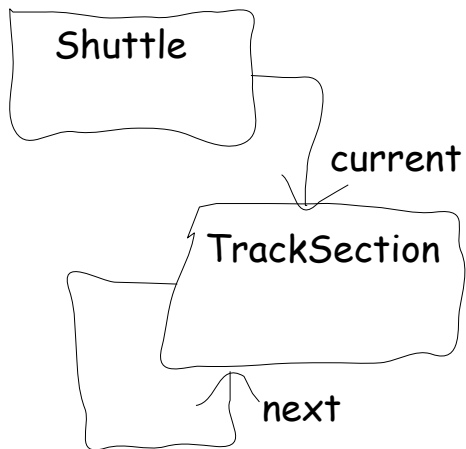
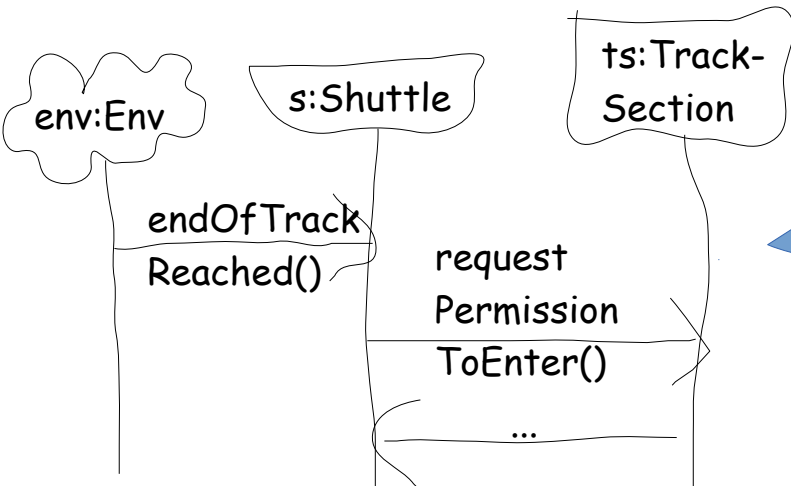
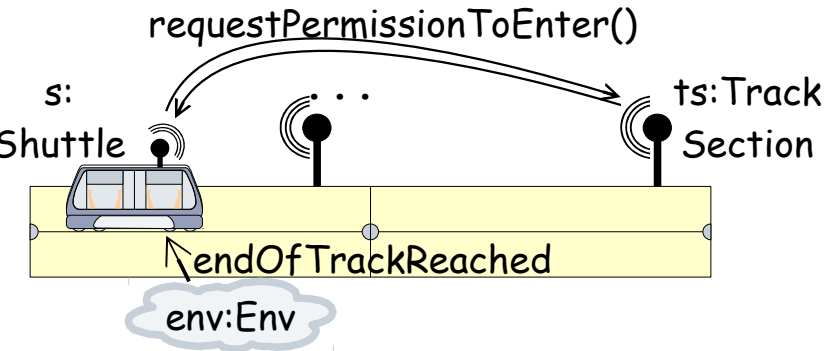


Informal Requirements



XSpec (extends XCore)

```
scenario ShuttleEntersTrackSection{
  lifeline end:Env
  lifeline s:Shuttle
  lifeline ts:TrackSection
  msg env->s.endOfTrackReached()
  msg s->ts.requestPermissionToEnter()
  ...
}
```

Model Behavior in XSpec

```
class Env{
}

class Shuttle{
  op void endOfTrackReached()
  refers TrackSection current
}

class TrackSection{
  op void requestPermissionToEnter()
  refers TrackSection next
}
```

Model Class Structure (XCore part of XSpec)

XCore

Scenario behavior spec gets translated into specific XCore classes that are responsible for executing the scenarios (use XPand?)

```
class Scenario_ShuttleEntersTrackSection{
  ...
  op void makeStep(...){
    <some XBase code here>
  }
}
```

Class Structure (XCore) remains as is (or 1-to-1 copy?)

```
class Env{
}

class Shuttle{
  op void endOfTrackReached()
  refers TrackSection current
}

class TrackSection{
  op void requestPermissionToEnter()
  refers TrackSection next
}
```