AFNOR Comments

The AFNOR offers the comments on the Committee Draft ISO/IEC 15414, RM-ODP Enterprise Language, published as W17N0127--FCD in July 2000.

Vote: Disapproval of the draft with the comments below. Acceptance of these comments and appropriate changes in the text will change our vote to approval.

AFNOR 1 G A community is a specification

Rationale

As an object is a model of an entity, a community is a model of a collection of entities. Thus, a community is a specification.

Proposal

Everywhere in the standard, change "community specification" or "description of a community" by "community". For example, page 10, clause 7.1, line 21, change to "the enterprise specification can include any other communities "

AFNOR 2 G Changes in a community

Rationale

A change in a community can be a creation/deletion of a role, or a creation/deletion of a community, or a modification in a behaviour, or …

We think that these changes can be made either by entities specified by the enterprise specification or by something else (for example the designers). We argue that second case cannot be specified in the enterprise specification.

Proposal

We want to not reduce changes in a community to those that can be specified in the enterprise specification.

AFNOR 3 TL Page 6, Clause 5, Paragraph 5, lines 26-34

Rationale

These lines deal with method although the RM-ODP standards are free from method.

Proposal

Put them as a note.

AFNOR 4 TL Page 6, Clause 5, Paragraph 6, lines 35-39

Rationale

These lines deal with method although the RM-ODP standards are free from method.

Proposal

Delete these lines or put them as a note

AFNOR 5 TH Page 7, Clause 6.1.1

Rationale

First, although this definition is very vague, it must be in this standard because purpose is mentioned in part 3. Second, we think that a purpose can be applied to any enterprise object.

Proposal

> 6.1.1 Purpose (of an object): The practical advantage or intended effect of an object.
>
> NOTE
>
> 1 – Purpose is specially useful for the system when it is seen as an object

AFNOR 6 TH Page 7, Clause 6.1.2

Rationale

The fact that, when an object has an objective this influence its choices within some behaviour, is a structuring rule.

Proposal

Change the definition to :

> 6.1.2 Objective: Statements of preference about possible future states.

Move the rest of the definition to the clause 7.7 Objective rules.

Remove the notes.

AFNOR 7 TH Page 7, Clause 6.1.3

Rationale

We are quite disappointed with this definition. For us the system is **expected** to conform to all the specification, not only the scope. We think that the scope is a kind of abstraction of the behaviour of the system.

Proposal

Change the definition to :

Clause 6.1.3 Scope (of a system): An abstraction of the behaviour of the system.

AFNOR 8 TH Page 8, Clause 6.1.11

Rationale

We think that the use of the notation “X” is not the same as in the part 2, where it means object as well as interface or action. We argue that here an X cannot be an action or an interface. So we must define what an X can be.

Proposal

> 6.1.11 Owner (of an <X>): The party or one of several parties having the right to control the use and disposal of the <x>. In RM-ODP, owner is needed for, at least, objects.

AFNOR 9 TH page 10, Clause 7.1, line 12

Rationale

An enterprise specification is about a system and its environment.

Proposal

Change to :

-- roles fulfilled by the ODP system and its environment;

AFNOR 10 E page 10, Clause 7.1, line 15

Rationale

See AFNOR 1

Proposal

Change line 15 to:

> An enterprise specification of an ODP system includes at least the community in which that system may be represented as a single enterprise object interacting with its environment.

AFNOR 11 E page 10, Clause 7.1, line 21

Rationale

See AFNOR 1

Proposal

Change line 21 to :

> Where necessary for clarity or completeness, the enterprise can include any other communities of which the ODP system or […]

AFNOR 12 E page 11, clause 7.2, line 2

Rationale

See AFNOR 1

Proposal

Change line 1 to:

> An enterprise specification is composed of the elements explained in clause 7.1 (communities, object, roles, behaviour, …)

AFNOR 13 E page 11, clause 7.2, line 4

Rationale

See AFNOR 1

Proposal

Change line 4 to:

> Depending on the specifier's choice and desired level of detail, the enterprise specification is composed of

AFNOR 14 E page 11, clause 7.3.1, line 19

Rationale

See AFNOR 1

Proposal

Change line 19 to:

> 7.3.1.Contents of a community

AFNOR 15 TH page 11, clause 7.3.1, line 20-21

Rationale

See AFNOR 2

Proposal

Replace by:

> -- Changes in the structure or in the members of the community during the lifetime of that community

AFNOR 16 TH page 11, clause 7.3.1, line 27-28

Rationale

The contract cannot be defined by enterprise objects because they are only models. Moreover, the establishment of the contract is out of the scope of this standard.

