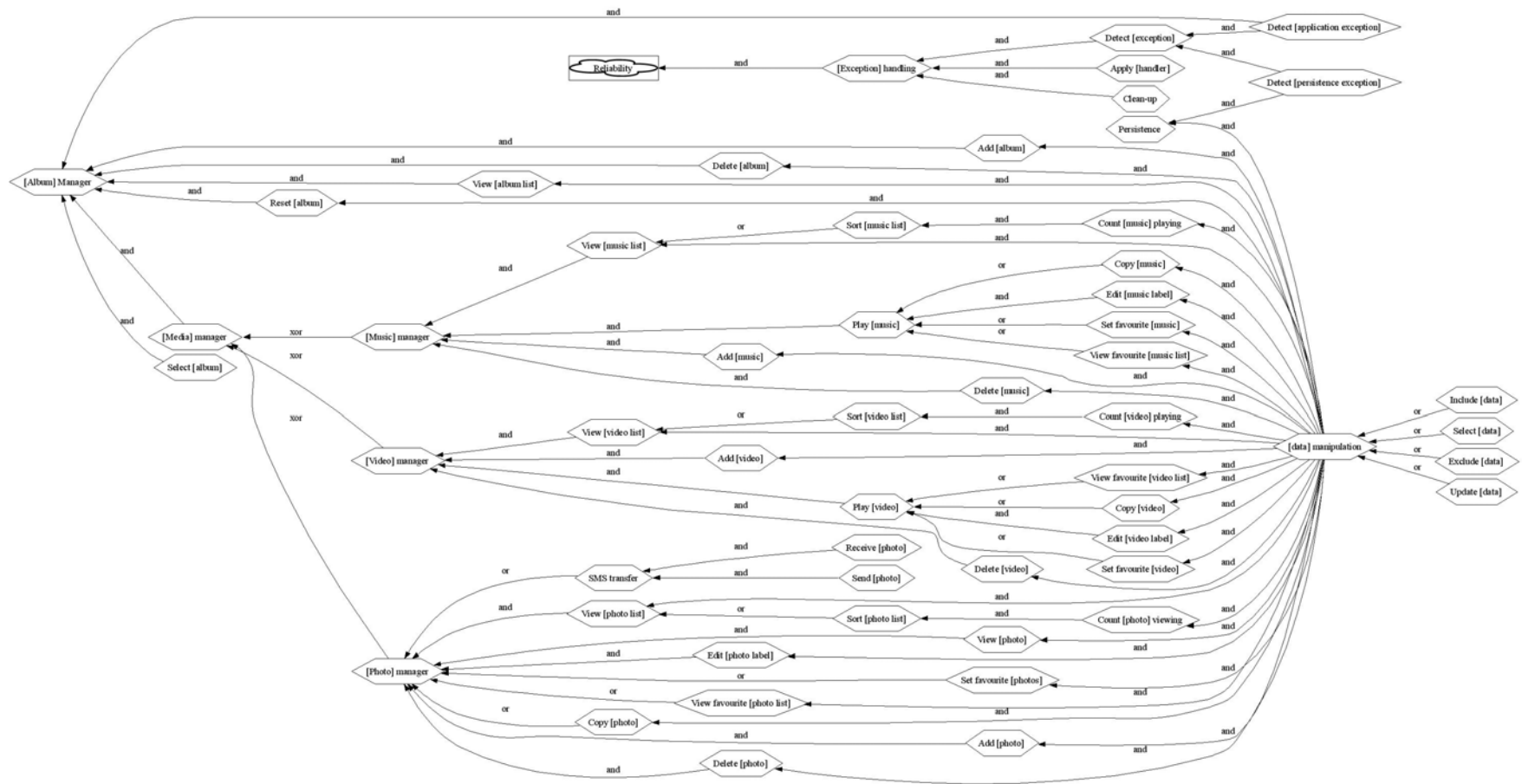
