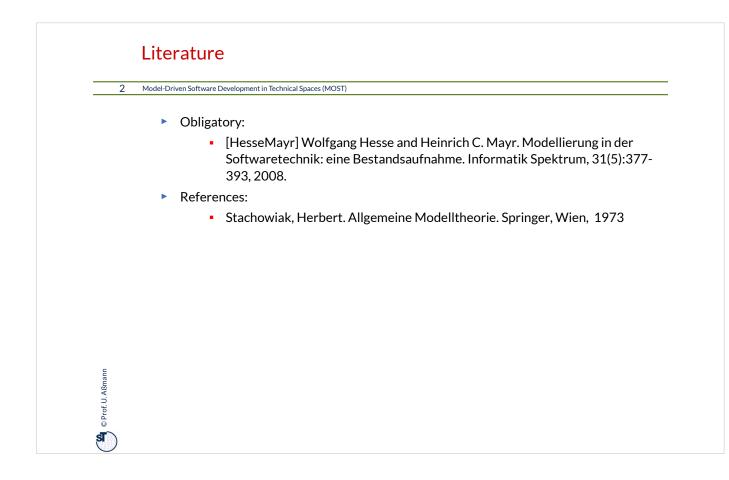
## Part 0 – MOST Introduction 1. Modeling

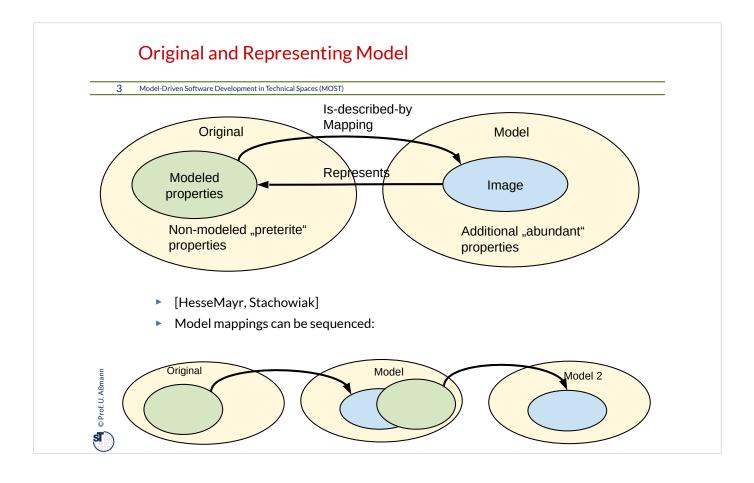
Prof. Dr. rer. nat. Uwe Aßmann Institut für Software- und Multimediatechnik Lehrstuhl Softwaretechnologie Fakultät für Informatik Technische Universität Dresden http://st.inf.tu-dresden.de/teaching/most Version WS-21-0.2, 20.11.21

