

# jUCMNav Report



<http://www.softwareengineering.ca/jucmnav/>

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## UCM Scenario Groups documentation

1. End-to-End Scenarios:
  1. Send Super Observer + External First Aid Worker
  2. Send Super Observer by Helicopter
1. Capture Witness Report - Exceptional Scenarios:
  1. Disconnected at Stage 1
  2. Disconnected at Stage 2
  3. Disconnected at Stage 3
  4. Location Not Covered
  5. Fake Crisis
1. Assign Internal Resources - Exceptional Scenarios:
  1. CMS Employee Not Available
  2. CMS Employee Rejects Mission
1. Init:
  1. Init
1. Request External Resources - Exceptional Scenarios:
  1. External Resource Denied
  2. External Resource Partially Approved
1. Resolve Crisis - Exceptional Scenarios:
  1. Internal Resource Rejects Mission + External Resource Denied
1. Confirm Arrival - Exceptional Scenarios:
  1. Super Observer Confirms
  2. Resource Status Overdue
1. Confirm Departure - Exceptional Scenarios:
  1. Super Observer Confirms
  2. Resource Status Overdue
1. Execute Rescue Mission - Exceptional Scenarios:
  1. VictimID Not Found

## Variables

1. DisconnectedStage1 (boolean)
2. DisconnectedStage2 (boolean)
3. DisconnectedStage3 (boolean)
4. LocationCoveredByVideo (boolean)
5. FakeCrisis (boolean)
6. CMSemployeeAccepts (boolean)
7. HelicopterNecessary (boolean)
8. ResourceConfirmsArrival (boolean)
9. SuperObserverInitiated (boolean)
10. Mission (Enum MissionType)
11. SuperObserverPresenceRequired (boolean)
12. Departed (boolean)

13. ResourceConfirmsDeparture (boolean)
14. MissionReportCreated (boolean)
15. SuperObserverDesiredMission (boolean)
16. ERSResponse (Enum ERSResponseType)
17. ctrMissions (integer)
18. Mission01 (Enum MissionType)
19. Mission02 (Enum MissionType)
20. NrMissions (integer)
21. NoOtherEmployeesAvailable (boolean)
22. NrInternalResources (integer)
23. NrExternalResources (integer)
24. NrTotalResources (integer)
25. NrInternalResources01 (integer)
26. NrInternalResources02 (integer)
27. NrExternalResources01 (integer)
28. NrExternalResources02 (integer)
29. VictimIDFound (boolean)
30. ctrMissionsClosed (integer)
31. HelicopterNecessary01 (boolean)
32. HelicopterNecessary02 (boolean)
33. SuperObserverInitiated01 (boolean)
34. SuperObserverInitiated02 (boolean)
35. ctrMissions2 (integer)
36. MissionsRecommended (boolean)
37. MissionFailed (boolean)

## Enumeration Types

1. MissionType: SUPEROBSERVER, RESCUE, HELICOPTERTRANSPORT, OBSTACLEREMOVAL
2. ERSResponseType: APPROVED, PARTIAL, DENIED

## Intentional Elements

1. Provide help in handling crisis
2. Contain impact of crisis
3. Effective resource management
4. Learn from past experience
5. Run effective missions
6. Restrict access, authenticate users, encrypt communications
7. Coordinate & handle crisis
8. Provide means for effective communications
9. Execute missions

10. Manage limited resources
11. Suggest appropriate missions
12. Archive crisis information
13. Security
14. CCCMS
15. Recommend Strategies
16. Coordination
17. Communication
18. Resource Management
19. Security of Terminal
20. Security of Host
21. Access Authorization
22. Encryption
23. Authentication
24. Identification
25. Access Control
26. Fingerprint
27. Password
28. Cardkey
29. Availability
30. Minimize Recovery Time
31. Minimize Maintenance Time
32. 2hrs of downtime every 30 days, failure recovery within 30sec
33. Redundancy
34. Security [Government]
35. Availability [Government]
36. Minimize Cost
37. Minimize System Cost
38. Minimize Government Cost
39. Resolve Crisis Concern
40. Capture Witness Report Concern
41. Recommend Strategies Concern
42. New Crisis and Mission Info Concern
43. Communicate with Resource at Location Concern
44. Request Resources Concern
45. Set Resource Status Concern
46. Super Observer Status of Mission Concern
47. Helicopter Mission Concern
48. Availability Concern
49. Communication Infrastructure Concern
50. Mobility Concern
51. Persistence Concern

- 52. Safety Concern
- 53. Access Control Concern
- 54. Statistic Logging Concern
- 55. Authentication Concern
- 56. Encryption Concern

**Actors**

- 1. System
- 2. Government

## Set Resource Status to Departure PC

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*Figure 1 - Set Resource Status to Departure PC*

## Mobility - Location Status

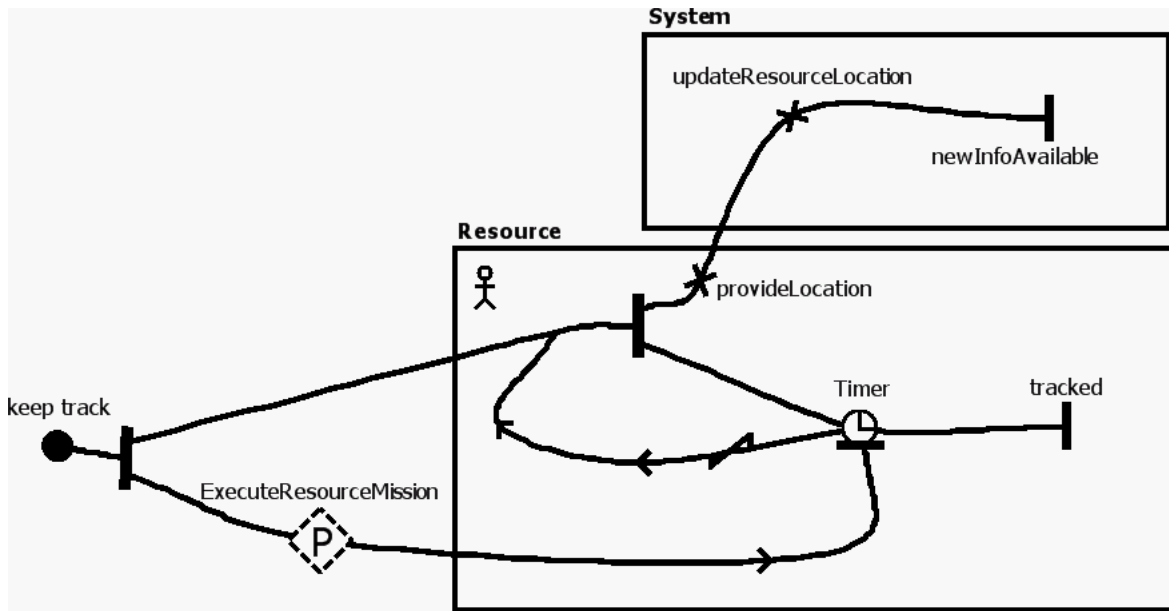


Figure 2 - Mobility - Location Status

## Stub

Dynamic Stub - ExecuteResourceMission

Plugin Map - Execute Resource Mission PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <-> executed

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

## Mobility - Map Information System

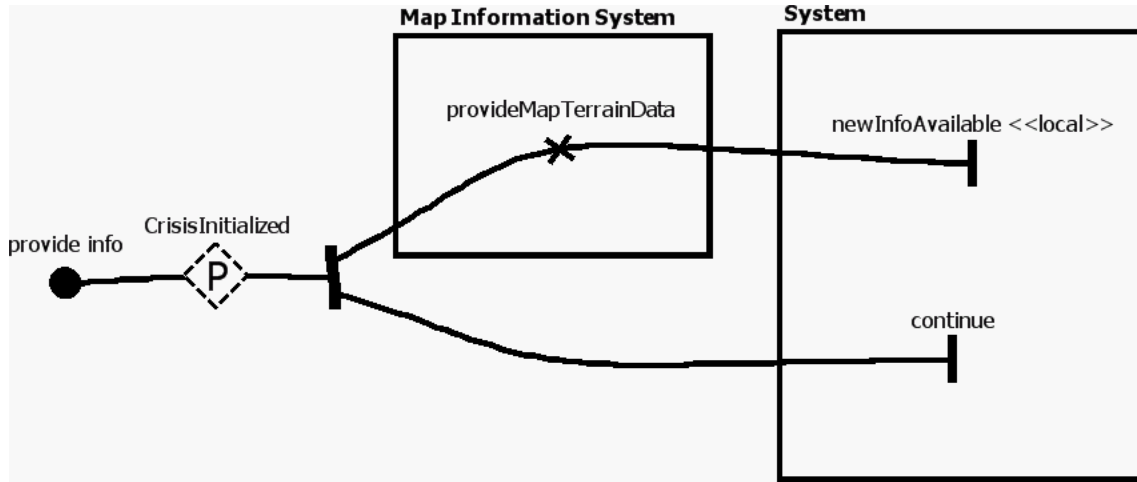


Figure 3 - Mobility - Map Information System

### Stub

Dynamic Stub - CrisisInitialized

Plugin Map - Mobility - Map Information System PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0



## Execute Resource Mission PC



Figure 4 - Execute Resource Mission PC

## Stub

Dynamic Stub - ExecuteResourceMission

## Recommend Strategies

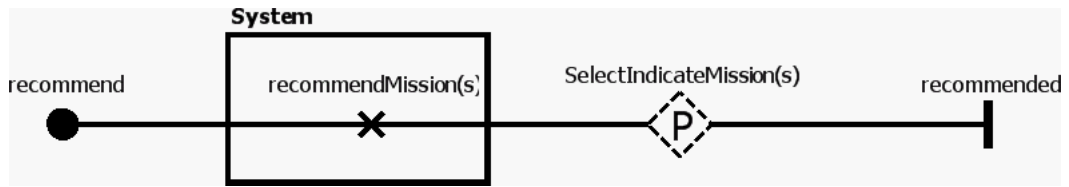


Figure 5 - Recommend Strategies

## Stub

Dynamic Stub - SelectIndicateMission(s)

Plugin Map - Select / Indicate Missions PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

