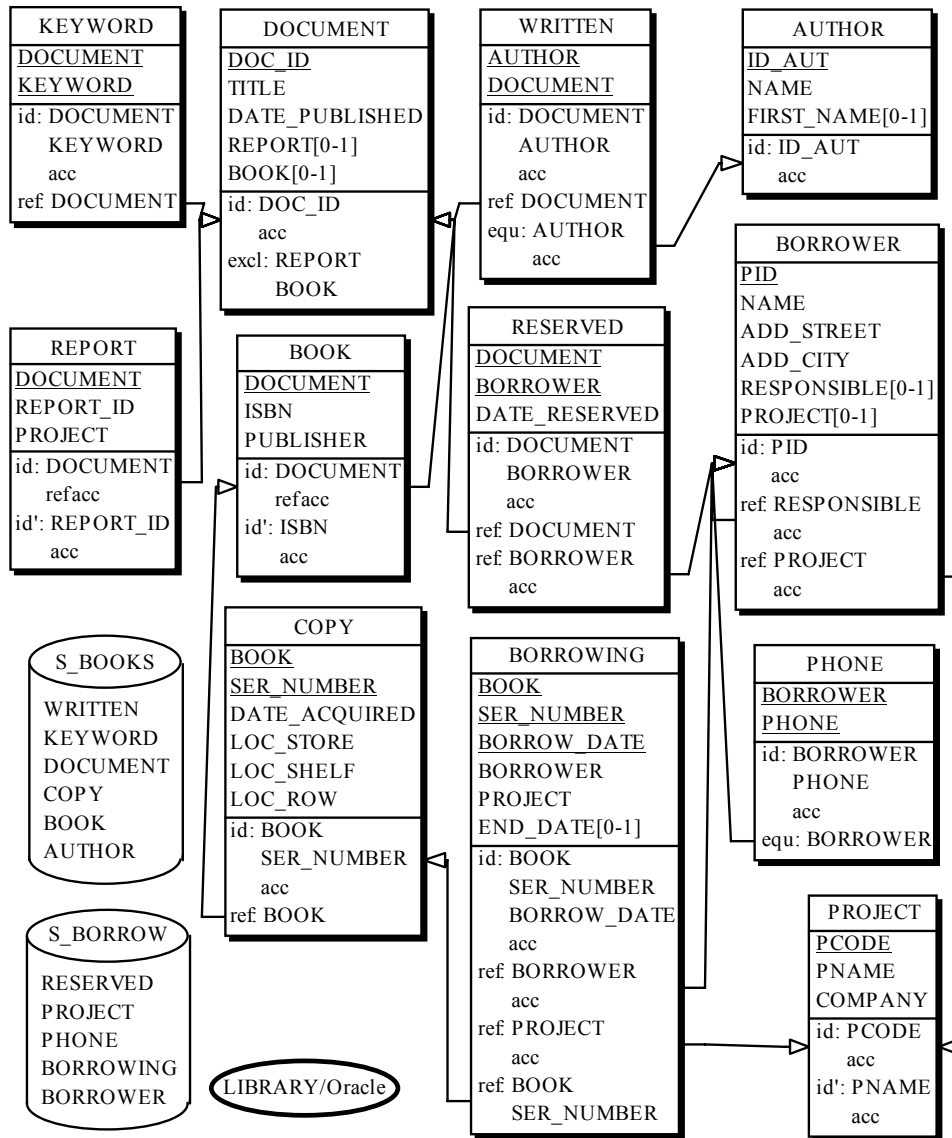


Figure 8.8 - An ORACLE physical schema with triggers and stored procedures.

## 8.9 An activity diagram

The call graph of Figure 8.9 has been extracted from the DB reverse engineering case study Order.cob.

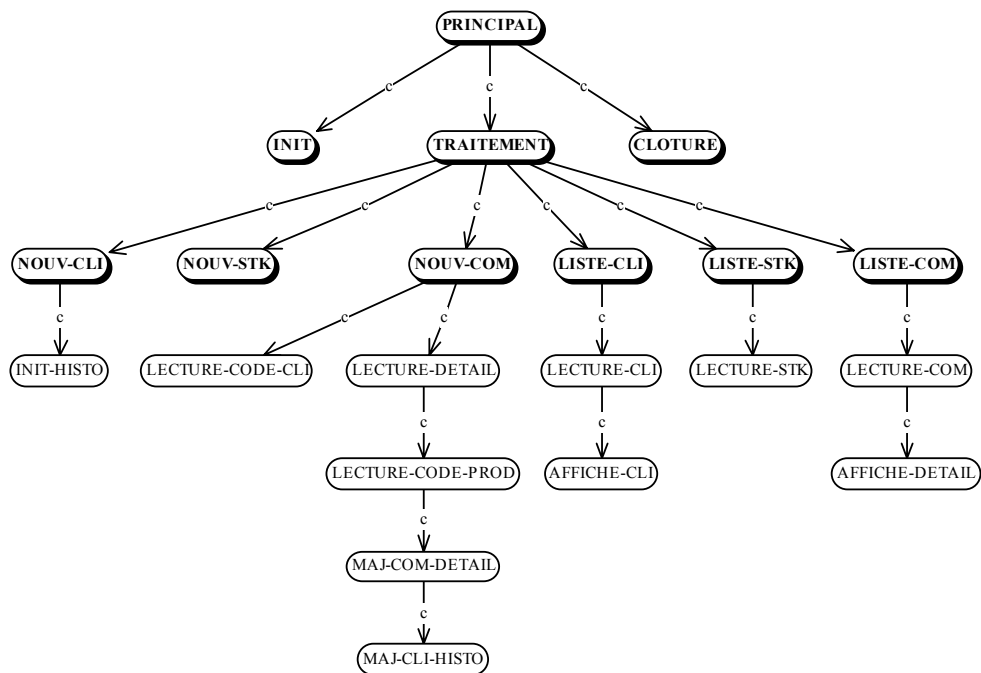
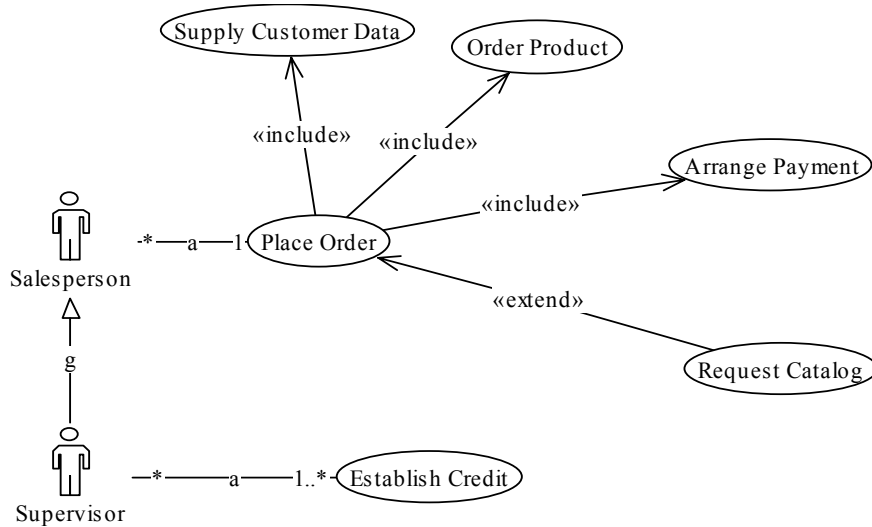


Figure 8.9 - The call graph of a small COBOL program.

## 8.10 An use case diagram

The use case diagram of Figure 8.10 shows the relationships among actors and use cases within a system of orders. The following diagram is from the UML 1.5 specification.



**Figure 8.10** - The use case diagram of a customer department.

## 8.11 An organizational structure model

Though it uses the usual DB-MAIN graphical conventions for schema representation, Figure 8.11 is not a database schema. Instead, it describes organization units (services, departments, functions, etc.) and their inter-relations. Each rectangle represents a unit; the arcs, read from left to right, represent the units hierarchy, and the names in a rectangle give the list of the persons assigned to this unit. The symbol [0-1] indicated that the person is partially assigned to that unit. The names of unit heads/responsibles are in boldface.

This example is an illustration of how the DB-MAIN model can be used to describe non data-related concepts without augmenting its functionalities. Of course, specific operators must be developed with the Java library JIDBM<sup>7</sup>.

7. A complete subsystem has been developed to model organizational units and their links with data schemas. It is available in the DB-MAIN Application Library #1 (module ORGA) described in this document.

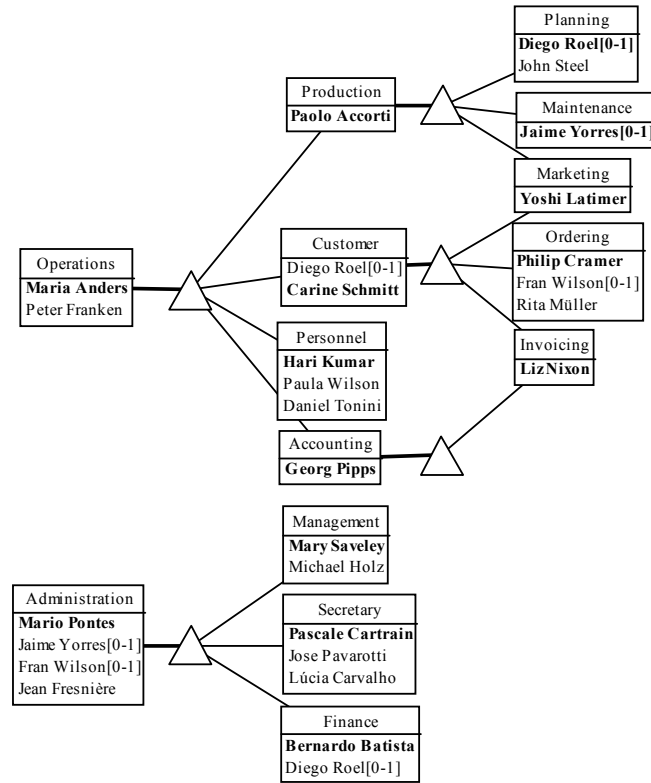


Figure 8.11 - An organizational units model.

## 8.12 References

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## Chapter 9

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# The components of the DB-MAIN environment (Version 9)

There are two distinct toolsets, namely the DB-MAIN environment and the DB-MAIN plug-in library.

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### 9.1 The DB-MAIN environment

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DB-MAIN does not use the registry and does not install system components but in its own directory. It stores its permanent configuration parameters in the `db_main.ini` file in the Application Data directory (Windows) or the home directory (Linux). It can be uninstalled by merely throwing away its components and deleting the `db_main.ini` file. The components of DB-MAIN 9 are the following (see the README file for possible modification):

#### 9.1.1 Program files

##### *a) Windows platform*

- `db_main.exe`: the DB-MAIN main program (mandatory)
- `Microsoft.VC80.CRT`: Visual C++ 8 library directory (mandatory)
- `wxmsw28_aui_vc_custom.dll`: wxWidgets run time library (mandatory)
- `wxmsw28_xrc_vc_custom.dll`: wxWidgets run time library (mandatory)

- wxbase28\_xml\_vc\_custom.dll: wxWidgets run time library (mandatory)
- wxmsw28\_html\_vc\_custom.dll: wxWidgets run time library (mandatory)
- wxmsw28\_adv\_vc\_custom.dll: wxWidgets run time library (mandatory)
- wxmsw28\_core\_vc\_custom.dll: wxWidgets run time library (mandatory)
- wxbase28\_vc\_custom.dll: wxWidgets run time library (mandatory)
- reposit.dll: repository manager (mandatory)
- jidbm.dll: Java Interface for DB-MAIN (JIDBM)
- jidbm.jar: JIDBM package
- extr\_\*.dll: source code analyzers for reverse engineering
  - extr\_sql.dll: SQL source code analyzer
  - extr\_odbc.dll: SQL source code analyzer via ODBC
  - extr\_ids.dll: IDS/2 source code analyzer (only available in DB-MAIN Professional)
  - extr\_cob.dll: COBOL source code analyzer (only available in DB-MAIN Professional)
  - extr\_ims.dll: DL/1 (IMS) source code analyzer (only available in DB-MAIN Professional)
- GERtoXML-tfs.oxo: XML related functions for the Advanced Global Transformation assistant; developed in Voyager 2.
- ana\_xml.oxo: XML related functions for the Schema Analysis assistant; developed in Voyager 2.
- db\_main.chm: the help file
- 1st-step.chm: the first step help file
- db\_main.ini: the environment parameters file located in the user's Application Data directory; if not present, will be created by DB-MAIN when needed.

### **b) Linux platform**

... under construction

### **9.1.2 Input/output files**

The files produced and used by the DB-MAIN environment can be classified into homogeneous classes. Consult the README file for the last modifications.

#### **a) repository files**

- \*.lun: project repository: comprises all the specifications of a project.



- \*.isl: import/export text file: contents of a repository in a readable text format (the ISL language); used by commands File / Open, Save as and Export (choose extension \*.isl); as well as by the Integration assistant.
- \*.xml: contents of a repository in a XML format; saves everything but the method.
- \*.dic: generated report: simple formatted report file resulting from command File / Print dictionary.

#### **b) executable program files**

- \*.ddl: generated DDL text: data structure definition program (e.g., in COBOL, SQL, CODASYL DDL, etc.); produced by, File / Generate, Quick SQL and Assist / Global transformation - Generate. Some Java programs can also generate such files.
- \*.sql: SQL source file (default extension): an SQL script file processable by the SQL extractor.
- \*.cob: COBOL source file (default extension): a COBOL program processable by the COBOL extractor.
- \*.ids: IDS source file (default extension): a IDS DDL program processable by the IDS extractor.
- \*.ims: DL/1 (IMS) source file (default extension): a IMS DL/1 program processable by the IMS extractor.
- \*.xml: XML source file (default extension): an XML DTD text.
- others: other source file formats (to be added).

#### **c) user developed functions**

- \*.java: source version of Java program developed with the Java Interface for DB-MAIN.
- \*.class: executable Java program in DB-MAIN.

#### **d) script files**

- \*.pat: name pattern substitution list: list of substitution rules (replace X by Y) which can be applied on selected names of selected objects of a schema; saved and loaded from within the name processor (command Transform / Name processing); also used in the assistants Global transformation and Advanced global transformations.
- \*.trf: transformation assistant script file: saved list of actions developed in the Global transformation assistant.
- \*.tfs: transformation assistant script file: saved list of actions developed in the Advanced global transformation assistant.

- \*.tfl: transformation assistant library file: library of the Advanced global transformations.
- \*.ana: analysis assistant script file: saved list of constraints developed in the Analysis assistant.
- \*.anl: analysis assistant library file: library of the Analysis assistant.
- \*.pdl: text pattern file: list of patterns to be used in text analysis functions; used in File / Load patterns and in Edit / Search, Dependency and Execute commands.
- \*.nam: reserved names used in the Advanced Global Transformation assistant.

#### **e) log files**

- \*.log: log file: records the activities carried out by the analyst; these operations can be replayed automatically; used in the Log menu. Normally, the activity history is a hidden part of the repository; a log file is created either to examine its contents or to replay it.

#### **f) method definition files**

- \*.mdl: method file: MDL specification of the method enacted by the methodological engine of DB-MAIN.
- \*.lum: binary version of an MDL description; has been compiled by the MDL compiler; can be used when opening a new project.

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## **9.2 The DB-MAIN Application Library**

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The application library comprises general purpose tools for information system development. These programs have been developed in Java. They are intended to enrich the DB-MAIN environment, but also to provide Java developers with representative application models that can be analyzed, modified, extended or specialized.

### **9.2.1 DDL extractor: XML**

Analyses XML DTD source files and builds in DB-MAIN a physical/logical schema describing the data structures.

Only available in DB-MAIN PRO. Contact us for more information.

### 9.2.2 DDL generators: COBOL, CODASYL, Oracle, DB2 and XML

These processors translate a physical compliant schema into an executable DDL text that can be used to build a database. This text is produced according to various DBMS and styles.

Only available in DB-MAIN PRO. Contact us for more information.

#### Parametric SQL generators

Two sophisticated parametric SQL generators (for DB2 and Oracle) are available as plug-ins. They provide more powerful and flexible generation techniques based on check predicates, triggers and stored procedures.

#### COBOL

A (simple) COBOL generator.

#### CODASYL

Two CODASYL generators. The first one is a CODASYL DBTG-71 generator and the second one is an IDS/II generator

#### XML

An XML DTD generator.

### 9.2.3 DocBook generator

Generates a XML DocBook file on the contents of a DB-MAIN project. DocBook is a semantic markup language for technical documentation. The user must apply XSLT stylesheets to transform DocBook files into HTML, PDF, RTF, JavaDoc and many other formats.

### 9.2.4 Mapping assistant

Vizualizes and manages mappings between objects into a DB-MAIN projects.

### 9.2.5 NATURAL : Paraphraser

Generates a natural language text that describes the contents of a schema. Especially intended to make users validate conceptual schemas. Two formats: free text and tagged list of facts.

Only available in DB-MAIN PRO. Contact us for more information.

### 9.2.6 METRICS : Schema metrics computation

Offers some 200 measures on schemas: number of ET, RT, attribute/ET, attributes/type, multicomponent identifiers, etc. The metrics are selected

through forms which can be saved, reused and modified. Generates a report (text or spreadsheet).

Only available in DB-MAIN PRO. Contact us for more information.

## Chapter 10

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### List of the DB-MAIN functions

The following chapters give a list of the functions available in DB-MAIN version 9 from the menus, toolbars and palettes, together with a short description of each of them.

A more detailed description will be found in technical documents of the product. A tutorial entitled *Computer-Aided Database Engineering - Volume I: Database Models* can be consulted to fully understand the DB-MAIN models.

Another tutorial, entitled *Introduction to Database Engineering*, is an intuitive introduction to database design, and, as a side effect, to DB-MAIN mastering.

The functions of the tool are organised according to 11 classes:

- File: controls the exchanges between the tool and its environment; includes importer, exporter, extractors and generators
- Edit: deletes, copies and pastes objects; copies schema fragments on the clipboard; select and mark objects; changes color and fonts
- Product: adds, copies, examines and links products, i.e., schemas, text files and views, meta-level management and user-defined domains.
- New: adds new objects to the current schema
- Transform: the transformation toolkit
- Assist: a series of Expert Assistants
- Engineering: engineering process control
- Log: manages and processes history log files
- View: controls the way in which the specifications appear on the screen

- Window: as usual
- Help: the help desk

Some of these functions also are available on the tool bar and on the detachable palettes.

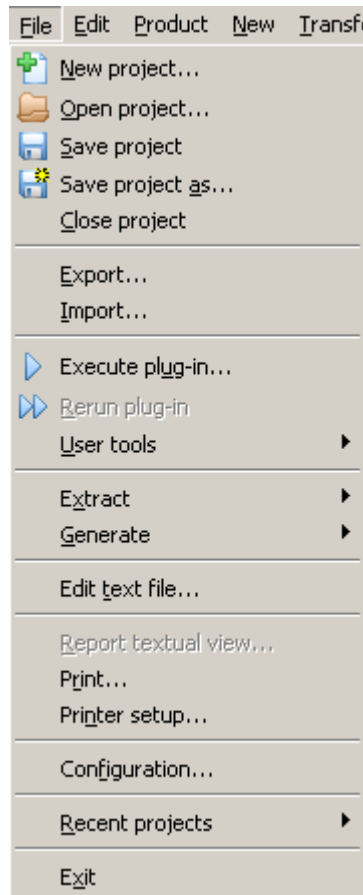
# Chapter 11

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## The File menu (**F**ile)

Through the nine sections of this menu, the user will control the data flows between the DB-MAIN tool and its environment:

1. creating, opening, closing, saving projects and examining their properties;
2. exporting and importing products from other projects;
3. executing user defined plug-ins;
4. extracting data structures from DDL source texts: SQL, COBOL, CODASYL, IMS; generating SQL DDL texts from schemas;
5. producing and examining external texts;
6. printing and generating reports;
7. configuring the DB-MAIN parameters;
8. opening a recently processed project;
9. exiting the tool.




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## 11.1 The commands of the File menu - Summary

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<b><u>N</u>ew project...</b>	builds a new project.
<b><u>O</u>pen project...</b>	opens an existing project.
<b><u>S</u>ave project</b>	saves the current project.
<b><u>S</u>ave project <u>a</u>s...</b>	saves the current project under another name.
<b><u>C</u>lose project</b>	closes the current project

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<b><u>E</u>xport...</b>	generates a *.isl or a *.xml file representing the selected objects of the current window
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<b><u>I</u>mport...</b>	imports selected schemas from a *.isl or a *.xml file in the current process
<hr/>	
<b><u>E</u>xecute plug-in...</b>	runs a plug-in program
<b><u>R</u>erun plug-in...</b>	reruns the last loaded Voyager 2 plug-in
<b><u>U</u>ser tools</b>	executes one of the user defined plug-ins or menu items defined in the db_main.ini file
<hr/>	
<b><u>E</u>xtract</b>	builds a physical/logical schema describing the data structures extracted from: SQL, ODBC, COBOL, CODASYL, IMS.
<b><u>G</u>enerate</b>	generates an executable DDL program corresponding to the current data schema, according to various RDBMS and SQL styles.
<hr/>	
<b><u>E</u>dit text file...</b>	opens MS Windows Notepad
<hr/>	
<b><u>R</u>eport...</b>	in a textual schema view, generates a dictionary report (plain text); in a text, copies the content
<b><u>P</u>rint...</b>	prints the content of the current process, schema or source file window (textual or graphical views) to the chosen printer
<b><u>P</u>rinter setup...</b>	chooses and configures the printer
<hr/>	
<b><u>C</u>onfiguration...</b>	sets some general DB-MAIN options
<hr/>	
<b><u>R</u>ecent projects</b>	opens one of the most recently opened file.
<hr/>	
<b><u>E</u>xit</b>	exits from DB-MAIN. Saves the current project if needed

---


## 11.2 Managing projects

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### 11.2.1 New project...

Builds a new project. Also available through the button  on the standard tool bar.


### 11.2.2 Open project...

Opens an existing project (a \*.lun, \*.isl or \*.xml file). Also available through the button  on the standard tool bar.

### 11.2.3 Save project

Saves the current project as a \*.lun, \*.isl or \*.xml file. Also available through the  button on the standard tool bar.

### 11.2.4 Save project as...

Saves the current project as a new \*.lun, \*.isl or \*.xml file. Also available through the button  on the standard tool bar.

### 11.2.5 Close project

Closes the current project.

---

## 11.3 Exporting and importing

---

### 11.3.1 Export...

Generates a \*.isl or \*.xml file representing the selected objects of the current window.

#### **Procedure**

- *To export one or several schemas:* in the project window, select the schema you want to export, then execute the command **File/Export**. The exported project includes a copy of these schemas.
- *To export a subset of a schema:* in the schema window, select the objects you want to export, then execute the command **File/Export**. The exported project includes a schema comprising a copy of the selected objects.

### 11.3.2 Import...

Imports selected schemas from a \*.isl or \*.xml file in the current process.

#### Procedure

- In the project window, execute the command **File/Import** and select a \*.isl or \*.xml project file.
- Select the schema(s) you want to import. The current project now includes a copy of all the imported schemas.

---

## 11.4 Executing a user-defined plug-in

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### 11.4.1 Execute Plug-in...


Runs a Java program (\*.class) or an compiled Voyager 2 program (\*.oxo). Voyager 2 was the first programming language in DB-MAIN before the success of Java. For backward compatibility, the execution of Voyager 2 plug-ins is always available but, currently, Java is the only programming language for DB-MAIN plug-ins.

Also available through the button  on the standard tool bar.

#### Example

Open a non empty data schema. Find (in plug-ins directory) and execute the program `StatisticGenerator.class`, that computes some elementary (but useful) statistics of the schema.

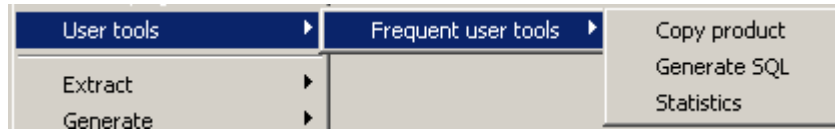
### 11.4.2 Rerun Plug-in...

Reruns the most recently loaded Voyager 2 plug-in. Also available through the button  on the standard tool bar.

#### Comments

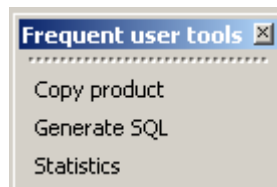
The Voyager 2 plug-in that was re-executed the most recently runs in the abstract machine until another program is called. Hence this handy shorthand. If you need several programs being immediately available, use the user-defined tool bar instead (see Section 11.4.3).

### 11.4.3 User tools



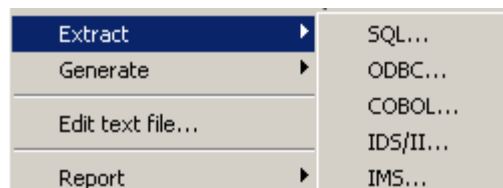
DB-MAIN allows you to select a set of frequently used actions (one to twenty-five by user tools menu) from the various menu items and among the available Java processors, and to gather them into ten user tools as new menu items for quick and logical access.

The actions are selected and named through the configuration function (Section 11.8.1). They are executed with this command. However, DB-MAIN automatically builds *User tool bars* that includes the selected actions, and that can be asked for by the command **Window/User tools** (see Figure 20.2.7).



## 11.5 Extracting and generating DDL text files

### 11.5.1 Extract



The DB-MAIN tool can read the DDL source text of an existing database and create a schema comprising all the data structures and constraints that are declared in this text. This schema is called the physical schema of the existing database. It must be enriched with implicit constraints that can be found by searching application programs, database contents or any other source related to this database. Schema extraction is the first step of any database reverse engineering project. For a comprehensive introduction to this process, see [Hainaut 1998] for instance.

This command builds a physical/logical schema describing the data structures extracted from:

**SQL...**

... a SQL DDL source text file. The extractor analyses the statements **create table space**, **create table**, **create index**, **create view** and **alter table add constraint**.

**ODBC...**

... a relational database through an ODBC driver. The extractor analyses the structure extracted from a relational database using an ODBC driver.

**COBOL...**

... a COBOL source text file. If the source text contains a COBOL program, the extractor analyses the statements of the **Environment division (assign statements)** and of the **FD** paragraphs of the **Data division**. If the source text is a copybook, the extractor analyzes the variable declaration and creates an entity type for each 01 level variables. If only variables of level superior to 01 are declared, an entity type is created (called as the file) to contain all the variables.

**IDS/II...**

... an IDS/II DDL text file. The extractor analyses the **schema** and **sub-schema** sections.

**IMS...**

... an IMS source text file. The extractor analyses IMS DDL.

**Procedure**

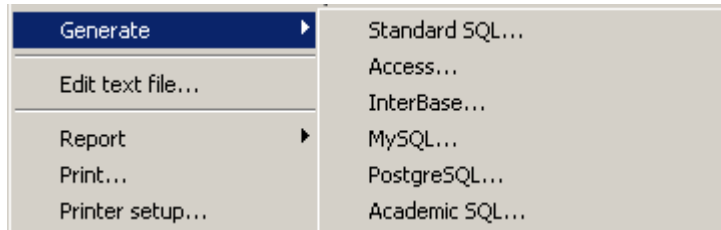
- In the project window, execute the command **Product/Add text** and select the source text to be parsed. Alternatively, **drag&drop** the source text from the Windows Explorer into the project window.
- Select the text(s) you want to analyse.
- Execute the command **File/Extract**, and select the language.
- If some errors have been detected, modify the source text accordingly.

The schema is then added to the project as an output product of a primitive process called **Extract**.

If the current window is a data schema window, then the extractor adds the extracted specifications to this schema ("**Incremental**" mode); if the current window is the project or a process window, the extractor creates a new schema comprising the extracted specifications ("**New**" mode).

Some parameters of the extraction process can be set through the command **File/Configuration** (see Section 11.8.1).

### 11.5.2 Generate



These processors translate a physical schema into an executable DDL text that can be used to build a database. This text is produced according to various DBMS and styles:

#### Standard SQL...

Unsophisticated standard SQL-2. This generator produces the statements that declares table spaces, tables, mandatory/optional columns, primary keys, foreign keys, unique constraints and additional constraints that are translated into check predicates (like **equ** foreign keys, **coexistence**, **exclusive**, **at-least-one**, **exactly-one**). Can be interpreted by most SQL engines.

#### Access...

Unsophisticated Access distributed by Microsoft. Same capabilities as Standard SQL.

The user can open the form "Execute SQL script" in the "SQL-Interpreter.mdb" Access database ("plugins/access" directory) to load a Access DDL file generated by DB-MAIN.

#### InterBase...

Unsophisticated InterBase distributed by Borland. Same capabilities as Standard SQL.

#### MySQL...

Unsophisticated MySQL distributed by MySQL AB. Same capabilities as Standard SQL.

#### PostgreSQL...

Unsophisticated PostgreSQL distributed by PostgreSQL. Same capabilities as Standard SQL.

#### Academic SQL...

Academic SQL. Same capabilities as Standard SQL, but the foreign keys are declared in their source table, leading to possible forward references.

**Comment**

Other generators can be developed and integrated into the DB-MAIN tool as user-developed plug-ins. The java code of a generic SQL generator is available in the "plugins\sql" directory (SQLGenerator.java).

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## 11.6 Using external texts

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### 11.6.1 Edit text file...

Opens MS Windows Notepad. Can be used to produce or examine external texts without incorporating them in the project window.

---

## 11.7 Reporting and printing

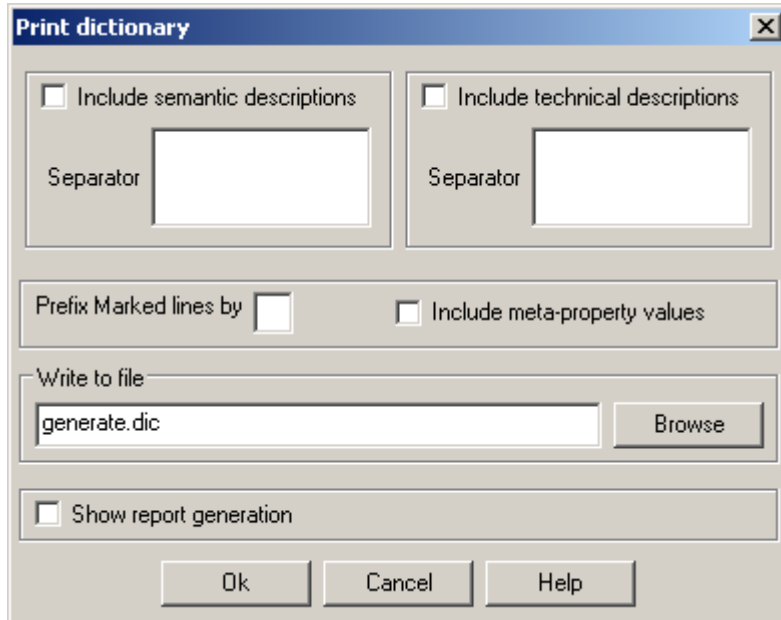
---

These functions allow you to prepare reports from the current schema, or to send it directly to the printer.

### 11.7.1 Report textual view...

The Report textual view function generates a dictionary report of a schema (in any textual view) or of a source file window in a text file (\*.dic). The semantic and/or technical descriptions, with separators, can be added as well

and the report can be included in the current process (**Show report generation**).



### Comment

Other generators can be developed and integrated into the DB-MAIN tool as long as the built-in report generators do not fit your needs, you can develop your own customized generator as a Java plug-in. A DocBook generator is available in the "plugins\docbook" directory (see Section 9.2.3).

### 11.7.2 Print...

Sends the content of the current process, schema or source file window (textual or graphical views) to the selected printer.

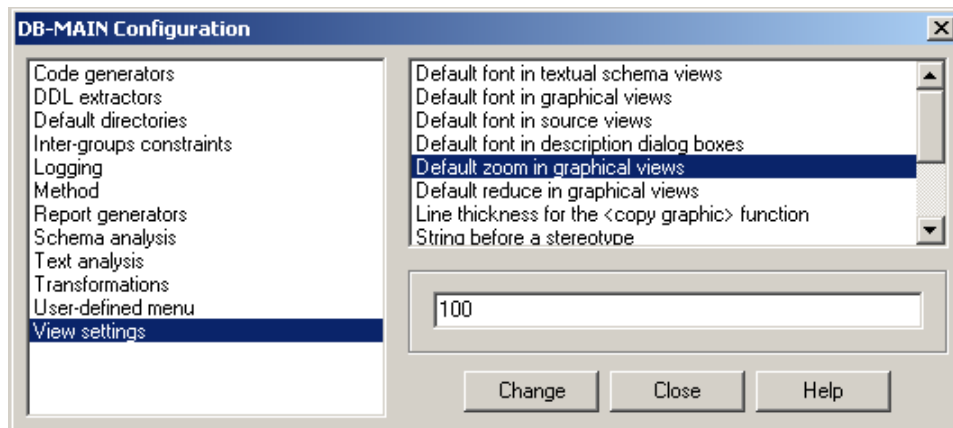
### 11.7.3 Printer setup...

