Using Action Script

When creating class operations to your own data model in the **Implementation** folder, you can select from the following different types of implementation:

- **Action Script**: The usage of action script is explained on this page.
- **JavaScript**: For more Information about the usage of java script refer to Using JavaScript.
- **Mapping Diagram**: Refer to Modeling Data Mapping for more information about mapping diagrams.
- **Activity Diagram**: You can implement class operations by a UML activity diagram. Refer to Modeling Activities for more information on activity diagrams.

The xUML Action Language is a script like language that you can use in class operations to implement atomic actions like manipulating strings, arrays, and so forth. Such class operations are called action script.

Refer to Action Script Language for a comprehensive documentation of all elements of the xUML Action Language.

On this Page:

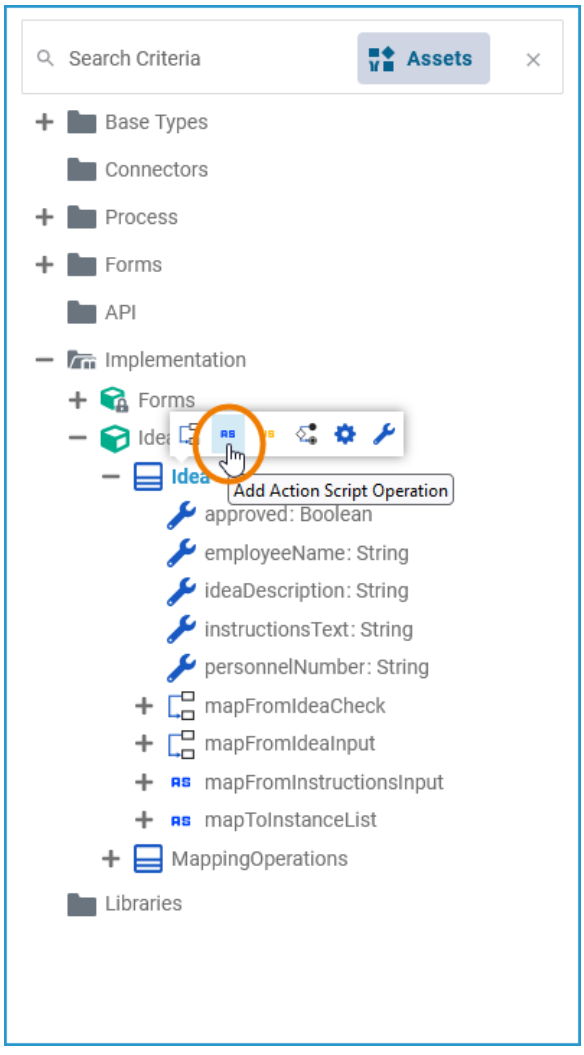
Related Pages:

- Modeling Data Mapping
- Modeling Activities
- PAS Designer Developer Guide
  - Action Script Language

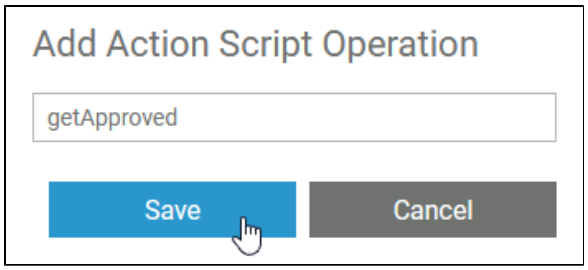
Creating an Operation Containing Action Script

Via a Quick Action

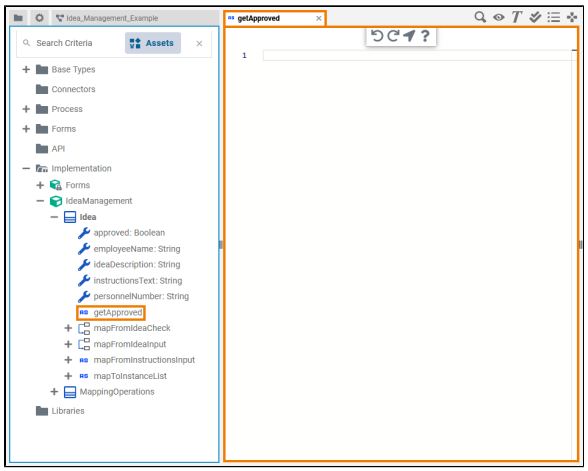
The fastest way to create an action script operation is via the quick actions of the related class.



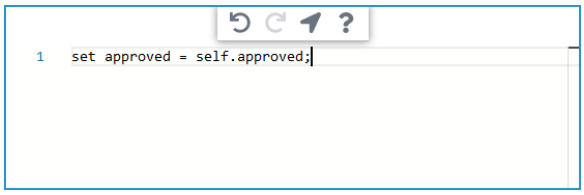
Hover over the class you want to add the operation to, and click the **Add Action Script Operation** quick action (AS).



Assign a name to your new action script and click **Save**.



The Action Script Editor opens in a new tab.



You can now add action script.