### Concern Interaction Graph

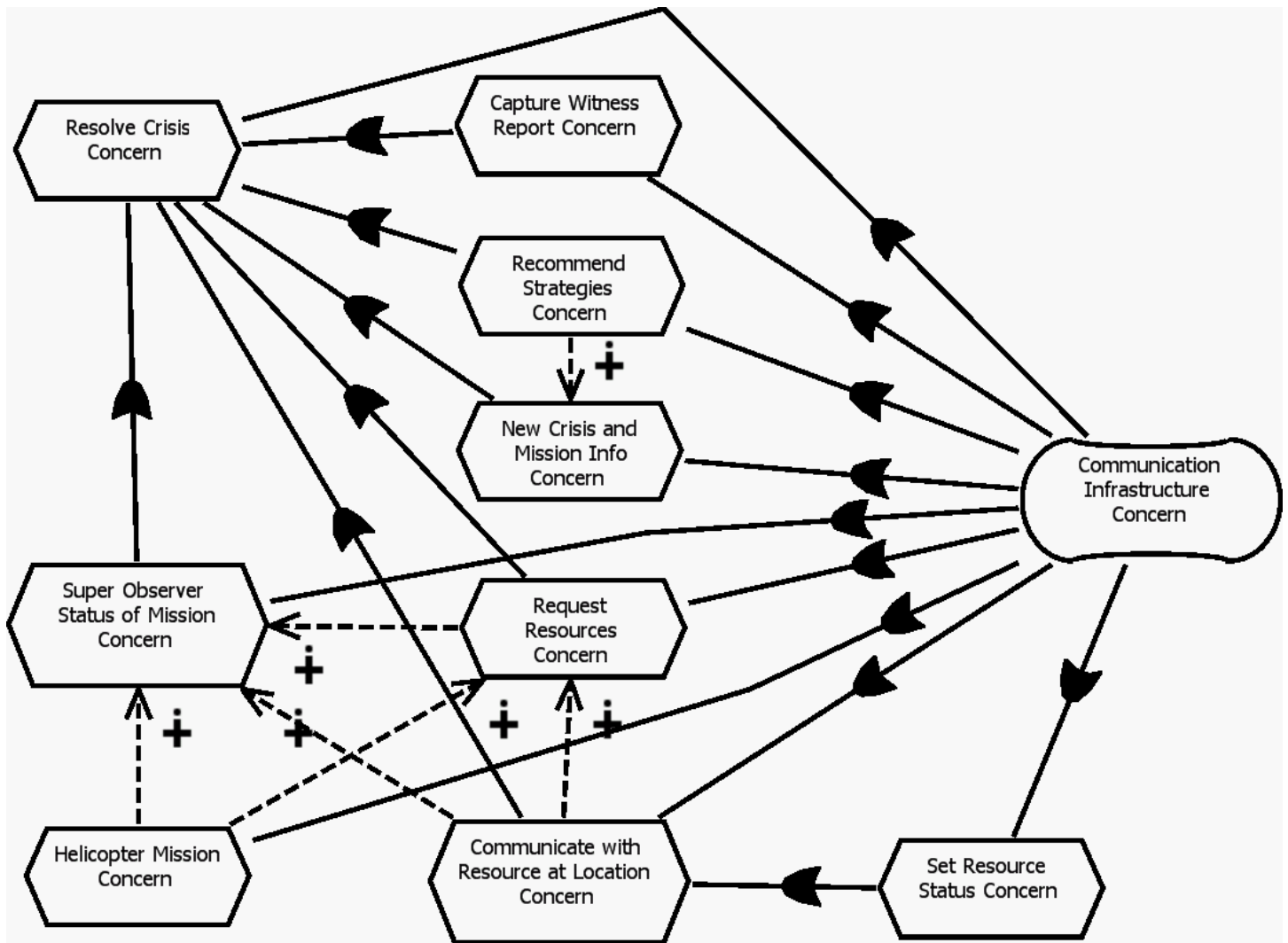


Figure 6 - Concern Interaction Graph

## Authentication

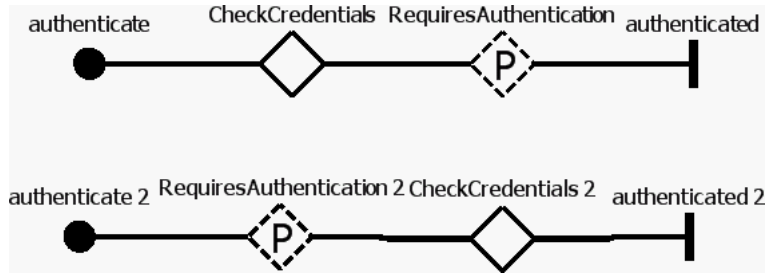


Figure 7 - Authentication

## Stub

Dynamic Stub - RequiresAuthentication

Plugin Map - Authentication PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

Static Stub - CheckCredentials

Plugin Map - Check Credentials

**Input Bindings:**

IN 1 <-> *authenticate*

**Output Bindings:**

OUT 1 <-> *authenticated*

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

Static Stub - CheckCredentials 2

Plugin Map - Check Credentials

**Input Bindings:**

IN 1 <-> authenticate

**Output Bindings:**

OUT 1 <-> authenticated

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

Dynamic Stub - RequiresAuthentication 2

Plugin Map - Authentication PC 2

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

## Encryption

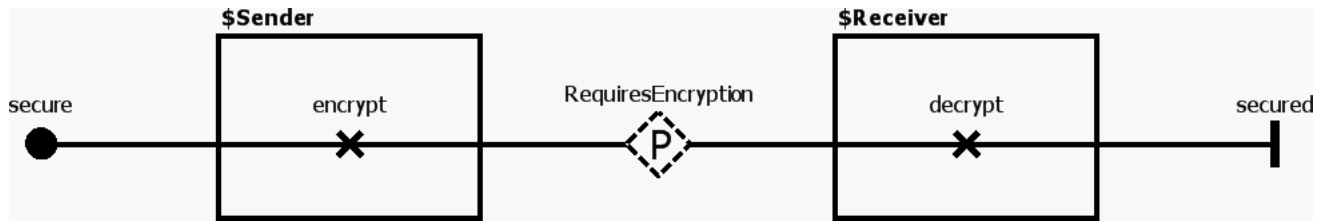


Figure 8 - Encryption

## Stub

Dynamic Stub - RequiresEncryption

Plugin Map - Encryption PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

Plugin Map - Encryption PC 2

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

## Helicopter Transport Mission PC

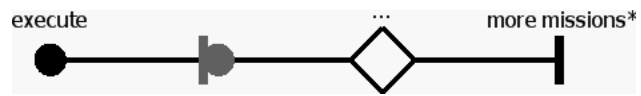


Figure 9 - Helicopter Transport Mission PC

### Stub

Static Stub - ...

## Communicate with Hospital Transport PC



Figure 10 - Communicate with Hospital Transport PC



**Default**



*Figure 11 - Default*

## Statistic Logging PC 2

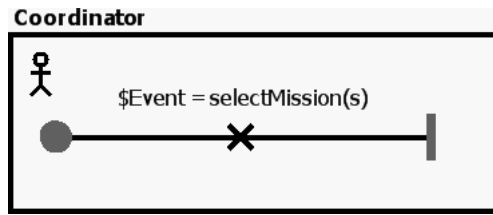


Figure 12 - Statistic Logging PC 2

## Access Control PC

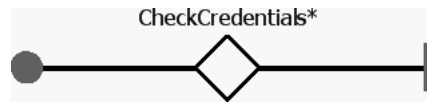


Figure 13 - Access Control PC

## Stub

Static Stub - CheckCredentials\*

## Authentication PC

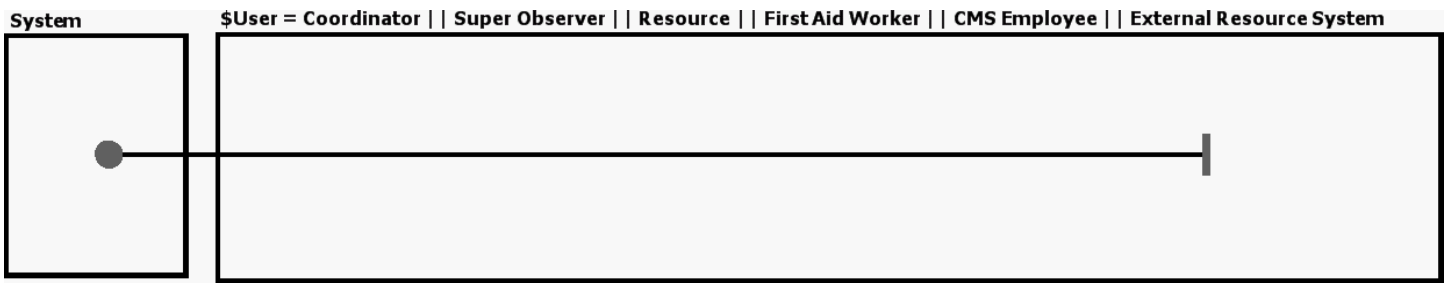


Figure 14 - Authentication PC

## Statistic Logging PC 4

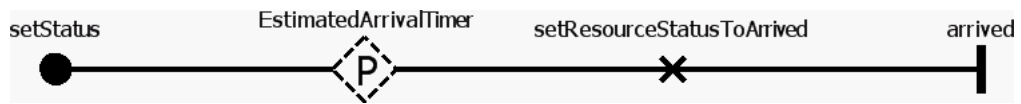


Figure 15 - Statistic Logging PC 4

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## Set Resource Status to Arrival

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Figure 16 - Set Resource Status to Arrival

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## Stub

Dynamic Stub - EstimatedArrivalTimer

Plugin Map - Set Resource Status to Arrival PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

## Communication Infrastructure

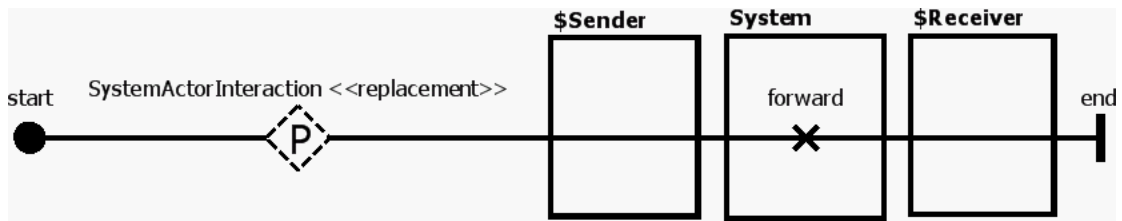


Figure 17 - Communication Infrastructure

## Stub

Dynamic Stub - SystemActorInteraction <<replacement>>

Plugin Map - Communication PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

## Encryption PC 2

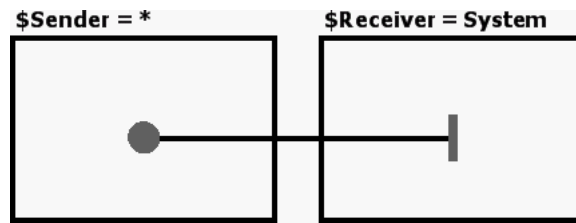


Figure 18 - Encryption PC 2



## Safety - Emission Monitoring System

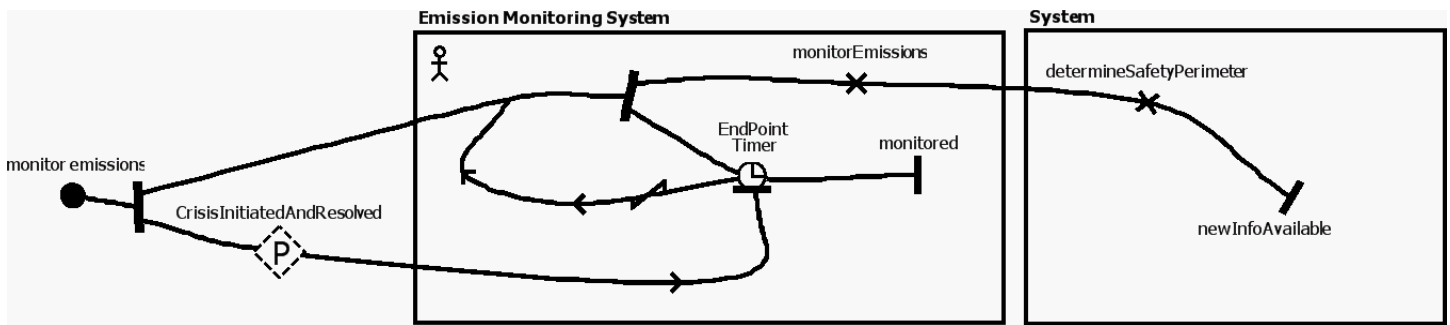


Figure 19 - Safety - Emission Monitoring System

### Stub

Dynamic Stub - CrisisInitiatedAndResolved

Plugin Map - Safety PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <-> resolved

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

## Communicate with Hospital Transport



Figure 20 - Communicate with Hospital Transport

## Stub

Dynamic Stub - TransportToHospital

Plugin Map - Communicate with Hospital Transport PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

## Availability PC

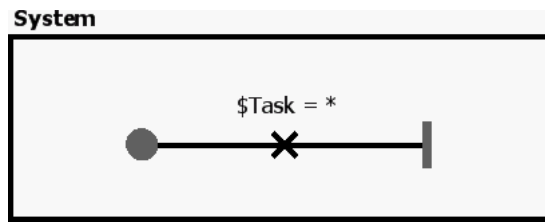


Figure 21 - Availability PC

## Mobility - Infrastructure

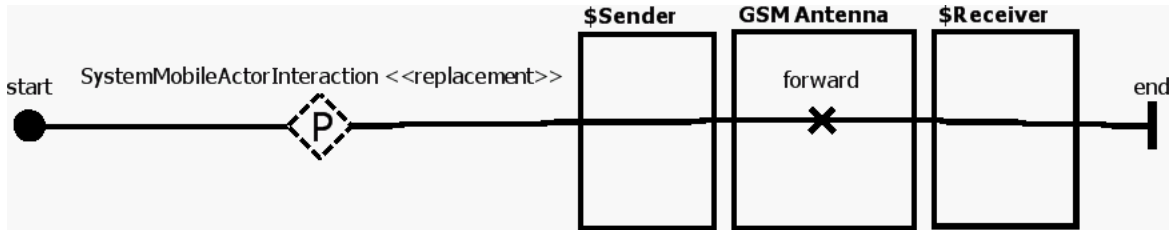


Figure 22 - Mobility - Infrastructure

## Stub

Dynamic Stub - SystemMobileActorInteraction <<replacement>>

Plugin Map - Mobility - Infrastructure PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