Selects and configures the default printer through the standard Windows box.



## 11.8 Configuring the DB-MAIN environment

### 11.8.1 Configuration...



This command calls for the configuration processor that allows you to set some general DB-MAIN options. These settings are (transparently) stored in the file `DB-MAIN.INI`, located in the user's directory (application data directory on Windows or home directory on Linux). The following parameters can be specified:

- **Code generators**

- **(SQL) Separate constraints for tables:** to specify if primary key and unique constraints must be generated in the constraints section or in tables;

- **DDL extractors**

- **All files in the same schema:** when several source files are processed, to tell the extractor to store the specifications in the same schema or in separate schemas;
- **(SQL) Columns are 'NULL' by default:** to specify the standard SQL interpretation of columns with unspecified **null/not null** clause (e.g., Oracle vs Sybase);
- **(SQL) Views are in the same schema as the tables:** when processing SQL DDL code, to instruct the extractor to store the data structures of the views in the same schema as the global schema, or to store them in a separate schema;

**•Default directories**

- **Project default directory:** to specify the default directory when opening a project (\*.lun);
- **Plug-in default directory:** to specify the default directory when executing a Java or Voyager plug-in (\*.class or \*.oxo);
- **Pattern default directory:** to specify the default directory when loading a text pattern for text analysis (\*.pdl);
- **Extraction default directory:** to specify the default directory when running an extractor;
- **Generation default directory:** to specify the default directory when generating a DDL text;

**•Inter-group constraints**

- **Verify matching groups for referential and inclusion constraints:** when defining a foreign key or an inclusion constraint, to tell whether strict inter-group compatibility must be ensured or not;

**•Logging**

- **Trace off by default:** to specify whether the history recorded is deactivated or not;
- **Log only the replay information:** to specify whether a concise form of history will be recorded; this form is sufficient to replay a history, but is insufficient to undo some actions;

**•Method**

- **Colour for unused process types (R,G,B):** chooses the color for the unused process types in a method;
- **Colour for used process types (R,G,B):** chooses the color for the used process types in a method;
- **Colour for allowed process types (R,G,B):** chooses the color for the allowed process types in a method;
- **Colour for the types of the currently executing processes (R,G,B):** chooses the color for the types of the currently executing processes in a method;
- **Paint background for unused process types:** the background of the unused process types should be in the same color as the border or remain white;
- **Paint background for used process types:** the background color of the used process types should be in the same color as the border or remain white;

- **Paint background for allowed process types:** the background color of the allowed process types should be in the same color as the border or remain white;
- **Paint background for the types of the currently executing processes:** the background color of the types of the currently executing processes should be in the same color as the border or remain white;

•**Schema analysis**

- **Library of rules:** to specify the default library of rules for the **Schema analysis** assistant (a \*.anl file; default: default.anl)

•**Text analysis**

- **The secondary file of patterns:** in the **Text Analysis** assistant, to select the secondary pattern file, which contains the definition of the basic, low-level, patterns;
- **The main file of patterns:** in the **Text Analysis** assistant, to select the primary pattern file, which contains the definition of the user-oriented, high-level, patterns;
- **The lines copied in the clipboard are prefixed by their number:** if checked, the lines of the source file are copied in the clipboard with their line number

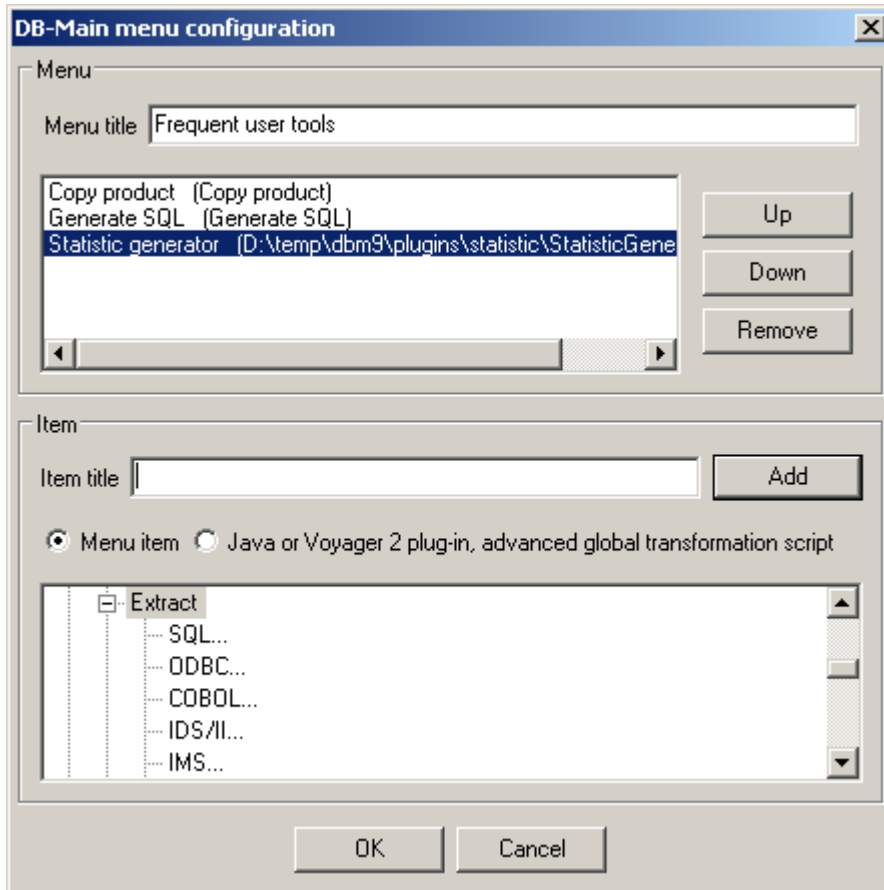
•**Transformations**

- **Library of transformations:** to specify the default directory when loading a predefined library of global transformations (\*.tfl) (Advanced Global Transformations assistant);
- **Technical identifier type (char or num):** set the default type for technical identifiers as created by the **Add Tech ID** transformation;
- **Technical identifier length (integer >0):** set the default length for technical identifiers as created by the **Add Tech ID** transformation;

•**User-defined menu**

To select the user-defined actions. For each user tools, define the entries by chosen a title and the related action as a Java or Voyager program (through the **Browse** button) or the menu item (through the **Menu** button). The **Menu**

button lists all the menus and toolbar shortcuts available in DB-Main. Select the leaves of the menu tree.



#### •View settings

- **The default font in textual schema view:** chooses the default font for the new textual schema view;
- **The default font in graphical view:** chooses the default font for the new graphical view;
- **The default font in source view:** chooses the default font for the new source view;
- **The default font in description dialog boxes:** chooses the default font for editing descriptions (semantic, technical, notes,...);
- **The default zoom in graphical views:** to select the default zoom factor for new schemas;
- **The default reduce factor in graphical views:** to select the default reduce factor for new schemas;

- **The line thickness for the <Copy graphic> function:** to define the line thickness when copying schema objects on the clipboard through the Copy graphic command;
- **The string before a stereotype:** to select the character string that appears in front of a stereotype name in a schema; Alt+174 ("«") recommended for UML schemas;
- **The string after a stereotype:** to select the character string that closes a stereotype name in a schema; Alt+175 ("»") recommended for UML schemas;
- **The note color in graphical view:** chooses the paint background color for the note in graphical views;
- **Maximum width of notes in graphical views (in centimeters):** defines the maximum width of notes when they are drawn. If a note contains lines longer than this size, these lines are wrapped to next line;
- **Minimum entity type width in graphical views (in centimeters):** defines a minimum width for entity types when they are drawn. An entity type that should normally be smaller is enlarged with white space.

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## 11.9 Opening a recently used project

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### 11.9.1 Recent projects

Opens one of the ten most recently opened project files (\*.lun, \*.isl or \*.xml).

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## 11.10 Quitting DB-MAIN

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### 11.10.1 Exit

Exits from DB-MAIN. Saves the current project if needed.



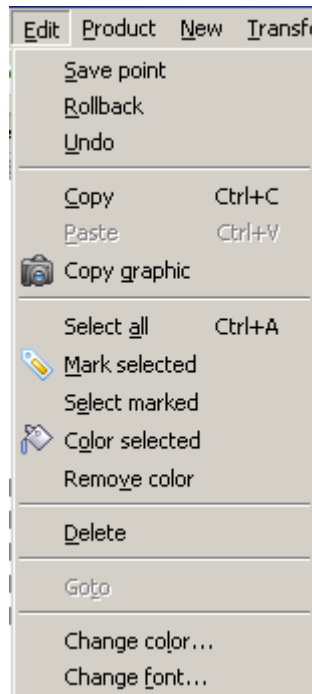
## Chapter 12

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### **The Edit menu (Edit)**

This menu includes five sections through which the user can change or move some components of a project:

1. preserve or restore the state of a schema;
2. copy and paste parts of a schema;
3. select, mark and color components of a project;
4. delete objects;
5. manage colors and fonts.




---

## 12.1 The commands of the Edit menu - Summary

---

<b>Save point</b>	saves the state of the current schema.
<b>Rollback</b>	restores the last saved state of the current schema.
<b>Undo</b>	in a data schema view: undo the last action.
<hr/>	
<b>Copy &lt;Ctrl&gt;+C</b>	copies the selected objects to the clipboard.
<b>Paste &lt;Ctrl&gt;+V</b>	pastes the contents of the clipboard in the current schema.
<b>Copy graphic</b>	copies the selected objects to the clipboard as vector objects.
<hr/>	
<b>Select all &lt;Ctrl&gt;+A</b>	selects all the objects in the current window.
<b>Mark selected</b>	marks the selected objects.



---

<b>Select marked</b>	selects the marked objects.
<b>Color selected</b>	paints the selected objects with the default color.
<b>Remove color</b>	paints in black all the selected objects.
<hr/>	
<b>Delete &lt;Del&gt;</b>	deletes the selected object.
<hr/>	
<b>Goto</b>	highlights the object state of the selected object and conversely.
<hr/>	
<b>Change color...</b>	changes the default color.
<b>Change font...</b>	changes the default font.

---

## 12.2 Preserving and restoring the state of a schema

---

### 12.2.1 Save point

In a data schema view: saves a copy of the current schema.

### 12.2.2 Rollback

In a data schema view: restores the last copy of the current schema (the current version is lost).

### 12.2.3 Undo

In a data schema view: undo the last action. Not yet implemented.

---

## 12.3 Copying/pasting parts of a schema

---

### 12.3.1 Copy <Ctrl>+C

In a schema view: copies the selected objects to the clipboard; they can then be pasted in any schema of the same project. It can be used to quickly define


similar attributes, processing units, groups, entity types, rel-types or sub-schemas, in the same schema, or in different schemas.

In a source file view: copies the selected lines to the clipboard.

### **12.3.2 Paste <Ctrl>+V**

In a schema view: pastes the contents of the clipboard to the current schema.

### **12.3.3 Copy graphic**

In any graphical window (project, process or schema): copies the selected objects to the clipboard as graphical objects to be included in another document (e.g. Word, OpenOffice). Useful to document reports. Also available through the button  on the graphical tool bar.

---


## **12.4 Selecting, marking, coloring**

---

### **12.4.1 Select all <Ctrl>+A**

In any graphical view: selects all the objects of the current schema, project or process.


### **12.4.2 Mark selected <Ctrl>+M**

In any view: marks all the selected objects of the current schema, project, process or source file. Also available through the button  on the standard tool bar.

### **12.4.3 Select marked**

In any view: selects all the marked objects of the current schema, project, process or source file.

### **12.4.4 Color selected**

In any view: colors all the selected objects of the current schema, project, process or source file. Also available through the button  on the standard tool bar.

### **12.4.5 Remove color**

In any view: colors in black all the selected objects of the current schema, project, process or source file.

---

## 12.5 Deleting objects

---

### 12.5.1 Delete <Del>

Deletes the selected object (in processes or projects: schema, text file and process; in data schemas: schema, entity type, rel-type, attribute, group, collection, constraint and processing unit, in processing schemas: action state, decision state, initial state, final state, synchronization bar, signal sending, signal receipt, internal object, state, object flow, control flow, use case, extend, include, use generalization, actor, association, actor generalization; in all windows: note).

Deleting a text file only removes its reference from the project or process

---

## 12.6 Goto between objects

---

### 12.6.1 Goto...

From a data schema, highlights the corresponding object state in its activity diagram.

From an activity diagram, highlights the corresponding object in its data schema.

---

## 12.7 Managing colors and fonts

---

### 12.7.1 Change color...

In any textual or graphical view of a schema, in the window of a project or a process and in any text file: changes the color used to color the selected objects.

### 12.7.2 Change font...

In any textual or graphical view of a schema, in the window of a project or a process and in any text file: changes the font and character size. It can be used to shrink a large schema on the screen or in a document.



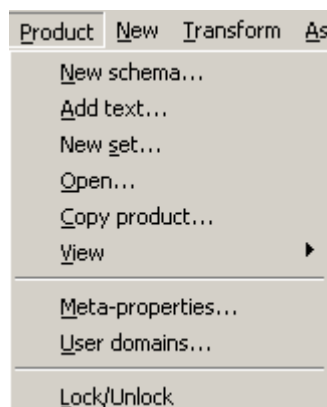
## Chapter 13

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### The Product menu (Product)

Functions related to the manipulation of the products of the current project. A product is any document used or produced in the current project, and which is under the control of the tool. Currently, the products comprise the schemas, the views, the source text files, and the generated files (e.g. SQL scripts). The products and their relationships are presented in the project window or in a process window. This menu includes three sections through which the user can manage products:

1. managing products: creating, opening, examining their properties, copying and managing views;
2. managing meta-properties and user-defined domains;
3. locking products.



---

## 13.1 The commands of the Product menu - Summary

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<b><u>N</u>ew schema...</b>	creates a new data or processing schema
<b><u>A</u>dd text...</b>	adds an existing external file to the project or a process
<b><u>N</u>ew <u>s</u>et...</b>	creates a new product set
<b><u>O</u>pen...</b>	opens the product (schema or text file) selected in the project windows
<b><u>C</u>opy product...</b>	generates a new schema or text with the same contents as the current one
<b><u>V</u>iew</b>	defines, generates, marks, removes, copies or renames a view
<hr/>	
<b><u>M</u>eta-properties</b>	modifies / examines the meta-properties of the meta-objects in the repository (a.k.a. the meta-schema)
<b><u>U</u>ser-domains...</b>	adds / deletes / examines / modifies user-defined domains
<hr/>	
<b><u>L</u>ock/Unlock</b>	puts or removes the lock on a product

---

## 13.2 Managing products

---

### 13.2.1 **New schema...**

In a project or process view: creates a new data or processing schema

### 13.2.2 **Add text...**

In a project or process view: adds an existing external file to the project or a process; can be used, e.g., to extract a logical schema; equivalent to drag&drop.

### 13.2.3 **New set...**

In a project or process view: creates a new product set.

### 13.2.4 **O**pen...

Opens the product (schema or text file) selected in the project or process windows. Same as double-clicking on the product icon in the project or process window.

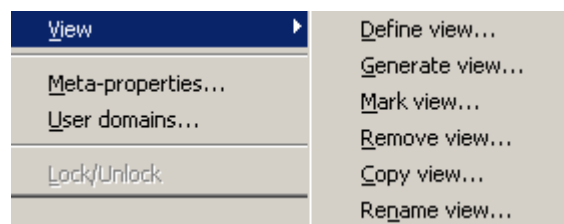
### 13.2.5 **P**roperties...

In a project or process view: examines/modifies the properties of the selected product.

### 13.2.6 **C**opy product...

Generates a new schema, text or set with the same contents as the current one. Can be asked from the project or process window, or from the current schema window

### 13.2.7 **V**iew



A view schema (or simply view) is a schema that derives from another source schema  $S$  and that includes a subset of the constructs of  $S$ . The components of a view can be renamed, transformed and moved in the graphical space, but no object can be added or deleted. Any update in the source schema  $S$  can be propagated down to the views that have been derived from it. A view can be derived from another view.

In the data and processing schema, the objects have a dynamic property giving the list of view in which they take part. An attribute is in a view if its parent is in the view. A group is in a view if all its components are in the view. A role is in a view if its relationship type and all its entity types are in the view. A relation is in a view if the related objects are in the view.

The view management functions are:

#### **Define view...**

Defines a view comprising the marked objects of the current schema. The list of the existing views is displayed, give the name of the new one. All the marked objects are now into this new view. The view itself is not yet represented by a schema. To represent it as a schema you must generate it.

**Generate view...**

Generates a view defined on the current schema. The list of the views defined on the current schema appears. Select a view. If *Include attributes* is checked, the sub-attributes of the objects of the view are also copied otherwise only the attributes defined as belonging to the view are copied. If *Include processing units* is checked in a data schema, the processing units of the objects of the view are also copied, otherwise only the processing units defined as belonging to the view are copied. If *Include relations* is checked in a processing schema, the relations of the objects of the view are also copied, otherwise only the relations defined as belonging to the view are copied. An object attribute is copied only if the referenced object is copied. The roles are copied into the view only if all their entity types and their rel-type are also copied. A group is copied into the view only if all its components are also copied. In a processing schema, the relations are copied into the view only if all their related objects are also copied.

If it is the first time that the view is generated then the view is only the copy of the objects that are marked as be part of the view. If the view already exists, its log is replayed on the generated view.

**Mark view...**

Marks the objects belonging to a view of the current schema.

**Remove view...**

Deletes a view defined on the current schema.

**Copy view...**

Copies a view defined on the current schema.

**Rename view...**

Renames a view defined on the current schema.

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## 13.3 Managing meta-objects and user-defined domains

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### 13.3.1 Meta-properties...

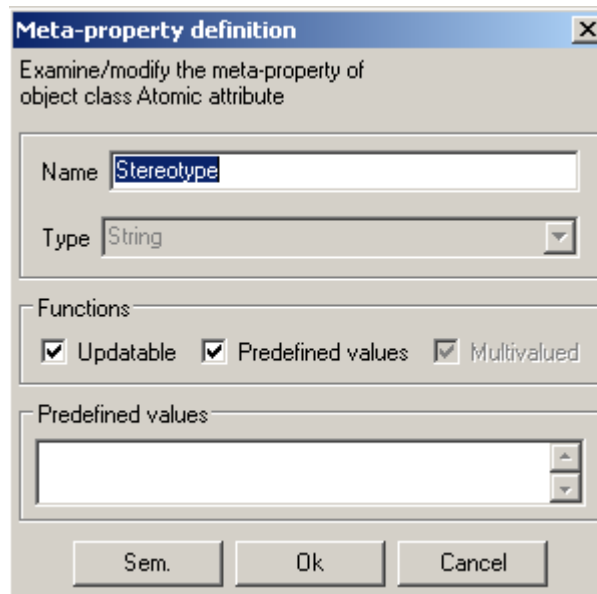
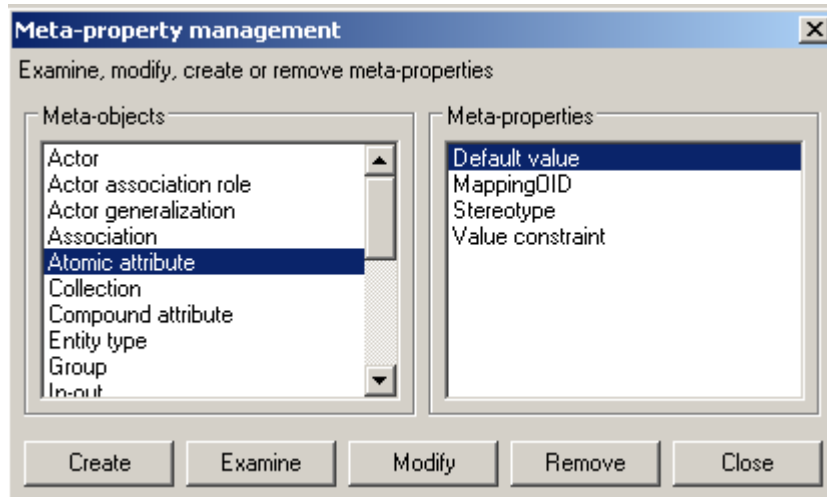
Modifies or examines the meta-properties of the meta-objects in the repository (a.k.a. the meta-schema).

**Properties...**

Adds, deletes, modifies or examines meta-properties. A meta-property is a dynamic property that is attached to a meta-object. The user can add properties to the meta-objects. The existing meta-objects are actor, actor generalization, association, atomic and compound attribute,



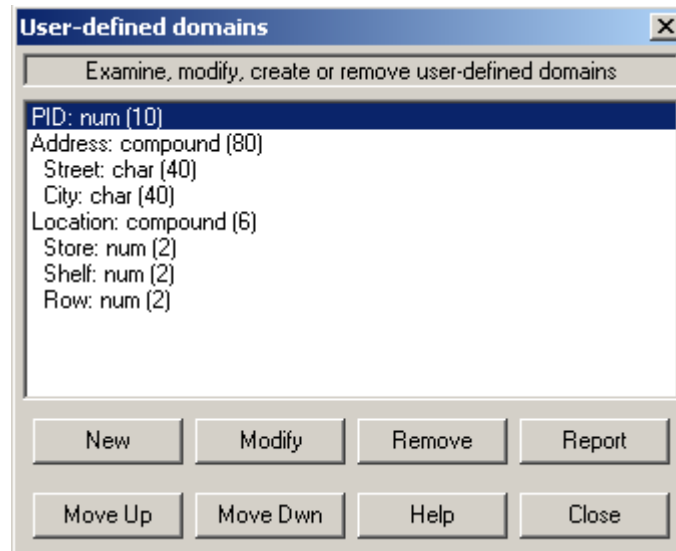
collection, entity type, group, in-out (object flow), processing unit (processing unit, action state, final state, initial state, synchronization bar, decision state, signal sending or receipt and use case), processing unit relation (control flow, extend, include, use case generalization), product set, project, rel-type, role, schema, state and text. These meta-objects are the objects of the DB-Main repository and they exist in all the projects. The functions of a meta-property are: system (meta-properties existing in all the projects and of which the values cannot be updated), updatable (the value of the meta-property can be updated), multivalued (the meta-property can have several values) and predefined values (the values of the meta-property are predefined).



### 13.3.2 User-domains...

The user can add, remove, modify user-defined domains or generate a report. A user-defined domain is atomic or compound, it can be associated with several attributes (choose user-defined type and the user-defined

domain in the attribute properties dialog box). A user-defined domain is defined for the current project.



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## 13.4 Locking products

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### 13.4.1 Lock/Unlock

Puts or removes the lock on a product (when a product is locked, no change can be made). This option is available when the Engineering/Control is checked.



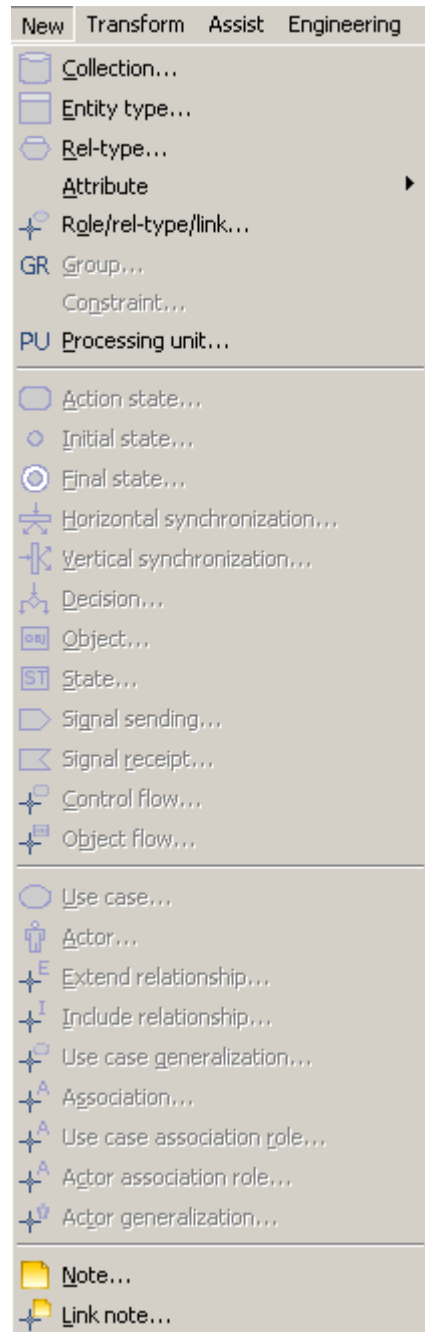
## Chapter 14-

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### The New menu (New)

This menu includes three sections through which the user can add new objects to the current schema:

1. adding new objects to a data schema (ER and UML class diagram);
2. adding new objects to an activity processing schema (UML activity diagram);
3. adding new objects to a use case processing schema (UML use case diagram);
4. adding notes to a project or schema.



---

## 14.1 The commands of the New menu - Summary

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<b><u>C</u>ollection...</b>	in a data schema: creates a new collection
<b><u>E</u>ntity type...</b>	in a data schema: creates a new entity type
<b><u>R</u>el-type...</b>	in a data schema: creates a new relationship type
<b><u>A</u>tttribute</b>	in a data schema: adds a new attribute
<b><u>R</u>ole...</b>	in a data schema: adds a new role to the selected relationship type
<b><u>G</u>roup...</b>	in a data schema: adds a new group containing the selected objects
<b><u>C</u>onstraint...</b>	in a data schema: adds a new constraint involving the selected group
<b><u>P</u>rocessing unit...</b>	in a data schema: adds a new processing unit to a parent
<hr/>	
<b><u>A</u>ction state...</b>	in an activity schema: adds a new action state to the schema
<b><u>I</u>nitial state...</b>	in an activity schema: adds a new initial state to the schema
<b><u>F</u>inal state...</b>	in an activity schema: adds a new final state to the schema
<b><u>H</u>orizontal synchronization...</b>	in an activity schema: adds a new horizontal synchronization bar to the schema
<b><u>V</u>ertical synchronization...</b>	in an activity schema: adds a new vertical synchronization bar to the schema
<b><u>D</u>ecision...</b>	in an activity schema: adds a new decision state to the schema
<b><u>O</u>bject...</b>	in an activity schema: adds a new internal object to a parent
<b><u>S</u>tate...</b>	in an activity schema: adds a new object state to a schema
<b><u>S</u>ignal sending...</b>	in an activity schema: adds a new signal sending to a schema
<b><u>S</u>ignal receipt...</b>	in an activity schema: adds a new signal receipt to a schema
<b><u>C</u>ontrol flow...</b>	in an activity schema: adds a new control flow between two processing units
<b><u>O</u>bject flow...</b>	in an activity schema: adds a new object flow between a processing unit and an internal or external object

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<b><u>U</u>se case...</b>	in a use case schema: adds a new use case to the schema
<b><u>A</u>ctor...</b>	in a use case schema: adds a new actor to the schema
<b><u>E</u>xtend relationship...</b>	in a use case schema: adds a new extend relationship between two use cases
<b><u>I</u>nclude relationship...</b>	in a use case schema: adds a new extend relationship between two use cases
<b><u>U</u>se case generalization...</b>	in a use case schema: adds a new generalization between two use cases
<b><u>A</u>ssociation...</b>	in a use case schema: adds a new association
<b><u>U</u>se case association role...</b>	in a use case schema: adds a new association role between a use case and an association
<b><u>A</u>ctor association role...</b>	in a use case schema: adds a new association role between an actor and association
<b><u>A</u>ctor generalization...</b>	in a use case schema: adds a new generalization between two actors

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<b><u>N</u>ote...</b>	adds a new note to a selected parent
<b><u>L</u>ink note...</b>	adds a new link between a note and an object

---

## 14.2 Adding new objects to a data schema


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### 14.2.1 Collection...

Creates a new collection in a data schema view. Also available through the button  on the standard tool bar.

In the textual views, a collection is created. In the graphical views, the cursor changes into the object icon and the collection is created where the mouse points when its left button is pressed. The properties can be changed in the property box.

### 14.2.2 Entity type...

Creates a new entity type (interactively or from the current source text) in a data schema. Also available through the button  on the standard tool bar.




In the textual views, an new entity-type is created. In the graphical views, the cursor changes into the object icon and the entity type is created where the mouse points when its left button is pressed. The properties can be changed in the property box.

This function can be used to create objects from COBOL statements as follows:

- a source text and its corresponding logical data schema are opened;
- select a data definition statement in the COBOL text (generally a "01" record definition);
- execute the New/Entity type command.

### 14.2.3 **Rel-type...**

Creates a new relationship type in a data schema. Also available through the button  on the standard tool bar.


In the textual views, a relationship type is created. In the graphical views, the cursor changes into the object icon and the rel-type is created where the mouse points when its left button is pressed. The properties can be changed in the property box.

### 14.2.4 **Attribute**




Adds a new attribute (interactively or from the current source text) in a data schema.

#### **F**irst att...

... as first child (of the selected parent object: entity type, relationship type or attribute). Also available through the button  on the standard tool bar.

#### **N**ext att...


... as next sibling (of the selected attribute). Also available through the button  on the standard tool bar.

An attribute is created and its properties can be changed in the property box. This function can be used to create objects from COBOL statements as follows:

- a source text and its corresponding logical data schema are opened;
- select the parent object (entity type, rel-type, attribute) or the sibling attribute in the data schema window;
- select one or several field definition statements in the COBOL text;

execute a New/Atttribute/First or New/Atttribute/Next command.



#### 14.2.5 **R**ole...

Adds a new role to the selected relationship type in a data schema. Also available through the button  on the standard tool bar.

In the textual views, the role is added to the current relationship-type. In the graphical views, to create a role draw a line with the cross cursor from the entity type to the rel-type, to create a rel-type draw a line between the two entity types and to create a multi-ET role draw a line between a role and an entity type. The role properties can be changed in the property box.

#### 14.2.6 **G**roup...

Adds a new group (primary/secondary id, access key, coexistence, referential,...) to the selected object (entity type, relationship type or compound multivalued attribute) in a data schema.

A group containing the selected attributes and/or roles is created. Also available through the button  on the standard tool bar. To create an identifier with the selected attributes and/or roles, click on the button  in the standard tool bar. The properties can be changed in the property box.

#### 14.2.7 **C**onstraint...

Adds a new constraint involving the selected group in a data schema. The corresponding dialogue box appears and the properties can be changed.

#### 14.2.8 **P**rocessing unit...

Adds a new processing unit to the selected parent (entity type, relationship type or schema) or as next sibling (of the selected processing unit) in a data schema. The properties can be changed in the property box.

Also available through the button  on the standard tool bar.

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### 14.3 Adding new objects to an activity schema

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#### 14.3.1 **A**ction state...

Adds a new action state to an activity schema. In the textual views, an action state is created. In the graphical views, the cursor changes into the object icon and the action state is created where the mouse points when its left button is pressed. The properties can be changed in the property box.

Also available through the button  on the standard tool bar.

### 14.3.2 **I**nitial state...

Adds a new initial state to an activity schema. In the textual views, an initial state is created. In the graphical views, the cursor changes into the object icon and the initial state is created where the mouse points when its left button is pressed. The properties can be changed in the property box.

Also available through the button  on the standard tool bar.

### 14.3.3 **F**inal state...

Adds a new final state to an activity schema. In the textual views, a final state is created. In the graphical views, the cursor changes into the object icon and the final state is created where the mouse points when its left button is pressed. The properties can be changed in the property box.

Also available through the button  on the standard tool bar.


### 14.3.4 **H**orizontal synchronisation...

Adds a new horizontal synchronization bar to an activity schema. In the textual views, an horizontal synchronisation is created. In the graphical views, the cursor changes into the object icon and the horizontal synchronization bar is created where the mouse points when its left button is pressed. The properties can be changed in the property box.

Also available through the button  on the standard tool bar.


### 14.3.5 **V**ertical synchronisation...

Adds a new vertical synchronization bar to an activity schema. In the textual views, an vertical synchronisation is created. In the graphical views, the cursor changes into the object icon and the vertical synchronization bar is created where the mouse points when its left button is pressed. The properties can be changed in the property box.


Also available through the button  on the standard tool bar.

### 14.3.6 **D**ecision...

Adds a new decision state to an activity schema. In the textual views, a decision is created. In the graphical views, the cursor changes into the object icon and the decision state is created where the mouse points when its left button is pressed. The properties can be changed in the property box.


Also available through the button  on the standard tool bar.

### 14.3.7 **O**bject...

Adds a new internal object to the selected parent (schema or internal object) or as next sibling (of the selected internal object) in an activity schema. Also available through the button  on the standard tool bar.


In the textual views, an object is created. In the graphical views, the cursor changes into the object icon and the internal object is created where the mouse points when its left button is pressed. The properties can be changed in the property box.