Proposal

Remove these lines and the notes.

AFNOR 17 E page 12, clause 7.3.2, line 32

Rationale

See AFNOR 1

Proposal

Change line 32 to:

> An enterprise specification can include several communities.

AFNOR 18 E page 13, clause 7.4, line 35

Rationale

See AFNOR 1

Proposal

Change line 35 to:

> -- the enterprise specification provides that the community includes the object

AFNOR 19 TH page 14, clause 7.6.2, line 19

Rationale

See AFNOR 2

Proposal

Change:

Changes in the structure or the behaviour of a community can occur only if an enterprise specification includes behaviour that can cause such changes or if the enterprise specification allows changes from entities that are not specified (for example : the designers of the system).

AFNOR 20 TH page 15, clause 7.7

Rationale

If AFNOR 6 is accepted.

Proposal

Add a new line :

> Objects and communities may have objectives which influence the choices within some of their behaviour.

AFNOR 21 E page 16, clause 7.8.2, Line 15

Rationale

See AFNOR 1

Proposal

Change line 15-16 to:

> In a community, each role stands as a placeholder […] by the role.

AFNOR 22 E page 16, clause 7.8.2, Line 19-20

Rationale

See AFNOR 1

Proposal

Change line 19-20 to:

> At any location […] that the constraints in the community so permit.

AFNOR 23 TH page 16, clause 7.8.2, Line 24-25

Rationale

It seems that there is a contradiction. Lines 19-20 express that a role may be unfilled but line 24-25 express the fact that an enterprise object is associated with each role. We think that when a community template is instantiated some role can be unfilled.

Moreover the second sentence is not reduced to instantiation of template.

Proposal

Remove line 24. Change in line 24-25 (the second sentence) "behaviour named by the roles" by "behaviour identified by the roles".

AFNOR 24 TH Annexe A

Rationale

As the standard has changed, the meta-model must change

Proposal

This is a new meta-model. This meta-model is MOF compliant.

It represents the concepts of : Template, Type, Action, State, Objective, Behaviour, Object, C-Object, Community, Role, Process, Step and Policy.

Two classes have been added to simplify the meta-model : ModelElement and BehaviouralElement

A Type has an attribute named type which is a String representing the predicate. A Type can be linked to one or more ModelElement.

A Template can be linked to one or more ModelElement.

A ModelElement can be linked to zero or more Type and it can be linked to zero or more Template.

Action, Behaviour, Process and BehaviouralElement inherit from ModelElement.

An Action has an attribute named name which is a String representing the name of the Action. An Action is linked to two States. The State before the Action and the State after the Action. An Action can be linked to zero or more Objects (the objects realizing the action). An Action can be referenced by a Behaviour.

A Behaviour references Actions. It can be identified by a Role. It can be exhibited by a BehaviouralElement. A Behaviour can be a scope.

An Objective prefers one ore more States. An Objective has a an attribute named name which is a String representing the name of the Objective.

A BehaviouralElement has an attribute named name which is a String representing the name of the BehaviouralElement. A BehaviouralElement can have a Behaviour and it can have an Objective. Communities and Objects are BehaviouralElements.

An Object is a BehaviouralElement that has an attribute named kind which can be System, Party, Machine or Resource. An Object can fulfil some Roles and it can performs some Actions.

A Community is a BehaviouralElement that includes Roles and groups Objects. A Community can have some processes. A Community can be an S-Community.