Plugin Map - Mobility - Infrastructure PC 2

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

## New Crisis and Mission Info

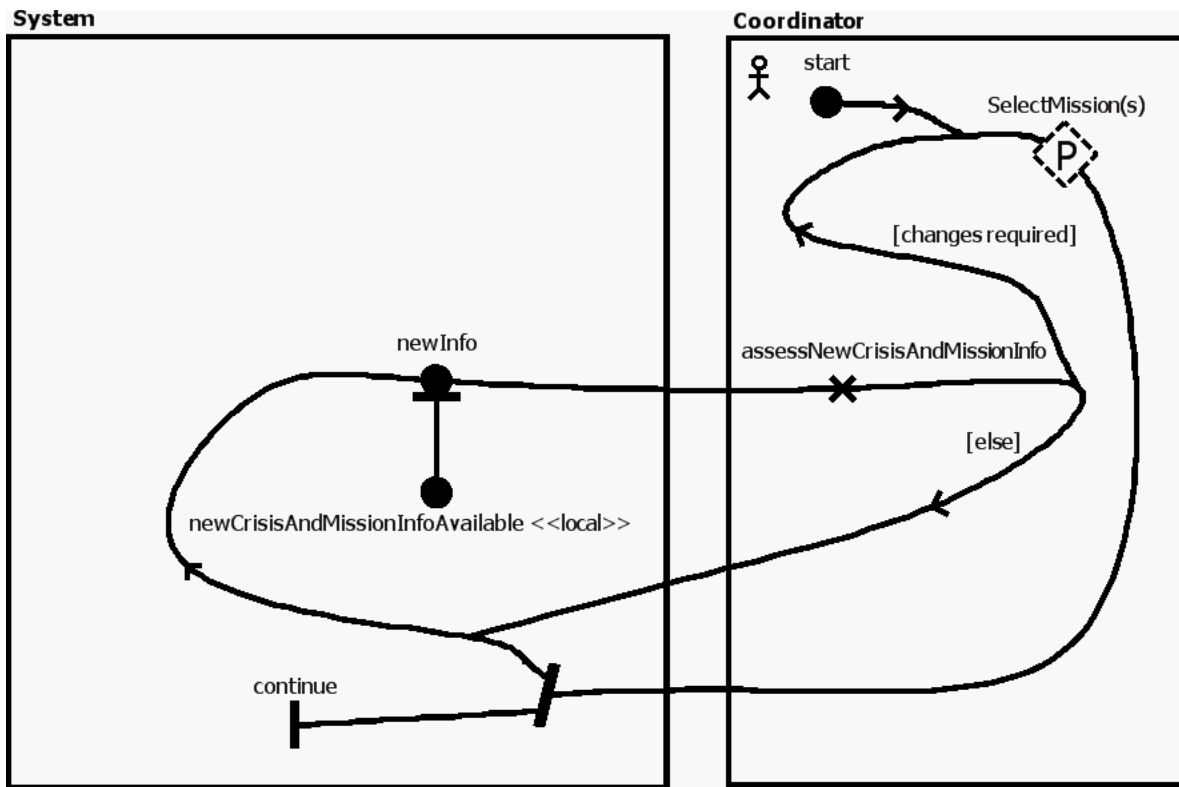


Figure 23 - New Crisis and Mission Info

## Stub

Dynamic Stub - SelectMission(s)

Plugin Map - New Crisis and Mission Info PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

## Authorization

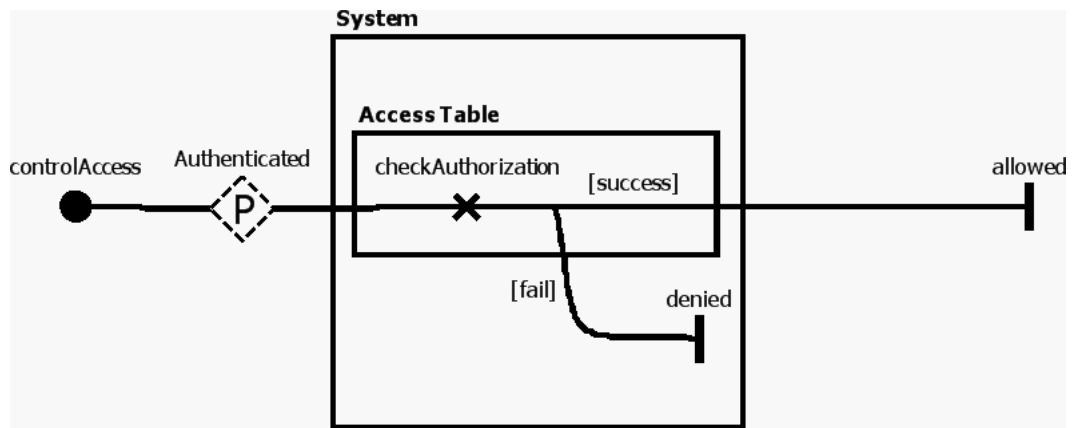


Figure 24 - Authorization

## Stub

Dynamic Stub - Authenticated

Plugin Map - Access Control PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