### 14.3.8 **S**tate...


Adds a new state to the selected object (external or first level internal object) in an activity schema. Also available through the button  on the standard tool bar.

In the textual views, a state of the current object is created. In the graphical views, the cursor changes into the state icon and the object state is created where the mouse points when its left button is pressed. The properties can be changed in the property box.


### 14.3.9 **S**ignal sending...

Adds a new signal sending to an activity schema. In the textual views, a signal sending is created. In the graphical views, the cursor changes into the object icon and the signal sending is created where the mouse points when its left button is pressed. The properties can be changed in the property box. Also available through the button  on the standard tool bar.

### 14.3.10 **S**ignal receipt...


Adds a new signal receipt to an activity schema. In the textual views, a signal receipt is created. In the graphical views, the cursor changes into the object icon and the signal receipt is created where the mouse points when its left button is pressed. The properties can be changed in the property box. Also available through the button  on the standard tool bar.

### 14.3.11 **C**ontrol flow...

Adds a new relation between two processing units in an activity schema. Also available through the button  on the standard tool bar.

Not available in the textual views. In the graphical views, draw a line with the cross cursor between two processing units. The properties can be changed in the property box. The properties can be changed in the property box.

### 14.3.12 Object flow...

Adds a new relation between a processing unit and an internal or external (entity type, relationship type, attribute or collection of a data schema) object in an activity schema. Also available through the button  on the standard tool bar.

Not available in the textual views. In the graphical views, draw a line with the cross cursor between a processing unit and an internal or external object. The properties can be changed in the property box.

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## 14.4 Adding new objects to an use case schema

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### 14.4.1 Use case...

Adds a new use case to an use case schema. In the textual views, an use case is created. In the graphical views, the cursor changes into the object icon and the use case is created where the mouse points when its left button is pressed. The properties can be changed in the property box.


Also available through the button  on the standard tool bar.

### 14.4.2 Actor...

Adds a new actor to an use case schema. In the textual views, an actor is created. In the graphical views, the cursor changes into the object icon and the actor is created where the mouse points when its left button is pressed. The properties can be changed in the property box.


Also available through the button  on the standard tool bar.

### 14.4.3 Extend relationship...

Adds a new extend relation between two processing units in an use case schema. Also available through the button  on the standard tool bar.


Not available in the textual views. In the graphical views, draw a line with the cross cursor between two processing units. The properties can be changed in the property box.

### 14.4.4 Include relationship...

Adds a new include relation between two processing units in an use case schema. Also available through the button  on the standard tool bar.


Not available in the textual views. In the graphical views, draw a line with the cross cursor between two processing units. The properties can be changed in the property box.

#### **14.4.5 Use case generalization...**

Adds a new generalization relation between two processing units in an use case schema. Also available through the button  on the standard tool bar.


Not available in the textual views. In the graphical views, draw a line with the cross cursor between two processing units. The properties can be changed in the property box.

#### **14.4.6 Association...**

Adds a new association between a use case (processing unit) and an actor in an use case schema. Also available through the button  on the standard tool bar.


In the graphical views, draw a line with the cross cursor between a use case and an actor. In the textual views, create a new association without role. The properties can be changed in the property box.

#### **14.4.7 Use case association role...**

Adds a new association role between a use case (processing unit) and an association in an use case schema. Also available through the button  on the standard tool bar.


In the graphical views, draw a line with the cross cursor between a use case and an association. In the textual views, add a new use case association role to the selected association. The properties can be changed in the property box.

#### **14.4.8 Actor association role...**

Adds a new association role between an actor and an association in an use case schema. Also available through the button  on the standard tool bar.

In the graphical views, draw a line with the cross cursor between an actor and an association. In the textual views, add a new actor association role to the selected association. The properties can be changed in the property box.

#### **14.4.9 Actor generalization...**

Adds a new generalization relation between two actors in an use case schema. Also available through the button  on the standard tool bar.


Not available in the textual views. In the graphical views, draw a line with the cross cursor between two actors. The properties can be changed in the property box.

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## 14.5 Adding notes to a schema

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### 14.5.1 Note...

Adds a new note to the selected object in a schema. Also available through the button  on the standard tool bar.

In the textual views, the note is be added. In the graphical views, the mouse cursor changes and the note is created where the mouse points when its button is pressed. The note text can be changed in the property box.

If the current object is not a schema, the note is linked to this object. Otherwise the note belongs to the schema.

### 14.5.2 Link note...

Adds a new link between a note and another object in a schema. Also available through the button  on the standard tool bar.

Not available in the textual views. In the graphical views, draw a line with the cross cursor between a note and another object.





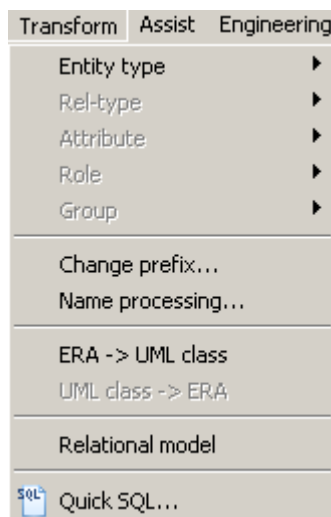
## Chapter 15

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### The Transform menu (**T**ransform)

This menu includes four sections through which the user can carry out transformations on the selected object of a data schema:

1. transforming entity types, rel-types, attributes, roles or groups;
2. processing names;
3. transforming an ER schema into UML class diagram (and conversely)
4. transforming into relational model;
5. generating SQL.



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## 15.1 The commands of the Transform menu - Summary

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<b><u>E</u>ntity type</b>	transforms the selected entity type
<b><u>R</u>el-type</b>	transforms the selected relationship type
<b><u>A</u>tttribute</b>	transforms the selected attribute
<b><u>R</u>ole</b>	transforms the selected role
<b><u>G</u>roup</b>	transforms the selected group
<hr/>	
<b><u>C</u>hange prefix...</b>	detects the largest prefix of the components of the selected object and proposes its replacement with a new prefix (or absence thereof)
<b><u>N</u>ame processing...</b>	processes the names and short names of objects in the current schema
<hr/>	
<b><u>E</u>RA -&gt; <u>U</u>ML class...</b>	transforms the current ERA schema into an UML class schema
<b><u>U</u>ML class -&gt; <u>E</u>RA...</b>	transforms the current UML class schema into an ERA schema
<hr/>	
<b><u>R</u>elational <u>m</u>odel</b>	replaces (by applying ad hoc transformations) the current schema by its relational logical version, carries out no optimization
<hr/>	
<b><u>Q</u>uick SQL</b>	This function offers a quick, fast-food style and rather lazy way to generate the executable code that implements the data structures corresponding to the current (conceptual or logical) schema.

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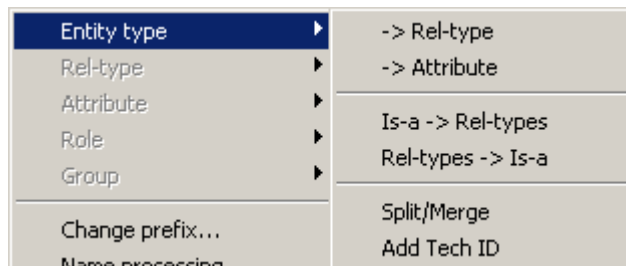
## 15.2 Transforming entity types, rel-types, attributes, roles or groups

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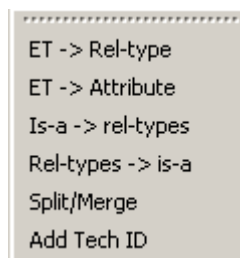
Carries out transformations (most of them are semantic-preserving) on the selected object of a data schema. This toolbox will be expanded according to the needs of the different database engineering activities. The current functions allows for, e.g.:

- the production of relational, CODASYL, standard files, IMS, TOTAL/IMAGE, (and the like) databases,
- optimization of database schemas,
- conceptual restructuring,
- reverse engineering.

### 15.2.1 Entity type



Also available through the buttons on the transformation tool bar.



#### -> **Rel-type**

Transforms the selected entity type into a relationship type.

#### -> **Attribute**

Transforms the selected entity type into an attribute.

#### **Is-a -> Rel-type**

Transforms the selected entity type (if it is a supertype) by replacing the is-a relations into one-to-one rel-types.

#### **Rel-type -> Is-a**

Transforms the selected entity type E by replacing one-to-one rel-types with is-a relations, therefore making E a super-type.

#### **Split/Merge**

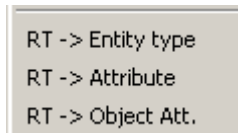
Transforms the selected entity type E into two entity types linked by a one-to-one rel-type, or by migrating attributes/processing units/roles/is-a between E and another entity type, or by merging E with another entity type.

**Add Tech ID**

Adds a technical primary identifier (replacing the current primary identifier, if any).

**15.2.2 Rel-type**

Also available through the buttons on the transformation tool bar.

**-> Entity-type**

Transforms the selected relationship type into an entity type.

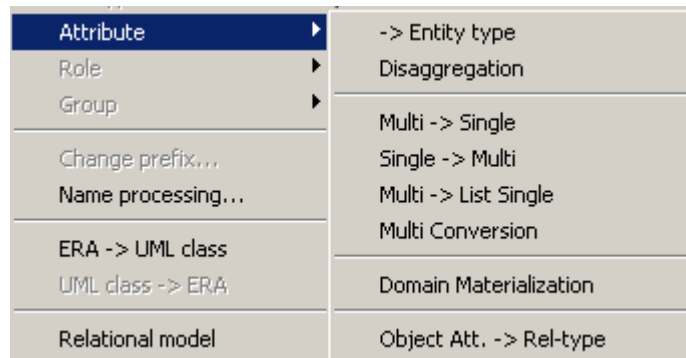
**-> Atttribute**

Transforms the selected relationship type into a reference attribute (foreign key).

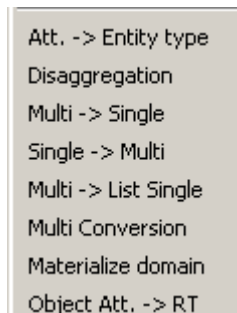
**-> Object att.**

Transforms the selected relationship type into an object-attribute (in object-oriented schemas).

### 15.2.3 Atribute



Also available through the buttons on the transformation tool bar.



#### -> Entity-type

Transforms the selected attribute into an entity type by representing the possibly duplicate attribute instances (*instance representation*) or by representing the distinct attribute values (*value representation*).

#### Disaggregation

Transforms the selected attribute, if compound, by replacing it with its components.

#### Multi -> Single

Transforms the selected attribute, if multivalued, into a single-valued attribute (= value concatenation).

#### Single -> Multi

Transforms the selected attribute, if single-valued, into a multivalued attribute (= value slicing).

#### Multi -> List Single

Transforms the selected attribute, if multivalued, into a list of single-valued attributes (= instantiation).

#### Multi Conversion

Changes the collection type of the selected multivalued attribute (set, bag, list, array, etc.); provides both semantics-preserving and semantics-changing techniques.

### **Domain Materialization**

Materializes the domain of the selected atomic attribute = replaces a user-defined domain with its definition.

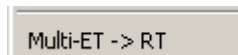
### **Object Att. -> Rel-type**

Transforms the selected attribute, if object-type, into a rel-type.

## 15.2.4 Role



Also available through the buttons on the transformation tool bar.



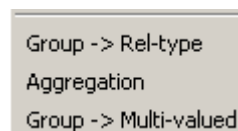
### **Multi-ET -> Rel-types**

Transforms the selected role, if multi-ET, into a series of similar relationship types.

## 15.2.5 Group



Also available through the buttons on the transformation tool bar.



### **Rel-type**

Transforms the selected group, if referential (e.g. foreign key), into a relationship type.

### **Aggregation**

Transforms the selected group into a compound attribute.

### **Multi-valued**

Transforms the selected group of single-valued attributes into a multi-valued attribute (= de-instantiation).

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## 15.3 Processing names

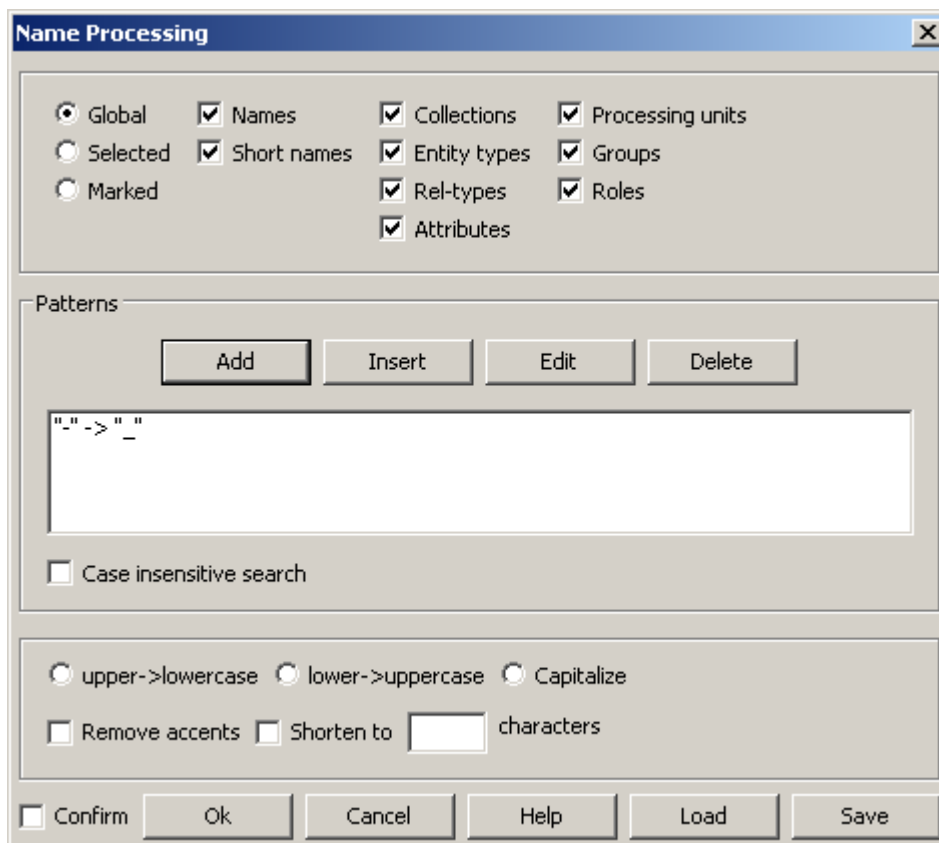
---

### 15.3.1 Change prefix...

Detects the largest prefix of the components of the selected object and proposes its replacement with a new prefix (or absence thereof).

### 15.3.2 Name processing...

Processes the names and short names of objects in the current schema. The scope of the process defines which objects (global, selected or marked) and which names (depending on the kind of schema). The substitution patterns are a list of "old string new string". Change case, capitalize, remove accents and shorten names are additional specific transformations. The substitution patterns can be save into files.



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## 15.4 Transforming an ERA schema into UML class diagram (and conversely)

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### 15.4.1 ERA -> UML class...

Transforms all rel-types with attributes or linked to more than two roles into entity types. Removes the stereotypes <<agr>> and <<cmp>> on the binary rel-types. The graphical view uses the UML notation.

### 15.4.2 UML class -> ERA...

Adds the stereotypes <<agr>> or <<cmp>> on the binary aggregation or composition rel-types. The graphical view uses the ERA notation.

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## 15.5 Transforming into relational model

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### 15.5.1 Relational model

Replaces (by applying ad hoc transformations) the current schema by its relational logical version.

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## 15.6 Generating SQL

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### 15.6.1 Quick SQL

This function offers a quick, fast-food style and rather lazy way to generate the executable code that implements the data structures corresponding to the current (conceptual or logical) schema. They result into correct, clear, but unsophisticated DDL (SQL) programs. The schema do not have to be DMS-compliant. This function has been included to comply with most commercial modeling tools. Same result as by executing:

```
Product/Copy schema(product)...;  
Transform/Relational model;  
File/Generate/Standard SQL;  
select schema;  
Edit/Delete.
```

Also available through the button  on the assistant tool bar.



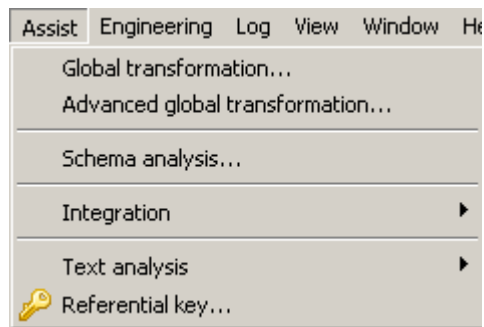
## Chapter 16

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### The Assist menu (Assist)

This menu includes five sections through which the user can use expert assistants dedicated to specific classes of problems:

1. transforming schema;
2. analyzing schema;
3. integrating objects;
4. analyzing text;
5. finding referential key.



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## 16.1 The commands of the Assist menu - Summary

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### Global transformations...

carries out selected actions on selected objects in order to solve structural problems

### Advanced global transformations...

carries out selected actions on selected objects. It is a sophisticated version of the Global Transformation Assistant providing more flexibility and power in script development.

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### Integration

This assistant offers a set of tools for data schemas and objects integration.

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### Text Analysis

This assistant offers a set of tools for text analysis.

### Referential key...

This tool proposes some popular heuristics to find foreign keys.

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## 16.2 Transforming schema

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### 16.2.1 Global transformations...

Carries out selected actions on selected objects in order to solve structural problems. For each outstanding class of constructs (the *problem*), the assistant proposes one or several transformations that replace them by equivalent constructs (the *solution*). The assistant proposes other additional global functions. In addition, the user can build (then save and reuse) customized transformation scripts dedicated to specific complex problems.

#### **a) *The problem -> solution transformations***

For each operation in the list below, we suggest some standard design processes in which it can be most useful. The standard processes are coded as follows:

- CN: conceptual normalization;
- RE: reverse engineering;
- LD: logical design (DBMS-independent);
- RLD: relational logical design;

FLD: standard file logical design (e.g. COBOL);  
 CLD: CODASYL logical design;  
 OOD: OO-DBMS design;  
 OPT: optimization;  
 PD: physical design.

For each outstanding class of constructs, we have also added the actions Mark and Unmark (except Group Names, Generate and Name processing). These actions put or remove a mark on the constructs that belong to the class.

### **Entity type: problems related to entity types**

**Rel. entity types -> Rel-types:** the entity type seems to be the representation of a relationship type (CN).

**Att. entity types -> Attributes:** the entity type seems to be the representation of an attribute (CN).

**Missing id. -> Add a technical id:** the entity type will need an identifier when rel-types are transformed into foreign keys (RLD).

### **Rel-type: problems related to relationship types**

**With attributes -> Entity types:** relationship type with attributes not allowed: replace with entity type (LD).

**Complex -> Entity types:** too complex relationship types (N-ary or with attributes) not allowed: replace with entity type (LD).

**Binary 1-1 -> Is-a:** transform the one-to-one relationship type into a is-a relation if it does not conflict with another one-to-one relationship type (CN, RE).

**Binary 1-N -> Referential attributes:** each one-to-many relationship type is replaced by reference attributes (RLD,FLD).

**Binary N-N -> Entity types:** many-to-many binary relationship type not allowed: replace by an entity type (LD).

**Binary w/o att. -> Object attributes:** each binary relationship type without attribute is replaced by an object-attributes (LD, OOD).

**Cyclic -> Entity types:** cyclic relationship types not allowed: replace by entity types (CLD).

**Cyclic 1-N -> Referential attributes:** one-to-many cyclic relationship types not allowed: replace with reference attributes (CLD).

**Multi-ET roles -> Split rel-types:** multi-ET roles not allowed: split them (LD); if the rel-type contains more than one multi-ET roles, this global transformation must be carried out as many times.

### **Is-a: problems related to IS-A relations**

**All -> Rel-types:** each IS-A relation is replaced by a one-to-one relationship type (LD).

**Attributes: problems related to attributes**

**Compound -> Disaggregation:** compound attributes not allowed: replace by their components (RLD).

**Compound -> Entity type:** compound attributes not allowed: replace by entity types (CN,LD).

**Multivalued -> Entity types:** multivalued attributes not allowed: replace by entity types (instance repr.) (LD).

**Object -> Rel-types:** object-attributes not allowed: replace by relationship types (RE).

**User-defined -> Materialize:** user-defined attributes are replaced by their definition (LD).

**Comp. att, 1 comp. -> Disaggregation:** compound attributes with only one component: disaggregate (LD).

**Single comp. att., FK -> Disaggregation:** single-valued compound attributes with foreign key: disaggregate (RE).

**Single comp. att., FK -> Entity-type:** single-valued compound attributes with foreign key: entity type (RE).

**Multi. comp. att., FK -> Entity type:** multi-valued compound attribute with foreign key: replace by an entity type (RE).

**Groups: problems related to groups**

**Referential -> Rel-types:** each reference group (foreign key) is replaced by a one-to-many rel- type (RE).

**Id & ref w/o AK -> Make access key:** an access key is associated with each id or reference group (PD).

**Id >1 comp. -> Add technical id:** primary ids with more than 1 component are replaced by a technical id (OPT,PD).

**Id >2 comp. -> Add technical id:** primary ids with more than 2 components are replaced by a technical id (OPT,PD).

**Id >3 comp. -> Add technical id:** primary ids with more than 3 components are replaced by a technical id (OPT,PD).

**Access keys -> Remove:** remove access keys (RE).

**Multi-att. identifiers -> Aggregate:** makes a compound attribute with multi-attribute id (FLD).

**Multi-att. access keys -> Aggregate:** makes a compound attribute with multi-attribute access key (FLD).

**Prefix access key -> Remove:** removes each access key which is a prefix of another access key (RLD,FLD).

**Coexistence -> Aggregate:** isolates the components of a coexistence group (CN, LD).

**Names -> Rename:** renames the groups with unique standardized names (PD) (Mark/Unmark not available)

**Miscellaneous: problems related to other objects**

**Technical descript.** -> **Remove**: removes technical descriptions (RE).

**Collections** -> **Remove**: removes the collections (RE).

**Generate:**

generates executable DDL code for the current schema (must be compliant with the DBMS).

**Standard SQL**: standard SQL-2 program;

**InterBase**: InterBase SQL program;

**Academic SQL**: simplified SQL program (with possible forward references);

**Standard SQL (check)**: standard SQL-2 program (with check predicates);

**InterBase (check)**: InterBase SQL program (with check predicates);

**Academic SQL (check)**: simplified SQL program (with check predicates);

**COBOL**: ENVIRONMENT DIVISION and DATA DIVISION;

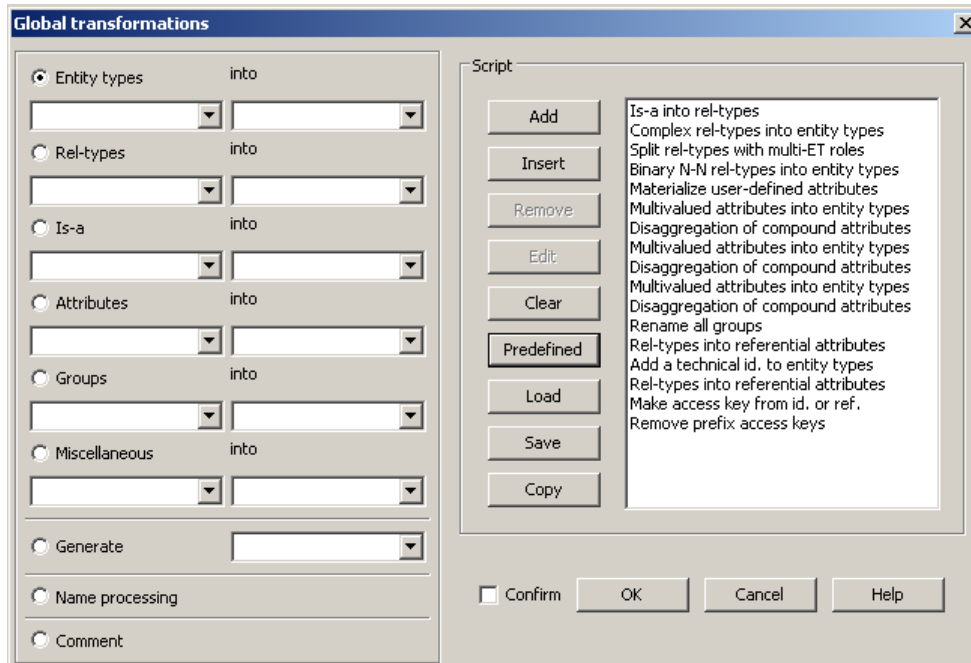
**CODASYL**: CODASYL schema DDL program;

**XML**: XML (DTD) file.

**Name processing:**

processes the names of selected objects in the current schema (see section [15.3.2]).

### b) The assistant box



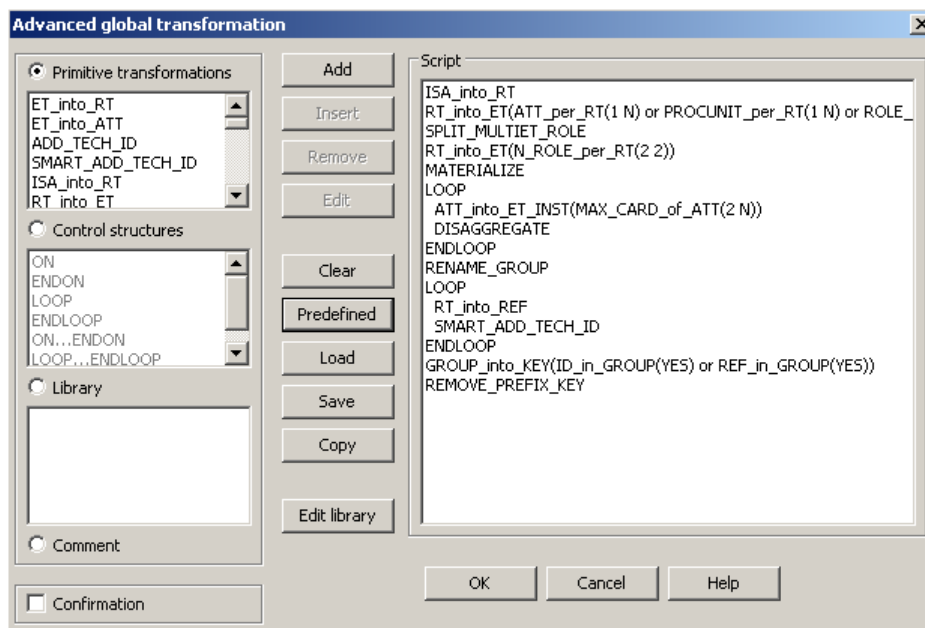
A script is a sequence of operations chosen among those described above. It implements simple transformation plans. The current script, if any, appears in the Script window. A selected action can be added at the end of the current script, inserted before the selected operation in the script or deleted from the script. The selected Name processing operation can be edited in the script. A previously saved script (file \*.trf) can be loaded and the current script can be copied in the clipboard. The user can clear the Script window and load a predefined script. The following scripts are available:

- **Binary**: no is-a, no complex rel-types;
- **Bachman**: binary + no many-to-many, or cyclic rel-types;
- **Flat binary**: binary + single-valued, atomic attributes only;
- **Flat Bachman**: Bachman + single-valued, atomic attributes only;
- **Relational rev. eng.**: rebuilds a conceptual schema from a (simple) relational logical schema;
- **COBOL rev. eng.**: rebuilds a conceptual schema from a (simple) COBOL logical schema;
- **Pseudo-relational**: in most cases, generates an acceptable physical relational schema from a conceptual one;
- **Logical pseudo-relational**: in most cases, generates an acceptable logical relational schema from a conceptual one;

- **Physical pseudo-relational:** in most cases, generates an acceptable physical relational schema from a logical one;
- **Pseudo-COBOL:** in most cases, generates an acceptable logical COBOL schema;
- **Pseudo-IDS/II:** in most cases, generates an acceptable logical IDS/II schema.

### 16.2.2 Advanced global transformations...

This one is a sophisticated version of the Global Transformation Assistant providing more flexibility and power in script development. A script consists of transformations and control structures. A transformation has the form A(P) where A is an action (transform, remove, mark, etc.) and P is a predicate that select specific objects in the data schema. The meaning is obvious: apply action A on each object that satisfies predicate P. The control structures include scope restrictions and loops. A library of advanced global transformations can be defined and reused in the definition of new ones.



#### a) **Transformations**

A transformation is designed to perform a given action on a set of objects. A default set is defined for each transformation. This set may be refined to a subset defined by a predicative rule. This rule is a search rule of the Schema Analysis Assistant. For instance, the RT\_into\_ET transformation is defined

to transform all rel-types of a schema into entity types. But this transformation may be refined to transform complex rel-types (i.e. with attributes and/or with more than 2 roles) only:

RT\_into\_ET(ATT\_per\_RT(1 N) or ROLE\_per\_RT(3 N))

This specific transformation can be renamed as "TRANSFORM-COMPLEX-RT" for clarity, and reused in scripts.

The following is a table of the available transformations:

- **ET\_into\_RT**: transforms all entity types satisfying the preconditions of the elementary transformation into rel-types.
- **ET\_into\_ATT**: transforms all entity types satisfying the preconditions of the elementary transformation into attributes.
- **ADD\_TECH\_ID**: adds a technical identifier to all entity types. This transformation should never be used without refinement of the scope by a predicate.
- **SMART\_ADD\_TECH\_ID**: adds a technical identifier to all entity types that do not have one but should have, in such a way that all rel-types can be transformed into foreign keys.
- **ISA\_into\_RT**: transforms all is-a relations into binary one-to-one rel-types.
- **RT\_into\_ET**: transforms all rel-types into entity types. This transformation should never be used without refinement of the scope.
- **RT\_into\_ISA**: transforms all binary one-to-one rel-types that satisfy the preconditions of the elementary transformation into is-a relations if it can be done without dilemma (the remaining is-a relations can be transformed with the elementary transformation later on).
- **RT\_into\_REF**: transforms all rel-types into referential attributes.
- **RT\_into\_OBJATT**: transforms all rel-types into object-attributes.
- **REF\_into\_RT**: transforms all referential attributes into rel-types.
- **ATT\_into\_ET\_VAL**: transforms all attributes into entity types using the value representation of the attributes. This transformation should never be used without refinement of the scope.
- **ATT\_into\_ET\_INST**: transforms all attributes into entity types using the instance representation of the attributes. This transformation should never be used without refinement of the scope.
- **OBJATT\_into\_RT**: transforms all object-attributes into relationship types.
- **DISAGGREGATE**: disaggregates all compound attributes.
- **INSTANCIATE**: transforms all multivalued attributes into a list of single-valued attributes.
- **MATERIALIZER**: replaces all user-defined attributes with their definition.



- **SPLIT\_MULTIET\_ROLE**: splits all the rel-types that contain one or more multi-ET roles.
- **AGGREGATE**: aggregates all groups. This transformation should never be used without refinement of the scope.
- **GROUP\_into\_KEY**: adds the access key property to all groups.
- **RENAME\_GROUP**: gives a new meaningful name to each group. This name is unique in the schema. Note that the old name is lost forever.
- **REMOVE\_KEY**: removes all access keys.
- **REMOVE\_PREFIX\_KEY**: removes all access keys that are a prefix of another one.
- **REMOVE\_TECH\_DESC**: removes the technical description of all the objects of the schema.
- **REMOVE**: removes all the objects that are in the specified scope. The deleted objects are lost forever. Note that this transformation is very special, it does not exactly conform to the definition of a transformation since there is no default scope.
- **NAME\_PROCESSING**: processes the name of objects that are in the specified scope (define substitution patterns; change case, capitalize, remove accents and shorten names; load and save substitution patterns).
- **MARK**: marks all objects that are in the specified scope.
- **UNMARK**: unmarks all objects that are in the specified scope.
- **EXTERN**: calls an external Java or Voyager 2 function (user-defined action).

### **b) Control structures**

#### **ON (<predicate>) ENDON**

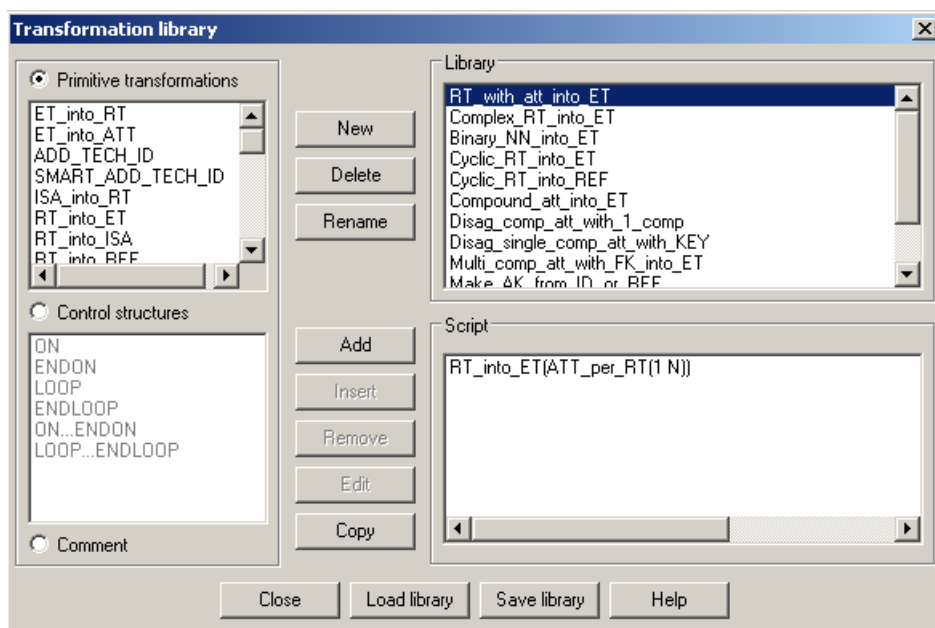
The predicate serves as a filter for the embedded operations. All the objects that satisfy the predicate form a set. This set is used as the scope of the following operations. That is, all the transformations between ON and ENDON will be carried on the objects of that set rather than on the objects of the whole schema.