Expert Advice

Click the help icon () to jump to the documentation of the xUML Action Language for detailed information about the usage of action script. This documentation contains helpful basic information such as

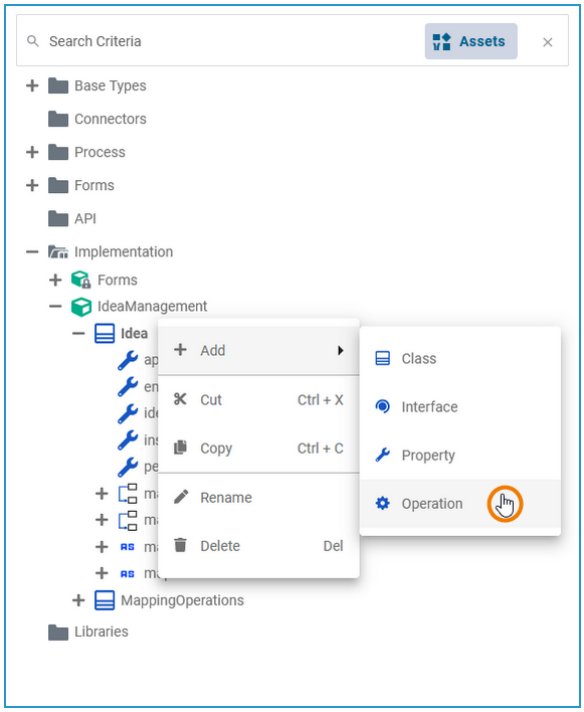
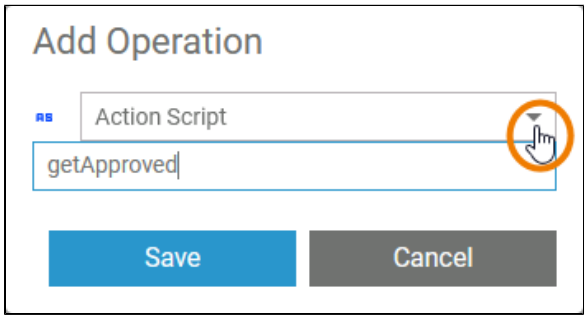
- basics of the xUML Action Language

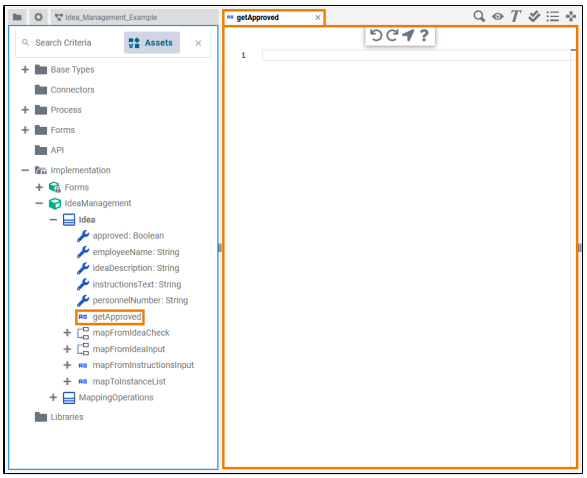
- syntax scheme of the xUML Action Language
- are reference for all kinds of type operations

The script you have entered is saved and validated in the background.

Via the Context Menu

Alternatively, you can add a class operation via the context menu of a class, and create an implementation afterwards.

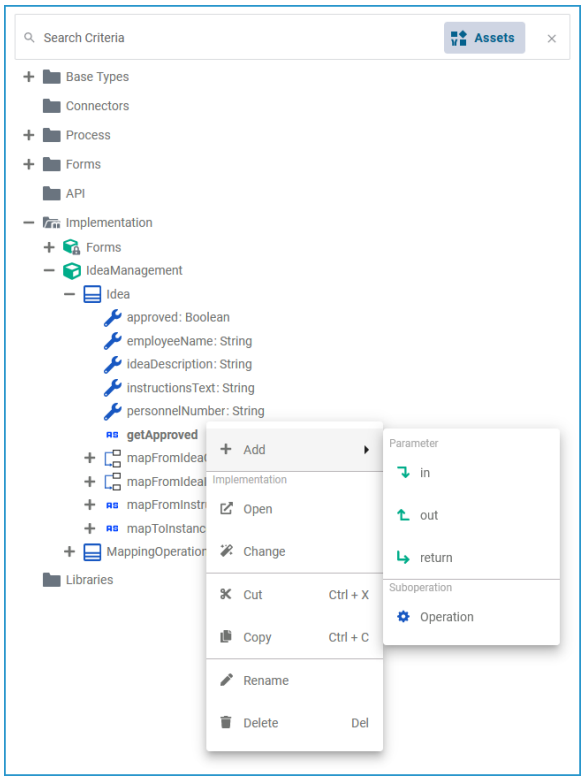
	Right-click the class you want to add an operation to and select **Add Operation** from the context menu.
	The dialog **Add Operation** opens. Select **Action Script** from the drop-down list, enter a name for the operation and click **Save**.