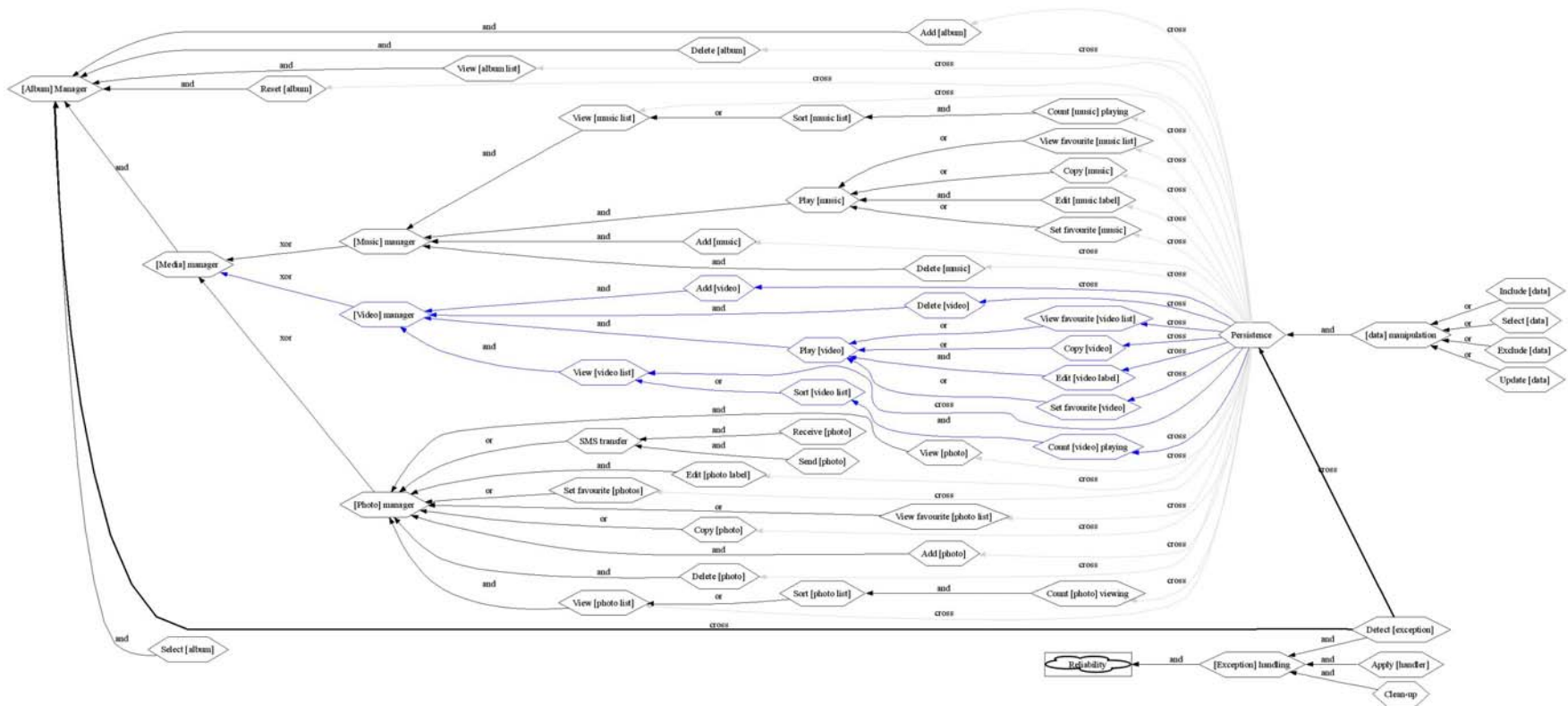