#### **LOOP..ENDLOOP**

Through this structure the embedded actions several times until a fixpoint is reached. The LOOP keyword is just a label; when it is encountered it does nothing. All the transformations that follow it are performed until the ENDLOOP keyword is reached. Then, if one or more transformations have effectively modified the schema, all these transformations are performed once more. This will continue until the schema has reached a fixpoint for these transformations, i.e. none of them modifies it. Be careful, it is a nice way to develop never-ending scripts!

### c) Library

The library is a list of user defined transformations. Such a transformation has a name (which appears in the list box) and a definition. The definition is made of one or more transformations of the list above with their scope. The library can be saved for further reuse. It can be edited by pressing on the **Edit library** button. It is a good way to give frequent complex actions a readable name in the language of the analyst.



### d) Script management

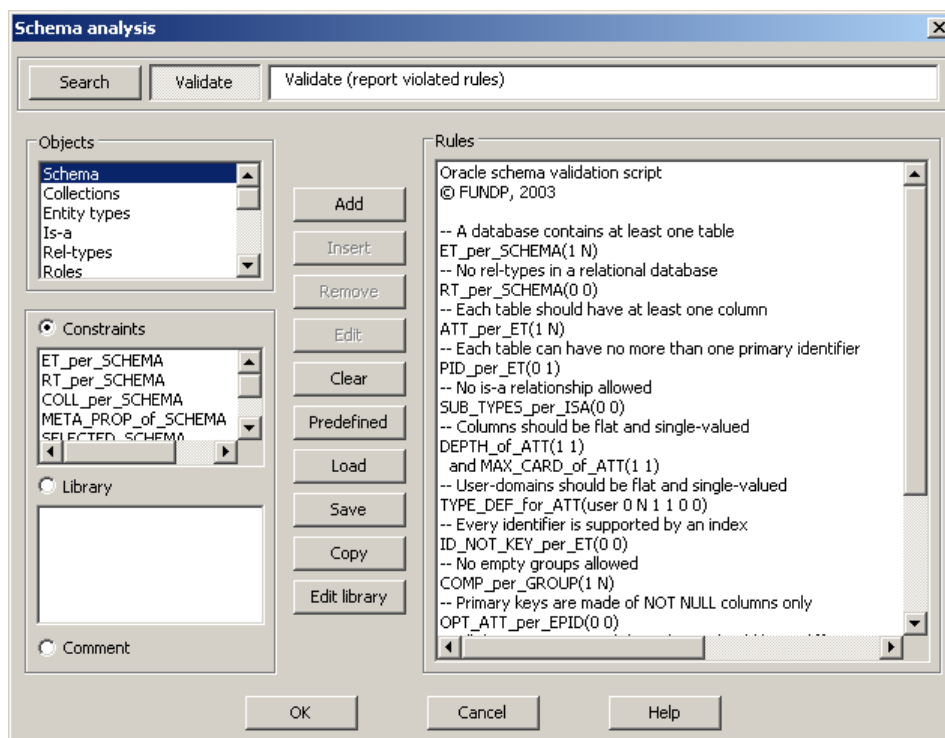
A script consists of transformations and control structures. The script management is identical with the script management of the global transformations assistant. The script can be saved in file (\*.tfs). A new pre-defined script is available:

- **Pseudo-XML**: in most cases, generates an acceptable logical XML schema.

## 16.3 Analyzing schema

### 16.3.1 Schema Analysis...

This assistant is able to detect, in the current data schema, specified structural patterns of any complexity. A structural pattern is defined by an object type and properties which the objects have to satisfy. Some examples are "entity types without attributes", "attributes which are compound but not multi-valued", "rel-types with more than 2 roles", "names which appears in a list of reserved words". The assistant proposes more than 200 rules or constraints, but only some constraints are listed below. User-defined rules can be developed in Java or Voyager 2.



The ANALYSIS assistant can be used in two ways, namely to validate the current schema, and to search the schema for specified objects.

**VALIDATE**

The assistant performs the analysis of the current schema in order to evaluate its compliance with a sub-model. A sub-model is a restriction of the generalized E/R model proposed by DB-MAIN. It is defined as a collection of structural patterns, specified by rules. Such a rule is a logical expression concerning a given type of objects where the terms are predicative constraints on objects of this type.

If all the objects of the schema satisfy the rules of the sub-model, this schema is said to be compliant with this sub-model. If the analysis results in a failure, then some objects do not satisfy some rules, and the assistant presents them in a diagnostic window which can be used as a notepad. When a diagnostic message is selected, the assistant makes the offending object current in the schema.

**SEARCH**

The assistant searches the current schema for all the objects that satisfy the specified rules. It presents them in a diagnostic window which can be used as a notepad. When a diagnostic message is selected, the assistant makes the corresponding object current in the schema.

The set of rules can be saved and loaded later on. Some predefined sets of rules are available.

**a) The object types**

When an object type is selected, the related constraints appear in the second list box. The available object types are: schema, collection, entity type, is-a, rel-type, role, attribute, group, entity type identifier, rel-type identifier, attribute identifier, access key, referential constraint, processing unit and names.

**b) The elementary constraints**

In this section, we describe some elementary constraints classified by object types. The annex 1 contains the description of all the constraints (+/- 300).

**Schema**

**ET\_per\_SCHEMA** <min> <max>: the schema includes at least <min> and at most <max> entity types.

**RT\_per\_SCHEMA** <min> <max>: the schema includes at least <min> and at most <max> rel-types.

**Entity types**

**ATT\_per\_ET** <min> <max>: an entity type has at least <min> and at most <max> attributes.

**ID\_per\_ET** <min> <max>: the number of identifiers per entity type must be at least <min> and at most <max>.

**PID\_per\_ET** <min> <max>: **PID\_per\_ET** <min> <max>: the number of primary identifiers per entity type must be at least <min> and at most <max>.

**ID\_NOT\_KEY\_per\_ET** <min> <max>: the number of identifiers that are not access keys must be at least <min> and at most <max>.

#### Is-a

**SUB\_TYPES\_per\_ISA** <min> <max>: an entity type can not have less than <min> sub-types or more than <max> sub-types.

#### Attributes

**DEPTH\_of\_ATT** <min> <max>: the decomposition level of a compound attribute must be at least <min> and at most <max>.

**MAX\_CARD\_of\_ATT** <min> <max>: the maximum cardinality of an attribute must be at least <min> and at most <max>.

#### Groups

**COMP\_per\_GROUP** <min> <max>: the number of terminal components in a group must be at least <min> and at most <max>. A component is terminal if it is not a group. For instance, let A be a group made of an attribute a and another group B. B is made of two attributes b1 and b2. Then A has got three terminal components: a, b and c.

#### Entity type identifiers

**OPT\_ATT\_per\_EPID** <min> <max>: an entity type primary identifier must have between <min> and <max> optional attributes.

#### Names

**NONE\_in\_LIST\_NAMES** <list>: <list> is a list of words. None of them can be used for any name of any object in the schema.

**ALL\_CHARS\_in\_LIST\_NAMES** <list>: the names of schema, entity types, rel-types, attributes, roles or groups must be made of the characters of the list <list> only.

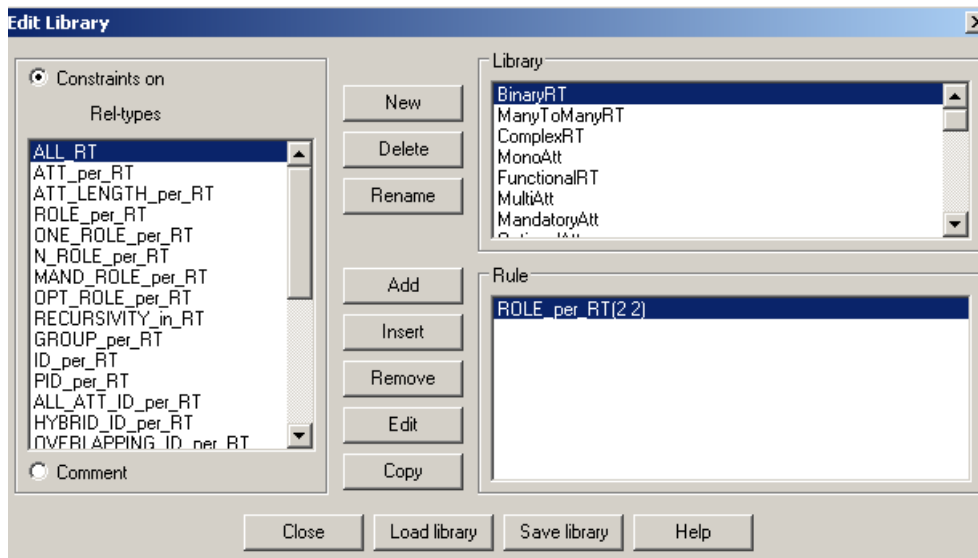
**LENGTH\_of\_NAMES** <min> <max>: the length of names of the schema, entity types, rel-types, attributes, roles and groups must be at least <min> and at most <max>.

**NONE\_in\_FILE\_CI\_NAMES** <filename>: the names of the schema, entity types, rel-types, attributes, roles and groups can not be in the file with the name <filename>. The comparison between names and words in the file is case insensitive.

### c) The library

A library entry is a complex rule. It has a name (which appears in the list box) and a definition. The definition is a single rule made of one or more predicates with their parameters. The library can be edited by pressing the Edit library button.

The analysis rule library is a list of rules made of schema analysis constraints that have a name. Such a library can be edited by adding new entries, deleting old ones or editing existing ones. It can also be saved in a file (with a .ANL extension) and loaded. When the dialogue box is opened, the Library list is filled with the current library. When an entry in the library is selected, its definition appears in the Rule list. This rule can be edited exactly the same way as in the Schema analysis dialogue box, except the script can be no longer than one rule and that no other library entry may be used. New library entries may be added with the Add button at any time. A name must be given in a specific dialogue box as well as the object type on which the rule is defined. It is added in the list in its alphabetical place and the Rule list is blanked. Obsolete library entries may be deleted with the delete button. It acts on the currently selected entry. A default library is loaded the first time it is needed during a DB-MAIN session. That default library is defined in the configuration.



#### d) Comment

The script can contain some comments. A comment is a line of free text that can be used to enhance the readability of the scripts. Comments can be inserted between rules only (not between predicates inside a rule). They don't change anything to the evaluation of the script.

#### e) Script management

An Analysis script defines a sub-model as a sequence of rules. Each rule is associated with one of the object types of the model. A rule is either an

elementary constraint, among those described above, or a boolean expression of elementary constraints. The boolean expression uses the logical operators and, or and not. Parentheses are not allowed, but more than one rule can be defined for the same object type. The current script, if any, appears in the Script window.

### How to define a script?

All the predefined predicates are listed in the constraints lists. There is one such list for each object type listed in the Objects list. All the predicates of one rule must belong to a same Constraints list. Some rules may be stored with a name in a library.

To define a script, the following procedure should be followed.

- Choose an object type in the *Objects* list.
- Choose a constraint in the *Constraints* list or a name in the *Library* list and either push the *Add* button (or double-click on the predicate or the name) to add it at the end of the script or select a line in the script and push the *insert* button to insert the constraint before the chosen line.
- When the *Add/Insert constraint* dialogue box appears while adding a constraint, fill in the parameters line. The *Help* button gives the format of that string. Then check the box for the *AND*, *OR* and *NOT* operators that must be put before the predicate. If the predicate is the first of a rule, neither *AND* nor *OR* should be checked, else, one of them must be chosen. Those two last buttons are not available if the previous predicate in the script does not belong to the same *Constraints* list.
- Do the same again and again until the script is complete.
- If a correction is necessary, the *Remove* button removes the selected predicate from the script and the *Edit* button (or a double-click on a predicate of the script) opens the *Add/Insert constraint* window for edition of the parameters.

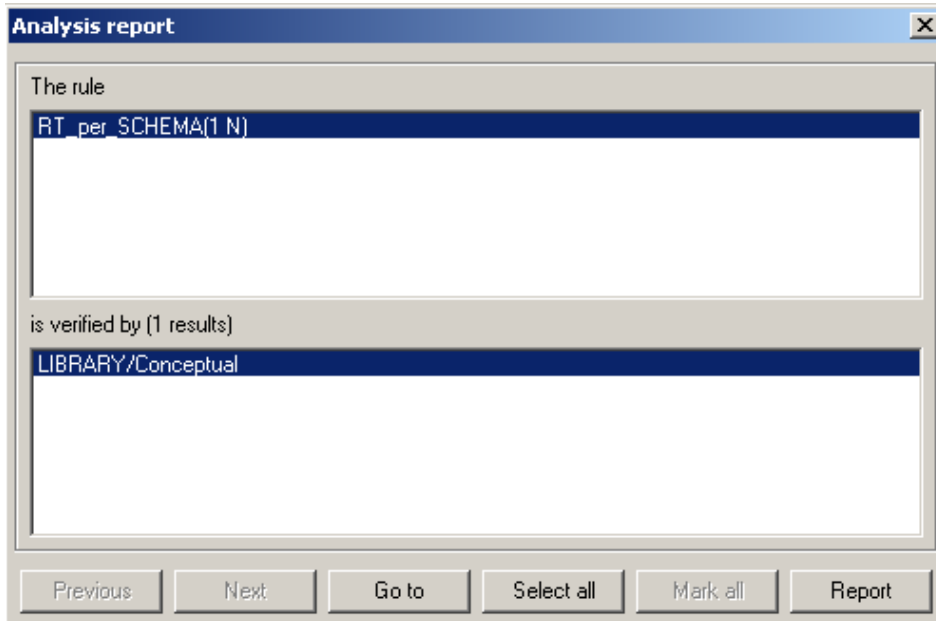
The Clear button erases the script. When one is selected, it appears in the Rules list and can then be modified or used. The Load and Save buttons save the script and restore an old one. The Edit library button opens the editor dialogue to edit the library of analysis rules. The Copy button copies the script to the clipboard. The Predefined button gives a list of built-in scripts.

The following scripts are available:

- **Oracle**: Oracle relational model;
- **DB2**: DB2 relational model;
- **Interbase**: Interbase relational model;
- **MySQL**: MySQL relational model;
- **COBOL**: logical COBOL model;
- **CODASYL**: logical CODASYL model;
- **ER-normalization**: conceptual model;

- **Practical UML**: UML model extended with DB-Main facilities;
- **Strict UML**: UML model strictly respected;
- **XML**: XML (DTD) model;

**f) The report window**



After the search or validation is completed, a report window is opened. If, during a search, nothing is found or if, during a validation, no rule is violated, this window is a simple message. Else, the window is more elaborated and reports a list of found objects for each rule of a search or a list of objects violating each rule in a validation.

The Next and Previous buttons (shown only when necessary) permit to go from the report of one rule to another.

When an object is selected in the bottom list, a Goto button appears. A click on it or a double click on the selected item has the effect of activating the window containing the analyzed schema, selecting the specified object and centring it in the middle of the window.

The Report button writes the report in a file.



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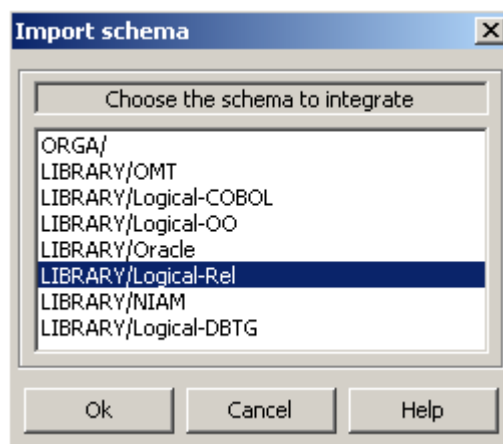
## 16.4 Integrating objects

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This assistant offers a set of tools for integrating data schemas and objects.



### 16.4.1 Schemas...



integrates a data schema from the project into the current data schema.

In the list of the data schemas (except the current one), selects the data schema that must be integrated into the current data schema. The schema integration rules can be found in the help file. The name of a file is asked, this file will contain the report of the integration

The rules used to integrate a slave data schema file into the current one (the master) are:

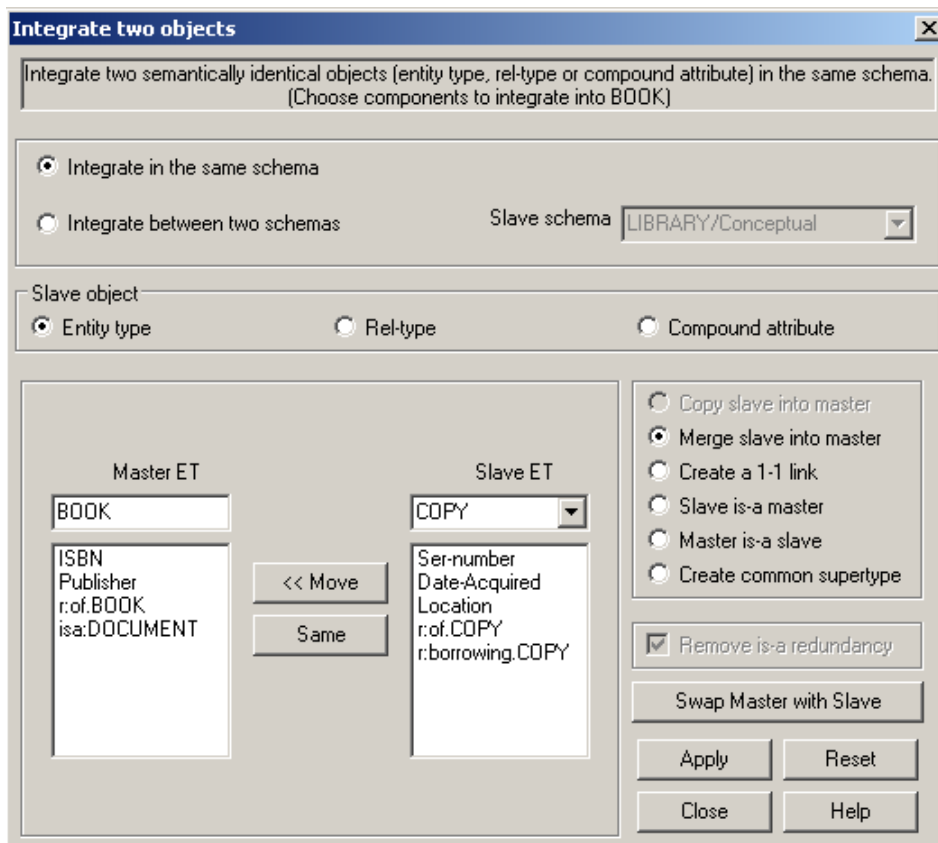
- The meta-properties, the descriptions and the graphical positions are always handled in the same way for all the objects of the data schema. The meta-properties defined into the slave data schema overwrite the master ones. The descriptions defined into the slave data schema are appended to the master one. The graphical positions of the master data schema are updated if they are (0,0).
- The creation date of the data schema is overwritten by the one found in the ISL file.
- If the slave data schema is connected to another data schema, the connection is created if it does not exist.

- If the slave data schema contains a new entity type, it is created. If the entity type already exists, see the rules for two entity types with the same name.
- If the slave data schema contains a new rel-type, it is created. If the rel-type already exists, see the rules for two rel-types with the same name.
- If the slave data schema contains a new collection, it is created. If the collection already exists, see the rules for two collections with the same name.
- Two entity types with the same name:  
The short name is not modified. If there is an is-a relation in the slave schema, the connection is created to the cluster if the connection does not exist. If the entity type in the slave schema contains a new attribute, it is created. If the attribute already exists, see the rules for two attributes with the same name. If the entity type in the slave schema contains a new group, it is created. If the group already exists, see the rules for two groups with the same name.
- Two rel-types with the same name:  
The short name is not modified. If the rel-type in the slave schema contains a new attribute, it is created. If the attribute already exists, see the rules for two attributes with the same name. If the rel-type in the slave schema contains a new role, it is created. If the role already exists, see the rules for two roles with the same name. If the rel-type in the slave schema contains a new group, it is created. If the group already exists, see the rules for two groups with the same name.
- Two roles with the same name:  
The short name and the cardinality are not modified. If, in the slave schema, the role is connected to an entity type to which it is not connected in the schema, then the connection is created.
- Two attributes with the same name:  
The cardinality and the short name are not modified. If the master is a not compound attribute and the slave is a compound attribute, the master attribute is deleted and replaced by the slave one. If the master is a compound attribute and the slave not, the master is not modified. If they are both compound or not, the master is not modified. If the attribute in the slave schema is a compound attribute that contains a new attribute, it is created. If the attribute already exists, see the rules for two attributes with the same name. If the attribute in the slave schema contains a new group, it is created. If the group already exists, see the rules for two groups with the same name.
- Two groups with the same name:  
Add the components that are defined in the slave schema to the group if they are not present in the master. If, in the slave schema, the group is

the origin of a constraint, this constraint is added and the other one in the master (if it exists) is deleted.

- Two collections with the same name:  
Short name is not modified. Add to the collection the entity type that were not connected.

### 16.4.2 Objects...



integrates two objects (entity types, relationship types or compound attributes) in the same data schema or between two different data schemas (from the slave to the master). There are six integration strategies. Attributes, processing units, roles, is-a relations and their properties can be migrated selectively.

First you must select a current object. This is the master object. If there is no selection, only the Copy slave into master strategy is available.

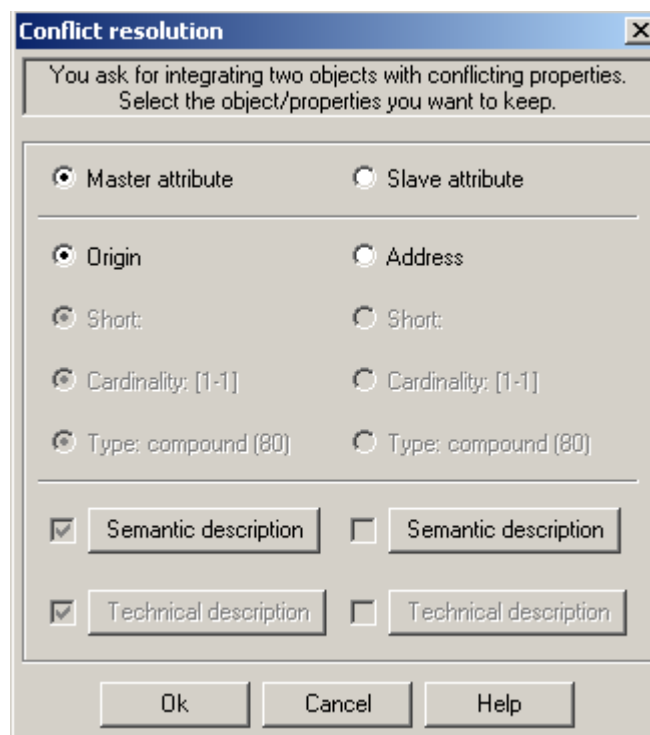
The integration box has the following features:

- **Type of integration:** selects the integration in the same data schema (ISS) or integration between two data schemas (IBS). By default, the

ISS choice is selected. But if an object is selected in another schema than the master object schema, the IBS choice is selected.

- **Slave schema:** in case of IBS, chooses the slave object data schema.
- **Type of slave object:** chooses the type (entity type, rel-type or compound attribute) of the slave object.
- **Master object:** changes the name of the master object.
- **Slave object:** chooses the slave object.
- **Type of strategies:** six strategies are possible. For all the strategies we are going to distinguish both types of integration:
  - *Copy slave into master* (only available for rel-types, entity types and if no master selected): In case of ISS, copies the master object (if not empty) and moves the transferred attributes, processing units, roles and is-a relations into the copy. If empty, the slave object is deleted. In case of IBS, copies the master ET (if not empty) with the transferred attributes and processing units into the master schema.
  - *Merge slave into master:* In case of ISS, merges the slave object (attributes, processing units, roles and is-a relations) with the master object. If empty, the slave object is deleted. In case of IBS, merges the slave object (attributes and processing units only) with the master object.
  - *Create a 1-1 link* (only available if integration of two entity types): In case of ISS, creates a rel-type between the master and slave ET. Its roles are (1-1/1-1) or (0-1/1-1). In case of IBS, copies the slave ET and its attributes into the master schema and creates a rel-type between the master and slave. Its roles are (1-1/1-1) or (0-1/1-1).
  - *Slave is-a master* (only available if integration of two entity types): In case of ISS, creates an is-a relation between the master and slave ET. Master is the supertype. In case of IBS, copies the slave ET and its attributes into the master schema and creates an is-a relation between the master and slave ET. Master is the supertype.
  - *Master is-a slave* (only available if integration of two entity types): In case of ISS, creates an is-a relation between the master and slave ET. Slave is the supertype. In case of IBS, copies the slave ET and its attributes into the master schema and creates an is-a relation between the master and slave ET. Slave is the supertype.
  - *Create common supertype* (only available if integration of two entity types): In case of ISS, creates a common supertype to the master and slave ET. In case of IBS, copies the slave ET and its attributes into the master schema and creates a common supertype to the master and slave ET.
- **rel-type name box:** introduces the name of the rel-type for the Create a 1-1 link strategy.

- **Cardinality box:** chooses the cardinality of the role played by the master entity type in the Create a 1-1 link strategy;
- **Is-a Type box:** introduces the type of the is-a relation (nothing, D(isjoint), T(otal) or P(artition)) in the Create a common supertype, Slave is a master and Master is a slave strategies;
- **Move:** moves the selected items from the slave list box to the end of the master list box;
- **Same:** compares the selected items of both list boxes (see the second dialog box) and either deletes the slave items or transfers the slave item in the master list box;
- **Remove is-a redundancy:** if checked (for the slave is-a master or master is-a slave strategy), the is-a redundancies are removed. For example, if A is the master entity type, B the slave entity type and (A,B) are sub-types of C. With the slave is-a master strategy, the is-a relation between B and C is deleted;
- **Swap Master with Slave:** the master object becomes the slave and conversely;
- **Apply:** applies the integration with the selected strategy;
- **Reset:** resets the dialog box;
- **Close:** closes the integration dialog box without applying changes.



The second dialog box is called by the same button and compares two different components (attributes, processing units, roles or is-a relations) of the master and slave objects. It has the following features:

- **master**: chooses the master component. The slave component is removed from the slave list box;
- **slave**: chooses the slave component. The master component is removed from the master list box and the slave component is added to the master list box;
- **name**: chooses the name of the master or slave component;
- **short**: chooses the short name of the master or slave attribute (only for attributes and processing units);
- **cardinality**: chooses the cardinality of the master or slave component (only for attributes and roles);
- **type**: chooses the type of the master or slave attribute;
- **semantic description**: chooses the semantic description of the master and/or slave component(s);
- **technical description**: chooses the technical description of the master and/or slave component(s);

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## 16.5 Analyzing text

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Searching for patterns, computing dependency graphs and program slices use very complex algorithms that can take some time when applied to large and intricate programs. However, displaying the dependency graph of a variable is immediate.

### 16.5.1 Text Analysis

This assistant offers a set of tools for text analysis. The text to analyze can be an external text (such as a source program) or the contents of semantic or technical descriptions of the current schema.

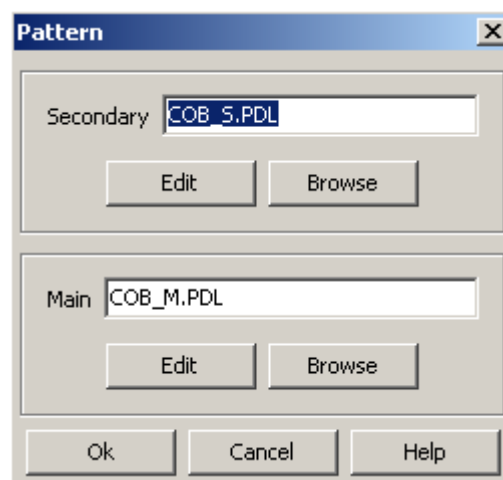
The analysis is based on a pattern engine which can search the selected textual materials for specific patterns. The patterns are defined in PDL, a Pattern Definition Language whose specification can be found in the help file.

The patterns used to analyze the texts are stored in pattern libraries (\*.PDL files). In most cases, two libraries are used, the main library, and the secondary library. The main library contains the patterns to be selected by user (e.g. COBOL or SQL statements), while the secondary library contains

the definitions of the low-level patterns used, but undefined, in the main library (e.g. COBOL separators, C name syntax).



### Load pattern...

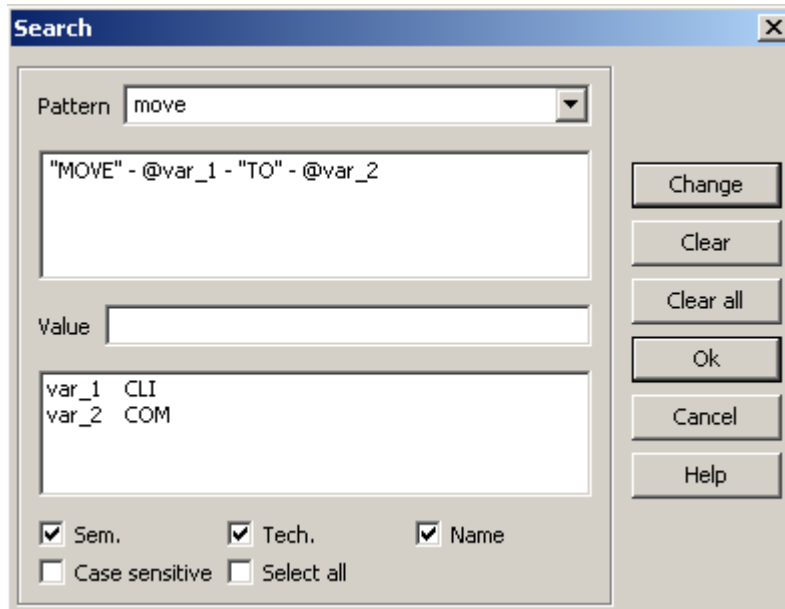



Loads and edits pattern files (\*.pdl) to be used in text analysis (source, SEM, TECH). The complete name of these files are stored in the WINDOWS\DB\_MAIN.INI file. In further uses, these files will be automatically loaded when the assistant is used. This tool will be used either the first time the assistant is used, or when you want to use other libraries.

This dialog box allows us to load and to edit pattern files. The patterns are split into two files (the main and the secondary patterns), for each of both pattern files there is a Browse button to change the filename and an Edit button to edit the file. The two files are mandatory.

Click on the Ok button to compile the patterns and to close the dialog box. If there is a syntax error, the dialog box is not closed.

Patterns are expressed in a Pattern Definition Language (PDL) close to BNF notation and have variables. The variables can be instantiated before the search or by the search. Forward definitions are not allowed, i.e. patterns used into the definition of a pattern must be already defined. The complete syntax of the Pattern Definition Language is available in the annex 2.

**Search...**

Interactive pattern matching processor: searches specified texts for the next instance of a pattern, or for relationships between text components defined by patterns. Also available through the button  on the RE tool bar. The text which is searched depends on the current window:


- If the current window is a schema, then the search takes place into the name or the description of the objects that are displayed into the window. The next object for which the pattern is found (name and/or semantics and/or technical depending on the value of *Name*, *Sem* and *Tech* check boxes) becomes current.
- If the current window is a source text browser, then the search takes place into the source. The next line in which the pattern is found is highlighted and becomes current.

To search for a pattern select it in the Pattern combo box, its definition is displayed. If the combo box is empty it means that there is no pattern loaded, use *Assist/Text analysis/Load pattern...* to load the patterns. If the case sensitive check box is checked, then the search is case sensitive. If the selected pattern contains variables, they are displayed into the list box. Those variables can be instantiated before the search (you give them a value) or during the search. The button *Clear all* clears the value of all the variables. The button *Clear* clears the value of the selected variable. To instantiate a variable, select it, put its value into the *Value text* field and then click on the *Change* button. When you reopen the search dialog box after a pattern is found, the variables are instantiated. If the *select all* box is checked, then all the lines or objects




that contain the pattern are selected, otherwise only the next line or object is selected.

