Preface

Many modeling languages, such as the Unified Modeling Language (UML), advocate the use of graphical notations for modeling. While such visual representations provide a intuitive way of modeling and, usually, allow for describing high-level concepts very nicely, the visual representations are often not suited for describing systems in a precise and unambiguous way: either the visual representations lacks the necessary constructs completely or the visual representations, including all formal details, gets overpopulated.

The challenges of providing both a graphical notation that allows the intuitive modeling of the overall system while still being able to express system properties in a precisely and unambiguously motivated the development of textual specification languages that integrate, extend, or even replace graphical notations. Typical examples of such languages are OCL, textual MOF, Epsilon, and Alloy. Textual modeling languages have their roots in formal language paradigms like logic, programming and databases.

The goal of this workshop was to create a forum where researchers and practitioners interested in building models using OCL or other kinds of textual languages could directly interact, report advances, share results, identify tools for language development, and discuss appropriate standards. The close interaction enabled researchers and practitioners to identify common interests and options for potential cooperation.

Every accepted paper was reviewed by at least three members of the program committee. In addition, these proceedings contain one unreviewed paper summarizing the panel discussion about proposal for future improvements of the OCL. For this paper, each panelist contributed one sections that motivates his or her proposal for extending the OCL.

October 2014   Achim D. Brucker, Carolina Dania, Geri Georg, and Martin Gogolla