

# GLOSSARY

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**ACTIVITY:** An executable transformation unit\* with a contract\*.

**ACTIVITY WORKFLOW:** Cf. Production Plan\*.

**CONTRACT:** A parameter with a type and passing mode (In, Out, In/Out).

**FACTORY COMPONENT:** A factory component is a composite activity. Structurally, it contains a set of viewpoints\* and a production plan\*. Behaviorally, it delegates its activities to other factory components or tasks.

**FCORE:** A file which contains a set of activities\*.

**GENERATION CHAIN:** An executable transformation unit which defines, at a high level of description, a sequence of generations.

**PATTERN:** A solution to a recurrent transformation problem. A pattern applies a systematic behavior onto a resource.

**PRODUCTION PLAN:** A set of activity invocations. At runtime, an activity invocation has for effect to perform the referenced activity\* which transforms, or not, the parameter values of the activity invocation.

**TASK:** An activity associated to an implementation in a given language. Unlike a factory component, a task is not composite.

**TRANSFORMATION UNIT:** An EGF element which transforms a system from one state to another one. A generation unit only focuses on the issue of generation (e.g., model-to-text). Transformation is larger. For instance, it considers generation in its whole with its related activities (e.g., the environment creation) and considers the issue of data transformation (e.g., file update).

**VIEWPOINT:** A set of data organized by concerns. Those data define a context needed by the production plan\* of a factory component\*.