























classes in this pattern are enough to show how a formal method can be applied to treat the architectural construct and compensate the insufficiency of object-oriented language such as UML. The Object-Z specification provides a better amount of generality and abstraction than UML and concrete examples, with the power of both formalization and object orientation for elementary element building blocks – it has the properties that an architectural specification should have [14]. However, the Object-Z specification is not intended to replace natural language specifications. Instead, formal definitions are complementary to existing means (natural language, code samples, etc.). Two examples in gaming and training were briefly introduced without getting into the implementation details, but only showing that the described pattern is applicable for difference situations in distributed multimedia applications.

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