**Search next (or the <F3> key)**

searchs for the next instance of the pattern into the specified text. Also available through the button  on the RE tool bar.

**Goto**

shows the mapping between a source text file and its corresponding logical schema. Both must be opened. Also available through the button  on the RE tool bar.

The active mapping can be used in both ways:


- in the schema window:
  - selects an object in the schema (in any graphical/textual view);
  - Assist/Text analysis/Goto*: the origin source text line of the selected object is highlighted in the text window.
- in the source text window:
  - selects a statement in the source text;
  - Assist/Text analysis/Goto*: the object extracted from this statement is selected in the schema window.

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## 16.6 Finding referential key

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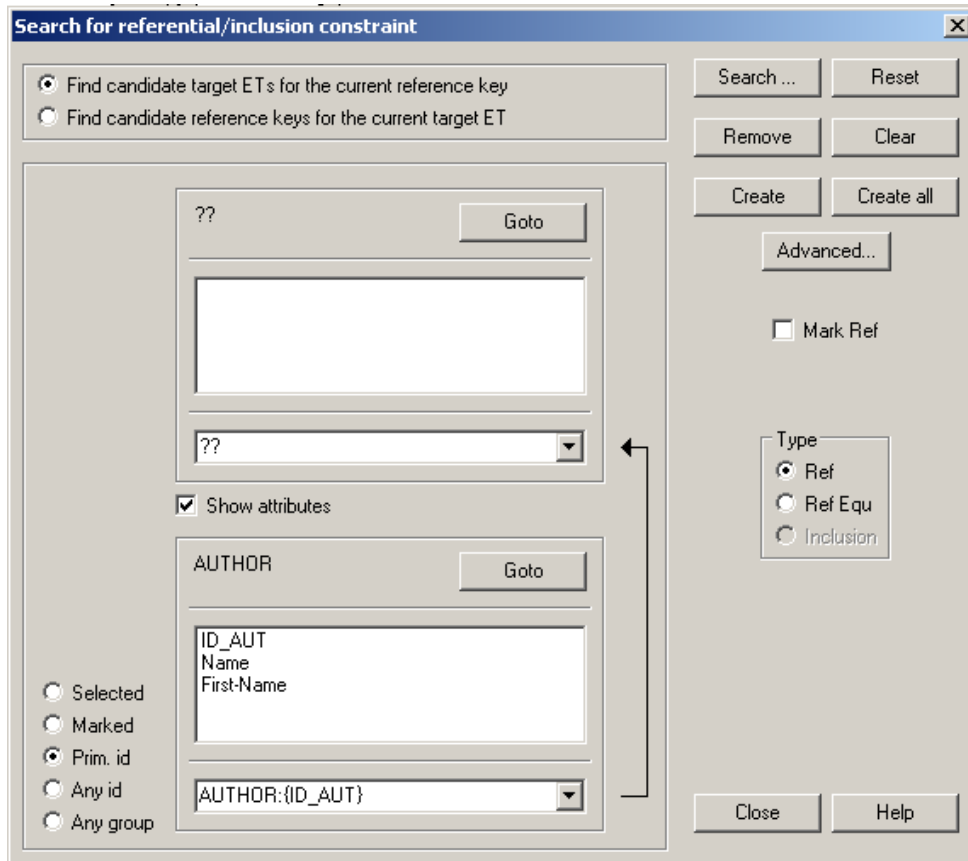
### 16.6.1 Referential key...

The reference key finding assistant proposes some popular heuristics to find and create foreign keys. Also available through the button  on the RE tool bar.

The analyst gives a list of groups and chooses one of the two strategies:

- given a candidate foreign key (in the list of groups), finds the possible target record types (a group);
- given a group (usually an identifier - in the list of groups), finds the field (an existing group or an attribute) of the schema that could reference the group.

Depending on the chosen strategy, he gives the criteria to find the matching groups. When the matching groups are found, he can create the foreign keys.



The reference key finding assistant dialog displays in its top part the chosen strategy.

On the left, he can choose the list of groups that are used as the origin or the target of the foreign key (depending of the chosen strategy). This list is called "selected groups" and contains the selected or marked groups of the schema, all the primary identifiers, all the identifiers or all the groups.

The entity type, list attributes and selected groups are on the top if the first strategy is chosen, otherwise they are on the bottom. The other part of the window displays the groups that match the search criteria (if it is the first call to the assistant no matching groups are displayed). The list of matching groups and attributes is displayed in a combo box and is prefixed by the name of their entity type.

The components of an existing group are surrounded by brackets; if it is an attribute that is not member of a group only its total name is displayed. If the group is followed by a "\*" then the origin group is already the origin of a reference key, a second one cannot be created. The user can decide to show

or not the attributes of the origin and target entity types by checking or not the *Show attributes* check box.

The user can change the search criteria by clicking on the *Search* button (see below). To give the default value to the search criteria, he can click on the *Reset* button. The default values are no constraint on the target group type, each component of the groups must have the same type and the same length, does not accept attribute, does not accept multivalued reference key, no name matching rules (see the search criteria description).

If the matching rules found a group that is not origin or target of a foreign key, select it and click on the *Remove* button to remove it from the list. To obtain the complete list of matching groups, click on the *Clear* button.

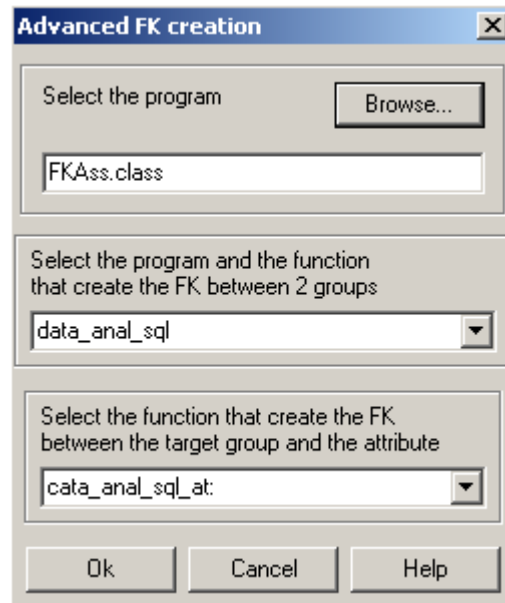
Select the type of the constraint to be created. In this version, only *ref* (referential constraint) and *refequ* (referential equality constraint) are possible.

Click on the *Create* button to create a foreign key between the selected group and the matching group that is visible in the combo box. To create the foreign key between all the "selected groups" and all the matching groups, click on the *Create all* button.

There is a *Goto* button at the right of the target and origin entity type. If you click on one of them, then the corresponding entity type is displayed in the middle of the schema window.

To change the selected groups, select other groups into the schema window without closing the reference key assistant. Then re-activate the reference key assistant and it becomes the new selected group and the matching groups are also displayed, using the criteria as set before

The *Advanced* button is used to create all the foreign keys between all the selected groups and the matching groups with a Java or Voyager procedure.



A new dialog box appears, asking for one Java or Voyager 2 program and two procedures of this program. One to create the foreign keys between two groups and the other one to create the foreign keys between an attribute and a group. The Java program should contain one class with methods having the following signatures:

```
public static void <proc_name>(Integer <origin_gr_id>, Integer
<target_gr_id>, Integer <t>)
```

where

<origin\_gr\_id> is the ID of the origin group of the foreign key

<target\_gr\_id> is the ID of the target group of the foreign key

<t> is the type of the foreign key

and

```
public static void <proc_name>(Integer <origin_att_id>, Integer
<target_gr_id>, integer: <t>)
```

where

<origin\_att\_id> is the ID of the origin attribute of the foreign key

<target\_gr> is the ID of the target group of the foreign key

<t> is the type of the foreign key

The groups (or attribute) can be retrieved from there ID with the following instruction:

```
gr = new dbmGroup(origin_gr_id.intValue());
```

The Voyager 2 procedures must have the following signature.

```
export procedure <proc_name>(group: <origin_gr>, group:
<target_gr>, integer: <t>)
```

where

<origin\_gr> is the origin group of the foreign key

<target\_gr> is the target group of the foreign key

<t> is the type of the foreign key

and

```
export procedure <proc_name>(attribute: <origin_att>, group:
<target_gr>, integer: <t>)
```

where

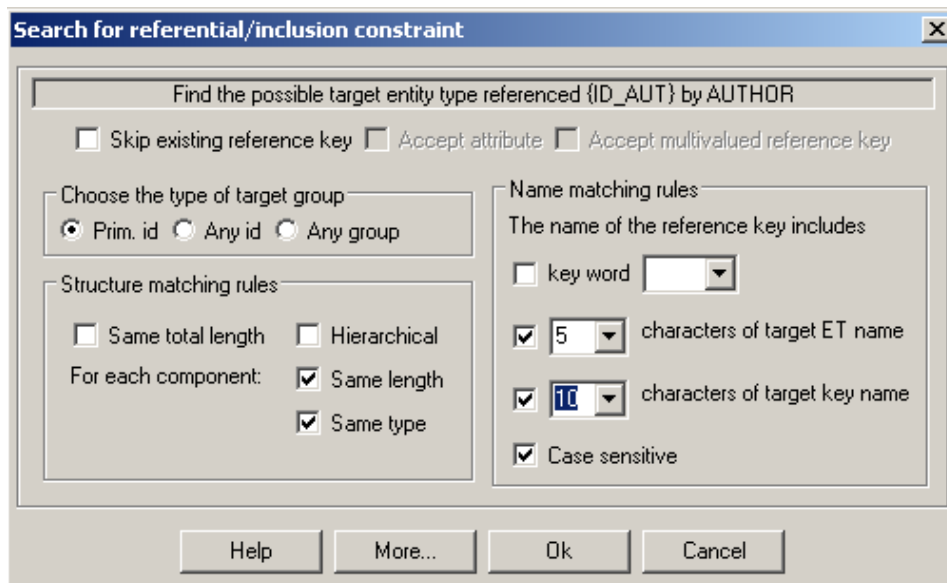
<origin\_att> is the origin attribute of the foreign key

<target\_gr> is the target group of the foreign key

<t> is the type of the foreign key

This procedure is executed for each matching group. To select the procedure, use the *Browse* button to select the oxo file and then select the procedure name in the combo box.

The search criteria dialog box is obtained by pressing the *Search* button in the reference key assistant dialog box.



Some of the items of the search criteria dialog box are not accessible, depending of the chosen strategy. The different criteria are:

- **Skip existing reference key:** the group is not selected if the origin group is already the origin of a reference constraint.

- **Choose the type of target key** (only if we are looking for the target group): the target group must be a primary identifier, any identifier or any group (no constraint on the group type).
- **Structure matching rules**: the two groups must have the same length (same total length is checked) or each of the groups components must have the same length (same length is checked) and/or the same type (Same type is checked) or no constraint on the structure (nothing checked). If hierarchical is checked (Same total length is also checked) and if a group contains a role then the length of the group is the length of the attributes of the group plus the length of the primary identifier of the entity type connected by the role (if the role is multi-domains then it is the maximum of the length of the primary identifier of the entity types connected by the role).
- **Accept attribute** (only if we are looking for the origin group): if the selected group has only one attribute then looks for attributes that are not the only member of a group and that verify the other matching rules.
- **Accept multivalued reference key** (only if we are looking for the origin group): accepts groups that contain a multivalued attribute.
- **Name matching rules** (only if we are looking for the origin groups): this rule contains three criteria on the name of the attributes. If this rule is used the origin group can contain only one attribute.
- **Key word**: the origin attribute must contain a key word. If this rule is used the two other name matching rules are applied on the attribute name without the key word.
- Some or all characters of the origin attribute must be included in the target entity type name.
- Some or all characters of the origin attribute must be included in the target attribute name.  
For the two last rules we can choose that all the characters must be included and they must be contiguous. If we choose some (a number, i) then the first i characters of the target entity type or attribute name must be included in the origin attribute, but not necessarily in a continuous manner. For example: the three first characters of ABCD are included into FABCDE and in AFBCE but not in CBADE.
- **More**: the user can give two Java or Voyager 2 functions, one that checks if two groups are matching and the other that checks if an attribute matches with the target group. The signatures of the two functions are the following, in Java:  

```
public static int <match_group>(Integer <origin_gr_id>, Integer <target_gr_id>);
```

 where  
 <origin\_gr\_id> is the ID of the origin group of the foreign key

<target\_gr\_id> is the ID of the target group of the foreign key  
 the returned value is the type of the foreign key  
 public static int <match\_att\_group>(Integer <origin\_att\_id>, Integer  
 <target\_gr\_id>);

where

<origin\_att\_id> is the ID of the origin attribute of the foreign key

<target\_gr> is the ID of the target group of the foreign key

the returned value is the type of the foreign key

The groups (or attribute) can be retrieved from there ID with the  
 following instruction:

```
gr = new dbmGroup(origin_gr_id.intValue());
```

and in Voyager 2:

```
export function integer <match_group>(group: <origin_gr>, group:  
<target_gr>)
```

<origin\_gr> is the origin group of the foreign key

<target\_gr> is the target group of the foreign key

the returned value is the type of the foreign key

```
export function integer <match_att_group>(attribute: <origin_att>,  
group: <target_gr>)
```

<origin\_att> is the origin attribute of the foreign key

<target\_gr> is the target group of the foreign key

the returned value is the type of the foreign key





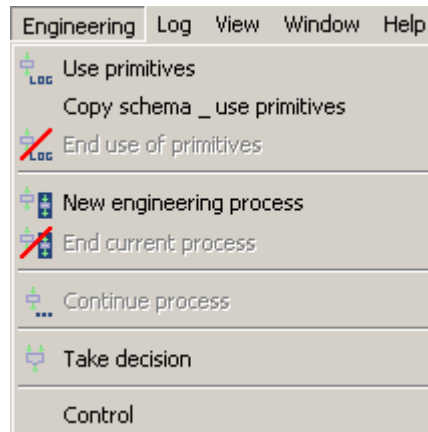
## Chapter 17

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# The Engineering menu (Engineering)

The history of a database engineering process contains the trace of all the activities that were performed, all the products involved, all the hypotheses that were made, all the versions of the products resulting of those hypotheses as well as all the decisions taken. Naturally, the result is a complex graph. The engineering menu is the place where the history can be managed. This menu includes four sections through which the user can manage all the processes and their histories:

1. managing primitive or engineering processes;
2. taking decision;
3. controlling history.




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## 17.1 The commands of the Engineering menu - Summary

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**Use primitives** updates the selected products by using the primitive functions of the tool.

**Copy schema & use primitives** copies the selected schema and updates the copy by using the primitive functions of the tool.

**End use of primitives** terminates the use of the primitives.

---

**New engineering process** creates a new engineering process using selected products input.

**End current process** terminates the current engineering process using selected products as output.

---

**Continue process** allows a terminated process to be continued if resulting products are still to be reused.

---

**Take decision** takes the decision of continuing with one or some of the selected products.

---

**Control** allows DB-MAIN to adapt the level of control of user actions according to the methodology or history coherence.

---


## 17.2 Managing primitive or engineering processes

---

A history should contain all the processes that are performed during an engineering activity. The whole project is made of processes, each of them being made of sub-processes and so on. Since a process is made of several sub-processes, it is useful to know in what order they have been performed, e.g., serially or in parallel. So each process will be stamped by its beginning date and time (mandatory) and end date and time. They will be identified by a name and the begin time stamp. In order to document his work, the analyst will add a description (some free text) to each process. There are two kinds of processes:

- A **primitive process** is a process performed using only primitives (built-in function of the tool or external functions written in the built-in language of the tool). The execution of primitives can be recorded in a log file.
- An **engineering process** follows a strategy: an analyst can make hypotheses, try different solutions and decide to abandon some of them. The history of an engineering process is a graph in the project window.


### 17.2.1 Use primitives

Allows an analyst to update the selected products by using the primitive functions of the tool. To begin a primitive process, first select all the product you want to use as input or update. Also available through the button  on the process tool bar. The primitive process properties can be changed in the property box.


### 17.2.2 Copy schema & use primitives

Copies the selected schema and allows an analyst to update the copy by using the primitive functions of the tool.


### 17.2.3 End use of primitives

Terminates the use of primitives. Also available through the button  on the process tool bar.


### 17.2.4 New engineering process

Creates a new engineering process using selected products in input/update. To begin an engineering process, first select all the product you want to use as input or update. Also available through the button  on the process tool bar. The engineering process properties can be changed in the property box.

### 17.2.5 End current process

Terminates the current engineering process using selected products as output. To terminate an engineering process, make sure all its sub-processes are terminated, then select all the products you want to use as outputs. Also available through the button  on the process tool bar.

### 17.2.6 Continue process


Allows a terminated process to be continued. Also available through the button  on the process tool bar.

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## 17.3 Taking decision

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### 17.3.1 Take decision

Takes the decision of continuing with one or some of the selected products. Also available through the button  on the process tool bar. The decision properties can be changed in the property box.

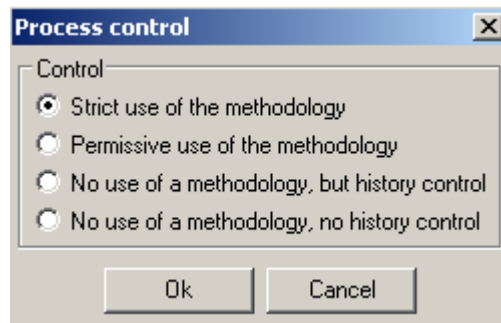
A decision is a special kind of process, the sole difference being that it does not alter products, nor does it generate any product. A decision follows **hypotheses**. When an analyst has to perform a process, she can make different hypotheses and perform the same process several times with each hypothesis in mind. The description of each process will contain the hypothesis. Each process will generate its own version of the products. When all the processes are over, the analyst chooses one version among all to continue her work. The process of decision will show the choice (double headed arrow) and its description will contain the rationales that lead to that choice.

---

## 17.4 Controlling history

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### 17.4.1 Control



Allows DB-MAIN to adapt the level of control of user actions according to the methodology or history coherence. The four level are:

- *Strict use of the method.* This is the preferred mode. By default, the tool should automatically be in that mode when a new project is created using a method. The users should always use this mode and leave only in case of problem.
- *Permissive use of the method.* This mode can be used to bypass some constraints imposed by a method, specially if these are blocking constraints. In this mode, the tool will operate as if the method engineer had designed the method with weak conditions only and every product types defined with a weak respect of their product model.
- *No use of the method, but history control.* The methodological engine is unactivated. Database engineers can still view the method in its window, but for documentation only. They are left to themselves to do the job and to organize the history manually. The history control is activated.
- *No use of the method, no history control.* The methodological engine is unactivated. Database engineers can still view the method in its window, but for documentation only. They are left to themselves to do the job and to organize the history manually. The history control is unactivated. This mode should only be used in case of major problem in a method.



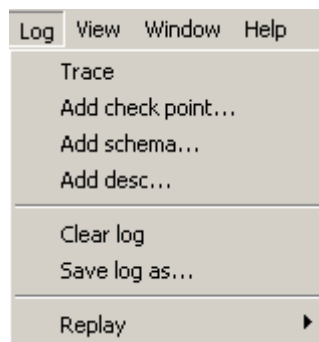
## Chapter 18

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### The Log menu (**L**og)

Logs (records) the actions carried out by the analyst, and replays them selectively. To each schema is associated a log, that is saved into the lun file of the project. This menu includes three sections through which the user can manage logs:

1. adding information in schema logs;
2. managing schema logs;
3. replaying log files.



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## 18.1 The commands of the Log menu - Summary

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<b>T</b> race	enables/disables the recording of user actions in the current schema log
<b>A</b> dd <b>c</b> heck point...	inserts a checkpoint label in the current schema log
<b>A</b> dd <b>s</b> chema...	inserts a copy of the current schema window in the current schema log
<b>A</b> dd <b>d</b> esc...	inserts a user message in the current schema log
<hr/>	
<b>C</b> lear <b>l</b> og...	clears the current schema log
<b>S</b> ave log as...	saves the current schema log into a *.LOG file
<hr/>	
<b>R</b> eplay	replays selected actions recorded in a log file (schema copies and messages are ignored) onto the current schema

---

## 18.2 Adding information in schema logs

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### 18.2.1 **T**race

Enables/disables the recording of user actions in the current schema log.

### 18.2.2 **A**dd **c**heck point...

Inserts a checkpoint label in the current schema log. These records allow to mark the log to describe significant events (end of normalization, end of translation, etc.). They are used by the replay function. There are two default check points: at the begin (begin-file) and at the end (end-file) of the schema log. Some other ones are placed when beginning or ending a process.

### 18.2.3 **A**dd **s**chema...

Inserts an image of the current schema in its log. This image is ignored during the replay process.



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**18.2.4 Add desc...**

Inserts an arbitrary text in the current schema log. This text is ignored during the replay process.

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**18.3 Managing schema logs**

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**18.3.1 Clear log**

Erases the current schema log.

**18.3.2 Save log as...**

Saves the current schema log into a file.

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**18.4 Replaying log files**

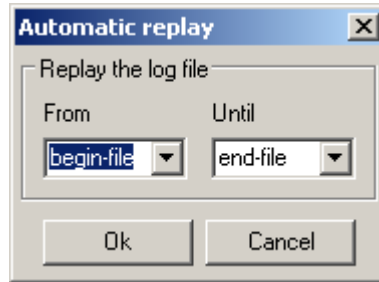
---

**18.4.1 Replay**

Replays selected actions recorded in a log file (schema copies and messages are ignored) on the current schema. To identify an object, the replay uses its name (prefixed by the name of its parent). To replay a log-file, the current schema must contain objects with the same name as those stored into the log file. There are two kinds of replay process: automatic or interactive.

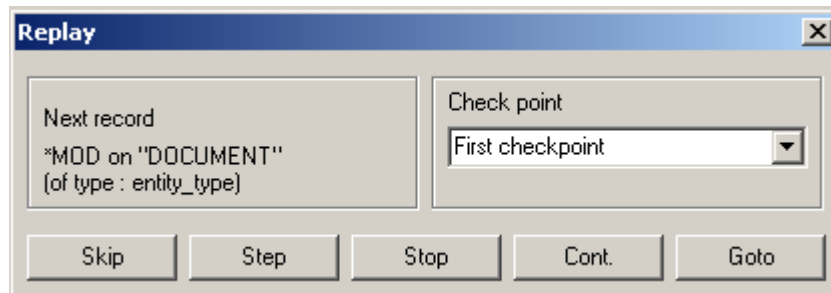
**Automatic...**

Replays all the actions recorded in a log file between selected checkpoints. Select two checkpoints, one as the start and the other as the end of the section of the log file to replay.



### Interactive...

Replays the actions recorded in a log file between selected checkpoints under the control of the user. The next record to be executed is displayed into the dialog box. The *Skip* button does not execute the recorded action. The *Step* button executes it. The *Stop* button stops the replay. The *Goto* button jumps to the selected check point without execution. The *Continue* button executes the log up to the selected check point.



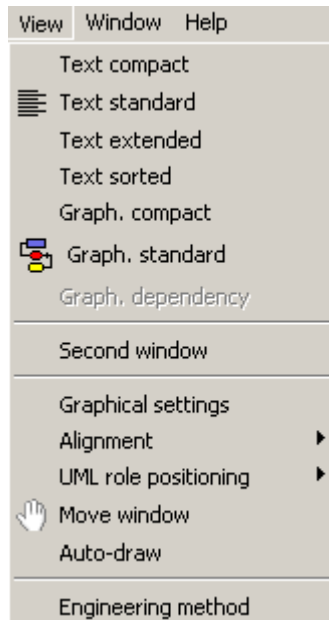
## Chapter 19

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### The View menu (View)

This menu includes three sections through which the user can manage the different views for schemas, processes or methods:

1. choosing graphical and textual views;
2. setting graphical views;
3. displaying engineering method window;
4. navigating in textual and graphical views.




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## 19.1 The commands of the View menu - Summary

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<b>Text compact</b>	list of the collections, entity types and rel-types of the data schema list of action states and object states in a activity schema list of use cases and actors in a use case schema
<b>Text standard</b>	compact textual presentation + collection contents, IS-A, attributes, processing units, roles, groups, constraints and notes in a data schema compact textual presentation + relations and notes in a processing schema
<b>Text extended</b>	standard textual presentation + additional details
<b>Text sorted</b>	sorted list of all the names declared in a schema, together with their object type and parent object
<b>Graph. compact</b>	graphical presentation of IS-A, roles, collections, entity types, rel-types and notes of a data schema graphical presentation of all products and derived dependencies of the project
<b>Graph. standard</b>	compact graphical presentation + attributes, processing units, groups and constraints of a data schema graphical presentation of action states, object states, control flows, object flows and notes of a activity schema

	graphical presentation of use cases, actors, extend relationships, include relationships, use case generalizations, associations, actor generalizations and notes of a activity schema compact graphical presentation + sub-processes of a process
<b>Graph. <u>d</u>ependency</b>	graphical presentation of all products and derived dependencies of a process
<hr/>	
<b>Second window</b>	opens a second window with the same schema as in current window. If the current window is graphical, the new one will be textual and conversely.
<hr/>	
<b>Graph settings</b>	defines settings for graphical views
<b><u>A</u>lignment</b>	aligns the selected object in any graphical view
<b>U<u>M</u>L role positioning</b>	in UML class graphical view: shifts the names of selected roles and rel-types
<b>M<u>o</u>ve window</b>	in graphical views, changes the cursor into a hand shape to help users moving large schemas in the current window by clicking left mouse button and dragging the mouse.
<b>Auto-<u>D</u>raw</b>	in graphical views: proposes a new graphical layout of the current schema
<hr/>	
<b>Engineering <u>m</u>ethod</b>	displays a window containing the current engineering method

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## 19.2 Choosing graphical and textual views

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Chooses the way the current schema, process or project will be displayed in its window.

### 19.2.1 Text compact

In a *data schema window*, this view contains the names of the following objects:

- schema,
- collections,
- entity types,
- rel-types.

In an *activity schema window*, this view contains the names of the following objects:

- schema,
- action states,
- initial and final states,
- synchronization bars,
- decision states,
- sending and receipt signals,
- internal (only first level objects) and external objects states.

In an *use case schema window*, this view contains the names of the following objects:

- schema,
- use cases,
- actors,
- associations.

### 19.2.2 Text standard

In a *data schema window*, this view contains a short description of the following objects:

- schema + notes with processing units + notes,
- collections + notes with entity types,
- entity types + notes with super-type, attributes + notes, processing units + notes and groups + notes,
- rel-types + notes with roles + notes, attributes + notes, processing units + notes and groups + notes.

In an *activity schema window*, this view contains the names of the following objects:

- schema + notes,
- action states + notes with control and object flows + notes,
- initial and final states + notes with control flows + notes,
- decision states + notes with control flows + notes,
- synchronization bars + notes with control flows + notes,
- sending and receipt signals + notes with control flows + notes,
- internal (all levels) and external objects states + notes.

In an *use case schema window*, this view contains the names of the following objects:

- schema + notes,
- use cases + notes with extend and include relationships, use case generalizations + notes,

- actors + notes with actor generalizations + notes,
- associations + notes with use case association roles + notes and actor association roles + notes.

Also available through the button  on the standard tool bar.

### 19.2.3 Text extended

In a *data schema window*, this view contains an extended description of the following objects:

- schema + notes with processing units + notes,
- collections + notes with entity types,
- entity types + notes with super-types, sub-types, attributes + notes, processing units + notes, groups + notes and roles,
- rel-types + notes with roles + notes, attributes + notes, processing units + notes and groups + notes,
- Each attribute has type, length and number of decimal.

In an *activity schema window*, this view contains the names of the following objects:

- schema + notes,
- action states + notes with control and object flows + notes,
- initial and final states + notes with control flows + notes,
- decision states + notes with control flows + notes,
- synchronization bars + notes with control flows + notes,
- sending and receipt signals + notes with control flows + notes,
- internal (all levels) and external objects states + notes with control and object flows.

In an *use case schema window*, this view contains the names of the following objects:

- schema + notes,
- use cases + notes with extend and include relationships, use case generalizations + notes,
- actors + notes with associations and actor generalizations + notes,
- associations + notes with use case association roles + notes and actor association roles + notes.

### 19.2.4 Text sorted

In a *data schema window*, this view contains all object names of the schema (excepted groups and notes) sorted in alphabetical order.

In a *processing schema window*, this view contains all object names of the schema (excepted relations and notes) sorted in alphabetical order.

### 19.2.5 **Graph. compact**

In a *data schema window*, this view contains a graphical description of the following objects:

- schema,
- entity types,
- rel-types,
- roles,
- collections,
- sub-types.

In the project window, this view contains a graphical description of all the products linked together by their derived dependencies.

### 19.2.6 **Graph. standard**

In a *data schema window*, this view contains a graphical description of the following objects:

- schema with processing units,
- entity types with attributes, processing units and groups,
- rel-types with attributes, processing units and groups,
- roles,
- collections,
- sub-types.

In an *activity schema window*, this view contains a graphical description of the following objects:

- schema,
- action states,
- initial and final states,
- decision states,
- synchronization bars,
- sending and receipt signals,
- internal (all levels) and external objects states,
- control flows,
- object flows,
- notes.


In an *use case schema window*, this view contains a graphical description of the following objects:

- schema,
- use cases,
- actors,



- extend relationships,
- include relationships,
- use case generalizations,
- associations,
- actor generalizations,
- notes.

In a *process window*, this view contains a graphical description of all the products and all the sub-processes of the current process with their input/output links.

Also available through the button  on the standard tool bar.

### **19.2.7 Graph. dependency**

In a *process window*, this view contains a graphical description of all the products of the current process linked together by their derived dependencies.

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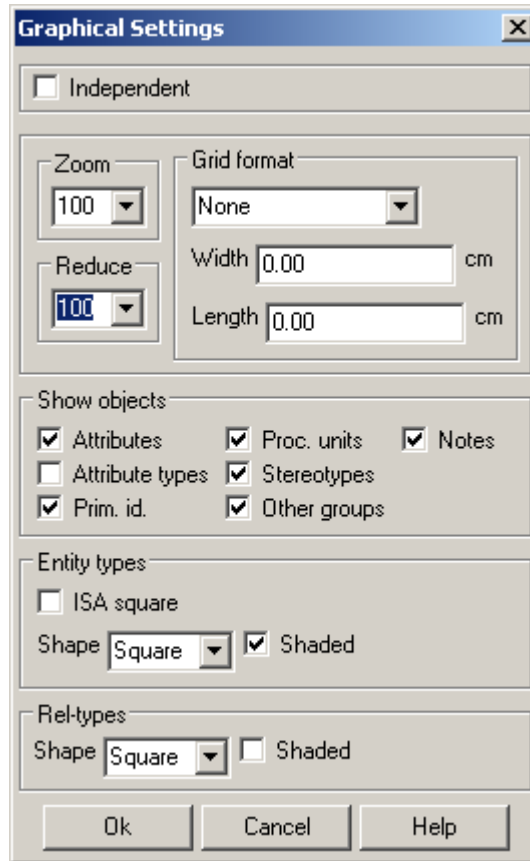
## **19.3 Setting graphical views**

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### **19.3.1 Graphical settings**

This function displays a set of options for configuring the current graphical view. This set of options depends on the content of the current graphical window.

**a) In a graphical data schema window**



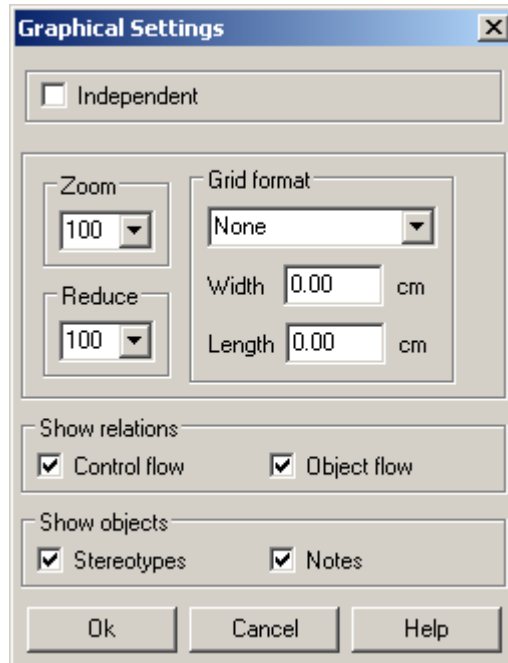
- *Independent*: This option defines the way the tool reacts when the selected objects are moved. All the selected objects have the same moving than the initial one. When it's checked, only the selected objects are moved (same moving than the initial one). When it's unchecked, some connected objects are also moved. The list below determines how the tool reacts.
  - A cluster and a recursive rel-type always stay in the same position relatively to the entity type which hosts them. So, if the selected entity type is moved, the cluster or recursive rel-type are move in exactly the same way.
  - Some objects only move a bit in order to remain in the same position relatively to other objects. For instance, if one object, say A, is placed at two thirds of the distance between two other objects, then, when one of these two last objects is moved, A also is moved so that it is still at two third of the distance between the two other objets.