## Expanded Goal Model (Release 7)



## Shorten Goal Model (Release 7)



## BNF (Release 7)

```
goal_model AlbumManagement (GM1) {
    task [Album] Manager (T1; and) {
        task Add [album] (T1.1; and) {}
        task Delete [album] (T1.6; and) {}
        task View [album list] (T1.2; and) {}
        task Select [album] (T1.3; and) {}
        task Reset [album] (T1.5; and) {}
        task [Media] manager (T1.7; and) {
            task_ref [Photo] manager (T1.4; xor)

            task_ref [Music] manager (T4.5; xor)

            task_ref [Video] manager (T6.6; xor)
        }
    }
}

goal_model PhotoManagement (GM3) {
    task [Photo] manager (T1.4; and) {
        task Add [photo] (T1.4.5; and) {}
        task Delete [photo] (T1.4.6; and) {}
        task View [photo list] (T1.4.9; and) {
            task Sort [photo list] (T1.4.9.1; or) {}
            task Count [photo] viewing (T1.4.12; and) {} }
        task View [photo] (T1.4.10; and) {}
        task Edit [photo label] (T1.4.11; and) {}
        task Set favourite [photos] (T1.4.13; or) {}
        task View favourite [photo list] (T1.4.14; or) {}
        task Copy [photo] (T1.4.15; or) {}
        task SMS transfer (T1.4.16; or) {
            task Send [photo] (T1.4.16.1; and) {}
            task Receive [photo] (T1.4.16.2; and) {} }
    }
}

goal_model MusicManagement (GM4) {
    task [Music] manager (T4.5; and) {
        task Add [music] (T4.5.5; and) {}
        task Delete [music] (T4.5.6; and) {}
        task View [music list] (T4.5.9; and) {
            task Sort [music list] (T4.5.9.1; or) {}
            task Count [music] playing (T4.5.12; and) {} }
        task Play [music] (T4.5.10; and) {}
        task Edit [music label] (T4.5.11; and) {}
        task Set favourite [music] (T4.5.13; or) {}
        task View favourite [music list] (T4.5.14; or) {}
        task Copy [music] (T4.5.15; or) {} }
    }
}

goal_model VideoManagement (GM6) {
    task [Video] manager (T6.6; and) {
        task Add [video] (T6.6.5; and) {}
        task Delete [video] (T6.6.6; and) {}
    }
}
```

```

task View [video list] (T6.6.9; and) {
task Sort [video list] (T6.6.9.1; or) {
task Count [video] playing (T6.6.12; and) {} } }
task Play [video] (T6.6.10; and) {
task Edit [video label] (T6.6.11; and) {}
task Set favourite [video] (T6.6.13; or) {}
task View favourite [video list] (T6.6.14; or) {}
task Copy [video] (T6.6.15; or) {} } } }

```

```

goal_model Persistence (GM2) {
    task Persistence (T2; and) {
        task [data] manipulation (T2.1.2; and) {
            task Include [data] (T2.1.3.1; or) {}
            task Select [data] (T2.1.3.2; or) {}
            task Exclude [data] (T2.1.3.3; or) {}
            task Update [data] (T2.1.3.4; or) {} }
        crosscutting {
            source = (Persistence; T2)
            pointcut (make register operation; P2.1): include(Add.*; task; name) and
include(Delete.*; task; name) and
            include(Reset.*; task; name) and include(View.*; task; name) and
include(Edit.*; task; name) and include(Count.*; task; name)
            and include(Set.*; task; name) and include(Copy.*; task; name)
            advice (around): P2.1 {
                task_ref [data] manipulation (T2.1.2; and)
            } } } }
} } } }

```

```

goal_model Reliability (GM5) {
    softgoal Reliability (S5.1; and) {
        task [Exception] handling (G5.2; and) {
            task Detect [exception] (T5.2.1; and) {}
            task Apply [handler] (T5.2.4; and) {}
            task Clean-up (T5.2.2; and) {} } }
        crosscutting {
            source = (Detect [exception]; T5.2.1)
            pointcut (persistence; PC5.3): include(Persistence; T2)
            pointcut (application; PC5.2): include([Album] Manager; T1)
            intertype declaration (element): PC5.2 {
                task Detect [application exception] (T5.2.1.4; and) {} }
            intertype declaration (element): PC5.3 {
                task Detect [persistence exception] (T5.2.1.3; and) {} } } }
} } } }

```