## Check Credentials

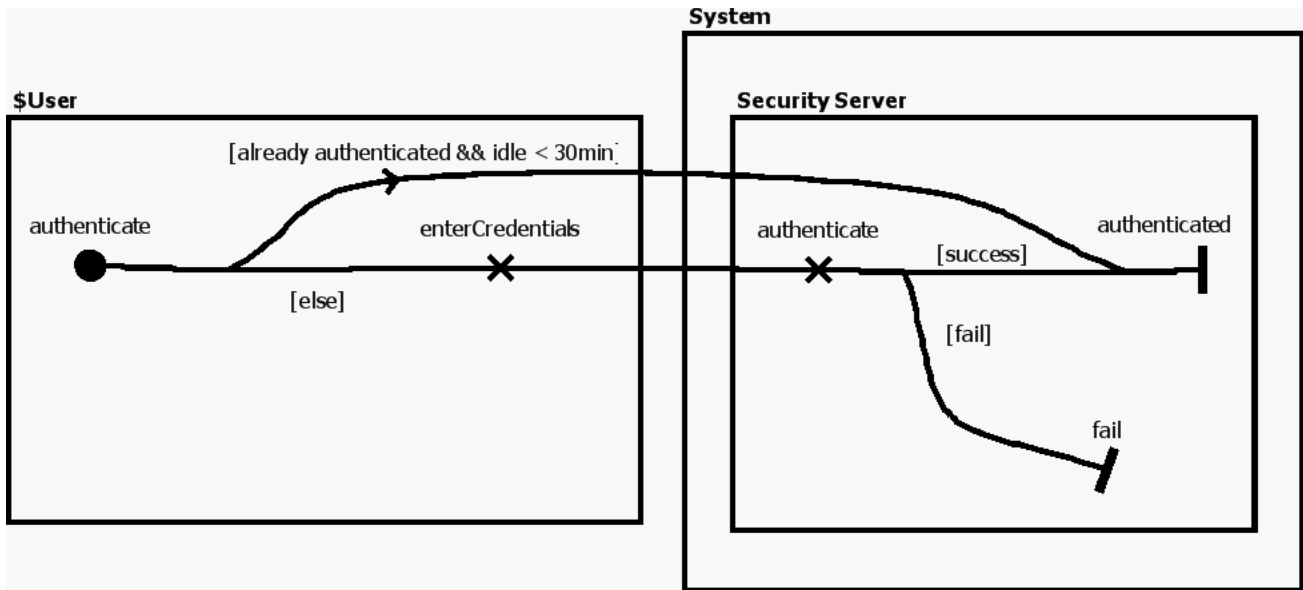


Figure 25 - Check Credentials

### Accept Mission

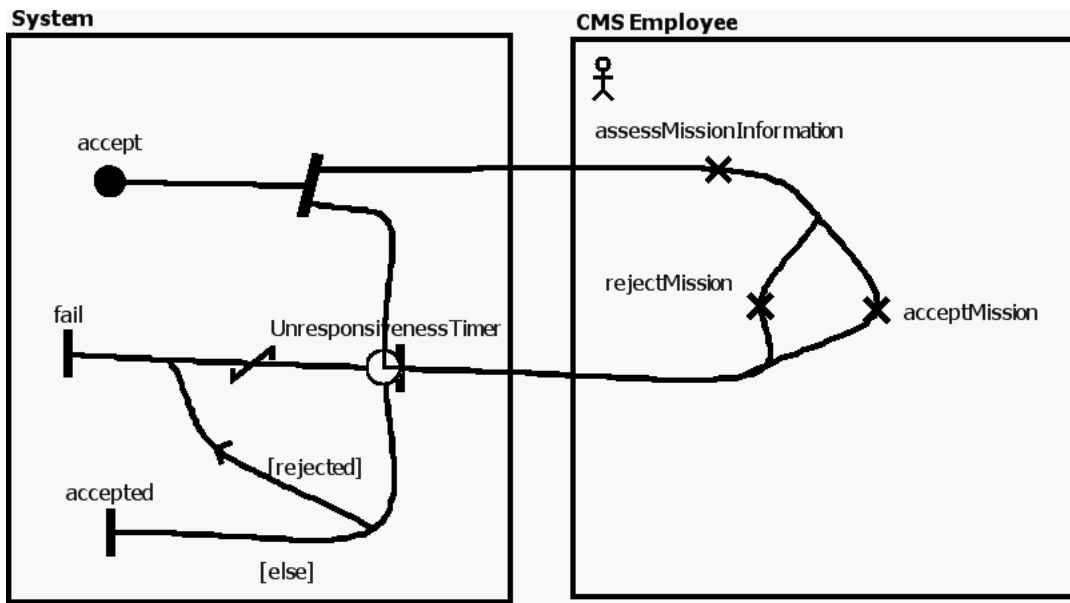


Figure 26 - Accept Mission



## Execute Mission

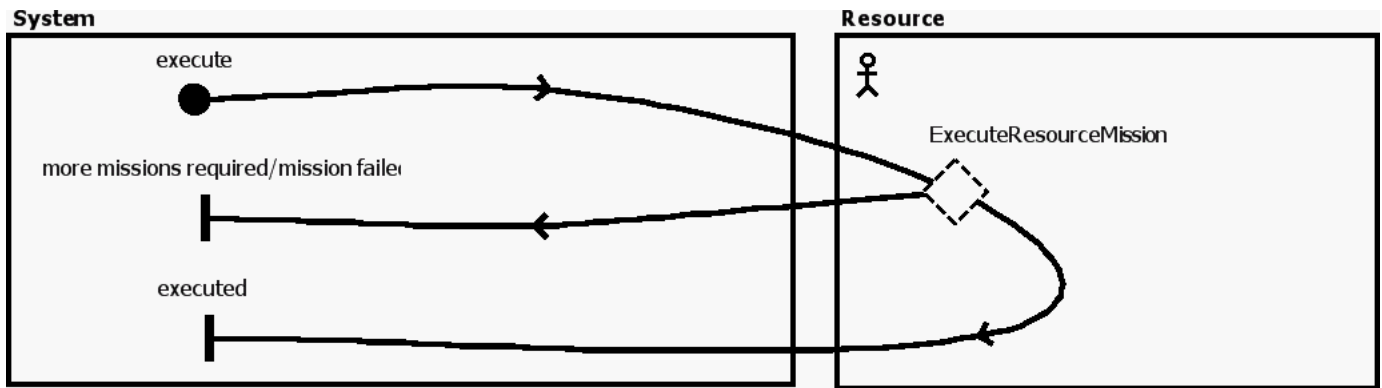


Figure 27 - Execute Mission

## Stub

Dynamic Stub - ExecuteResourceMission

Plugin Map - Execute Super Observer Mission

**Input Bindings:**

IN 1 <-> execute

**Output Bindings:**

OUT 1 <-> executed

OUT 2 <-> create missions

**Precondition:**

Expression: Mission == SUPEROBSERVER

Transaction: false

Probability: 1.0

Plugin Map - Execute Rescue Mission

**Input Bindings:**

IN 1 <-> execute

**Output Bindings:**

OUT 1 <-> executed

**Precondition:**

Expression: Mission == RESCUE

Transaction: false

Probability: 1.0

Plugin Map - Execute Remove Obstacle Mission

**Input Bindings:**

*IN 1 <-> to be defined*

**Output Bindings:**

*OUT 1 <-> to be defined*

**Precondition:**

Expression: Mission == OBSTACLEREMOVAL

Transaction: false

Probability: 1.0

Plugin Map - Execute Helicopter Transport Mission

**Input Bindings:**

*IN 1 <-> to be defined*

**Output Bindings:**

*OUT 1 <-> to be defined*

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

**Confidentiality PC 2**

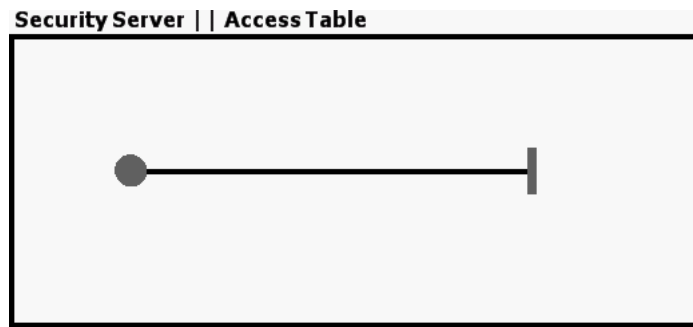


Figure 28 - Confidentiality PC 2

### Mobility - Infrastructure PC

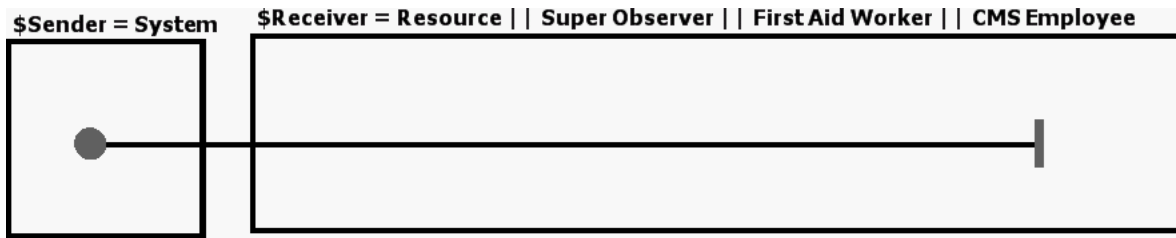


Figure 29 - Mobility - Infrastructure PC

## Request Resources

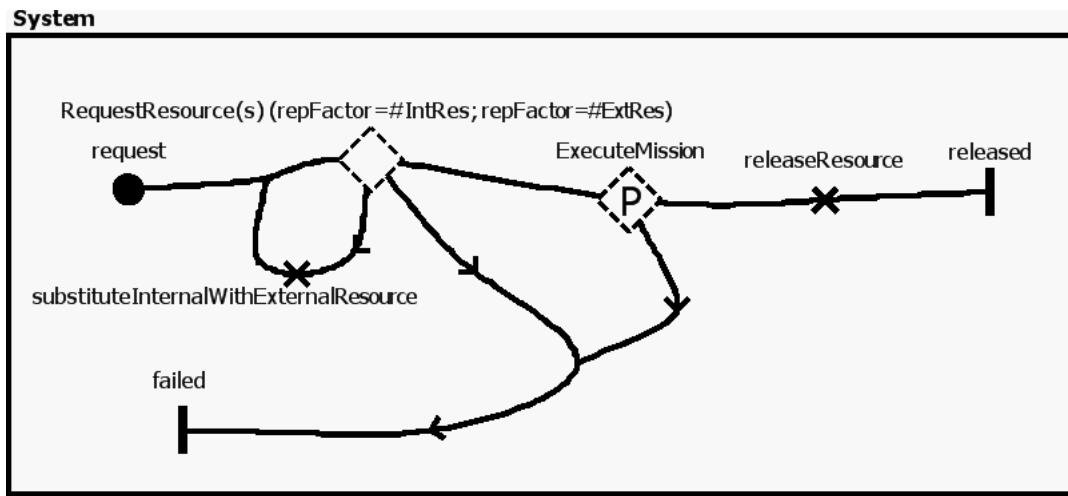


Figure 30 - Request Resources

## Stub

Dynamic Stub - RequestResource(s) (repFactor=#IntRes; repFactor=#ExtRes)

Plugin Map - Assign Internal Resource

**Input Bindings:**

IN 1 <-> assign

**Output Bindings:**

OUT 1 <-> assigned

OUT 2 <-> not assigned

**Precondition:**

Expression: NrInternalResources > 0

Transaction: false

Probability: 1.0

Plugin Map - Request External Resource

**Input Bindings:**

IN 1 <-> request

**Output Bindings:**

OUT 1 <-> approved

OUT 3 <-> denied

**Precondition:**

Expression: NrExternalResources > 0

Transaction: false

Probability: 1.0

Dynamic Stub - ExecuteMission

Plugin Map - Execute Mission

**Input Bindings:**

*IN 1 <-> execute*

**Output Bindings:**

*OUT 1 <-> executed*

*OUT 2 <-> more missions required/mission failed*

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

## Statistic Logging

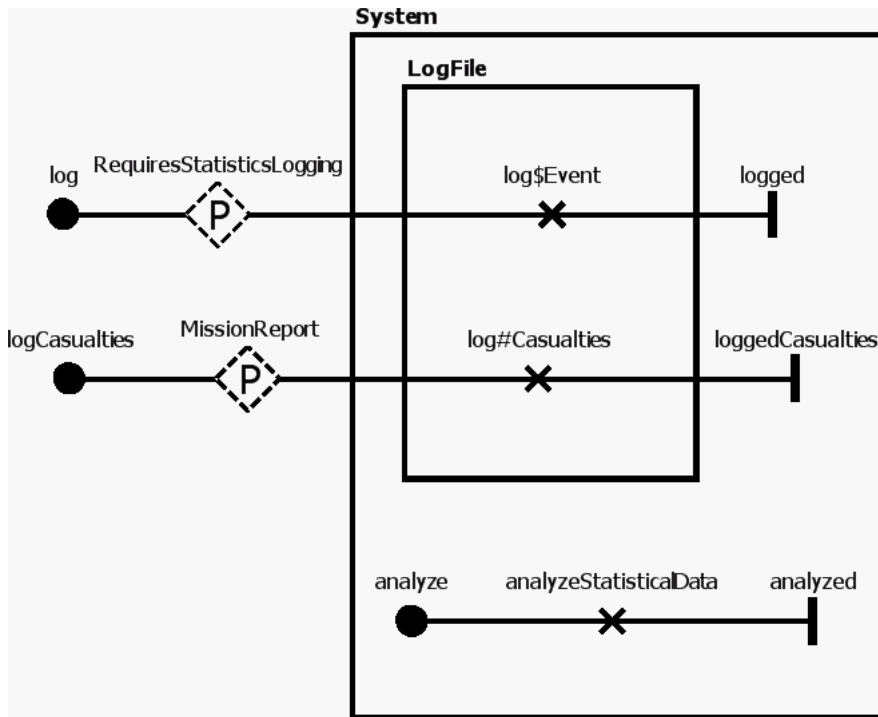


Figure 31 - Statistic Logging

## Stub

Dynamic Stub - RequiresStatisticsLogging

Plugin Map - Statistic Logging PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

Plugin Map - Statistic Logging PC 2

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

Plugin Map - Statistic Logging PC 3

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <-> \$Event = more missions\* || executed || \*assigned || denied || approved || confirmed || not captured ||  
\*crisis || resolved

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

Dynamic Stub - MissionReport

Plugin Map - Statistic Logging PC 4

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0



## Select / Indicate Missions PC

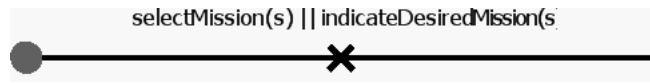
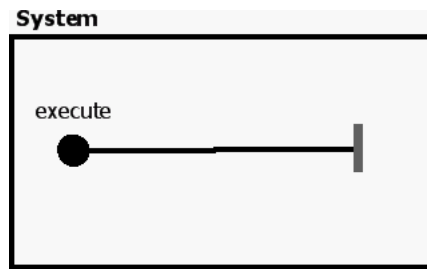


Figure 32 - Select / Indicate Missions PC

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## Execute Super Observer Mission - Status Update Create PC

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Figure 33 - Execute Super Observer Mission - Status Update Create PC

## Confirm Departure

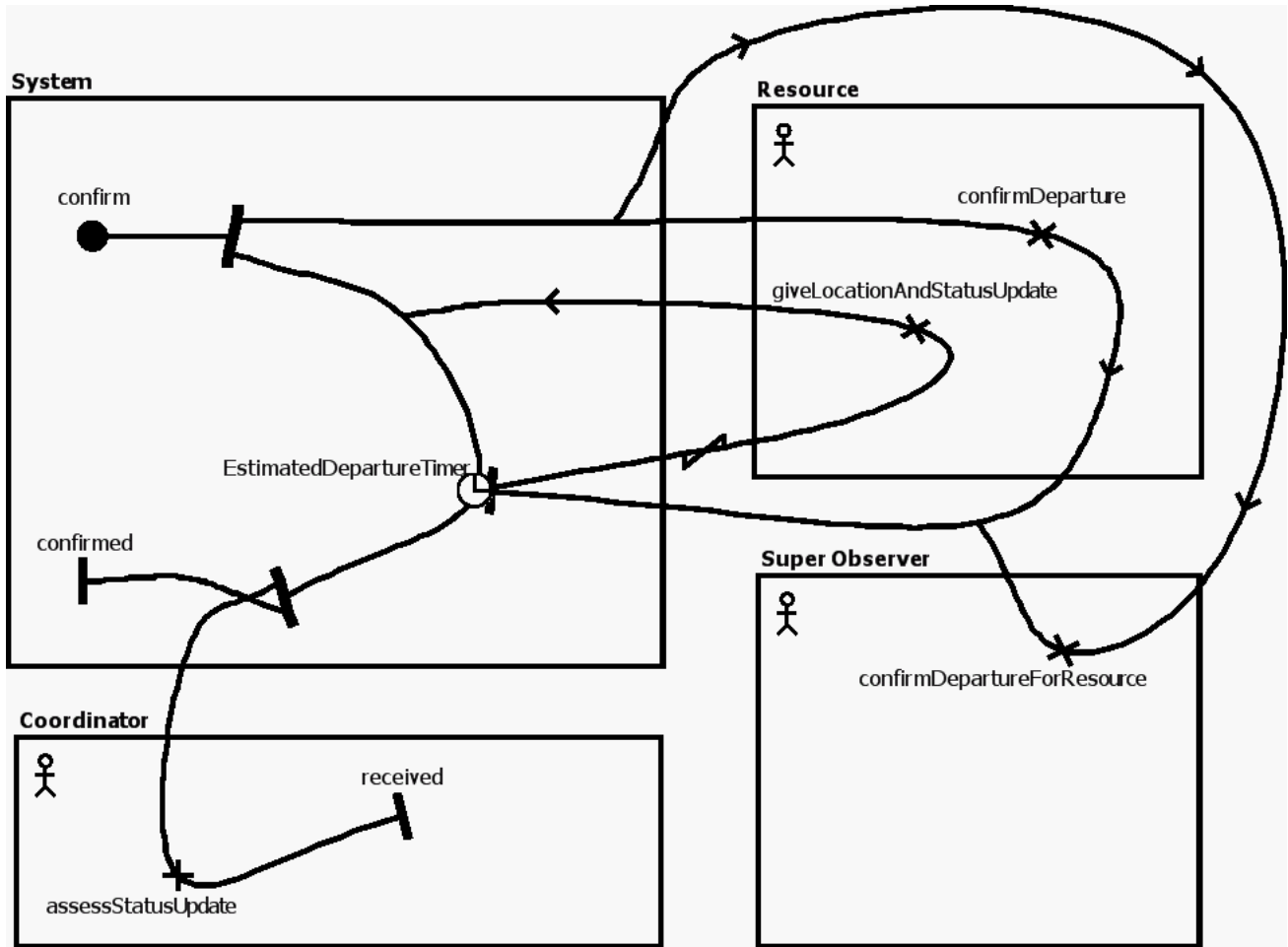


Figure 34 - Confirm Departure

## Safety PC



Figure 35 - Safety PC

## Stub

Static Stub - ...