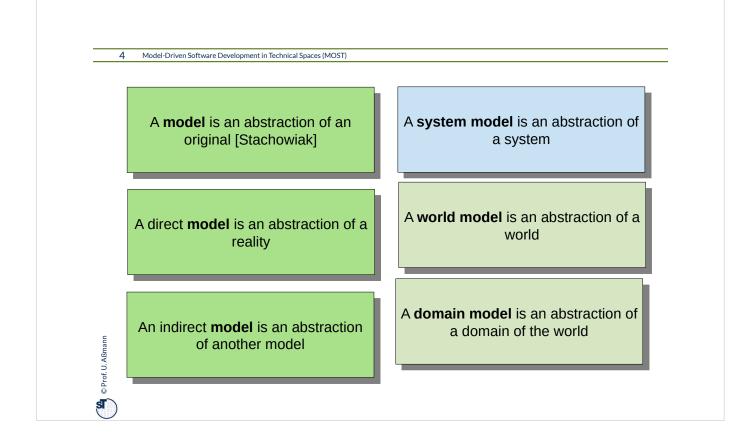
TECHNISCHE UNIVERSITAT

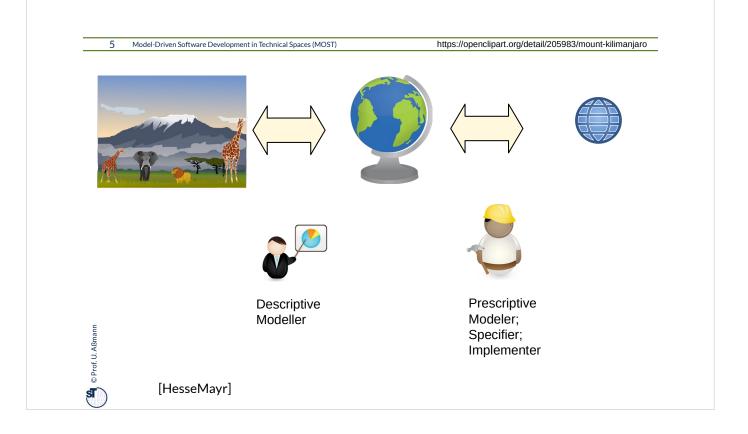


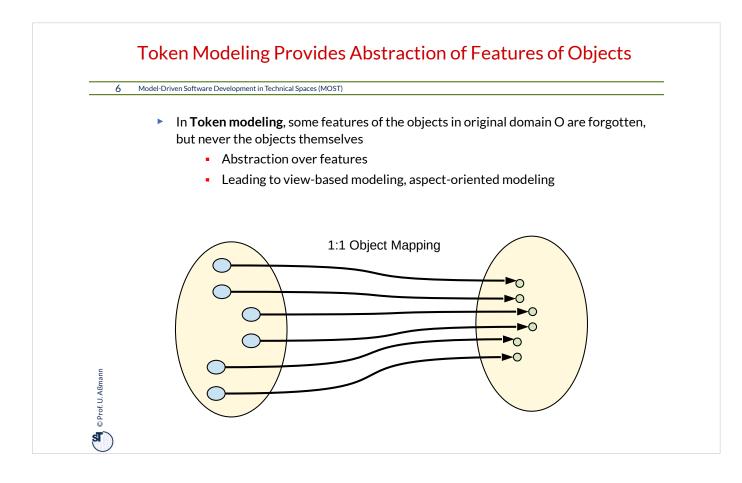
Model-Driven Software Development in Technical Spaces (MOST) © Prof. U. Aßmann

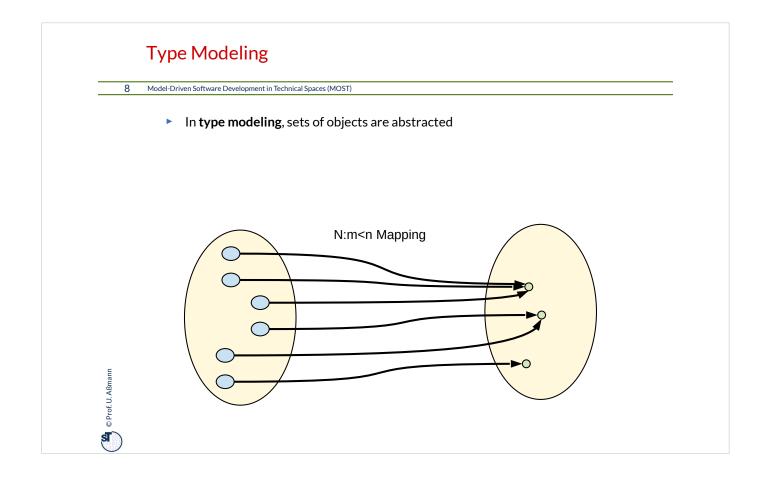


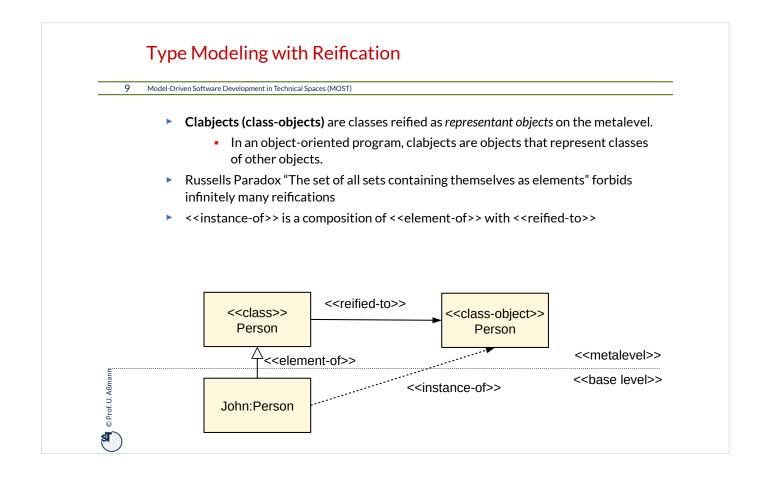


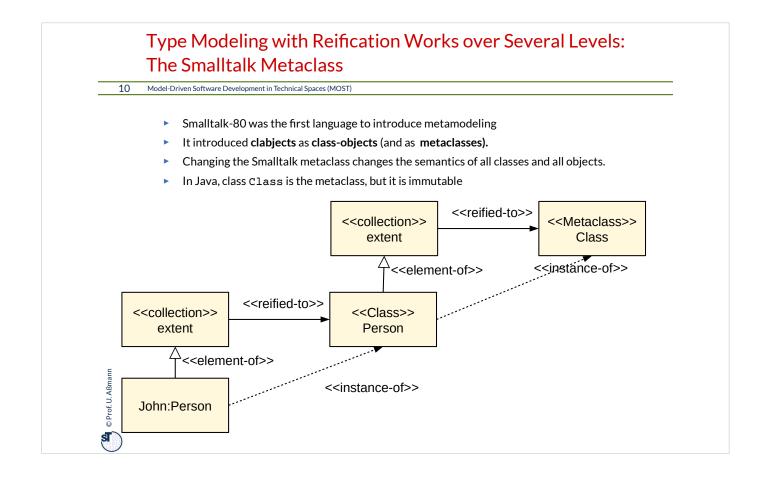












Notatio	on	Clabject Hierarchy
11 Model-Dr	iven Software Development in Technical Spaces (MOST)	
► W	e write metaclasses with dashed line	s, metametaclasses with dotted lines
<b>M3</b>	ModellingConcept	ModellingConcept
	<instance-of>&gt;</instance-of>	< <instance-of>&gt;</instance-of>
<b>M2</b>	Class	Class:ModellingConcept
	< <instance-of>&gt;</instance-of>	< <instance-of>&gt;</instance-of>
<b>M1</b>	Car	Car:Class
Ę	< <instance-of>&gt;</instance-of>	< <instance-of>&gt;</instance-of>
MO	car1	car1:Car
s.		

