The Primus Tool
Callback
Reference UML Meta-Class (Primus)
UML Extension

Figure 36: Callback Profile (Primus)
Primitive Modeling

Select Primitive

Select the primitive that you would like to create

Primitive to create: Callback
Figure 8: Select Components

New Caller Component?: Yes
Choose caller component if required:
- Caller1
- Callback1
- Component

New Callback component?: No
Choose Callback component if required:
- Caller1
- Callback1
- Component
Figure 38: Layers primitive menu (Primus)
Figure 40: Shield Wizard page (Primus)
Primitive Modeling

Callback detailed visualisation
Primitive Modeling

Callback basic visualisation
## Constraint Checking

<table>
<thead>
<tr>
<th>#</th>
<th>Status</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Passed</td>
<td>An event port is typed by <code>IEvent</code> as a required interface</td>
</tr>
<tr>
<td>2</td>
<td>Passed</td>
<td>An event port is typed by <code>ICallback</code> as a required interface.</td>
</tr>
<tr>
<td>3</td>
<td>Passed</td>
<td>A callback port is typed by <code>ICallback</code> as a provided interface</td>
</tr>
<tr>
<td>4</td>
<td>Passed</td>
<td>An event port is typed by <code>IEvent</code> as a provided interface</td>
</tr>
<tr>
<td>5</td>
<td>Passed</td>
<td>A Callback connector has only two ends.</td>
</tr>
<tr>
<td>6</td>
<td>Passed</td>
<td>A Callback connector connects an <code>EventPort</code> of a component to a matching <code>CallbackPort</code> of another component. An <code>EventPort</code> matches a <code>CallbackPort</code> if the provided <code>IEvent</code> interface of the former matches the required <code>IEvent</code> interface of the latter, and the required <code>ICallback</code> interface of the former matches the provided <code>ICallback</code> interface of the latter:</td>
</tr>
</tbody>
</table>
Constraint Checking

Callback validation