### Execute Rescue Mission

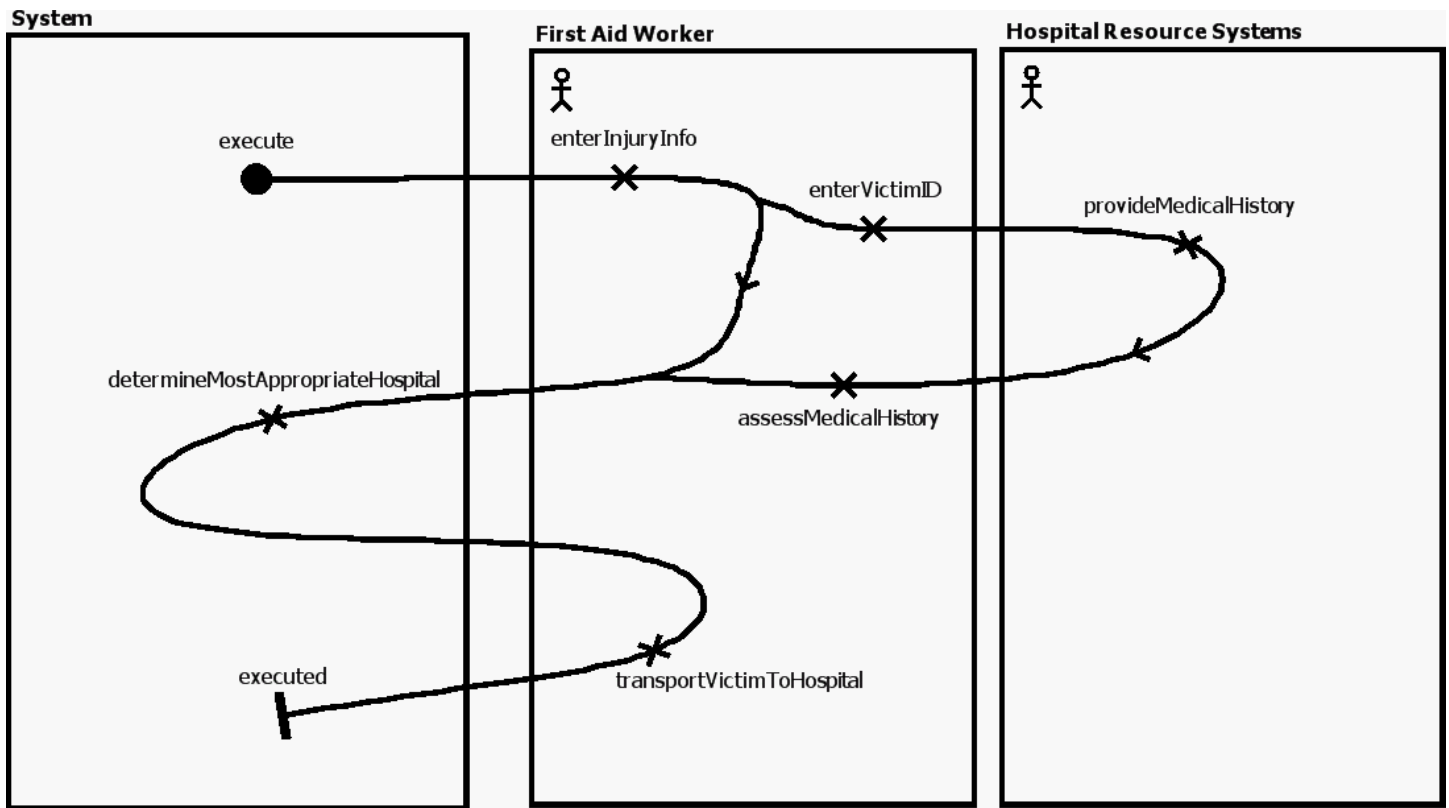


Figure 36 - Execute Rescue Mission

## Safety - Weather Information System

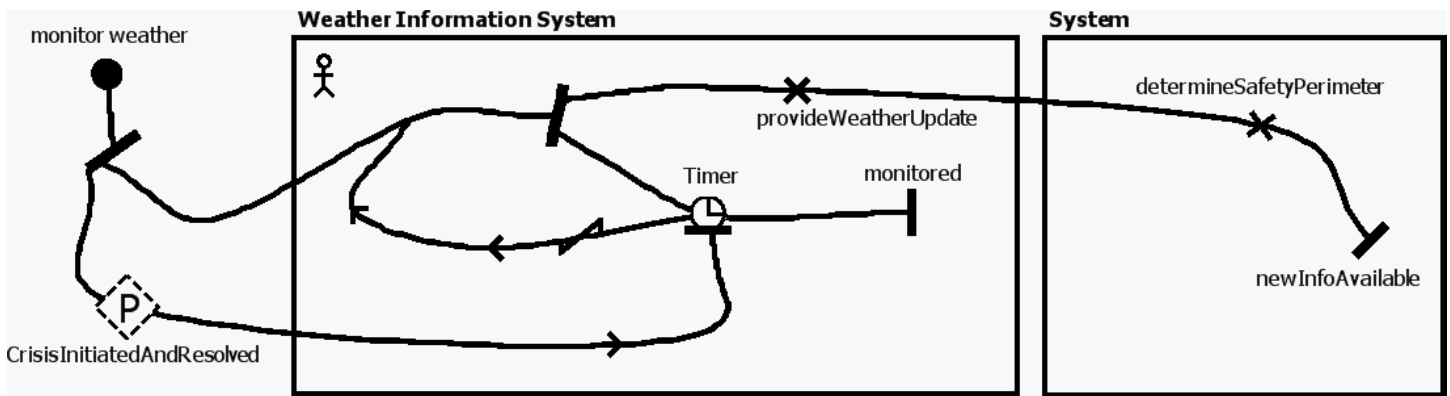


Figure 37 - Safety - Weather Information System

### Stub

Dynamic Stub - CrisisInitiatedAndResolved

Plugin Map - Safety PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <-> resolved