All the objects in the following list will be move proportionally to its position with respect to several other objects when one of them, the selected one, is moved:

<b>Selected object which is moved</b>	<b>Objects connected but not selected which are moved proportionally</b>
Entity type	Non-recursive rel-types Role played by the entity type Other roles of the connected rel-types
Rel-type	Roles

- Notes are moved with the objects to which they are linked if there are all moved (selected or following a selected one). If at least one of the objects to which the note is attached is not selected and not dependent of a selected object, the note will not move at all.
- *Zoom*: this function shrinks or expands the graphical representation of the current schema. You can choose a percentage ( $\geq 10$  and  $\leq 999$ ) or the fit option (all the layout is displayed in the window).
- *Reduce*: this function reduces or enlarges the graphical representation of the current schema. You must choose a percentage ( $\geq 10$  and  $\leq 999$ ). In the clipboard or on the printer, the graphical representation is also reduced or enlarged.
- *Grid*: this function draws a grid in the window of the current schema. You can define the width and length of the grid or choose a predefined option. The Default printer option draws a grid that has the size of the printing area of the current printer.
- *Show objects*: if the check boxes (attributes, primary identifiers, other groups, processing units, notes, attribute types or stereotypes) are checked, then the corresponding objects (or stereotypes or type + length + decim of attributes) are displayed.
- *ISA square*: if checked, draw the isa relations with horizontal and vertical lines.
- *Entity type shape*: in the list box, choose the form of entity types (with square or round corners).
- *Entity type shade*: if checked, draw shaded entity types. Otherwise, draw entity types without shade.
- *Rel-type shape*: in the list box, choose the form of rel-types (with square or round corners)
- *Rel-type shade*: if checked, draw shaded rel-types. Otherwise, draw rel-types without shade.

**b) In a graphical activity schema window**



Defines settings for graphical processing schema views:

- *Independent*: This option defines the way the tool reacts when the selected objects are moved in the graphical schema windows. All the selected objects have the same moving than the initial one. When it's checked, only the selected objects are moved (same moving than the initial one). When it's unchecked, some connected objects move a bit in order to remain in the same position relatively to other objects. All the objects in the following list will be move proportionally to its position with respect to several other objects when one of them, the selected one, is moved:

**Selected object  
which is moved**

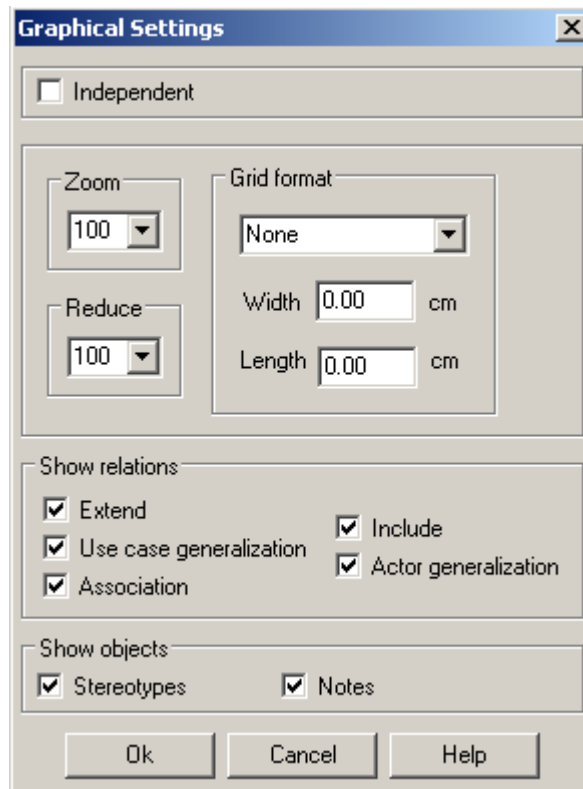
**Objects connected but not selected  
which are moved proportionally**

Action state, initial and final state, synchronization bar, decision state, sending and receipt signal	Control flow Object flow
Internal or external object state	Control flow Object flow

Notes are moved with the objects to which they are linked if there are all moved (selected or following a selected one). If at least one of the objects to which the note is attached is not selected and not dependent of a selected object, the note will not move at all.

- *Zoom*: this function shrinks or expands the graphical representation of the current schema. You can choose a percentage ( $\geq 10$  and  $\leq 999$ ) or the fit option (all the layout is displayed in the window).
- *Reduce*: this function reduces or enlarges the graphical representation of the current schema. You must choose a percentage ( $\geq 10$  and  $\leq 999$ ). In the clipboard or on the printer, the graphical representation is also reduced or enlarged.
- *Grid*: this function draws a grid in the window of the current schema. You can define the width and length of the grid or choose a predefined option. The Default printer option draws a grid that has the size of the printing area of the current printer.
- *Show objects*: if the check boxes (control flows, object flows, notes or stereotypes) are checked, then the corresponding relations, objects or stereotypes are displayed.

**c) In a graphical use case schema window**



Defines settings for graphical processing schema views:

- *Independent*: This option defines the way the tool reacts when the selected objects are moved in the graphical schema windows. All the selected objects have the same moving than the initial one. When it's checked, only the selected objects are moved (same moving than the initial one). When it's unchecked, some connected objects move a bit in order to remain in the same position relatively to other objects. All the objects in the following list will be move proportionally to its position with respect to several other objects when one of them, the selected one, is moved:

**Selected object  
which is moved**

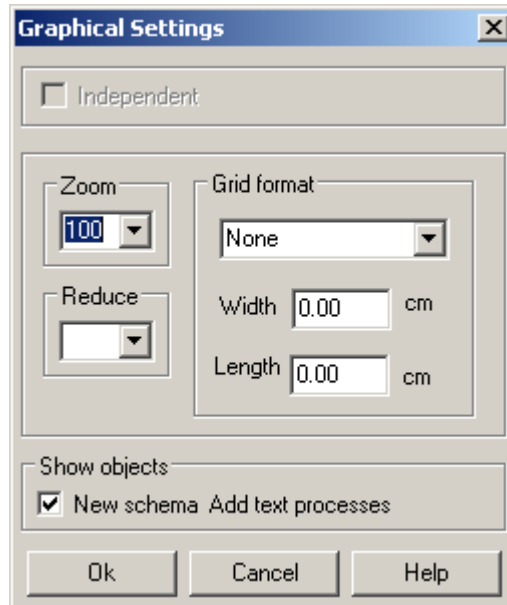
**Objects connected but not selected  
which are moved proportionally**

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Use case	Extend relationship Include relationship Use case generalization Association
Actor	Association Actor generalization

Notes are moved with the objects to which they are linked if there are all moved (selected or following a selected one). If at least one of the objects to which the note is attached is not selected and not dependent of a selected object, the note will not move at all.

- *Zoom*: this function shrinks or expands the graphical representation of the current schema. You can choose a percentage ( $\geq 10$  and  $\leq 999$ ) or the fit option (all the layout is displayed in the window).
- *Reduce*: this function reduces or enlarges the graphical representation of the current schema. You must choose a percentage ( $\geq 10$  and  $\leq 999$ ). In the clipboard or on the printer, the graphical representation is also reduced or enlarged.
- *Grid*: this function draws a grid in the window of the current schema. You can define the width and length of the grid or choose a predefined option. The Default printer option draws a grid that has the size of the printing area of the current printer.
- *Show objects*: if the check boxes (extend and include relationship, use case generalization, associations, actor generalization, notes or stereotypes) are checked, then the corresponding relations, objects or stereotypes are displayed.

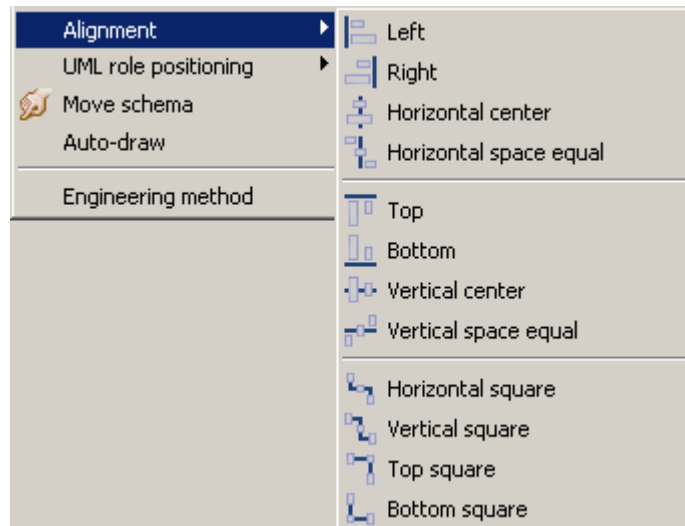
**d) In a graphical process view**

Defines settings for graphical process views:

- *Zoom*: this function shrinks or expands the graphical representation of the current process. You can choose a percentage ( $\geq 10$  and  $\leq 999$ ) or the fit option (all the layout is displayed in the window).
- *Reduce*: this function reduces or enlarges the graphical representation of the current process. You must choose a percentage ( $\geq 10$  and  $\leq 999$ ). In the clipboard or on the printer, the graphical representation is also reduced or enlarged.
- *Grid*: this function draws a grid in the window of the current process. You can define the width and length of the grid or choose a predefined option. The Default printer option draws a grid that has the size of the printing area of the current printer.
- *Show objects*: if the check box is checked (new schema & add text processes), then the corresponding objects are displayed.




### 19.3.2 Alignment




Aligns the selected object in any graphical view.


#### **Left**

Aligns selected objects so their left sides are on the left of the rectangle formed by their external edges. Also available through the button  on the graphical tool bar.


#### **Right**

Aligns selected objects so their right sides are on the right of the rectangle formed by their external edges. Also available through the button  on the graphical tool bar.


#### **Horizontal center**

Aligns selected objects so their horizontal centers are in the center of the rectangle formed by their external edges. Also available through the button  on the graphical tool bar.


#### **Horizontal space equal**

Moves selected objects horizontally so they are spaced evenly within the rectangle formed by their external edges. Also available through the button  on the graphical tool bar.


#### **Top**

Aligns selected objects so their tops are at the top of the rectangle formed by their external edges. Also available through the button  on the graphical tool bar.


**Bottom**

Aligns selected objects so their bottoms are at the bottom of the rectangle formed by their external edges. Also available through the button  on the graphical tool bar.


**Vertical center**

Aligns selected objects so their vertical centers are at the center of the rectangle formed by their external edges. Also available through the button  on the graphical tool bar.


**Vertical space equal**

Moves selected objects vertically so they are spaced evenly within the rectangle formed by their external edges. Also available through the button  on the graphical tool bar.


**Horizontal square**

Aligns roles of selected rel-types horizontally with their rel-type. If the rel-type is cyclic, first role is aligned horizontally and the other vertically. Also available through the button  on the graphical tool bar.


**Vertical square**

Aligns roles of selected rel-types vertically with their rel-type. If the rel-type is cyclic, first role is aligned horizontally and the other vertically. Also available through the button  on the graphical tool bar.

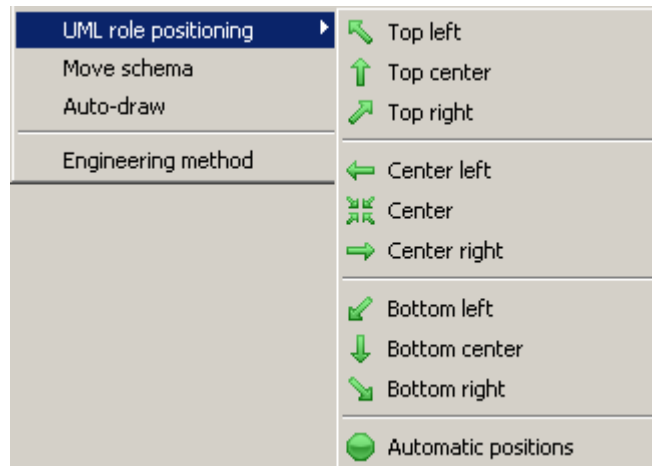
**Top square**

Puts the selected rel-types (no cyclic) in a upper corner of the rectangle formed by the external edges of their entity-types. Also available through the button  on the graphical tool bar.

**Bottom square**


Puts the selected rel-types (no cyclic) in a lower corner of the rectangle formed by the external edges of their entity-types. Also available through the button  on the graphical tool bar.

### 19.3.3 UML role positioning




Places the name and cardinalities of the selected role or rel-type in a graphical UML class diagram view


#### Top left

Places the name and cardinalities of the selected role or rel-type above and at the left of the role or rel-type position. Also available through the button  on the UML role positioning tool bar.


#### Top center

Places the name and cardinalities of the selected role or rel-type above the role or rel-type position. Also available through the button  on the UML role positioning tool bar.


#### Top right

Places the name and cardinalities of the selected role or rel-type above and at right of the role or rel-type position. Also available through the button  on the UML role positioning tool bar.


#### Center left

Places the name and cardinalities of the selected role or rel-type at the left of the role or rel-type position. Also available through the button  on the UML role positioning tool bar.


#### Center

Places the name and cardinalities of the selected role or rel-type precisely at the role or rel-type position. Also available through the button  on the UML role positioning tool bar.


#### Center right

Places the name and cardinalities of the selected role or rel-type at right of the role or rel-type position. Also available through the button  on the UML role positioning tool bar.


**Bottom left**

Places the name and cardinalities of the selected role or rel-type below and at the left of the role or rel-type position. Also available through the button  on the UML role positioning tool bar.


**Bottom center**

Places the name and cardinalities of the selected role or rel-type below the role or rel-type position. Also available through the button  on the UML role positioning tool bar.


**Bottom right**

Places the name and cardinalities of the selected role or rel-type below and at the right of the role or rel-type position. Also available through the button  on the UML role positioning tool bar.

**Automatic positions**

Sets automatically the name and cardinalities of the selected role or rel-type. Also available through the button  on the UML role positioning tool bar.

**19.3.4 Move window**

In project and schema graphical views, toggles on/off the window moving mode; in that mode, the cursor is changed to a hand, clicking and dragging (the hand becomes a fist) will move the graphical view in its window; this is a faster way than using the scroll bars for browsing through large graphics. Also available through the button  on the standard tool bar.

**19.3.5 Auto-Draw**

In a graphical schema view, proposes a new graphical layout of the current schema (useful in reverse engineering). You must use this function with caution because the new layout is independent of the semantics and no undo function is available. This function is also a stochastic process, a new activation gives a new layout.

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**19.4 Displaying engineering method window**

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**19.4.1 Engineering method**

Displays a window containing the current engineering method. The engineering method is the way of working to follow in order to complete the project. In this version of DB-MAIN, the engineering method is optional and

used for documentation only. It can be shown in a window and it is possible to browse through it. An analyst can refer to it at any time.

An engineering method must be written in MDL (Method Description Language) and compiled with the external MDL compiler to produce a \*.LUM file. This file can be added to the project when it is created. This is optional. If no method is specified, a default one allows analysts to do anything.

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## 19.5 Navigating in graphical and textual views

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There are many ways to navigate into graphical or textual views. For each type of windows, the user can apply some mouse and keyboard actions.

### 19.5.1 The textual data schema window

The textual schema window is a hypertext representation of the schema. There are many ways to navigate into those views.

When objects are selected, this selection is kept when you change the type of the view, if there is only one object selected this object is displayed in the centre of the window.

When two windows (graphical and textual) show the same schema, the selection is common to the two windows.

If there is only one object selected then it is the current object. If there is no selected object or more than one then there is no current object. All the instances of the current object are marked.

**a) Mouse actions**

left-side button (single click):	selects an object and shows its properties in the property box (if present)
left-side button (double click):	if the property box is present, shows the properties of the selected object if the property box is not present, opens it with the properties of the selected object
control + left-side button (single click):	adds an object to the selection or removes an already selected object from the selection
shift + left-side button (single click):	selects objects between the first selected object and the current one
right-side button (single click):	goes to the origin definition of the object whose name is clicked on. e.g. clicking on a role sends back to its entity type

**b) Keyboard actions**

enter key:	if the property box is not present, opens it with the properties of the selected object
tab key:	displays the next occurrence of the selected object (marked by >>) in the centre of the windows
up-arrow:	scrolls the schema one line upward
down-arrow:	scrolls the schema one line downward
left-arrow:	scrolls the schema one half-screen to the left
right-arrow:	scrolls the schema one half-screen to the right
Alt + up-arrow:	when an attribute, a processing unit or a group is selected: swaps it with the previous one when a role is selected: swaps it with the previous one
Alt + down-arrow:	when an attribute, a processing unit or a group is selected: swaps it with the next one when a role is selected: swaps it with the next one

Del key:	deletes the selected objects
Ctrl + A:	selects all the schema objects
Ctrl + M:	marks the selected objects
Ctrl + P:	navigates to the previous object
Ctrl + N:	navigates to the next object

### 19.5.2 The graphical data schema window

If there is only one object selected then it is the current object. If there is no selected object or more than one then there is no current object.

#### a) *Mouse actions*

left-side button (single click):	selects an object and shows its properties in the property box (if present)
shift + left-side button (single click):	adds an object to the selection or removes an already selected object from the selection
left-side button pressed and drag	normal mode: draws a rectangle for multiple selection move window mode (menu View/Move window or hand tool in standard toolbar): move the schema in its window
drag a selected object:	moves all the selected objects in the windows
left-side button (double click):	if the property box is present, shows the properties of the selected object if the property box is not present, opens it with the properties of the selected object
right-side button (single click):	on a rel-type: aligns the rel-type between its entity types on a role: aligns the role between its rel-type and its entity type(s)

If, while the left-side button is down, the mouse leaves the window, then the window is automatically scrolled.

**b) Keyboard actions**

enter key:	if the property box is not present, opens it with the properties of the selected object
up-arrow:	if an object is selected, moves the object four pixel up else scrolls the schema one line upward
down-arrow:	if an object is selected, moves the object four pixel down else scrolls the schema one line downward
left-arrow:	if an object is selected, moves the object four pixel left else scrolls the schema one screen to the left
right-arrow:	if an object is selected, moves the object four pixel right else scrolls the schema one screen to the right
Alt + up-arrow:	when an attribute, a processing unit or a group is selected: swaps it with the previous one
Alt + down-arrow:	when an attribute, a processing unit or a group is selected: swaps it with the next one
Control + left-arrow:	if an object is selected: moves the object one pixel left
Control + right-arrow:	if an object is selected: moves the object one pixel right
Control + up-arrow:	if an object is selected: moves the object one pixel up
Control + down-arrow:	if an object is selected: moves the object one pixel down
Del key:	deletes the selected object
Ctrl + A:	selects all the schema objects
Ctrl + M:	marks the selected objects
Ctrl + P:	navigates to the previous object
Ctrl + N:	navigates to the next object

**19.5.3 The textual processing schema window**

The textual schema window is a hypertext representation of the schema. There are many ways to navigate into those views.



When objects are selected, this selection is kept when you change the type of the view, if there is only one object selected this object is displayed in the centre of the window.

If there is only one object selected then it is the current object. If there is no selected object or more than one then there is no current object. All the instances of the current object are marked (>>).

**a) Mouse actions**

left-side button (single click):	selects an object and shows its properties in the property box (if present)
left-side button (double click):	if the property box is present, shows the properties of the selected object if the property box is not present, opens it with the properties of the selected object
control + left-side button (single click):	adds an object to the selection or removes an already selected object from the selection
shift + left-side button (single click):	selects objects between the first selected object and the current one
right-side button (single click):	goes to the origin definition of the object whose name is clicked on. e.g. clicking on a call relation sends back to its called processing unit;

**b) Keyboard actions**

enter key:	if the property box is not present, opens it with the properties of the selected object
tab key:	displays the next occurrence of the selected object (marked by >>) in the centre of the windows
up-arrow:	scrolls the schema one line upward
down-arrow:	scrolls the schema one line downward
left-arrow:	scrolls the schema one half-screen to the left
right-arrow:	scrolls the schema one half-screen to the right
Alt + up-arrow:	when an internal data object is selected: swaps it with the previous one
Alt + down-arrow:	when an internal data object is selected: swaps it with the next one
Del key:	deletes the selected objects
Ctrl + A:	selects all the schema objects

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Ctrl + M:	marks the selected objects
Ctrl + P:	navigates to the previous object
Ctrl + N:	navigates to the next object

#### **19.5.4 The graphical processing schema window**

If there is only one object selected then it is the current object. If there is no selected object or more than one then there is no current object.

##### **a) Mouse actions**

left-side button (single click):	selects an object and shows its properties in the property box (if present)
shift + left-side button (single click):	adds an object to the selection or removes an already selected object from the selection
left-side button pressed and drag	normal mode: draws a rectangle for multiple selection move window mode (menu View/Move window or hand tool in standard toolbar): move the schema in its window
drag a selected object:	moves all the selected objects in the windows
left-side button (double click):	if the property box is present, shows the properties of the selected object if the property box is not present, opens it with the properties of the selected object

If, while the left-side button is down, the mouse leaves the window, then the window is automatically scrolled.

**b) Keyboard actions**

enter key:	if the property box is not present, opens it with the properties of the selected object
up-arrow:	if an object is selected, moves the object four pixel up else scrolls the schema one line upward
down-arrow:	if an object is selected, moves the object four pixel down else scrolls the schema one line downward
left-arrow:	if an object is selected, moves the object four pixel left else scrolls the schema one screen to the left
right-arrow:	if an object is selected, moves the object four pixel right else scrolls the schema one screen to the right
Alt + up-arrow:	when an internal data object is selected: swaps it with the previous one
Alt + down-arrow:	when an internal data object is selected: swaps it with the next one
Control + left-arrow:	if an object is selected: moves the object one pixel left
Control + right-arrow:	if an object is selected: moves the object one pixel right
Control + up-arrow:	if an object is selected: moves the object one pixel up
Control + down-arrow:	if an object is selected: moves the object one pixel down
Del key:	deletes the selected object
Ctrl + A:	selects all the schema objects
Ctrl + M:	marks the selected objects
Ctrl + P:	navigates to the previous object
Ctrl + N:	navigates to the next object

**19.5.5 The graphical process window**

**a) Mouse actions**

left-side button (single click):	selects an object (schema or text file) and shows its properties in the property box (if present)
shift + left-side button (single click):	adds an object to the selection
left-side button pressed and drag	normal mode: draws a rectangle for multiple selection move window mode (menu View/Move window or hand tool in standard toolbar): move the schema in its window
drag a selected object:	moves all the selected objects in the windows
left-side button (double click):	opens the window of an object (graphical schema window for a schema and source file window for a text file) or replace the content of the window by the history of the selected engineering process.
right-side button (single click):	on a product: aligns the product between its processes on a process: aligns the process between its products
'Close Window' icon	closes the history of the current process and displays the history of its parent, if there is one; else, closes the project.

If, while the left-side button is down, the mouse leaves the window, then the window is automatically scrolled.

**b) Keyboard actions**

enter key:	opens the window of the selected object
up-arrow:	if an object is selected, moves the object one pixel up else scrolls the schema one line upward
down-arrow:	if an object is selected, moves the object one pixel down else scrolls the schema one line downward
left-arrow:	if an object is selected, moves the object one pixel left else scrolls the schema one screen to the left
right-arrow:	if an object is selected, moves the object one pixel right else scrolls the schema one screen to the right
Control + left-arrow:	if an object is selected: moves the object one pixel left
Control + right-arrow:	if an object is selected: moves the object one pixel right
Control + up-arrow:	if an object is selected: moves the object one pixel up
Control + down-arrow:	if an object is selected: moves the object one pixel down
Del key:	deletes the selected object (schema, text file, process or decision)
Ctrl + A:	selects all the schema objects
Ctrl + M:	marks the selected objects

To add a product in this window use **Product/New schema** or **Product/Add file**. To add a file you can also use the drag & drop technique: select files into the Explorer (for example) and drop them into the process window (standard or dependency).

**19.5.6 The source file window**

This window displays the text file, it is not possible to edit the text. Each line can be marked, colored and each one have a description.

**a) Mouse action**

Left-side button (single click):	selects a line if the property box is present, shows its properties
Left-side button (double click):	edits the description of the selected line
control + left-side button (single click):	if the line is not selected, adds it to the selection if the line is selected, removes it from the selection
shift + left-side button (single click):	selects all the lines from the first selected one till the current one

**b) Keyboard actions**

Ctrl + A:	selects all the lines
Ctrl + M:	marks the selected lines





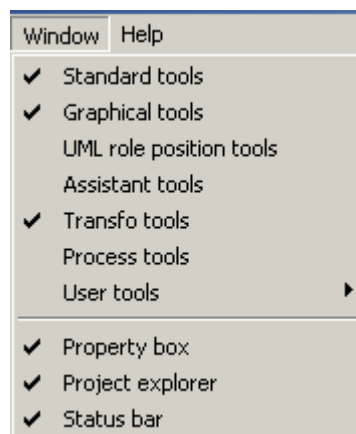
## Chapter 20

---

### The Window menu (Window)

This menu includes five sections through which the user can manipulate windows and tool bars:

1. displaying or hiding tool bars;
2. displaying or hiding properties box, project explorer and status bar.



---

#### 20.1 The commands of the Window menu - Summary

---

**Standard tools**                      displays/hides the standard floating tool bar

22 juin 2009

<b><u>G</u>raphical tools</b>	displays/hides the graphical floating tool bar
<b><u>U</u>ML role position tools</b>	displays/hides the UML role position floating tool bar
<b><u>A</u>ssistant tools</b>	displays/hides the assistant floating tool bar
<b><u>T</u>ransfo tools</b>	displays/hides the transformations floating tool bar
<b><u>P</u>rocess tools</b>	displays/hides the process modeling floating tool bar
<b><u>U</u>ser tools</b>	displays/hides the user-defined floating tool bars

---

<b><u>P</u>roperty box</b>	displays/hides the property box window
<b><u>P</u>roject <u>e</u>xplorer</b>	displays/hide the project explorer window
<b><u>S</u>tatus <u>b</u>ar</b>	displays/hides the status bar

---

## 20.2 Displaying or hiding tool bars

---

### 20.2.1 Standard tools

Toggles display of standard tool bar. The shortcuts are:



builds a new project



opens an existing project



saves the current project as a \*.lun file



saves the current project as a new \*.lun file



runs a Java or compiled Voyager 2 plug-in



re-executes the last instance of a Voyager 2 plug-in without loading it

See also the File menu (chapter 11).



Standard textual view for current schema












Standard graphical view for the current schema



Moves the graphical view in its window











See also the View menu (chapter 19).



The following buttons are only present in the toolbar when the current window hosts a data schema:

-  creates a new entity type (interactive or from the source text)
-  creates a new relationship type
-  adds a new attribute as first child
-  adds a new attribute as next sibling
-  creates a new role
-  creates a new identifier with the selected attributes and/or roles
-  creates a new group with the selected attributes and/or roles
-  creates a new collection
-  adds a new processing unit to the current schema, rel-type or entity type

See also the New menu (chapter 14).








The following buttons are only present in the toolbar when the current window hosts a UML activity diagram

-  creates a new action state
-  creates a new initial state
-  creates a new final state
-  creates a new horizontal synchronization bar
-  creates a new vertical synchronization bar
-  creates a new decision
-  creates a new object
-  creates a new state
-  creates a new message sending
-  creates a new message receipt



-  creates a new control flow relationship
-  creates a new object flow relationship



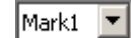
See also the New menu (chapter 14).

The following buttons are only present in the toolbar when the current window hosts a UML use case diagram:

-  creates a new use case
-  creates a new actor
-  creates a new extend relationship between two use cases
-  creates a new inclusion relationship between two use cases
-  creates a new generalization relationship between use cases
-  creates a new association relationship between a use case and an actor
-  creates a new generalization relationship between two actors

See also the New menu (chapter 14).



-  adds a note to the selected object
-  adds a link between an existing note and another object

-  colors the selected objects in the color of the paint in the icon
-  marks or unmarks the selected objects
-  chooses a mark plan

See also the Edit menu (chapter 12).

### 20.2.2 Graphical tools

Toggles display of graphical tool bar.

-  if unchecked, all the connected objects are moved together with the current object, else only the current object is moved
-  copies the graphical view of the selected object onto the clipboard



expands the graphical representation of the current schema (current zoom + 10%)



shrinks the graphical representation of the current schema (current zoom - 10%)



shrinks or expands the graphical representation of the current schema or project (choose a percentage or the fit option)

See also the Edit menu (chapter 12).



aligns selected objects so their left sides are on the left of the rectangle formed by their external edges



aligns selected objects so their right sides are on the right of the rectangle formed by their external edges



aligns selected objects so their horizontal centers are in the center of the rectangle formed by their external edges



moves selected objects horizontally so they are spaced evenly within the rectangle formed by their external edges

See also the View menu (chapter 19).



aligns selected objects so their tops are at the top of the rectangle formed by their external edges



aligns selected objects so their bottoms are at the bottom of the rectangle formed by their external edges



aligns selected objects so their vertical centers are at the center of the rectangle formed by their external edges



moves selected objects vertically so they are spaced evenly within the rectangle formed by their external edges

See also the View menu (chapter 19).



aligns roles of selected rel-types horizontally with their rel-type



aligns roles of selected rel-types vertically with their rel-type



puts the selected rel-types (no cyclic) in a upper corner of the rectangle formed by the external edges of their entity-types













puts the selected rel-types (no cyclic) in a lower corner of the rectangle formed by the external edges of their entity-types

See also the View menu (chapter 19).

### 20.2.3 UML role position tools






Toggles display of UML role position tool bar.

	The name or cardinalities of a role or a rel-type are placed above and at the left of the position of the role or rel-type
	The name or cardinalities of a role or a rel-type are placed above the position of the role or rel-type
	The name or cardinalities of a role or a rel-type are placed above and at the right of the position of the role or rel-type
	The name or cardinalities of a role or a rel-type are placed at the right of the position of the role or rel-type
	The name or cardinalities of a role or a rel-type are placed below and at the right of the position of the role or rel-type
	The name or cardinalities of a role or a rel-type are placed below the position of the role or rel-type
	The name or cardinalities of a role or a rel-type are placed below and at the left of the position of the role or rel-type
	The name or cardinalities of a role or a rel-type are placed at the left of the position of the role or rel-type
	The name or cardinalities of a role or a rel-type are placed precisely at the position of the role or rel-type
	The name or cardinalities of a role or a rel-type are placed at the best position to avoid being one the lines

See also the View menu (chapter 19).

### 20.2.4 RE tools

Toggles display of reverse engineering tool bar.

	Fast transformation of a conceptual schema into physical relational model
	searches a text for the first instance of a pattern
	searches a text for the next instance of a pattern
	in a logical schema and its source text, highlights the source text line of the selected object conversely
	finds the "other" groups connected to the current group

See also the Assist menu (chapter 16).

### 20.2.5 Transfo tools

Toggles display of transformation tool bar.

ET -> Rel-type	Transforms the current entity type into a relationship type
ET -> Attribute	Transforms the current entity type into an attribute
Is-a -> rel-types	Transforms the is-a relation(s) of current entity type into one-to-one relationship type(s)
Rel-types -> is-a	Transforms the current relationship type(s) of current entity type into is-a relation(s)
Split/Merge	Splits the current entity type into two entity types or merges two entity types linked by a one-to-one relationship type
Add Tech ID	Adds a technical primary id to the current entity type
RT -> Entity type	Transforms the current relationship type into an entity type
RT -> Attribute	Transforms the current relationship type into reference attributes (foreign key)
RT -> Object att.	Transforms the current relationship type into object-attribute(s)
Att. -> Entity type	Transforms the current attribute into an entity type
Disaggregation	Transforms the current compound attribute, replacing it by its components
Multi -> Single	Transforms the current multivalued attribute into a single-valued attribute
Single -> Multi	Transforms the current single-valued attribute into a multivalued attribute
Multi -> List Single	Transforms the current multivalued attribute into a list of single-valued attributes
Multi Conversion	Changes the collection type of the current attribute (with or without loss)
Materialize domain	Materializes the user-defined domain of the current attribute
Object att. -> RT	Transforms the current object type attribute into a rel-type
Multi-ET -> RT	Transforms the current multi-ET role into a list of relationship types
Group -> Rel-type	Transforms the current referential group (foreign key) into a relationship type

Aggregation	Transforms the current group into a compound attribute
Group -> Multi-valued	Transforms the current group of single-valued attributes into a multivalued attribute

See also the Transform menu (chapter 15).

### 20.2.6 Process tools

Toggles display of process modeling tool bar.



updates the selected products by using the primitive functions of the tool



terminates the use of primitives



creates a new engineering process using selected products in input



terminates the current engineering process using selected products as output



allows a terminated process to be continued



takes the decision of continuing with one or some of the selected products

See also the Engineering menu (chapter 17).

### 20.2.7 User tools

Toggles display of ten user tool bars. The user tools bars contain shortcuts for the user tools in the File menu (chapter 11). These lists of maximum twenty-five Java or Voyager 2 plug-ins or menu entries are defined by the configuration dialog box in the DB\_MAIN.INI file (see File menu in chapter 11).