The new operation has been added to the class. The Action Script Editor opens automatically in a new Designer tab, and you can start entering action script (see further above).

> Go to Working with the Action Script Editor for detailed information.

Once the operation has been created, you can use the quick actions and the context menu to manage it. You can:

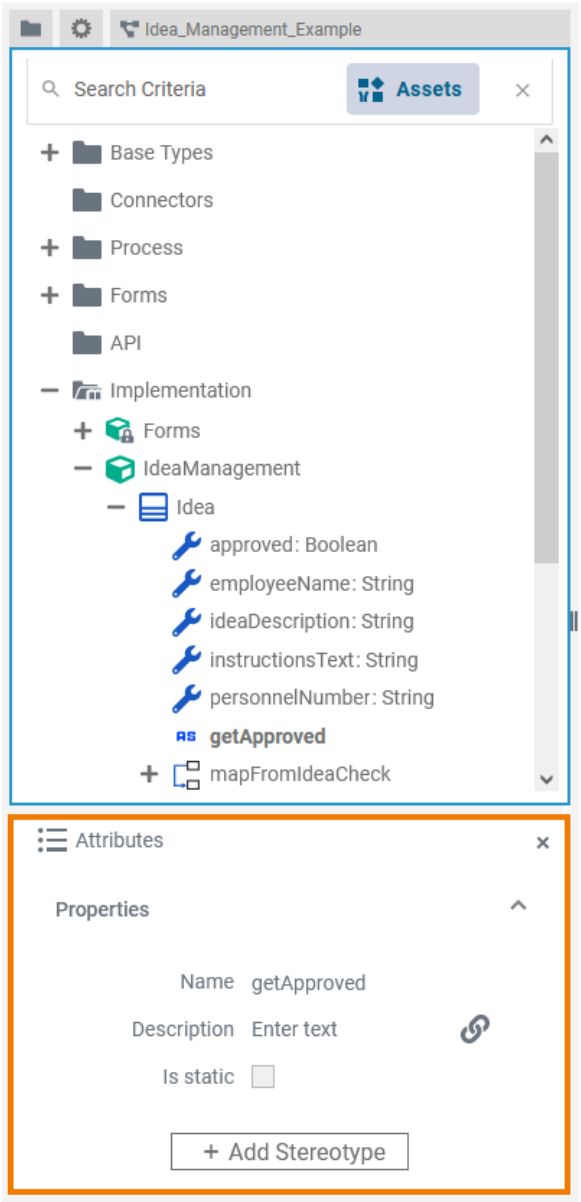


- add a parameter
  - in
  - out
  - return
- add a suboperation
- open the implementation of the action script
- change the implementation from action script to activity diagram or mapping diagram
- cut the action script operation
- copy the action script operation
- paste the action script operation (available if **Copy** or **Cut** option have been used before)
- rename the action script operation
- delete the action script operation

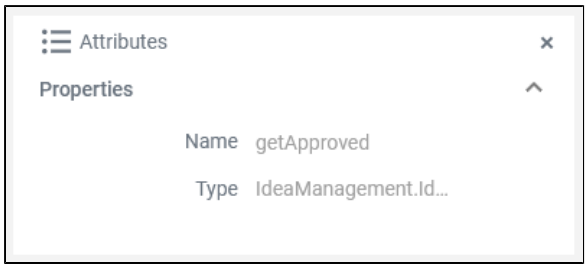
	Refer to Implementation and Modeling Data Structures for more information on your options here.

Attributes of an Action Script Operation

	Select an action script operation in the **Implementation** folder of the Service panel to display its attributes in the **Attributes** panel. You can also edit them there. Action script operations have the following attributes:



Attribute	Description	Possible Values / Example	
Name	Click here to change the **Name** of the related element. Action script operation names must follow certain naming rules. They • must not contain blanks • must not start with a number • must not contain special characters	getApproved	
Description	If you want to insert or change a description for the respective action script operation, cl ick here to open a text editor where you can enter and format your text.		
Is static	Specify if the operation is static (default) or not. • **Static** action script operations can be called without creating an instance of the related class. They get all necessary data via their input parameters. • Wanting to call a **non-static** action script operat ion, you need to create a local instance of the related class, and call the operation on that object. This is called self context. For more information, also refer to Adding Operation Calls.	**tr ue**	The action script operatio n is static (default) and can be used outside the context of the related class.
		fa lse	The action script operatio n is non-static and needs a self object as an input.
Stereotype	Via **Add Stereotype**, you can add a stereotype to a action script operation. By adding a stereotype, you can extend the attributes of a action script operation with additional properties.	REST	



When you click in the Action Script Editor, the following attributes of the current action script are displayed in the **Attributes** panel. All attributes are read-only and cannot be edited there.

Attribute	Description	Example
Name	Displays the name of the current action script.	**getApproved**
Type	Path within the implementation folder where the corresponding action script operation resides.	**IdeaManagement.Idea**