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

## Persistence PC 2

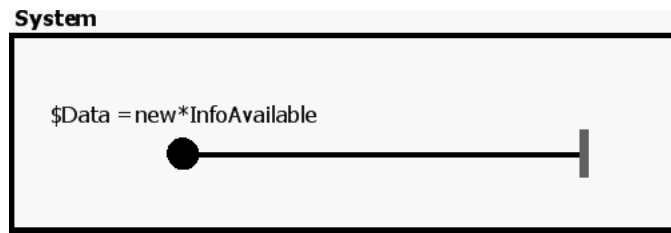


Figure 38 - Persistence PC 2

## Request External Resource

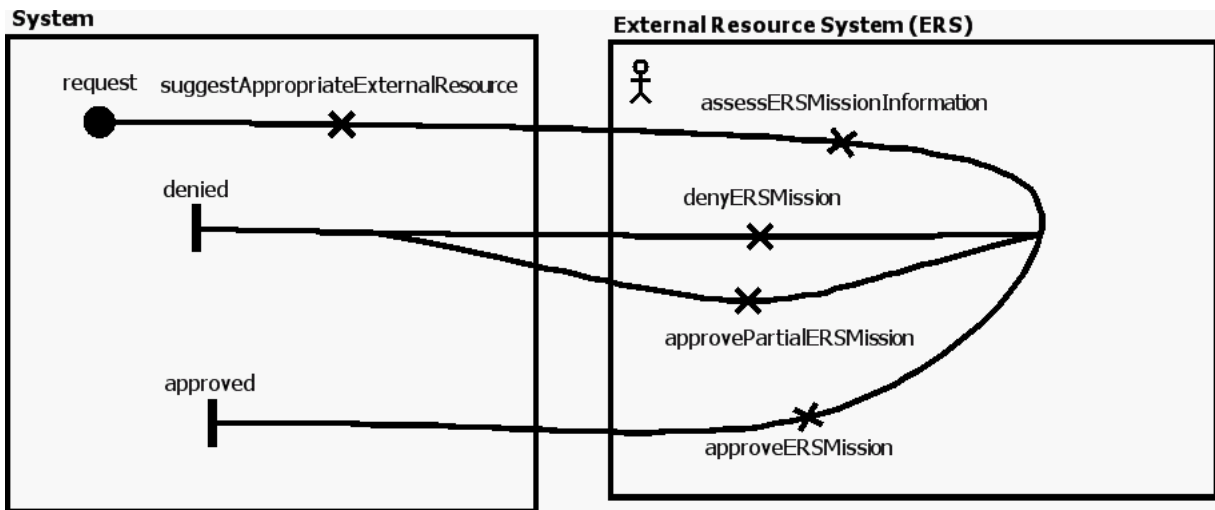


Figure 39 - Request External Resource



## New Crisis and Mission Info PC



Figure 40 - New Crisis and Mission Info PC

## Persistence PC

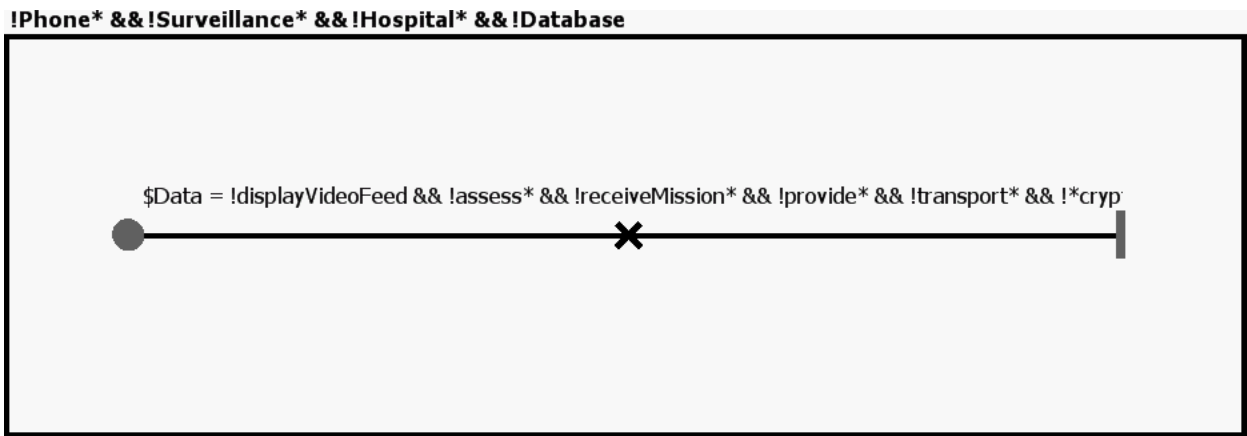


Figure 41 - Persistence PC

## Execute Helicopter Transport Mission

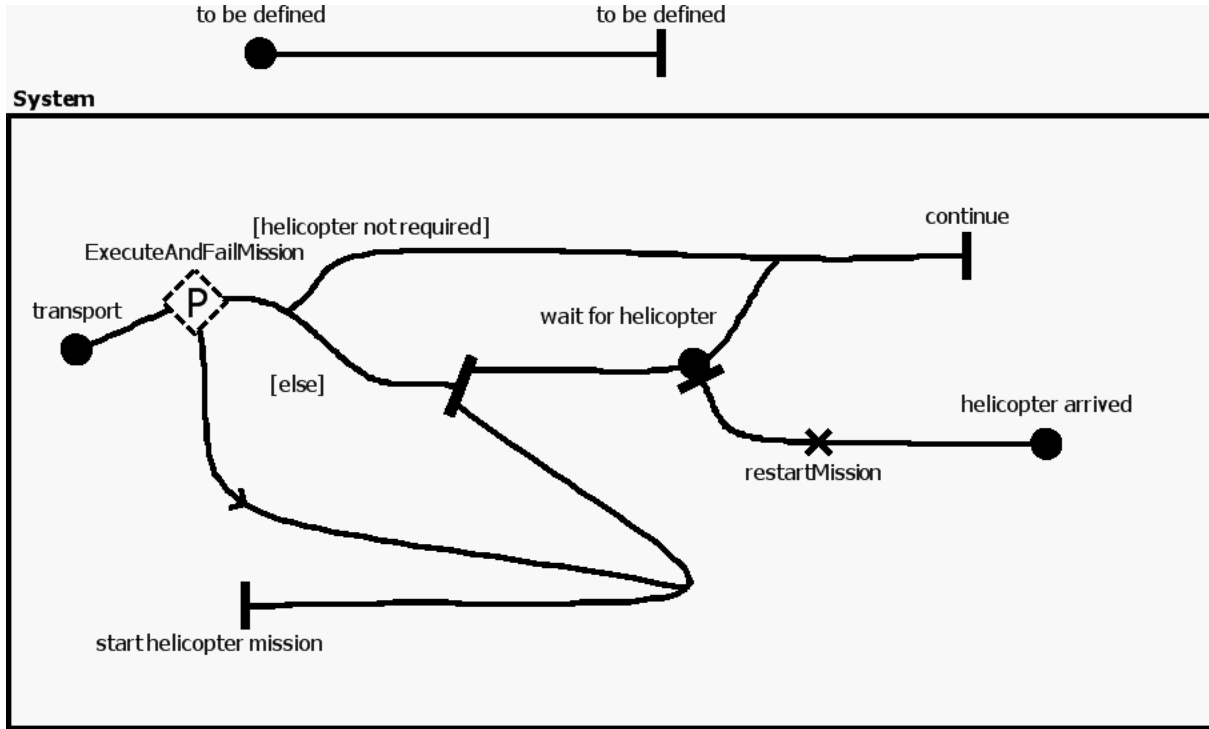


Figure 42 - Execute Helicopter Transport Mission

### Stub

Dynamic Stub - ExecuteAndFailMission

Plugin Map - Helicopter Transport Mission PC

**Input Bindings:**

IN 1 <-> execute

**Output Bindings:**

OUT 1 <->

OUT 2 <-> more missions\*

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

### Execute Super Observer Mission - Status Update Success PC

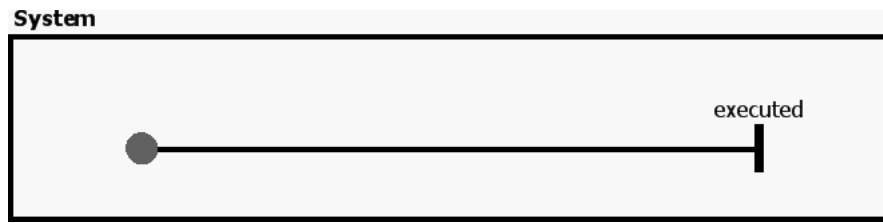


Figure 43 - Execute Super Observer Mission - Status Update Success PC

## Authentication PC 2

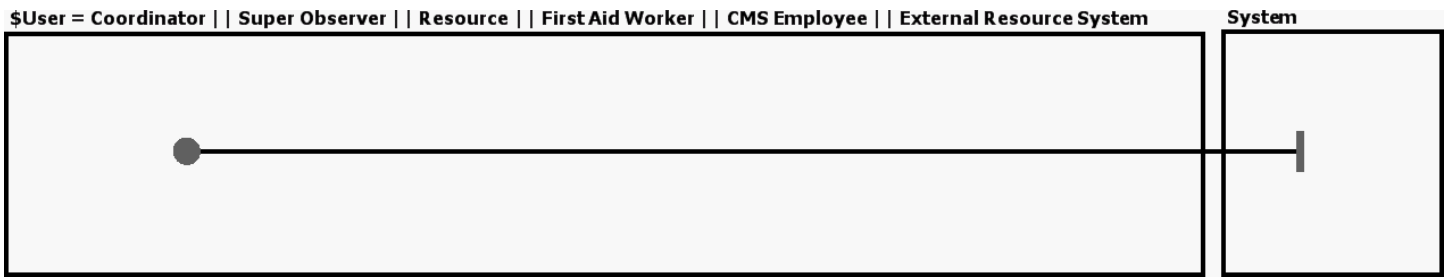


Figure 44 - Authentication PC 2

## Execute Super Observer Mission - Status Update Fail PC

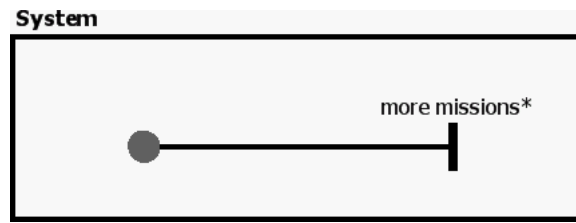


Figure 45 - Execute Super Observer Mission - Status Update Fail PC

## Capture Witness Report

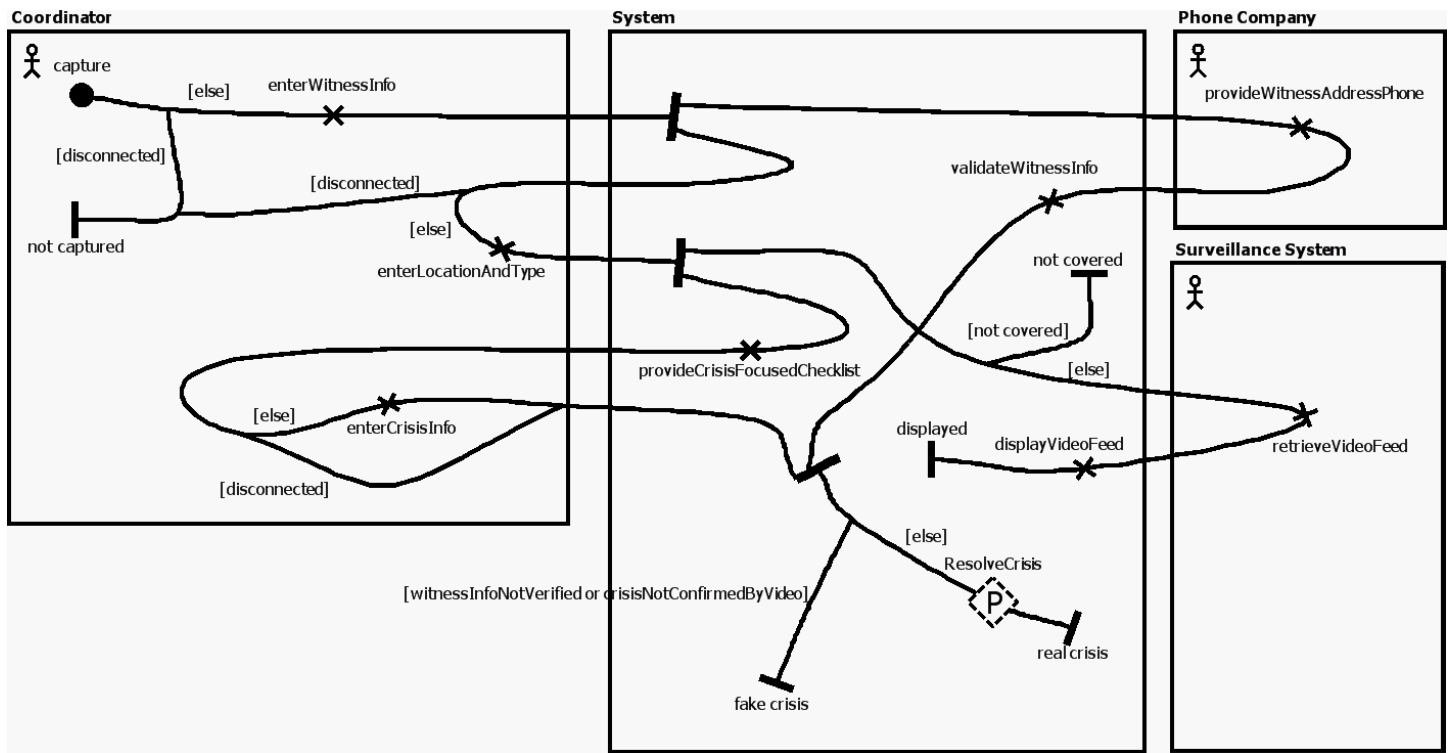


Figure 46 - Capture Witness Report

## Stub

Dynamic Stub - ResolveCrisis

Plugin Map - Resolve Crisis

**Input Bindings:**

IN 1 <-> resolve

**Output Bindings:**

OUT 1 <-> resolved

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

### Execute Super Observer Mission

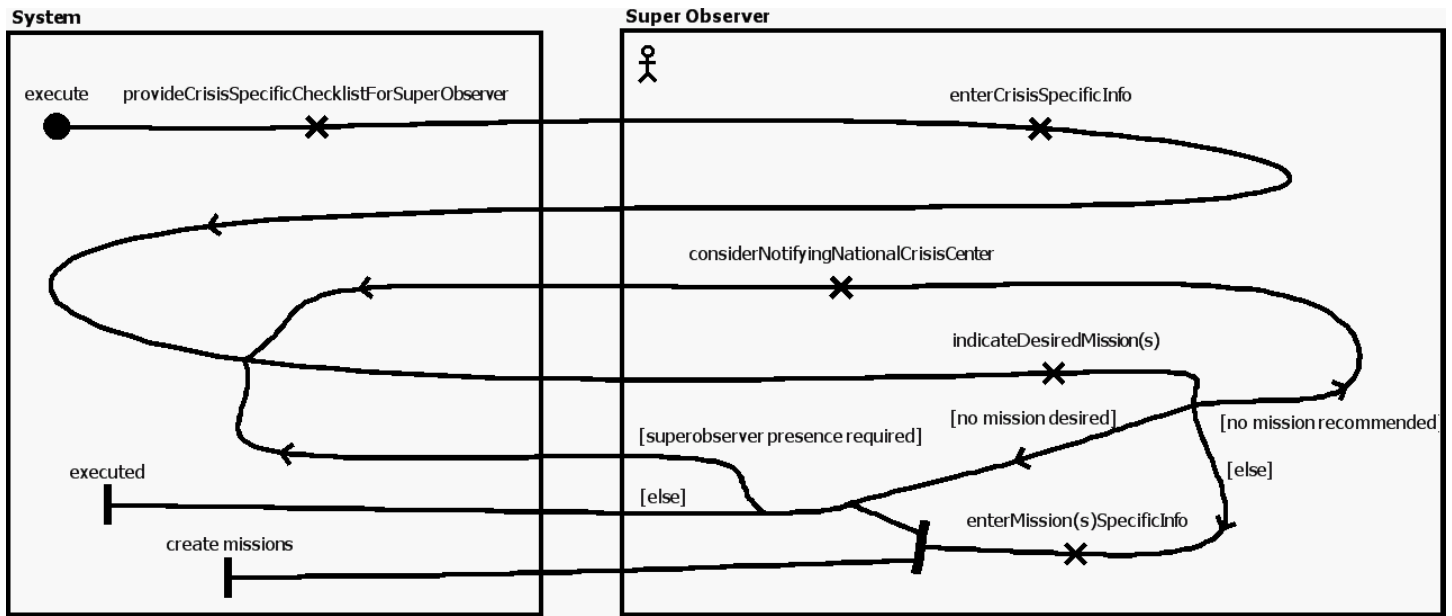


Figure 47 - Execute Super Observer Mission



## Confidentiality PC

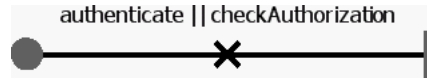


Figure 48 - Confidentiality PC

## Communication PC

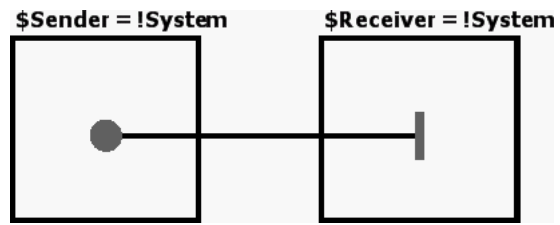


Figure 49 - Communication PC

## Safety - Criminal Activity Monitoring System

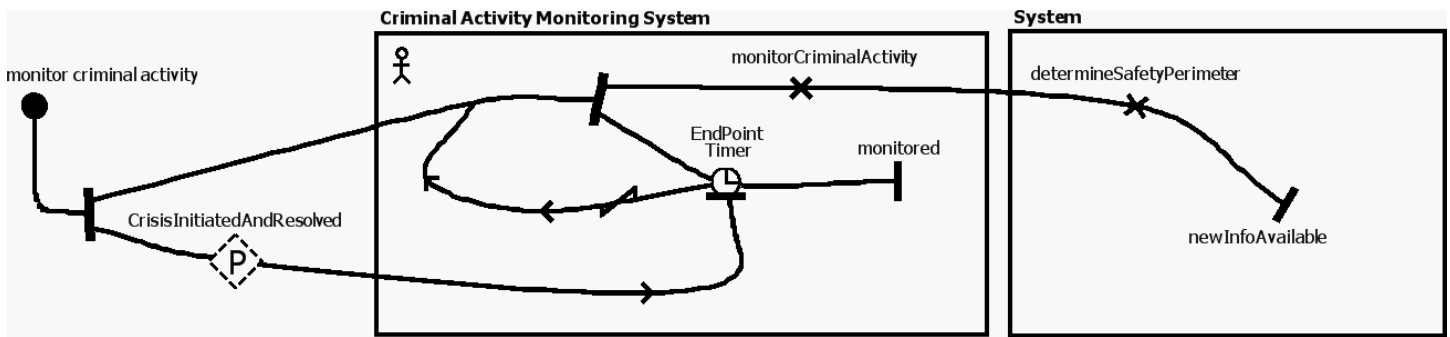


Figure 50 - Safety - Criminal Activity Monitoring System

### Stub

Dynamic Stub - CrisisInitiatedAndResolved

Plugin Map - Safety PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <-> resolved

