



# **3. CLASS ATTRIBUTE & ATTRIBUTE**

## **HANDS-ON**

# Example for an instance attribute definition



```
ATTRIBUTE <Description>
TYPE STRING
VALUE " "

FACET <MultiLineString>
VALUE 1

FACET <AttributeHelpText>
VALUE ""
```

Keyword

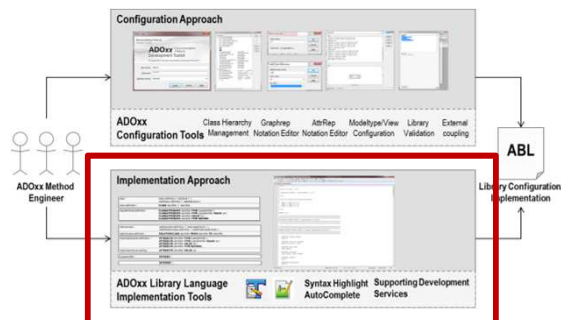
Attributname:  
The name can use alphanumeric  
characters

Type definition

Value:  
The concrete value will be  
determined by the model.

This FACET defines if a text-box can  
be used.

A help text can be provided for the  
attribute.



# Example of New Attribute in ADOxx



**1. Select class**

**2. Right mouse click**

**3. Select „New Attribute“**

**4. Define Attribute**

**Add new attribute**

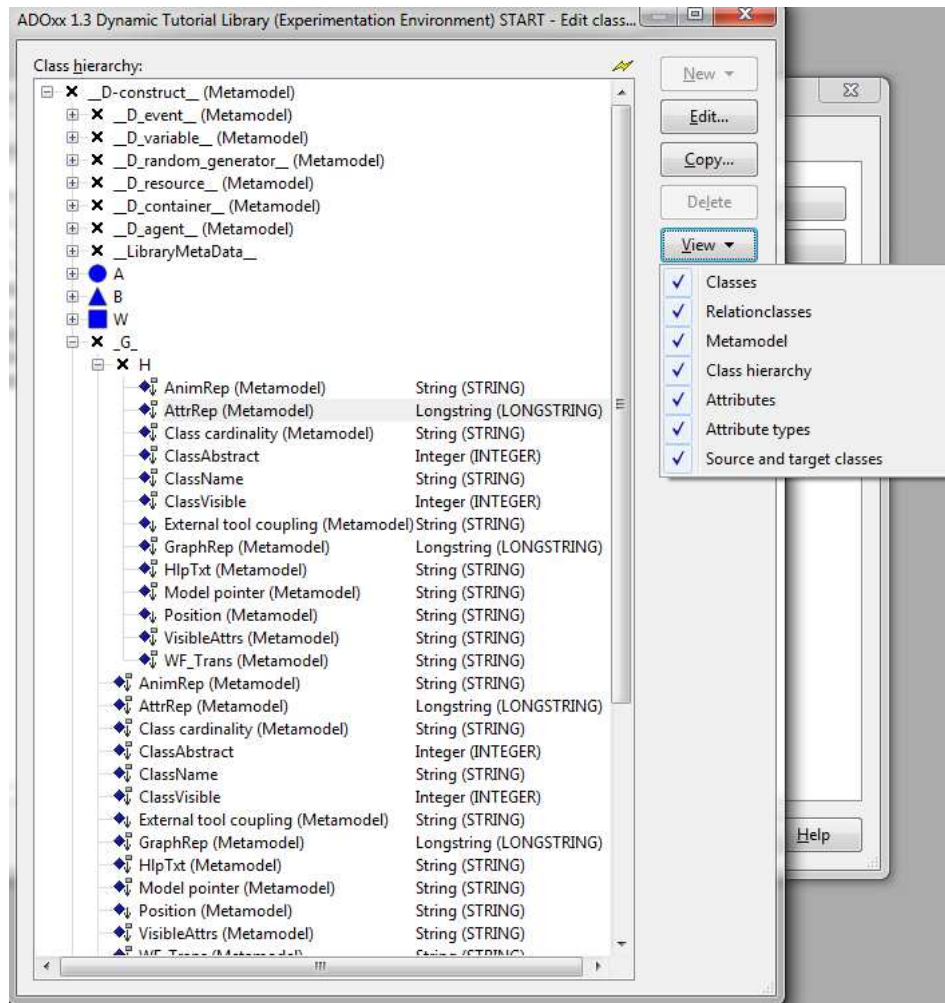
Attribute name: my first attribute

Type: [Dropdown]

Attribute profile reference (ATTRIBUTEPROFILEREFERENCE)

- Date
- Datetime
- Enumeration (ENUMERATION)
- Enumeration list (ENUMERATIONLIST)
- Expression (EXPRESSION)
- Floating number (DOUBLE)
- Integer (INTEGER)
- Intermodel reference (INTERREF)
- Longstring (LONGSTRING)
- Programcall (PROGRAMCALL)
- String (STRING)
- Table (RECORD)
- Time (TIME)

# Views of the class hierarchy



## **Classes**

All visible classes will be shown

## **Relation classes**

All available relation classes will be shown

## **Metamodel**

All classes will be shown

## **Class hierarchy**

All classes will be shown with their inheritance in a hierarchy

## **Attributes**

The attributes of the (relation-)classes will be shown

## **Attribute types**

The type of each attribute will be shown

## **Source- and Target-classes**

Shows the endpoints for each relation class, i.e. between which classes it can be used.

# Icons in ADOxx class hierarchy management



 **Class** (the icon shows the graphical definition of the object and can therefore vary)



**Class** (without a graphical definition)



 **Attribute**



**Attribute** (inherited from another class)



**Class attribute**

**Class attribute** (inherited from another class)