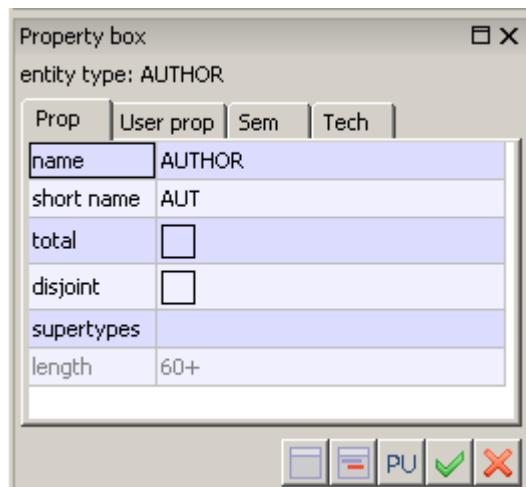
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## 20.3 Displaying or hiding properties box, project explorer and status bar

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### 20.3.1 Property box

Shows/hides the property box.

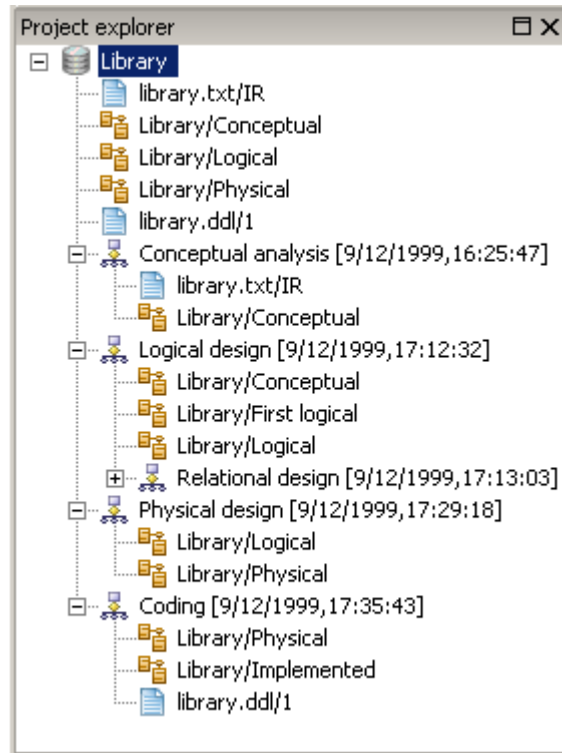


The property box is a small window always in front of the others that contains all the properties of the last selected object in another window. In this window, the user can visualize or change the property values of the current object. This window can have four different tabs:

- The *Prop* tab lists all the static built-in properties of the object.
- The *User prop* tab lists all the dynamic user-defined properties of the object.
- The *Sem* tab shows the semantic description of the object that have one. It can also show the description of the objects that just have one description (processes for instance).
- The *Tech* tab shows the technical description of the objects that have one.

### 20.3.2 Project explorer

Shows/hides the project explorer tree window.



### 20.3.3 Status bar

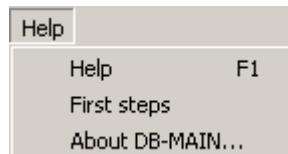
Toggles display of status bar. This bar contains a short help for the selected menu entry, the number of objects in the current project.

## Chapter 21

---

# The Help menu (Help or F1 key)

This menu includes one section through which the user can access to help.



---

### 21.1 The commands of the Help menu - Summary

---

<b><u>H</u>elp &lt;F1&gt;</b>	displays the table of contents for the help system
<b><u>F</u>irst steps</b>	displays the first steps for using DB-MAIN to develop a small relational database
<b><u>A</u>bout DB-MAIN</b>	displays version, copyrights and DB-MAIN project informations

---

## **21.2 Displaying help and other informations**

---

### **21.2.1 Help (<F1>)**

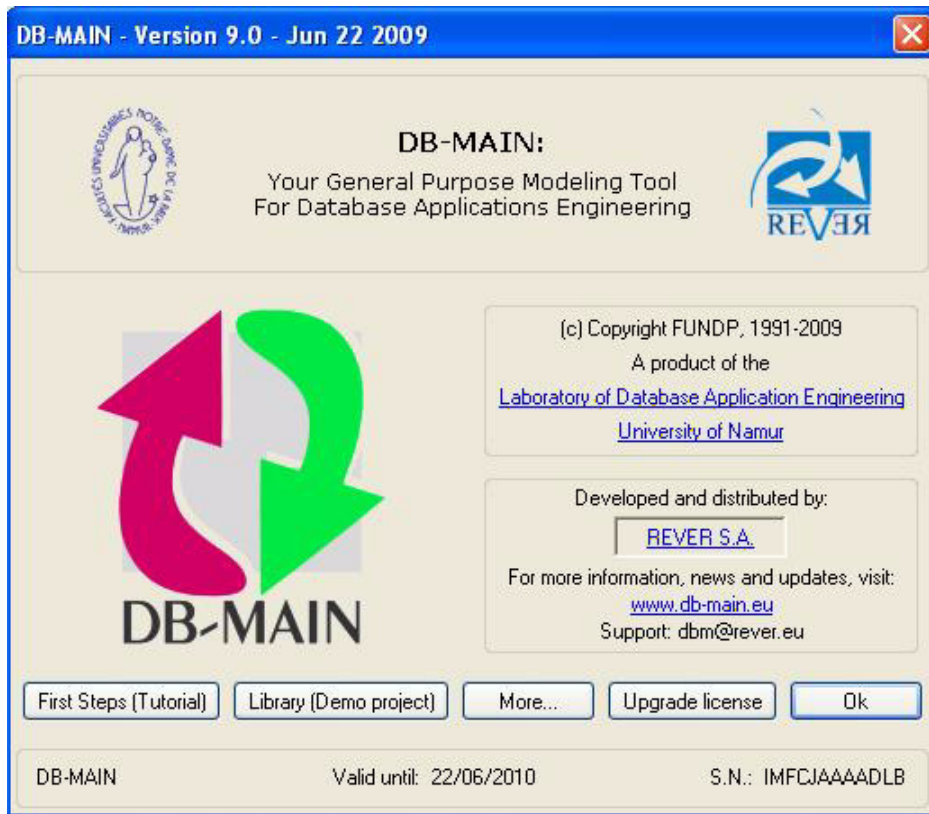
Displays the table of contents for the help system that provides information on virtually all aspects of DB-MAIN.

### **21.2.2 First steps**

Displays the First steps for using DB-MAIN to develop a small relational database. This (very) short tutorial is intended to introduce the first-time user to the basics of database analysis, database design and SQL generation through DB-MAIN.

### 21.2.3 About DB-MAIN...

Displays version, copyrights and DB-MAIN project information. The user can also upgrade its license number, create a demo project, access to First Steps tutorial and help





## Elementary constraints of schema analysis assistant

---

### 1.1 Constraints on schema

---

#### 1.1.1 ET\_per\_SCHEMA <min> <max>

**Description:** The number of entity types per schema must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.1.2 RT\_per\_SCHEMA <min> <max>

**Description:** The number of rel-types per schema must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.1.3 COLL\_per\_SCHEMA <min> <max>

**Description:** The number of collections per schema must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.1.4 DYN\_PROP\_of\_SCHEMA <dynamic property> <parameters>

**Description:** Check some properties of the dynamic properties.

**Parameters:** See Section 1.17.

#### 1.1.5 SELECTED\_SCHEMA

**Description:** Search for all selected objects. This constraint should not be used for validation.

**Parameters:** None.

#### 1.1.6 MARKED\_SCHEMA

**Description:** Search for all marked objects. This constraint should not be used for validation.

**Parameters:** None.

#### 1.1.7 PLUGIN\_CONSTRAINT\_on\_SCHEMA <plugin-file> <plugin-predicate> <parameters>

**Description:** A call to a Java or Voyager 2 boolean function. This constraint returns the result of the function. It provides an easy way to add any new constraint.

**Parameters:** See Section 1.16.

---

## 1.2 Constraints on collections

---

### 1.2.1 ALL\_COLL

**Description:** Used for a search, this constraint finds all collections. It should not be used for a validation.

**Parameters:** None.

### 1.2.2 ET\_per\_COLL <min> <max>

**Description:** The number of entity types per collection must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.



---

### 1.2.3 DYN\_PROP\_of\_COLL <dynamic property> <parameters>

**Description:** Check some properties of the dynamic properties.

**Parameters:** See Section 1.17.

### 1.2.4 SELECTED\_COLL

**Description:** Search for all selected objects. This constraint should not be used for validation.

**Parameters:** None.

### 1.2.5 MARKED\_COLL

**Description:** Search for all marked objects. This constraint should not be used for validation.

**Parameters:** None.

### 1.2.6 PLUGIN\_CONSTRAINT\_on\_COLL <plugin-file> <plugin-predicate> <parameters>

**Description:** A call to a Java or Voyager 2 boolean function. This constraint returns the result of the function. It provides an easy way to add any new constraint.

**Parameters:** See Section 1.16.

---

## 1.3 Constraints on entity types

---

### 1.3.1 ALL\_ET

**Description:** Used for a search, this constraint finds all entity types. It should not be used for a validation.

**Parameters:** None.

### 1.3.2 ATT\_per\_ET <min> <max>

**Description:** The number of attributes per entity type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.3 ATT\_LENGTH\_per\_ET <min> <max>

**Description:** The sum of the size of all the attributes of an entity type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.4 ROLE\_per\_ET <min> <max>

**Description:** The number of roles an entity type can play must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.5 ONE\_ROLE\_per\_ET <min> <max>

**Description:** Entity types play between <min> and <max> roles with maximum cardinality = 1.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.6 N\_ROLE\_per\_ET <min> <max>

**Description:** Entity types play between <min> and <max> roles with maximum cardinality > 1.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.7 MAND\_ROLE\_per\_ET <min> <max>

**Description:** The number of mandatory roles played by entity types must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.8 OPT\_ROLE\_per\_ET <min> <max>

**Description:** The number of optional roles played by entity types must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.9 GROUP\_per\_ET <min> <max>

**Description:** The number of groups per entity type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.10 ID\_per\_ET <min> <max>

**Description:** The number of identifiers per entity type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.11 PID\_per\_ET <min> <max>

**Description:** The number of primary identifiers per entity type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.12 ALL\_ATT\_in\_ID\_ET <yn>

**Description:** If parameter is "yes", all the identifiers of an entity type contain all attributes (possibly with or without some roles) or the entity type has no explicit identifier. If parameter is "no", an entity type must have at least one identifier which does not contain all the attributes of the entity type.

**Parameters:** <yn> is either *yes* or *no*.

### 1.3.13 ALL\_ATT\_ID\_per\_ET <min> <max>

**Description:** The number of primary identifiers made of attributes only must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.14 HYBRID\_ID\_per\_ET <min> <max>

**Description:** The number of hybrid identifiers (made of attributes, roles or other groups) must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.15 KEY\_ID\_per\_ET <min> <max>

**Description:** The number of identifiers that are access keys must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.16 ID\_NOT\_KEY\_per\_ET <min> <max>

**Description:** The number of identifiers that are not access keys must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.17 KEY\_ALL\_ATT\_ID\_per\_ET <min> <max>

**Description:** The number of identifiers made of attributes only which are access keys must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.18 EMBEDDED\_ID\_per\_ET <min> <max>

**Description:** The number of overlapping identifiers must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.19 ID\_DIFF\_in\_ET <type>

**Description:** All the identifiers of an entity type are different. Similarity criteria are function of the specified <type>: *components* indicates that all the elements of both identifiers are the same, possibly in a different order, *components\_and\_order* forces the components in both identifiers to be in the same order for the identifiers to be identical. For instance, let an entity type have two identifiers, one made of attributes A and B, the other made of attributes B and A. They will be said to be identical when <type> is *components* and different in the other case.

**Parameters:** <type> is either *components* or *components\_and\_order*.

### 1.3.20 KEY\_per\_ET <min> <max>

**Description:** The number of access key groups per entity type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.21 ALL\_ATT\_KEY\_per\_ET <min> <max>

**Description:** The number of access keys made of attributes only must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.22 HYBRID\_KEY\_per\_ET <min> <max>

**Description:** The number of hybrid access keys must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.23 ID\_KEY\_per\_ET <min> <max>

**Description:** The number of access keys that are identifiers too must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.24 KEY\_PREFIX\_in\_ET <type>

**Description:** An access key is a prefix of another identifier or access key. <type> specifies whether the order of the attributes must be the same in the access key and in the prefix or not.

This constraint is particularly well suited for using the assistant for search. To use it in order to validate a schema, it should be used with a negation (not KEY\_PREFIX\_in\_ET).

**Parameters:** <type> is either *same\_order* or *any\_order*.

### 1.3.25 REF\_per\_ET <min> <max>

**Description:** The number of reference groups in an entity type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.26 REF\_in\_ET <type>

**Description:** Reference constraints reference groups of type <type>.

**Parameters:** <type> is either *pid* to find ET with primary identifiers or *sid* to find ET with secondary identifiers.

### 1.3.27 COEXIST\_per\_ET <min> <max>

**Description:** The number of coexistence groups per entity type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.28 EXCLUSIVE\_per\_ET <min> <max>

**Description:** The number of exclusive groups per entity type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.29 ATLEASTONE\_per\_ET <min> <max>

**Description:** The number of at-least-one groups per entity type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.30 PROCUNIT\_per\_ET

**Description:** The number of processing units per entity type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.31 COLL\_per\_ET <min> <max>

**Description:** The number of collections an entity type belongs to must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.3.32 DYN\_PROP\_of\_ET <dynamic property> <parameters>

**Description:** Check some properties of the dynamic properties.

**Parameters:** See Section 1.17.

### 1.3.33 SELECTED\_ET

**Description:** Search for all selected objects. This constraint should not be used for validation.

**Parameters:** None.

### 1.3.34 MARKED\_ET

**Description:** Search for all marked objects. This constraint should not be used for validation.

**Parameters:** None.

### 1.3.35 PLUGIN\_CONSTRAINT\_on\_ET <plugin-file> <plugin-predicate> <parameters>

**Description:** A call to a Java or Voyager 2 boolean function. This constraint returns the result of the function. It provides an easy way to add any new constraint.

**Parameters:** See Section 1.16.

---

## 1.4 Constraints on is-a relations

---

### 1.4.1 ALL\_ISA

**Description:** Used for a search, this constraint finds all is-a relations. It should not be used for a validation.

**Parameters:** None.

### 1.4.2 SUB\_TYPES\_per\_ISA <min> <max>

**Description:** An entity type can not have less than <min> sub-types or more than <max> sub-types.

**Parameters:** <min> and <max> are integer constants or N.

### 1.4.3 SUPER\_TYPES\_per\_ISA <min> <max>

**Description:** An entity type can not have less than <min> super-types or more than <max> super-types.

**Parameters:** <min> and <max> are integer constants or N.

### 1.4.4 TOTAL\_in\_ISA <yn>

**Description:** Is-a relations have (*yes*) or do not have (*no*) the *total* attribute.

**Parameters:** <yn> is either *yes* or *no*.

### 1.4.5 DISJOINT\_in\_ISA <yn>

**Description:** Is-a relations have (*yes*) or do not have (*no*) the *disjoint* attribute.

**Parameters:** <yn> is either *yes* or *no*.

### 1.4.6 DYN\_PROP\_of\_ISA <dynamic property> <parameters>

**Description:** Check some properties of the dynamic properties.

**Parameters:** See Section 1.17.

### 1.4.7 SELECTED\_ISA

**Description:** Search for all selected objects. This constraint should not be used for validation.

**Parameters:** None.

### 1.4.8 MARKED\_ISA

**Description:** Search for all marked objects. This constraint should not be used for validation.

**Parameters:** None.

### 1.4.9 PLUGIN\_CONSTRAINT\_on\_ISA <plugin-file> <plugin-predicate> <parameters>

**Description:** A call to a Java or Voyager 2 boolean function. This constraint returns the result of the function. It provides an easy way to add any new constraint.

**Parameters:** See Section 1.16.

---

## 1.5 Constraints on rel-types

---

### 1.5.1 ALL\_RT

**Description:** Used for a search, this constraint finds all rel-types. It should not be used for a validation.

**Parameters:** None.

### 1.5.2 ATT\_per\_RT <min> <max>

**Description:** The number of attributes per rel-type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.5.3 ATT\_LENGTH\_per\_RT <min> <max>

**Description:** The sum of the size of all the attributes of a rel-type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.5.4 ROLE\_per\_RT <min> <max>

**Description:** The number of roles played in a rel-type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.



### 1.5.5 ONE\_ROLE\_per\_RT <min> <max>

**Description:** Rel-types have between <min> and <max> roles with maximum cardinality = 1.

**Parameters:** <min> and <max> are integer constants or N.

### 1.5.6 N\_ROLE\_per\_RT <min> <max>

**Description:** Rel-types have between <min> and <max> roles with maximum cardinality > 1.

**Parameters:** <min> and <max> are integer constants or N.

### 1.5.7 MAND\_ROLE\_per\_RT <min> <max>

**Description:** The number of mandatory roles in a rel-types must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.5.8 RECURSIVITY\_in\_RT <min> <max>

**Description:** The number of times an entity type plays a role in a rel-type should be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.5.9 GROUP\_per\_RT <min> <max>

**Description:** The number of groups per rel-type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.5.10 ID\_per\_RT <min> <max>

**Description:** The number of identifiers per rel-type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.5.11 PID\_per\_RT <min> <max>

**Description:** The number of primary identifiers per rel-type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.5.12 ALL\_ATT\_ID\_per\_RT <min> <max>

**Description:** The number of identifiers made of attributes only must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.5.13 HYBRID\_ID\_per\_RT <min> <max>

**Description:** The number of hybrid identifiers (made of attributes, roles or other groups) must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.5.14 EMBEDDED\_ID\_per\_RT <min> <max>

**Description:** The number of overlapping identifiers must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.5.15 ID\_DIFF\_in\_RT <type>

**Description:** All the identifiers of a rel-type are different. Similarity criteria are function of the specified <type> : *components* indicates that all the elements of both identifiers are the same, possibly in a different order, *components\_and\_order* forces the components in both identifiers to be in the same order for the identifiers to be identical. For instance, let an entity type have two identifiers, one made of attributes A and B, the other made of attributes B and A. They will be said to be identical when <type> is *components* and different in the other case.

**Parameters:** <type> is either *components* or *components\_and\_order*.

#### 1.5.16 KEY\_per\_RT <min> <max>

**Description:** The number of access keys per rel-type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.5.17 COEXIST\_per\_RT <min> <max>

**Description:** The number of coexistence groups per rel-type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.5.18 EXCLUSIVE\_per\_RT <min> <max>

**Description:** The number of exclusive groups per rel-type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.5.19 ATLEASTONE\_per\_RT <min> <max>

**Description:** The number of at-least-one groups per rel-type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.5.20 PROCUNIT\_per\_RT

**Description:** The number of processing units per rel-type must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.5.21 DYN\_PROP\_of\_RT <dynamic property> <parameters>

**Description:** Check some properties of the dynamic properties.

**Parameters:** See Section 1.17.

#### 1.5.22 SELECTED\_RT

**Description:** Search for all selected objects. This constraint should not be used for validation.

**Parameters:** None.

#### 1.5.23 MARKED\_RT

**Description:** Search for all marked objects. This constraint should not be used for validation.

**Parameters:** None.

#### 1.5.24 PLUGIN\_CONSTRAINT\_on\_RT <plugin-file> <plugin-predicate> <parameters>

**Description:** A call to a Java or Voyager 2 boolean function. This constraint returns the result of the function. It provides an easy way to add any new constraint.

**Parameters:** See Section 1.16.

---

## 1.6 Constraints on roles

---

### 1.6.1 ALL\_ROLE

**Description:** Used for a search, this constraint finds all roles. It should not be used for a validation.

**Parameters:** None.

### 1.6.2 MIN\_CON\_of\_ROLE <min> <max>

**Description:** The minimum connectivity of a role must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.6.3 MAX\_CON\_of\_ROLE <min> <max>

**Description:** The maximum connectivity of a role must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.6.4 ET\_per\_ROLE <min> <max>

**Description:** The number of entity types per role must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.6.5 DYN\_PROP\_of\_ROLE <dynamic property> <parameters>

**Description:** Check some properties of the dynamic properties.

**Parameters:** See Section 1.17.

### 1.6.6 SELECTED\_ROLE

**Description:** Search for all selected objects. This constraint should not be used for validation.

**Parameters:** None.

### 1.6.7 MARKED\_ROLE

**Description:** Search for all marked objects. This constraint should not be used for validation.

**Parameters:** None.

### 1.6.8 PLUGIN\_CONSTRAINT\_on\_ROLE <plugin-file> <plugin-predicate> <parameters>

**Description:** A call to a Java or Voyager 2 boolean function. This constraint returns the result of the function. It provides an easy way to add any new constraint.

**Parameters:** See Section 1.16.

---

## 1.7 Constraints on attributes

---

### 1.7.1 ALL\_ATT

**Description:** Used for a search, this constraint finds all attributes. It should not be used for a validation.

**Parameters:** None.

### 1.7.2 MIN\_CARD\_of\_ATT <min> <max>

**Description:** The minimum cardinality of an attribute must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.7.3 MAX\_CARD\_of\_ATT <min> <max>

**Description:** The maximum cardinality of an attribute must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.7.4 DEPTH\_of\_ATT <min> <max>

**Description:** The depth of a compound attribute, that is the amount of encompassing compound attributes plus one, must be at least <min> and at most <max>. For instance, in order to select all sub-attributes, use this constraint with <min>=2 and <max>=N.

**Parameters:** <min> and <max> are integer constants or N.

### 1.7.5 SUB\_ATT\_per\_ATT <min> <max>

**Description:** The number of sub-attributes of a compound attribute is at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.7.6 TYPES\_ALLOWED\_for\_ATT <list>

**Description:** List of allowed types of attribute.

**Parameters:** <list> is the list of all allowed types (BOOLEAN, CHAR, DATE, FLOAT, NUMERIC, VARCHAR, COMPUND, OBJECT, USER, SEQUENCE, INDEX), separated with a space.

### 1.7.7 TYPES\_NOTALLOWED\_for\_ATT <list>

**Description:** List of all forbidden types of attribute.

**Parameters:** <list> is the list of all forbidden types, separated with a space: BOOLEAN CHAR DATE FLOAT NUMERIC VARCHAR COMPOUND OBJECT USER SEQUENCE INDEX.

### 1.7.8 SET\_TYPES\_ALLOWED\_for\_ATT <list>

**Description:** List of allowed set types for compound attributes.

**Parameters:** <list> is the list of all allowed set types (SET, BAG, LIST, UNIQUELIST, ARRAY, UNIQUEARRAY), separated with a space.

### 1.7.9 SET\_TYPES\_NOTALLOWED\_for\_ATT <list>

**Description:** List of all forbidden set types for compound attributes.

**Parameters:** <list> is the list of all forbidden set types, separated with a space: SET BAG LIST UNIQUELIST ARRAY UNIQUEARRAY.

### 1.7.10 TYPE\_DEF\_for\_ATT <type> <parameters>

**Description:** Specification of the parameters for a type of attributes. For instance, to specify that all numbers should be coded with 1 to 5 digits and 0 to 2 decimals :

TYPE\_DEF\_for\_ATT NUMERIC 1 5 0 2

**Parameters:** <type> is the type of attribute for which the parameters must be specified.

<parameters> is the list of parameters for the type; the content of that list depends on the type :

CHAR <min. length> <max. length>

FLOAT <min. size> <max. size>  
NUMERIC <min. length> <max. length> <min. decimals> <max. decimals>  
VARCHAR <min. length> <max. length>  
BOOLEAN <min. size> <max. size>  
DATE <min. size> <max. size>  
COMPOUND <min. size> <max. size>  
SEQUENCE <min. size> <max. size>  
INDEX <min. size> <max. size>  
USER <min. size> <max. size> <min. cardinality> <max. cardinality> <min. depth> <max. depth>

#### 1.7.11 PART\_of\_GROUP\_ATT <min> <max>

**Description:** The number of groups the attribute is a component of is at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.7.12 ID\_per\_ATT <min> <max>

**Description:** The number of identifiers per attribute is at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.7.13 PID\_per\_ATT <min> <max>

**Description:** The number of primary identifiers per attribute is at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.7.14 PART\_of\_ID\_ATT <min> <max>

**Description:** The number of identifiers the attribute is a component of is at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.7.15 KEY\_per\_ATT <min> <max>

**Description:** The number of access keys per attribute is at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.7.16 REF\_per\_ATT <min> <max>

**Description:** The number of referential groups per attribute is at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.7.17 PART\_of\_REF\_ATT <min> <max>

**Description:** The number of foreign keys the attribute is a component of is at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.7.18 DYN\_PROP\_of\_ATT <dynamic property> <parameters>

**Description:** Check some properties of the dynamic properties.

**Parameters:** See Section 1.17.

#### 1.7.19 SELECTED\_ATT

**Description:** Search for all selected objects. This constraint should not be used for validation.

**Parameters:** None.

#### 1.7.20 MARKED\_ATT

**Description:** Search for all marked objects. This constraint should not be used for validation.

**Parameters:** None.

#### 1.7.21 PLUGIN\_CONSTRAINT\_on\_ATT <plugin-file> <plugin-predicate> <parameters>

**Description:** A call to a Java or Voyager 2 boolean function. This constraint returns the result of the function. It provides an easy way to add any new constraint.

**Parameters:** See Section 1.16.



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## 1.8 Constraints on groups

---

### 1.8.1 ALL\_GROUP

**Description:** Used for a search, this constraint finds all groups. It should not be used for a validation.

**Parameters:** None.

### 1.8.2 COMP\_per\_GROUP <min> <max>

**Description:** The number of terminal components in a group must be at least <min> and at most <max>. A component is terminal if it is not a group. For instance, let  $A$  be a group made of an attribute  $a$  and another group  $B$ .  $B$  is made of two attributes  $b1$  and  $b2$ . Then  $A$  has got three terminal components :  $a$ ,  $b$  and  $c$ .

**Parameters:** <min> and <max> are integer constants or N.

### 1.8.3 ATT\_per\_GROUP <min> <max>

**Description:** The number of attributes per group must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.8.4 ROLE\_per\_GROUP <min> <max>

**Description:** The number of roles per group must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.8.5 GROUP\_per\_GROUP <min> <max>

**Description**

The number of groups per group must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.8.6 ID\_in\_GROUP <yn>

**Description:** Identifiers are (*yes*), are not (*no*) allowed.

**Parameters:** <yn> is either *yes* or *no*.

### 1.8.7 PID\_in\_GROUP <yn>

**Description:** Primary identifiers are (*yes*), are not (*no*) allowed.

**Parameters:** <yn> is either *yes* or *no*.

### 1.8.8 KEY\_in\_GROUP <yn>

**Description:** Access keys are (*yes*), are not (*no*) allowed.

**Parameters:** <yn> is either *yes* or *no*.

### 1.8.9 REF\_in\_GROUP <yn>

**Description:** Reference groups are (*yes*), are not (*no*) allowed.

**Parameters:** <yn> is either *yes* or *no*.

### 1.8.10 COEXIST\_in\_GROUP <yn>

**Description:** Coexistence groups are (*yes*), are not (*no*) allowed.

**Parameters:** <yn> is either *yes* or *no*.

### 1.8.11 EXCLUSIVE\_in\_GROUP <yn>

**Description:** Exclusive groups are (*yes*), are not (*no*) allowed.

**Parameters:** <yn> is either *yes* or *no*.

### 1.8.12 ATLEASTONE\_in\_GROUP <yn>

**Description:** At\_least\_one groups are (*yes*), are not (*no*) allowed.

**Parameters:** <yn> is either *yes* or *no*.

### 1.8.13 LENGTH\_of\_ATT\_GROUP <min> <max>

**Description:** The sum of the length of all components of a group must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.8.14 TRANSITIVE\_GROUP <yn>

**Description:** The group is transitive. For instance, let A(a,b), B(a,b) and C(b) be 3 entity types. (A.a,A.b) is a group involved in a constraint with the group (B.a,B.b), (A.b) is a group involved in a constraint with the group (C.b) and (B.b) is a group involved in a constraint with the group (C.b). In that case, the group (A.b) involved in a constraint with the group (C.b) is said to be the origin of a transitive group.

Note that the type of the constraints are not taken into account.

**Parameters:** <yn> is either *yes* or *no*.

#### 1.8.15 DYN\_PROP\_of\_GROUP <dynamic property> <parameters>

**Description:** Check some properties of the dynamic properties.

**Parameters:** See Section 1.17.

#### 1.8.16 SELECTED\_GROUP

**Description:** Search for all selected objects. This constraint should not be used for validation.

**Parameters:** None.

#### 1.8.17 MARKED\_GROUP

**Description:** Search for all marked objects. This constraint should not be used for validation.

**Parameters:** None.

#### 1.8.18 PLUGIN\_CONSTRAINT\_on\_GROUP <plugin-file> <plugin-predicate> <parameters>

**Description:** A call to a Java or Voyager 2 boolean function. This constraint returns the result of the function. It provides an easy way to add any new constraint.

**Parameters:** See Section 1.16.

---

## 1.9 Constraints on entity type identifiers

---

### 1.9.1 ALL\_EID

**Description:** Used for a search, this constraint finds all entity type identifiers. It should not be used for a validation.

**Parameters:** None.

### 1.9.2 COMP\_per\_EID <min> <max>

**Description:** The number of components of an entity type identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.9.3 ATT\_per\_EID <min> <max>

**Description:** The number of attributes per entity type identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.9.4 OPT\_ATT\_per\_EID <min> <max>

**Description:** An entity type identifier must have between <min> and <max> optional attributes.

**Parameters:** <min> and <max> are integer constants or N.

### 1.9.5 MAND\_ATT\_per\_EID <min> <max>

**Description:** An entity type identifier must have between <min> and <max> mandatory attributes.

**Parameters:** <min> and <max> are integer constants or N.

### 1.9.6 SINGLE\_ATT\_per\_EID <min> <max>

**Description:** An entity type identifier must have between <min> and <max> single-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

### 1.9.7 MULT\_ATT\_per\_EID <min> <max>

**Description:** An entity type identifier must have between <min> and <max> multi-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

### 1.9.8 MULT\_ATT\_per\_MULT\_COMP\_EID <min> <max>

**Description:** An entity type identifier made of several components must have between <min> and <max> multi-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

### 1.9.9 SUB\_ATT\_per\_EID <min> <max>

**Description:** An entity type identifier must have between <min> and <max> sub-attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.9.10 COMP\_ATT\_per\_EID <min> <max>**

**Description:** An entity type identifier must have between <min> and <max> compound attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.9.11 ROLE\_per\_EID <min> <max>**

**Description:** The number of roles per entity type identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

**1.9.12 OPT\_ROLE\_per\_EID <min> <max>**

**Description:** An entity type identifier must have between <min> and <max> optional roles.

**Parameters:** <min> and <max> are integer constants or N.

**1.9.13 MAND\_ROLE\_per\_EID <min> <max>**

**Description:** An entity type identifier must have between <min> and <max> mandatory roles.

**Parameters:** <min> and <max> are integer constants or N.

**1.9.14 ONE\_ROLE\_per\_EID <min> <max>**

**Description:** An entity type identifier must have between <min> and <max> single-valued roles.

**Parameters:** <min> and <max> are integer constants or N.

**1.9.15 N\_ROLE\_per\_EID <min> <max>**

**Description:** An entity type identifier must have between <min> and <max> multi-valued roles.

**Parameters:** <min> and <max> are integer constants or N.

**1.9.16 GROUP\_per\_EID <min> <max>**

**Description:** The number of groups per entity type identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.9.17 ALL\_EPID

**Description:** Used for a search, this constraint finds all entity type primary identifiers. It should not be used for a validation.