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

## Execute Super Observer Mission - Status Update Create

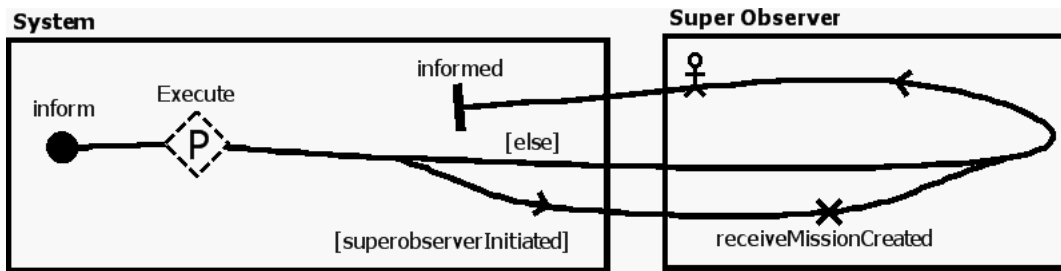


Figure 51 - Execute Super Observer Mission - Status Update Create

### Stub

Dynamic Stub - Execute

Plugin Map - Execute Super Observer Mission - Status Update Create PC

**Input Bindings:**

IN 1 <-> execute

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

## Update Mission Info

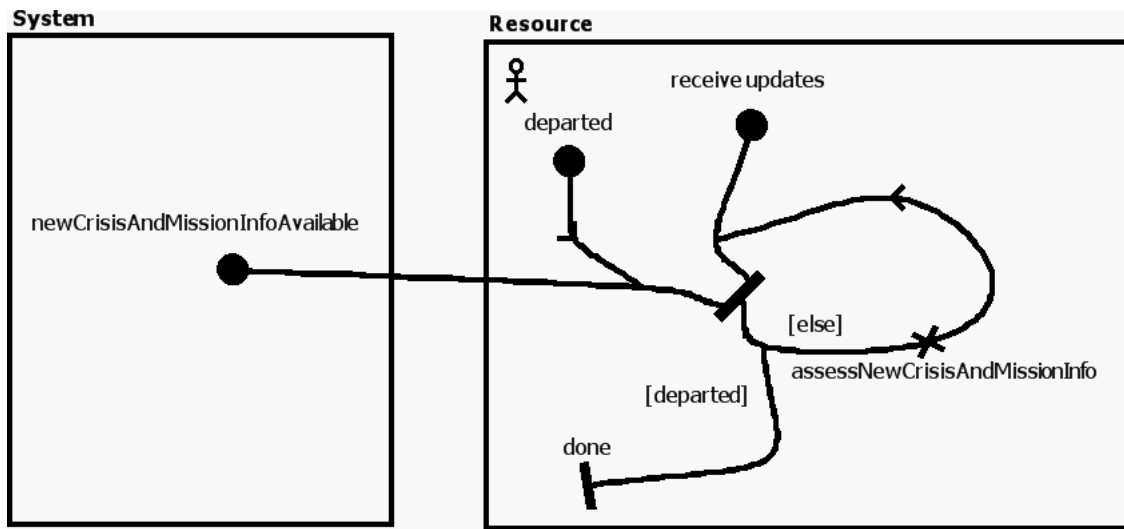


Figure 52 - Update Mission Info

## Execute Remove Obstacle Mission

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*Figure 53 - Execute Remove Obstacle Mission*

## Communicate with Resource at Location

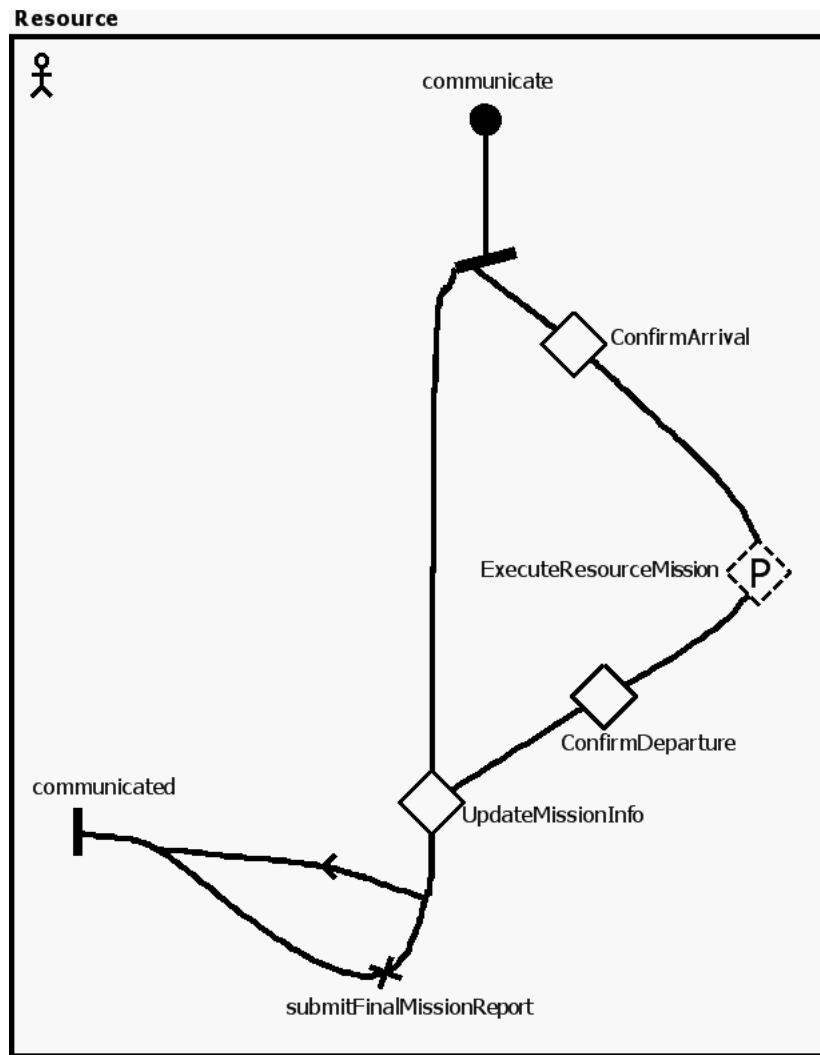


Figure 54 - Communicate with Resource at Location

### Stub

Dynamic Stub - ExecuteResourceMission

Plugin Map - Execute Resource Mission PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <-> executed

**Precondition:**

Expression: true  
Transaction: false  
Probability: 1.0

Static Stub - ConfirmArrival

Plugin Map - Confirm Arrival

**Input Bindings:**

*IN 1 <-> confirm*

**Output Bindings:**

*OUT 1 <-> confirmed*

**Precondition:**

Expression: true  
Transaction: false  
Probability: 1.0

Static Stub - ConfirmDeparture

Plugin Map - Confirm Departure

**Input Bindings:**

*IN 1 <-> confirm*

**Output Bindings:**

*OUT 1 <-> confirmed*

**Precondition:**

Expression: true  
Transaction: false  
Probability: 1.0

Static Stub - UpdateMissionInfo

Plugin Map - Update Mission Info

**Input Bindings:**

*IN 1 <-> receive updates*

*IN 1 <-> departed*

**Output Bindings:**

*OUT 1 <-> done*

**Precondition:**

Expression: true  
Transaction: false




Probability: 1.0

### Statistic Logging PC 3

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\$Event = more missions\* || executed || \*assigned || denied || approved || confirmed || not captured || \*crisis || resolv



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Figure 55 - Statistic Logging PC 3

## Confidentiality

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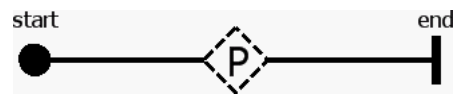


Figure 56 - Confidentiality

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## Stub

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Dynamic Stub -

Plugin Map - Confidentiality PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

Plugin Map - Confidentiality PC 2

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

## Set Resource Status to Departure

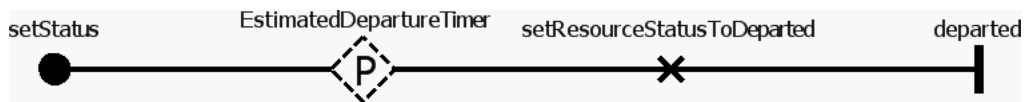


Figure 57 - Set Resource Status to Departure

## Stub

Dynamic Stub - EstimatedDepartureTimer

Plugin Map - Set Resource Status to Departure PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

