

**aspect Pausable** depends on Collaborative, Blockable

IPausableParticipant

structural view

**PausableContext**

- boolean paused  
~ PausableContext create()  
+ Set<IPausableParticipant> getParticipants()  
+ contextCompleted()  
+ pauseContext()  
+ continueContext()  
- boolean isPaused()  
- setPaused(boolean)  
- Semaphore getPausingSemaphore()

**IPausableParticipant**

+ leaveContext()  
~ waitForPausingSemaphore()

Collaborative binding

**PausableContext** →  
**CollaborativeContext**  
getParticipants →  
getParticipants  
contextCompleted →  
contextCompleted  
leaveContext → leaveContext

Blockable binding

**PausableContext** →  
**BlockableContext**  
pausingSemaphore → semaphore  
getPausingSemaphore →  
getSemaphore  
waitForPausingSemaphore →  
waitForSemaphore  
continueContext →  
releaseSemaphore

Collaborative instantiation

**ICollaborativeParticipant** →  
**IPausableParticipant**

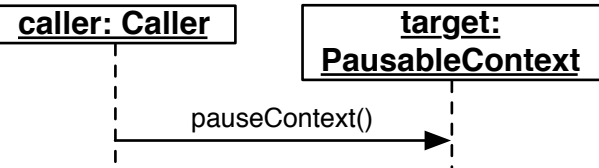
Blockable instantiation

**IBlockableParticipant** →  
**IPausableParticipant**

message view *pauseContext* affected by Collaborative.getParticipants

Advice

Pointcut

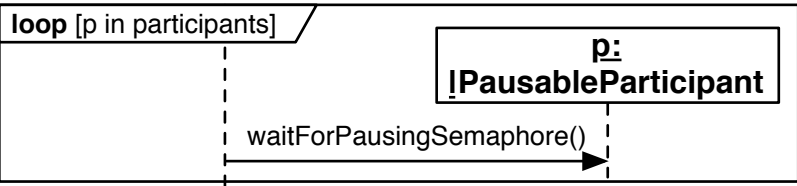


**caller: Caller**

**target: PausableContext**



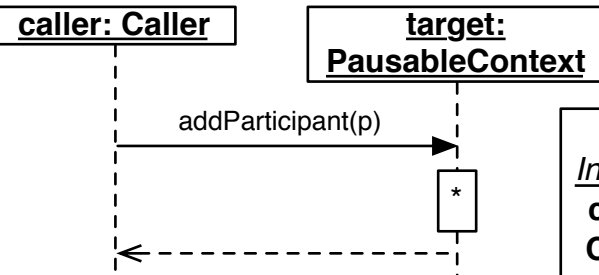
Default Instantiation  
**caller** → \*  
**Caller** → \*  
**target** → \*



message view *addParticipant*

Advice

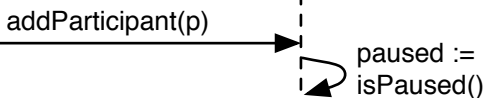
Pointcut



**caller: Caller**

**target: PausableContext**

**p: IPausableParticipant**



Default Instantiation  
**caller** → \*  
**Caller** → \*  
**target** → \*

