

aspect OpenMultiThreadedTransaction depends on Nested, OutcomeVoting, EntrySynchronizing, ExitSynchronizing, SpawnSupporting, Closable, Transaction

IOMTTParticipant
IOMTTResource
Im

structural view

IOMTTResource

+ * Im<AccessKind>(..)

OMTTContext

~ OMTTContext create()
+ setMinParticipantCount(int)
+ pauseContext()
+ continueContext()
+ terminateContext(IOMTTParticipant)
+ setMaxParticipantCount(int)
+ setClosed(boolean)

IOMTTParticipant

+ beginTransaction()
+ abortTransaction()
+ commitTransaction()
+ OMTTContext getContext()
+ joinContext(OMTTContext)
+ IOMTTParticipant spawnParticipant()

Nested instantiation
INestedParticipant →
IOMTTParticipant

EntrySynchronizing instantiation
IEntrySynchronizingParticipant →
IOMTTParticipant

SpawnSupporting instantiation
ISpawnSupportingParticipant →
IOMTTParticipant

Nested binding
OMTTContext →
NestedContext

EntrySynchronizing binding
OMTTContext →
EntrySynchronizingContext
setMinParticipantCount →
setMinParticipantCount
beginTransaction →
createAndEnterContext

SpawnSupporting binding
OMTTContext →
SpawnSupportingContext
spawnParticipant →
spawnParticipant
joinContext → **joinContext**

OutcomeVoting instantiation
IOutcomeVotingParticipant →
IOMTTParticipant

OutcomeVoting binding
OMTTContext →
OutcomeVotingContext
pauseContext →
pauseContext
continueContext →
continueContext
terminateContext →
terminateContext

ExitSynchronizing instantiation
IExitSynchronizingParticipant →
IOMTTParticipant

ExitSynchronizing binding
OMTTContext →
ExitSynchronizingContext
getContext → **getContext**

Closable instantiation
IClosableParticipant →
IOMTTParticipant

Closable binding
OMTTContext →
ClosableContext
setClosed → **setClosed**
setMaxParticipantCount →
setMaxParticipantCount

Transaction binding
OMTTContext → **TransactionContext**
beginTransaction → **beginTransaction**
Im<AccessKind> → **Im<AccessKind>**

Transaction instantiation
ITransactionParticipant →
IOMTTParticipant
ITransactionalResource →
IOMTTResource

Default binding
IOMTTParticipant →
Thread