|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Placeholder** |
| File | An icon to represent the file which contains the model information. Should be a composite of a file and the package icon. | **C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.editor\icons\full\obj16\ModelModelFile.gif** |
| Package | Top-level of our architecture, represents a container inside which everything else exists. | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\Package.gif |
| Service Set | A set of service elements, should look like a collection / bundle / set. | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\ServiceSet.gif |
| Component | Represents an executable, runtime application. |  |
| Service | Building block of the archtecture, represents a collection of states and messages. Typically a gear or set of gears. | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\Service.gif |
| Internal Event | Represents a message which originates from inside the application and stays within the application. | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\InternalEvent.gif |
| Message | Represents a message which originates from inside the application and stays within the application. |  |
| State Machine | A state machine represents a series of states which the service can exist in. Typically these are modeled as a series of circles with curved lines connecting them. | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\StateMachine.gif |
| State | A state is one of a set of possible states which a service can be in. Typically modeled as a circle or box with lines into and out of it for transitions. | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\State.gif |
| Transition | Represents the connector between two states with a start point and end point. | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\Transition.gif |
| Loopback Transition | Special transition which is a loop. | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\Loopback.gif |
| Push Transition | Special transition which pushes a value onto a stack. | None |
| Pop Transition | Special transition which pops a value from a stack. | None |
| State Machine Runner | Represents a thread which is excuted to process messages from the state machine. | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\StateMachineRunner.gif |
| Action | Generic action which may change the state of the service. | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\Action.gif |
| Send Action | Action which results in a Message being sent from the application to another application. | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\SendAction.gif |
| Entry Action | Action which occurs upon entry into a given State. |  |
| Exit Action | Action which occurs upon exit from a given State. |  |
| Action Set | A collection of actions which occur together. | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\ActionSet.gif |
| Condition | Conditions represent guards and questions on actions, could be represented by a question mark or a shield as well. | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\Condition.gif |
| And Guard | Represents the logical operation AND. Should look like the C/C++ implementation of the operator “&&” | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\And.gif |
| Or Guard | Represents the logical operation OR… should look like the C/C++ implementation of the operator “||” | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\Or.gif |
| Not Guard | Represents the logical operation NOT… should look like the C/C++ implementation of the operator “!” | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\Not.gif |
| Declared Fields | Collection of Field objects. | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\DeclaredFields.gif |
| Field | Building block of all messages, fields represent programming elements like byte, short, string, blob, etc. |  |
| Upper Limit | A maximum value for a field. | **C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\ScaledIntegerUpperLimit.gif** |
| Lower Limit | A minimum value for a field. | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\ScaledIntegerLowerLimit.gif |
| Type | Type is used to define fields which may have different values at runtime. Some form of the letter “T” is acceptable as long as it fits the look and feel of the icon set. | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\ArrayType.gif |
| Dimension | Dimension is the size of an Array element. Should be some form of the “[ ]” notation used in programming languages which fits the look and feel of the icon set. | C:\Users\Danny\Dropbox\workspaces\OpenJAUS4.0\org.openjaus.edit\icons\full\obj16\ArrayDimension.gif |