**Parameters:** None.

### 1.9.18 COMP\_per\_EPID <min> <max>

**Description:** The number of components of an entity type primary identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.9.19 ATT\_per\_EPID <min> <max>

**Description:** The number of attributes per entity type primary identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.9.20 OPT\_ATT\_per\_EPID <min> <max>

**Description:** An entity type primary identifier must have between <min> and <max> optional attributes.

**Parameters:** <min> and <max> are integer constants or N.

### 1.9.21 MAND\_ATT\_per\_EPID <min> <max>

**Description:** An entity type primary identifier must have between <min> and <max> mandatory attributes.

**Parameters:** <min> and <max> are integer constants or N.

### 1.9.22 SINGLE\_ATT\_per\_EPID <min> <max>

**Description:** An entity type primary identifier must have between <min> and <max> single-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

### 1.9.23 MULT\_ATT\_per\_EPID <min> <max>

**Description:** An entity type primary identifier must have between <min> and <max> multi-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.9.24 MULT\_ATT\_per\_MULT\_COMP\_EPID <min> <max>**

**Description:** An entity type primary identifier made of several components must have between <min> and <max> multi-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.9.25 SUB\_ATT\_per\_EPID <min> <max>**

**Description:** An entity type primary identifier must have between <min> and <max> sub-attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.9.26 COMP\_ATT\_per\_EPID <min> <max>**

**Description:** An entity type primary identifier must have between <min> and <max> compound attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.9.27 ROLE\_per\_EPID <min> <max>**

**Description:** The number of roles per entity type primary identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

**1.9.28 OPT\_ROLE\_per\_EPID <min> <max>**

**Description:** An entity type primary identifier must have between <min> and <max> optional roles.

**Parameters:** <min> and <max> are integer constants or N.

**1.9.29 MAND\_ROLE\_per\_EPID <min> <max>**

**Description:** An entity type primary identifier must have between <min> and <max> mandatory roles.

**Parameters:** <min> and <max> are integer constants or N.

**1.9.30 ONE\_ROLE\_per\_EPID <min> <max>**

**Description:** An entity type primary identifier must have between <min> and <max> single-valued roles.

**Parameters:** <min> and <max> are integer constants or N.

**1.9.31 N\_ROLE\_per\_EPID <min> <max>**

**Description:** An entity type primary identifier must have between <min> and <max> multi-valued roles.

**Parameters:** <min> and <max> are integer constants or N.

**1.9.32 GROUP\_per\_EPID <min> <max>**

**Description:** The number of groups per entity type primary identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

**1.9.33 DYN\_PROP\_of\_EID <dynamic property> <parameters>**

**Description:** Check some properties of the dynamic properties.

**Parameters:** See Section 1.17.

**1.9.34 SELECTED\_EID**

**Description:** Search for all selected objects. This constraint should not be used for validation.

**Parameters:** None.

**1.9.35 MARKED\_EID**

**Description:** Search for all marked objects. This constraint should not be used for validation.

**Parameters:** None.

**1.9.36 PLUGIN\_CONSTRAINT\_on\_EID <plugin-file> <plugin-predicate>  
<parameters>**

**Description:** A call to a Java or Voyager 2 boolean function. This constraint returns the result of the function. It provides an easy way to add any new constraint.

**Parameters:** See Section 1.16.



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## 1.10 Constraints on rel-type identifiers

---

### 1.10.1 ALL\_RID

**Description:** Used for a search, this constraint finds all rel-type identifiers. It should not be used for a validation.

**Parameters:** None.

### 1.10.2 COMP\_per\_RID <min> <max>

**Description:** The number of components of a rel-type identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.10.3 ATT\_per\_RID <min> <max>

**Description:** The number of attributes per rel-type identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.10.4 OPT\_ATT\_per\_RID <min> <max>

**Description:** A rel-type identifier must have between <min> and <max> optional attributes.

**Parameters:** <min> and <max> are integer constants or N.

### 1.10.5 MAND\_ATT\_per\_RID <min> <max>

**Description:** A rel-type identifier must have between <min> and <max> mandatory attributes.

**Parameters:** <min> and <max> are integer constants or N.

### 1.10.6 SINGLE\_ATT\_per\_RID <min> <max>

**Description:** A rel-type identifier must have between <min> and <max> multi-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

### 1.10.7 MULT\_ATT\_per\_RID <min> <max>

**Description:** A rel-type identifier must have between <min> and <max> single-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.10.8 MULT\_ATT\_per\_MULT\_COMP\_RID <min> <max>

**Description:** A rel-type identifier made of several components must have between <min> and <max> multi-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.10.9 SUB\_ATT\_per\_RID <min> <max>

**Description:** A rel-type identifier must have between <min> and <max> sub-attributes.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.10.10 COMP\_ATT\_per\_RID <min> <max>

**Description:** A rel-type identifier must have between <min> and <max> compound attributes.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.10.11 ROLE\_per\_RID <min> <max>

**Description:** The number of roles per rel-type identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.10.12 OPT\_ROLE\_per\_RID <min> <max>

**Description:** A rel-type identifier must have between <min> and <max> optional roles.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.10.13 MAND\_ROLE\_per\_RID <min> <max>

**Description:** A rel-type identifier must have between <min> and <max> mandatory roles.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.10.14 ONE\_ROLE\_per\_RID <min> <max>

**Description:** A rel-type identifier must have between <min> and <max> single-valued roles.

**Parameters:** <min> and <max> are integer constants or N.

**1.10.15N\_ROLE\_per\_RID <min> <max>**

**Description:** A rel-type identifier must have between <min> and <max> multi-valued roles.

**Parameters:** <min> and <max> are integer constants or N.

**1.10.16GROUP\_per\_RID <min> <max>**

**Description:** The number of groups per rel-type identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

**1.10.17ALL\_RPID**

**Description:** Used for a search, this constraint finds all rel-type primary identifiers. It should not be used for a validation.

**Parameters:** None.

**1.10.18COMP\_per\_RPID <min> <max>**

**Description:** The number of components of a rel-type primary identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

**1.10.19ATT\_per\_RPID <min> <max>**

**Description:** The number of attributes per rel-type primary identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

**1.10.20OPT\_ATT\_per\_RPID <min> <max>**

**Description:** A rel-type primary identifier must have between <min> and <max> optional attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.10.21MAND\_ATT\_per\_RPID <min> <max>**

**Description:** A rel-type primary identifier must have between <min> and <max> mandatory attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.10.22 SINGLE\_ATT\_per\_RPID <min> <max>**

**Description:** A rel-type primary identifier must have between <min> and <max> single-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.10.23 MULT\_ATT\_per\_RPID <min> <max>**

**Description:** A rel-type primary identifier must have between <min> and <max> multi-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.10.24 MULT\_ATT\_per\_MULT\_COMP\_RPID <min> <max>**

**Description:** A rel-type primary identifier made of several components must have between <min> and <max> multi-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.10.25 SUB\_ATT\_per\_RPID <min> <max>**

**Description:** A rel-type primary identifier must have between <min> and <max> sub-attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.10.26 COMP\_ATT\_per\_RPID <min> <max>**

**Description:** A rel-type primary identifier must have between <min> and <max> compound attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.10.27 ROLE\_per\_RPID <min> <max>**

**Description:** The number of roles per rel-type primary identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

**1.10.28 OPT\_ROLE\_per\_RPID <min> <max>**

**Description:** A rel-type primary identifier must have between <min> and <max> optional roles.

**Parameters:** <min> and <max> are integer constants or N.

**1.10.29MAND\_ROLE\_per\_RPID <min> <max>**

**Description:** A rel-type primary identifier must have between <min> and <max> mandatory roles.

**Parameters:** <min> and <max> are integer constants or N.

**1.10.30ONE\_ROLE\_per\_RPID <min> <max>**

**Description:** A rel-type primary identifier must have between <min> and <max> single-valued roles.

**Parameters:** <min> and <max> are integer constants or N.

**1.10.31N\_ROLE\_per\_RPID <min> <max>**

**Description:** A rel-type primary identifier must have between <min> and <max> multi-valued roles.

**Parameters:** <min> and <max> are integer constants or N.

**1.10.32GROUP\_per\_RPID <min> <max>**

**Description:** The number of groups per rel-type primary identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

**1.10.33DYN\_PROP\_of\_RID <dynamic property> <parameters>**

**Description:** Check some properties of the dynamic properties.

**Parameters:** See Section 1.17.

**1.10.34SELECTED\_RID**

**Description:** Search for all selected objects. This constraint should not be used for validation.

**Parameters:** None.

**1.10.35MARKED\_RID**

**Description:** Search for all marked objects. This constraint should not be used for validation.

**Parameters:** None.

---

### 1.10.36 PLUGIN\_CONSTRAINT\_on\_RID <plugin-file> <plugin-predicate> <parameters>

**Description:** A call to a Java or Voyager 2 boolean function. This constraint returns the result of the function. It provides an easy way to add any new constraint.

**Parameters:** See Section 1.16.

---

## 1.11 Constraints on attribute identifiers

---

### 1.11.1 ALL\_AID

**Description:** Used for a search, this constraint finds all attribute identifiers. It should not be used for a validation.

**Parameters:** None.

### 1.11.2 COMP\_per\_AID <min> <max>

**Description:** The number of components of an attribute identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.11.3 ATT\_per\_AID <min> <max>

**Description:** The number of attributes per attribute identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.11.4 OPT\_ATT\_per\_AID <min> <max>

**Description:** An attribute identifier must have between <min> and <max> optional attributes.

**Parameters:** <min> and <max> are integer constants or N.

### 1.11.5 MAND\_ATT\_per\_AID <min> <max>

**Description:** An attribute identifier must have between <min> and <max> mandatory attributes.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.11.6 SINGLE\_ATT\_per\_AID <min> <max>

**Description:** An attribute identifier must have between <min> and <max> single-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.11.7 MULT\_ATT\_per\_AID <min> <max>

**Description:** An attribute identifier must have between <min> and <max> multi-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.11.8 MULT\_ATT\_per\_MULT\_COMP\_AID <min> <max>

**Description:** An attribute identifier made of several components must have between <min> and <max> multi-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.11.9 SUB\_ATT\_per\_AID <min> <max>

**Description:** An attribute identifier must have between <min> and <max> sub-attributes.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.11.10 COMP\_ATT\_per\_AID <min> <max>

**Description:** An attribute identifier must have between <min> and <max> compound attributes.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.11.11 GROUP\_per\_AID <min> <max>

**Description:** The number of groups per attribute identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.11.12 ALL\_APID

**Description:** Used for a search, this constraint finds all attribute primary identifiers. It should not be used for a validation.

**Parameters:** None.

**1.11.13COMP\_per\_APID <min> <max>**

**Description:** The number of components of an attribute primary identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

**1.11.14ATT\_per\_APID <min> <max>**

**Description:** The number of attributes per attribute primary identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

**1.11.15OPT\_ATT\_per\_APID <min> <max>**

**Description:** An attribute primary identifier must have between <min> and <max> optional attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.11.16MAND\_ATT\_per\_APID <min> <max>**

**Description:** An attribute primary identifier must have between <min> and <max> mandatory attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.11.17SINGLE\_ATT\_per\_APID <min> <max>**

**Description:** An attribute primary identifier must have between <min> and <max> single-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.11.18MULT\_ATT\_per\_APID <min> <max>**

**Description:** An attribute primary identifier must have between <min> and <max> multi-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.11.19MULT\_ATT\_per\_MULT\_COMP\_APID <min> <max>**

**Description:** An attribute primary identifier made of several components must have between <min> and <max> multi-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.



**1.11.20SUB\_ATT\_per\_APID <min> <max>**

**Description:** An attribute primary identifier must have between <min> and <max> sub-attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.11.21COMP\_ATT\_per\_APID <min> <max>**

**Description:** An attribute primary identifier must have between <min> and <max> compound attributes.

**Parameters:** <min> and <max> are integer constants or N.

**1.11.22GROUP\_per\_APID <min> <max>****Description**

The number of groups per attribute primary identifier must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

**1.11.23DYN\_PROP\_of\_AID <dynamic property> <parameters>**

**Description:** Check some properties of the dynamic properties.

**Parameters:** See Section 1.17.

**1.11.24SELECTED\_AID**

**Description:** Search for all selected objects. This constraint should not be used for validation.

**Parameters:** None.

**1.11.25MARKED\_AID**

**Description:** Search for all marked objects. This constraint should not be used for validation.

**Parameters:** None.

**1.11.26PLUGIN\_CONSTRAINT\_on\_AID <plugin-file> <plugin-predicate> <parameters>**

**Description:** A call to a Java or Voyager 2 boolean function. This constraint returns the result of the function. It provides an easy way to add any new constraint.

**Parameters:** See Section 1.16.

---

## 1.12 Constraints on access keys

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### 1.12.1 ALL\_KEY

**Description:** Used for a search, this constraint finds all access keys. It should not be used for a validation.

**Parameters:** None.

### 1.12.2 COMP\_per\_KEY <min> <max>

**Description:** The number of components of an access key must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.12.3 ATT\_per\_KEY <min> <max>

**Description:** The number of attributes per access key must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.12.4 OPT\_ATT\_per\_KEY <min> <max>

**Description:** An access key must have between <min> and <max> optional attributes.

**Parameters:** <min> and <max> are integer constants or N.

### 1.12.5 MAND\_ATT\_per\_KEY <min> <max>

**Description:** An access key must have between <min> and <max> mandatory attributes.

**Parameters:** <min> and <max> are integer constants or N.

### 1.12.6 SINGLE\_ATT\_per\_KEY <min> <max>

**Description:** An access key must have between <min> and <max> single-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

### 1.12.7 MULT\_ATT\_per\_KEY <min> <max>

**Description:** An access key must have between <min> and <max> multi-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.12.8 MULT\_ATT\_per\_MULT\_COMP\_KEY <min> <max>

**Description:** An access key made of several components must have between <min> and <max> multi-valued attribute.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.12.9 SUB\_ATT\_per\_KEY <min> <max>

**Description:** An access key must have between <min> and <max> sub-attributes.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.12.10 COMP\_ATT\_per\_KEY <min> <max>

**Description:** An access key must have between <min> and <max> compound attributes.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.12.11 ROLE\_per\_KEY <min> <max>

**Description:** The number of roles per access key must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.12.12 OPT\_ROLE\_per\_KEY <min> <max>

**Description:** An access key must have between <min> and <max> optional roles.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.12.13 MAND\_ROLE\_per\_KEY <min> <max>

**Description:** An access key must have between <min> and <max> mandatory roles.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.12.14 ONE\_ROLE\_per\_KEY <min> <max>

**Description:** An access key must have between <min> and <max> single-valued roles.

**Parameters:** <min> and <max> are integer constants or N.

**1.12.15N\_ROLE\_per\_KEY <min> <max>**

**Description:** An access key must have between <min> and <max> multi-valued roles.

**Parameters:** <min> and <max> are integer constants or N.

**1.12.16GROUP\_per\_KEY <min> <max>**

**Description:** The number of groups per access key must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

**1.12.17DYN\_PROP\_of\_KEY <dynamic property> <parameters>**

**Description:** Check some properties of the dynamic properties.

**Parameters:** See Section 1.17.

**1.12.18SELECTED\_KEY**

**Description:** Search for all selected objects. This constraint should not be used for validation.

**Parameters:** None.

**1.12.19MARKED\_KEY**

**Description:** Search for all marked objects. This constraint should not be used for validation.

**Parameters:** None.

**1.12.20PLUGIN\_CONSTRAINT\_on\_KEY <plugin-file> <plugin-predicate> <parameters>**

**Description:** A call to a Java or Voyager 2 boolean function. This constraint returns the result of the function. It provides an easy way to add any new constraint.

**Parameters:** See Section 1.16.

---

## 1.13 Constraints on referential groups

---

### 1.13.1 ALL\_REF

**Description:** Used for a search, this constraint finds all referential constraints. It should not be used for a validation.

**Parameters:** None.

### 1.13.2 COMP\_per\_REF <min> <max>

**Description:** The number of components of a reference group must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.13.3 ATT\_per\_REF <min> <max>

**Description:** The number of attributes per reference group must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

### 1.13.4 OPT\_ATT\_per\_REF <min> <max>

**Description:** A reference group must have between <min> and <max> optional attributes.

**Parameters:** <min> and <max> are integer constants or N.

### 1.13.5 MAND\_ATT\_per\_REF <min> <max>

**Description:** A reference group must have between <min> and <max> mandatory attributes.

**Parameters:** <min> and <max> are integer constants or N.

### 1.13.6 SINGLE\_ATT\_per\_REF <min> <max>

**Description:** A reference group must have between <min> and <max> single-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

### 1.13.7 MULT\_ATT\_per\_REF <min> <max>

**Description:** A reference group must have between <min> and <max> multi-valued attributes.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.13.8 MULT\_ATT\_per\_MULT\_COMP\_REF <min> <max>

**Description:** A reference group made of several components must have between <min> and <max> multi-valued attribute.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.13.9 SUB\_ATT\_per\_REF <min> <max>

**Description:** A reference group must have between <min> and <max> sub-attributes.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.13.10 COMP\_ATT\_per\_REF <min> <max>

**Description:** A reference group must have between <min> and <max> compound attributes.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.13.11 ROLE\_per\_REF <min> <max>

**Description:** The number of roles per reference group must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.13.12 OPT\_ROLE\_per\_REF <min> <max>

**Description:** A reference group must have between <min> and <max> optional roles.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.13.13 MAND\_ROLE\_per\_REF <min> <max>

**Description:** A reference group must have between <min> and <max> mandatory roles.

**Parameters:** <min> and <max> are integer constants or N.

#### 1.13.14 ONE\_ROLE\_per\_REF <min> <max>

**Description:** A reference group must have between <min> and <max> single-valued roles.

**Parameters:** <min> and <max> are integer constants or N.

**1.13.15N\_ROLE\_per\_REF <min> <max>**

**Description:** A reference group must have between <min> and <max> multi-valued roles.

**Parameters:** <min> and <max> are integer constants or N.

**1.13.16GROUP\_per\_REF <min> <max>**

**Description:** The number of groups per reference group must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants or N.

**1.13.17LENGTH\_of\_REF <operator>**

**Description:** The length of a reference group (the sum of the length of its components) must be equal, different, smaller than or greater than the length of the referenced group.

**Parameters:** <operator> is either *equal*, *different*, *smaller* or *greater*.

**1.13.18TRANSITIVE\_REF <yn>**

**Description:** The group is a transitive referential constraints. For instance, A(a,b), B(a,b) and C(b) are 3 entity types. (A.a,A.b) is a reference attribute of (B.a,B.b), A.b is a reference attribute of C.b and B.b is a reference attribute of C.b. In that case, the referential constraint from A.b to C.b is redundant and should be suppressed.

**Parameters:** <yn> is either *yes* or *no*.

**1.13.19DYN\_PROP\_of\_REF <dynamic property> <parameters>**

**Description:** Check some properties of the dynamic properties.

**Parameters:** See Section 1.17.

**1.13.20SELECTED\_REF**

**Description:** Search for all selected objects. This constraint should not be used for validation.

**Parameters:** None.

**1.13.21MARKED\_REF**

**Description:** Search for all marked objects. This constraint should not be used for validation.

**Parameters:** None.

---

**1.13.22 PLUGIN\_CONSTRAINT\_on\_REF <plugin-file> <plugin-predicate> <parameters>**

**Description:** A call to a Java or Voyager 2 boolean function. This constraint returns the result of the function. It provides an easy way to add any new constraint.

**Parameters:** See Section 1.16.

---

**1.14 Constraints on processing units**

---

**1.14.1 ALL\_PROCUNIT**

**Description:** Used for a search, this constraint finds all processing units. It should not be used for a validation.

**Parameters:** None.

**1.14.2 DYN\_PROP\_of\_PROCUNIT <dynamic property> <parameters>**

**Description:** Check some properties of the dynamic properties.

**Parameters:** See Section 1.17.

**1.14.3 SELECTED\_PROCUNIT**

**Description:** Search for all selected processing units. This constraint should not be used for validation.

**Parameters:** None.

**1.14.4 MARKED\_PROCUNIT**

**Description:** Search for all marked processing units. This constraint should not be used for validation.

**Parameters:** None.

**1.14.5 PLUGIN\_CONSTRAINT\_on\_PROCUNIT <plugin-file> <plugin-predicate> <parameters>**

**Description:** A call to a Java or Voyager 2 boolean function. This constraint returns the result of the function. It provides an easy way to add any new constraint.

**Parameters:** See Section 1.16.



---

## 1.15 Constraints on names

---

### 1.15.1 CONCERNED\_NAMES <list>

**Description:** This predicate retains all the objects of specified types. This is a very special predicate in the sense that it does not really treat about object names, but that it should only be used in conjunction with other predicates on names. Indeed, it has no real sense by itself, but it allows other predicates to restrict their scope. For instance, to restrict entity type and rel-type names to 8 characters, the following validation rule can be used :

```
CONCERNED_NAMES ET RT
  and LENGTH_of_NAMES 1 8
or not CONCERNED_NAMES ET RT
```

**Parameters:** <list> is a list of object types separated by spaces. The valid object type names are those used as the suffixes of all the predicates: SCHEMA, COLL, ET, RT, ATT, ROLE, ATT, GROUP, EID, EPID, RID, RPID, AID, APID, KEY, REF, PROCUNIT.

### 1.15.2 NONE\_in\_LIST\_NAMES <list>

**Description:** The names of the schema, entity types, rel-types, attributes, roles and groups aren't in the list <list>.

**Parameters:** <list> is a list of words separated by a comma. All the characters between two commas belong to a word, spaces included. The syntax of the words is the same as for the name processor. Hence, it is possible to use the following special characters : ^ to represent the beginning of a line, \$ to represent its end, ? to represent any single character and \* to represent any suite of characters. For instance : ^\_\*, \*\_\$. This list forbids any name that begins by \_ or end by \_.

### 1.15.3 NONE\_in\_LIST\_CI\_NAMES <list>

**Description:** The names of the schema, entity types, rel-types, attributes, roles and groups aren't in the list <list>. The comparison between names and words in the list is case insensitive.

**Parameters:** <list> is a list of words separated by a comma. All the characters between two commas belong to a word, spaces included. The syntax is similar to the one described in the NONE\_in\_LIST\_NAMES constraint.

#### 1.15.4 ALL\_in\_LIST\_NAMES <list>

**Description:** The names of the schema, entity types, rel-types, attributes, roles and groups are in the list <list>.

**Parameters:** <list> is a list of words separated by a comma. All the characters between two commas belong to a word, spaces included. The syntax is similar to the one described in the NONE\_in\_LIST\_NAMES constraint.

#### 1.15.5 ALL\_in\_LIST\_CI\_NAMES <list>

**Description:** The names of the schema, entity types, rel-types, attributes, roles and groups are in the list <list>. The comparison between names and words in the list is case insensitive.

**Parameters:** <list> is a list of words separated by a comma. All the characters between two commas belong to a word, spaces included. The syntax is similar to the one described in the NONE\_in\_LIST\_NAMES constraint.

#### 1.15.6 NONE\_in\_FILE\_NAMES <name of file>

**Description:** The names of the schema, entity types, rel-types, attributes, roles and groups can not be in the file with the name <name of file>.

**Parameters:** <name of file> is the name of an ASCII file that contains a list of all the forbidden names. Each line of the file contains a name. All the characters of a line are part of the name, excepted the end of line characters. The syntax is similar to the one described in the NONE\_in\_LIST\_NAMES constraint.

#### 1.15.7 NONE\_in\_FILE\_CI\_NAMES <name of file>

**Description:** The names of the schema, entity types, rel-types, attributes, roles and groups can not be in the file with the name <name of file>. The comparison between names and words in the file is case insensitive.

**Parameters:** <name of file> is the name of an ASCII file that contains a list of all the forbidden names. Each line of the file contains a name. All the characters of a line are part of the name, excepted the end of line characters. The syntax is similar to the one described in the NONE\_in\_LIST\_NAMES constraint.

#### 1.15.8 ALL\_in\_FILE\_NAMES <name of file>

**Description:** The names of the schema, entity types, rel-types, attributes, roles and groups are in the file with the name <name of file>.

**Parameters:** <name of file> is the name of an ASCII file that contains a list of all the forbidden names. Each line of the file contains a name. All the char-

acters of a line are part of the name, excepted the end of line characters. The syntax is similar to the one described in the NONE\_in\_LIST\_NAMES constraint.

#### 1.15.9 ALL\_in\_FILE\_CI\_NAMES <name of file>

**Description:** The names of the schema, entity types, rel-types, attributes, roles and groups are in the file with the name <name of file>. The comparison between names and words in the file is case insensitive.

**Parameters:** <name of file> is the name of an ASCII file that contains a list of all the forbidden names. Each line of the file contains a name. All the characters of a line are part of the name, excepted the end of line characters. The syntax is similar to the one described in the NONE\_in\_LIST\_NAMES constraint.

#### 1.15.10 NO\_CHARS\_in\_LIST\_NAMES <list>

**Description:** The names of the schema, entity types, rel-types, attributes, roles and groups can not contain any character of the list <list>.

**Parameters:** <list> is a list of characters with no separator. By example : &é"()§è!çâ{}@#[]

#### 1.15.11 ALL\_CHARS\_in\_LIST\_NAMES <list>

**Description:** The names of the schema, entity types, rel-types, attributes, roles and groups must be made of the characters of the list <list> only.

**Parameters:** <list> is a list of characters with no separator.

By example : ABCDEFGHIJKLMNOPQRSTUVWXYZ

#### 1.15.12 LENGTH\_of\_NAMES <min> <max>

**Description:** The length of names of the schema, entity types, rel-types, attributes, roles and groups must be at least <min> and at most <max>.

**Parameters:** <min> and <max> are integer constants.

#### 1.15.13 UNIQUE\_among\_NAMES <scope>

**Description:** Check whether the names are unique in the given scope.

**Parameters:** <scope> can be one of these keywords:

- *schema*: checks whether a name is unique in the whole schema.
- *type*: checks whether a name is unique among all the constructs of the same type in the schema.

- *siblings*: checks whether a name is unique among all the constructs having the same owner. For instance, two attributes of the same level, two entity types or an entity type and a rel-type having the same name can be found.
- *siblings\_type*: checks whether a name is unique among all the constructs having the same owner and the same type. For instance, two attributes of the same level or two entity types with the same name can be found.

#### 1.15.14 DYN\_PROP\_of\_NAMES <dynamic property> <parameters>

**Description:** Check some properties of the dynamic properties.

**Parameters:** See Section 1.17.

#### 1.15.15 SELECTED\_NAMES

**Description:** Search for all selected objects. This constraint should not be used for validation.

**Parameters:** None.

#### 1.15.16 MARKED\_NAMES

**Description:** Search for all marked objects. This constraint should not be used for validation.

**Parameters:** None.

#### 1.15.17 PLUGIN\_CONSTRAINT\_on\_NAMES <plugin-file> <plugin-predicate> <parameters>

**Description:** A call to a Java or Voyager 2 boolean function. This constraint returns the result of the function. It provides an easy way to add any new constraint.

**Parameters:** See Section 1.16.

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## 1.16 Using plug-in constraints

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Java or Voyager 2 constraints can be used with all object types. They are called `PLUGIN_CONSTRAINT_on_...`

They allow the user to create new constraints. This may be very useful to look for complex patterns that can not be expressed with all the simple predefined constraints. All the `PLUGIN-CONSTRAINT_on_...` are used the same way, they all need three parameters :

PLUGIN\_CONSTRAINT\_on\_... <plugin-file> <plugin-predicate> <parameters>

where <plugin-file> is the name of the Voyager 2 program that contains the function to execute, <plugin-predicate> is the name of the Voyager 2 function and <parameters> all its parameters.

The Java or Voyager 2 function must be declared as an integer function with two parameters : the object of the repository that must be analysed (an entity type for instance) and a string containing all the parameters. The value returned by this function must be 0 if the constraint is not satisfied and any value different of 0 otherwise. The function must be declared as exportable.

**Example:** Let Num\_tech\_id\_per\_et be the name of a Java or Voyager 2 function that verifies if an entity type as at least a valid number of technical identifiers. It is in the program ANALYSE.V2, compiled as ANALYSE.OXO in directory C:\PROJECT. This function needs two parameters, one that is a minimum valid number of technical identifiers and the other that is a maximum valid number. The declaration of the Java or Voyager 2 function in the file ANALYSE.V2 should look like :

```
export function integer Num_tech_id_per_et(entity_type: ent, string: arguments)
```

and the constraint in the analyser script should look like:

```
PLUGIN_CONSTRAINT_on_ET          C:\PROJECT\ANALYSE.OXO
Num_tech_id_per_et 0 1
```

---

## 1.17 Using dynamic property constraints

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All dynamic property constraints are of the form:

```
DYN_PROP_of_XXX <dynamic property> <parameters>
```

where:

- XXX is either SCHEMA, COLL, ET, ISA, RT, ROLE, ATT, GROUP, EID, RID, AID, KEY, REF, PROCUNIT, NAMES
- <dynamic property> is the name of a dynamic property defined on constructs of type XXX. If the name contains a space character, it must be surrounded by double quotes. The name cannot itself contain double quotes. E.g.: owner, "account number" are valid names.
- <parameters> is a series of parameters, the number and the type of which depend on the <dynamic property>, as shown hereafter.

The dynamic property can be declared either mono-valued or multi-valued.

If the dynamic property is **multi-valued**, the <parameters> string is one of the following:

- count <min> <max>  
It specifies that the number of values (whatever they are) is comprised between <min>, an integer number, and <max>, an integer number or 'N'
- one <mono-valued dynamic property parameters>  
It specifies that exactly one of the values must satisfy the <mono-valued dynamic property parameters>. In fact, each values treated as if the dynamic property was mono-valued; all the values that satisfy the property are counted and the multi-valued property is said to be satisfied if the count equals one.
- some <mono-valued dynamic property parameters>  
It specifies that at least one of the values must satisfy the <mono-valued dynamic property parameters>. In fact, each value is treated as if the dynamic property was mono-valued; all the values that satisfy the property are counted and the multi-valued property is said to be satisfied if the count is greater or equal to one.
- each <mono-valued dynamic property parameters>  
It specifies that every values must satisfy the <mono-valued dynamic property parameters>. In fact, each value is treated as if the dynamic property was mono-valued and the multi-valued property is said to be satisfied if every value satisfy the "mono-valued property".

If the dynamic property is **mono-valued** (or one value of a multi-valued property is analysed), the <parameters> string format depends on the type of the dynamic property:

- If the dynamic property is of type **Integer**; parameters are: <min> <max>  
The dynamic property value must be comprised between <min> and <max>, integer constants or 'N'.
- If the dynamic property is of type **Char**; parameters are: <min> <max>  
The dynamic property value must be comprised, in the ASCII order, between <min> and <max>, two character constants.
- If the dynamic property is of type **Real**; parameters are: <min> <max>  
The dynamic property value must be comprised between <min> and <max>, two real constants.
- If the dynamic property is of type **Boolean**; the single parameter is either true or false  
The dynamic property value must be either true or false.
- If the dynamic property is of type **String**; parameters are <comparison operator> <string>  
The comparison operator must be one of: =, <, >, =ci, <ci, >ci, and contains. = is the strict equality of both the <string> value and the dynamic property value, < means <string> comes before the dynamic property value in alphabe-

tical order, and > is the inverse; =ci, <ci and >ci are the case insensitive equivalents of =, <, >; contains is the sub-string operator that checks whether <string> is a sub-string of the dynamic property value.

**Examples:**

- DYN\_PROP\_of\_ATT (view count 2 N)  
Searches for all attributes used in at least two views (view is the DB-MAIN built-in dynamic property for the definition of views)
- DYN\_PROP\_of\_ET(owner = "T. Smith")  
Assuming owner is a mono-valued string dynamic property defined on entity types, this constraint looks for all entity types owned by T; Smith.
- DYN\_PROP\_of\_ET("modified by" some contains Smith)  
Assuming modified by is a multi-valued string dynamic property defined on entity types which contains the list of all the persons who modified the entity type, this constraint looks for all entity types modified by Smith.
- DYN\_PROP\_of\_ATT(line 50 60)  
line is a mono-valued integer dynamic property defined on all constructs generated by the COBOL extractor. This constraint looks for all constructs obtained from the extraction of a specific part (lines 50-60) of the COBOL source file.





## Annexe 2

---

# The Pattern Definition Language syntax

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### 2.1 Pattern

---

<pattern>:  
<pattern\_name> ::= <segment>\*;

---

### 2.2 Segment

---

<segment>:  
<terminal\_seg>  
|<pattern\_name>  
|<variable>  
|<range>  
|<optional\_seg>  
|<repeat\_seg>  
|<group\_seg>  
|<choice\_seg>

|<regular\_expr>

---

## 2.3 Variable

---

<variable>:

@<pattern\_name>

The '@' symbol indicates that the segment is a variable. If a variable appears two times in a pattern, then both occurrences have the same value. When a pattern is found, the value of the variables can be known. A variable can not appear into a repetitive structure.

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## 2.4 Range

---

<range>:

range(c1-c2)

Is any character between c1 and c2. C1 and C2 are two characters.

---

## 2.5 Optional segment

---

<optional\_seg>:

[<segment>]

---

## 2.6 Repetitive segment

---

<repeat\_seg>:

<segment>\*

Repetitive segment: match one or more time <segment>

---

## 2.7 Group segment

---

<group\_seg>:  
(<segment>\*)

---

## 2.8 Choice segment

---

<choice\_seg>:  
{<segment> | ... | <segment>}  
Match any of the <segment>.

---

## 2.9 Regular expression

---

<regular\_exp>:  
/g"a <regular expression>"  
<regular expression> is a regular expression a la grep

---

## 2.10 Terminal segment

---

<terminal\_seg>:  
"a string"  
match the string, respect the case, /t = tabulation; /n = new line

---

## 2.11 Pattern name

---

<pattern\_name>:  
[A-Za-z0-9][A-Za-z0-9]0-29

This is the name of the pattern