



# **Improving the Understandability of Formal Specifications**

An Experience Report

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#### Contents

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# Motivation

- Specific Suggestions
- Conclusion



- Notation
- Style





#### Notation: Abstract State Machines

- Style:
  - Top-down
  - Identifiers
  - Bracketing
  - Keywords
  - Structure of expressions
  - Set expressions
- Flexibility



rule ConsumeOneToken(in, i) =
 choose t in toksInSFForInst(in, i) do
 remove t from toksInSF(in)

#### Bracketing

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rule FlowNodeBehaviour(flowNode) =
 if eventCondition(flowNode)
 and controlCondition(flowNode)
 and dataCondition(flowNode)
 and resourceCondition(flowNode) then
 DataOperation(flowNode)
 ControlOperation(flowNode)
 EventOperation(flowNode)
 ResourceOperation(flowNode)

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rule FlowNodeBehaviour(flowNode) =
 if eventCondition(flowNode)
 and controlCondition(flowNode)
 and dataCondition(flowNode)
 and resourceCondition(flowNode) then
 parallelblock
 DataOperation(flowNode)
 ControlOperation(flowNode)

EventOperation(flowNode) ResourceOperation(flowNode) endparallelblock

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**rule** FlowNodeBehaviour(flowNode) = **if** eventCondition(flowNode) and controlCondition(flowNode) and dataCondition(flowNode) and resourceCondition(flowNode) then do in parallel DataOperation(flowNode) ControlOperation(flowNode) EventOperation(flowNode) ResourceOperation(flowNode)



- forall token do instanceOfToken(token) := instance
   forall token instanceOfToken(token) = instance
- → foreach token do ... foreach token holds ...
- → forsome token holds ...
- **do** completionQuantity(flowNode) **times** ProduceToken(...)



### { node | node c eventGateTargetNodes(...) and ... }

# The set containing each node for which holds node is in eventGateTargetNodes(...) and ...

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{ instanceOfToken(token) |
 forsome sequenceFlow ɛ incomingSequenceFlows(
 flowNode) holds
 token ɛ sequenceFlow }

# { instance | forsome token holds forsome sequenceFlow ɛ incomingSequenceFlows( flowNode) holds token ɛ sequenceFlow and instanceOfToken(token) = instance





- Rigorous methods can and should be used in all kinds of software projects
- Rigorous methods can and should be made more generally understandable
- Rigorous methods can be introduced "gently"





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