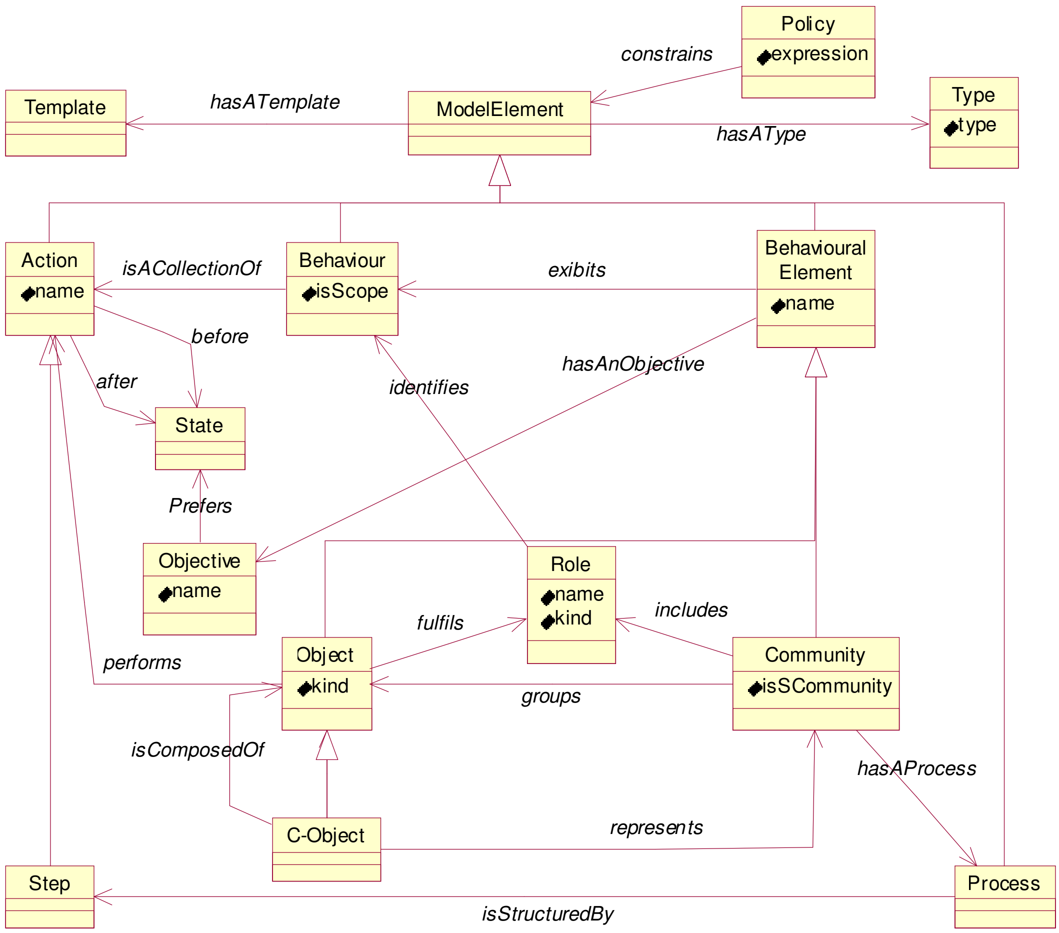
A C-Object is an object that is composed of several Object and that represents a Community.

A Role has an attribute named kind which can be Artefact, Actor, Resource or Interface. A Role is included in a Community. A Role may be fulfilled by an Object. A Role identifies a Behaviour.

A Process is structured by some Steps.

A Step is an Action.

A Policy has an attribute named expression which is a String representing the set of rules.



Policy
expression
constrains
Template
hasATemplate
ModelElement
Type
type
hasAType
Action
name
isACollectionOf
Behaviour
isScope
exibits
Behavioural Element
name
before
hasAnObjective
after
identifies
State
Prefers
Objective
name
Role
name
kind
fulfils
includes
performs
Object
kind
Community
isSCommunity
groups
isComposedOf
hasAProcess
C-Object
represents
Step
Process
isStructuredBy