

Action Script Language

When modeling xUML services with the Designer, you may come to a point where the features of BPMN and xUML are not sufficient for your purposes. For this cases, the Designer comes with an **Action Script Language** that implements the action semantics for UML that have been defined by the [OMG™](#).

You can implement operations as action script as described on [Using Action Script](#). Also, expressions of the Action Language are not only used in actions but also for [decisions](#) (on the outgoing process flow) to evaluate boolean expressions.

The action script language supports the following language elements:

- create statements
- set and append statements (optionally with a guard)
- object navigation



We recommend to not use suboperations in Action Script. In case they are moved to a different location, the path to the operation changes and you need to change all Action Script statements (see [Basics of the Action Script Language > Object Navigation](#)).

- arithmetic and boolean expressions
- operation calls
- second order operations such as apply, reduce and select for arrays

Related Pages:

- [Basics of the Action Script Language](#)
- [Arithmetic Operations](#)
- [Overview on All Type Conversion Operations](#)
- [Modeling Decisions](#)
- [PAS Designer User Guide](#)
 - [Using Action Script](#)