

Page 7 - Association Hierarchy

AdjacentSlots
SlotA: ref Slot {key, *}
SlotB: ref Slot {key, *}
DistanceBetweenSlots : real32 {units}
SharedSlots : boolean

ElementCapacity
Capacity: ref PhysicalCapacity {key, *}
Element: ref PhysicalElement {key, 1..n}

PhysicalMediaInLocation
Antecedent: ref StorageMediaLocation {0..1}
Dependent: ref PhysicalMedia {*}
Orientation: uint16 {enum}
TimeOfLastPlacement: datetime

Dependency
Antecedent: ref ManagedElement {key, *}
Dependent: ref ManagedElement {key, *}

ConnectedTo
Antecedent: ref PhysicalConnector {*}
Dependent: ref PhysicalConnector {*}

SlotInSlot
Antecedent: ref Slot {*}
Dependent: ref Slot {0..1}

Docked
Antecedent: ref Chassis {0..1}
Dependent: ref Chassis {0..1}

ElementsLinked
Antecedent: ref PhysicalLink {*}
Dependent: ref PhysicalElement {*}

HomeForMedia
Antecedent: ref StorageMediaLocation {0..1}
Dependent: ref PhysicalMedia {0..1}

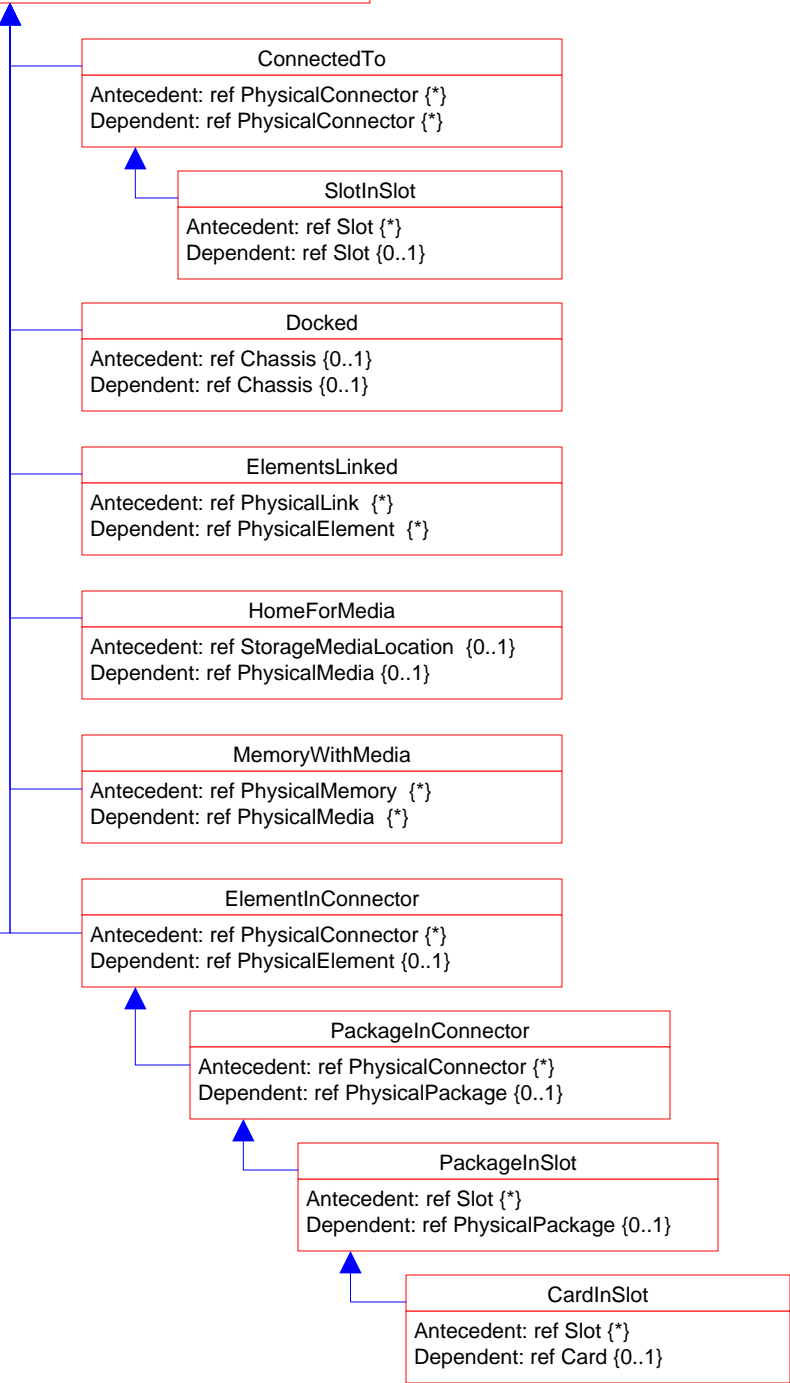
MemoryWithMedia
Antecedent: ref PhysicalMemory {*}
Dependent: ref PhysicalMedia {*}

ElementInConnector
Antecedent: ref PhysicalConnector {*}
Dependent: ref PhysicalElement {0..1}

PackageInConnector
Antecedent: ref PhysicalConnector {*}
Dependent: ref PhysicalPackage {0..1}

PackageInSlot
Antecedent: ref Slot {*}
Dependent: ref PhysicalPackage {0..1}

CardInSlot
Antecedent: ref Slot {*}
Dependent: ref Card {0..1}



Page 8 - Aggregation Hierarchy

