Mapping OCL properties in Spec#

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Abstract:

Spec# is a programming system which allows programmers to develop the programs without errors. It extends C# with contracts to express the design. The Object Constraint Language (OCL) is annotated on UML language, as constraint and a query language. As a constraint language it is used to precise the information contained in the models; as a query language it is used to analyse these models and to validate them over selected scenarios. The extensions over C# consist of specification constructs like pre and postconditions, non-null types, and some facilities for higher-level data abstractions. But Spec# does not support all characteristics of OCL. I will show the capabilities of Spec# like OCL properties by mapping of UML and OCL properties on the Spec# programming system and the challenges need to support full functionalities of OCL in Spec#.