

Simple Modeling Language - Cheatsheet

Box:

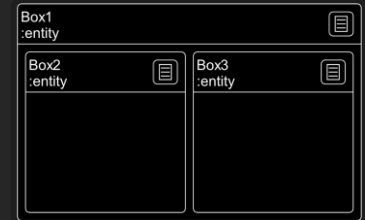
Syntax:

```
<Boxname1>: <Boxtype1> @<Tag>{  
  <Boxcontent>  
}
```

DSL:

```
Box1: entity @pos(5,5) {  
  Box2: entity {  
    iAmAString: string  
  }  
  Box3: entity {}  
}
```

Result:



Types*: **entity**, **enumeration**, device, actor, program, network, cluster, container, thread, module, component, function, artifact, tier, area, **layer**, **slice**, **state**, transition, compound, vgroup, hgroup, type

Link:

Syntax:

```
<Boxname1>: <Boxtype1> {  
  <AssociationName>:  
  <Boxname2><SimpleCardinality>  
}
```

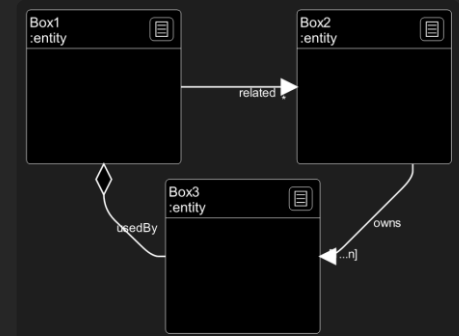
```
<Boxname2>: <Boxtype2> {  
  <AssociationName>:  
  <Boxname2>[<Cardinality>]  
}
```

```
<Boxname3>: <Boxtype3> {  
  <AssociationName>: <Boxname2>  
  @dock("<Port1>", "<Port2>")  
}
```

DSL:

```
Box1: entity @pos(5,5){  
  related: Box2*  
}  
  
Box2: entity @pos(40,5){  
  owns: Box3 [1..n]  
  @dock("br", "rm")  
}  
  
Box3: entity @pos(23,27){  
  usedBy: Box1  
  @compose("lm", "bm")  
}
```

Result:



Types*: **dock**, **inherit**, **compose**, call, call-back, one-way, generic

Tag:

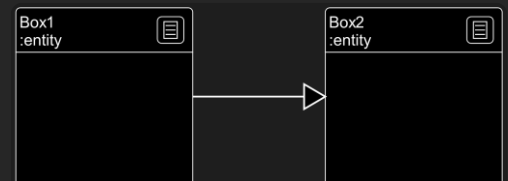
Syntax:

```
<Boxname1>: <Boxtype1> @<Tag> {  
  <Attribute>: <AttributeType> @<Tag>  
}
```

DSL:

```
Box1: entity @pos(5,5) {  
  Box2 @inherit  
}  
Box2: entity @pos(40,5){}
```

Result:



Types*: Ordered, unique, **pos**, **dock**, **inherit**, **compose**, call, call-back, one-way, generic, hint, start, end