## Encryption PC

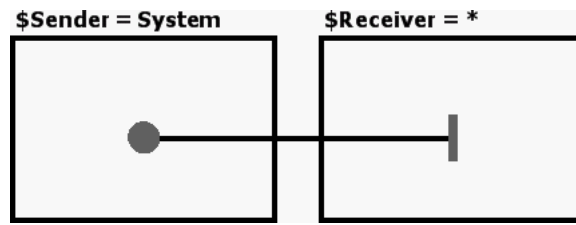


Figure 58 - Encryption PC

## Statistic Logging PC

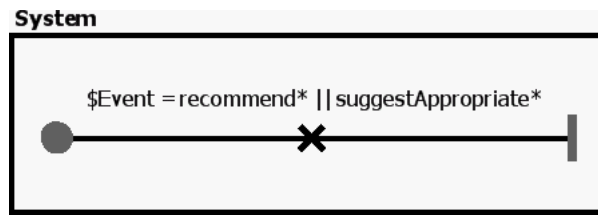


Figure 59 - Statistic Logging PC

### Concern Interaction Graph 2

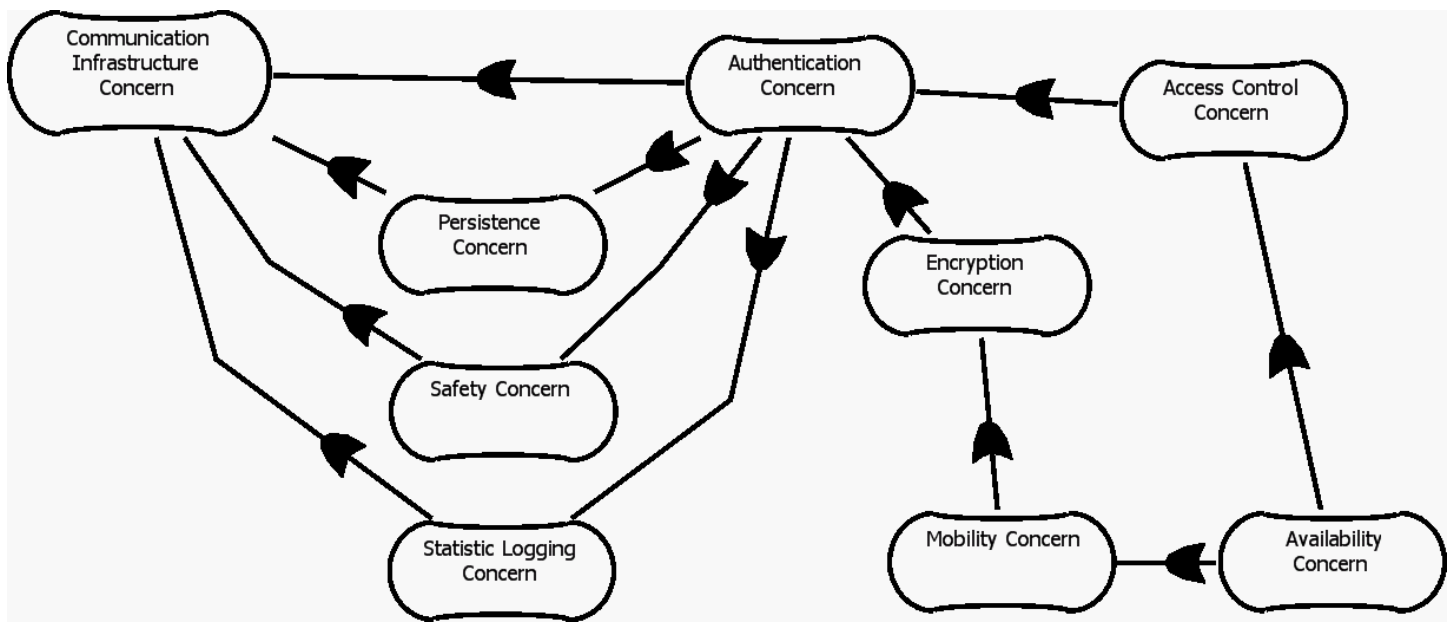


Figure 60 - Concern Interaction Graph 2

## Assign Internal Resource

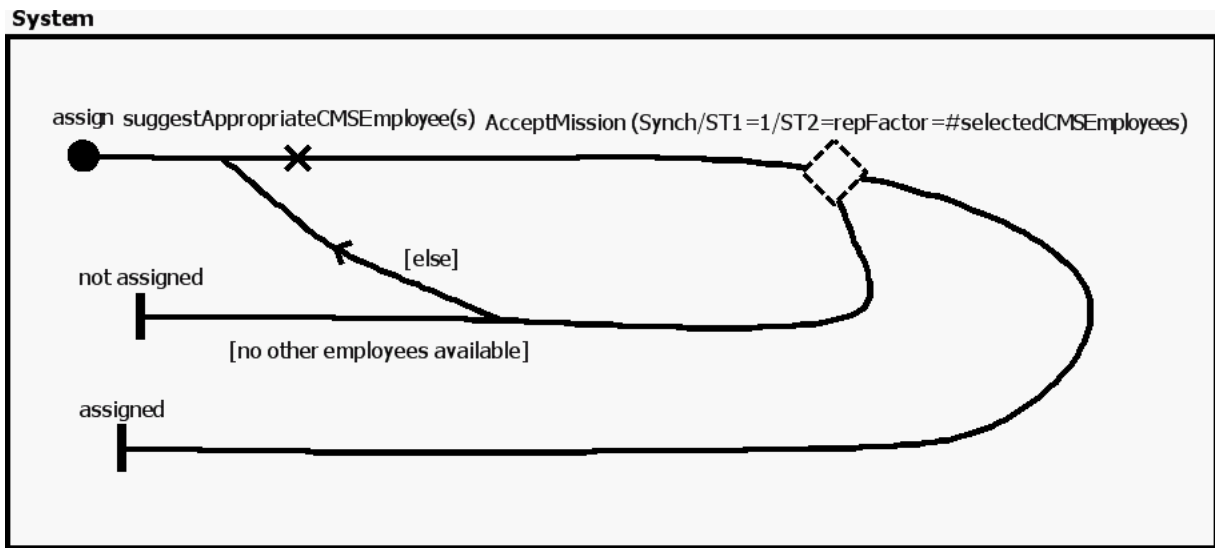


Figure 61 - Assign Internal Resource

## Stub

Dynamic Stub - AcceptMission (Synch/ST1=1/ST2=repFactor=#selectedCMSEmployees)

Plugin Map - Accept Mission

**Input Bindings:**

IN 1 <-> accept

**Output Bindings:**

OUT 1 <-> accepted

OUT 2 <-> fail

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0



### Execute Super Observer Mission - Status Update Success

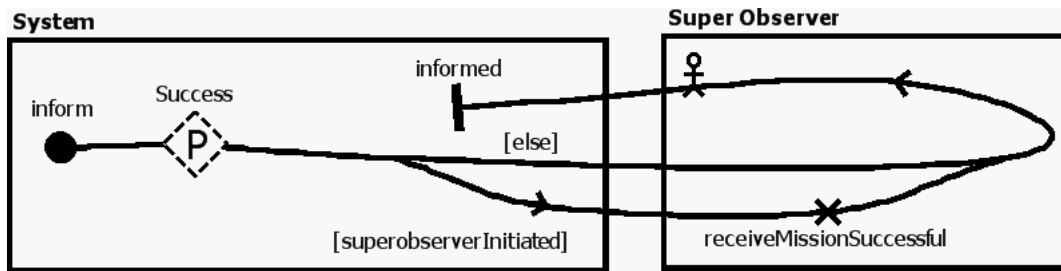


Figure 62 - Execute Super Observer Mission - Status Update Success

### Stub

Dynamic Stub - Success

Plugin Map - Execute Super Observer Mission - Status Update Success PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <-> executed

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

## Persistence

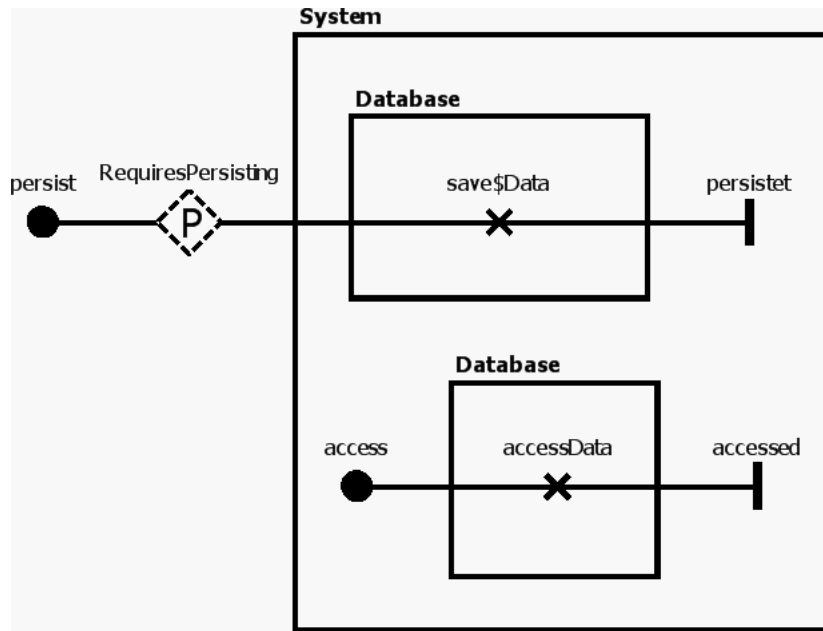


Figure 63 - Persistence

## Stub

Dynamic Stub - RequiresPersisting

Plugin Map - Persistence PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

Plugin Map - Persistence PC 2

**Input Bindings:**

IN 1 <-> \$Data = new\*InfoAvailable

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0

## Mobility - Infrastructure PC 2

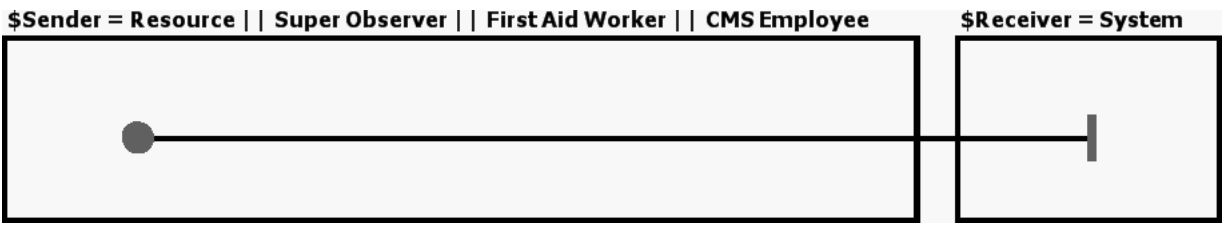


Figure 64 - Mobility - Infrastructure PC 2

## Resolve Crisis

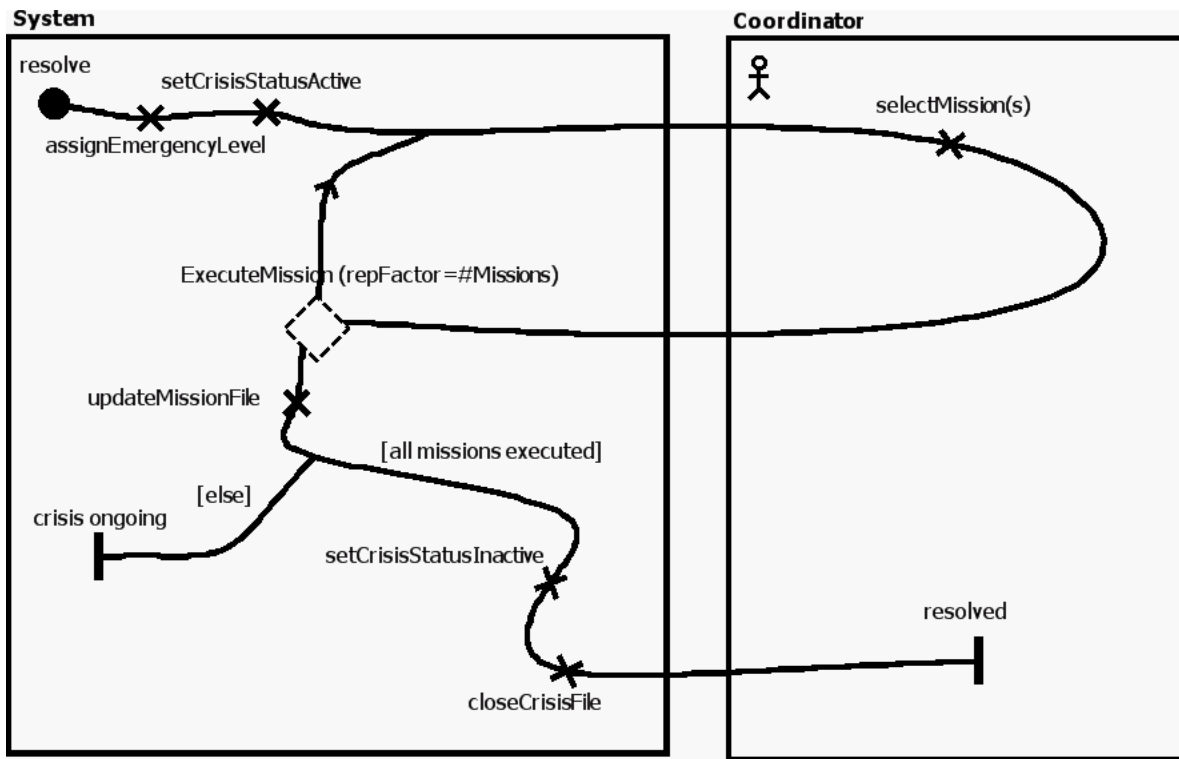


Figure 65 - Resolve Crisis

## Stub

Dynamic Stub - ExecuteMission (repFactor=#Missions)

Plugin Map - Execute Mission

**Input Bindings:**

IN 1 <-> execute

**Output Bindings:**

OUT 1 <-> executed

OUT 2 <-> more missions required/mission failed

**Precondition:**

Expression: NrMissions > 0

Transaction: false

Probability: 1.0

Plugin Map - Default

**Input Bindings:**

IN 1 <-> default

**Output Bindings:**

OUT 1 <-> default

**Precondition:**

Expression: NrMissions == 0

Transaction: false

Probability: 1.0

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## Set Resource Status to Arrival PC

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Figure 66 - Set Resource Status to Arrival PC

## Availability

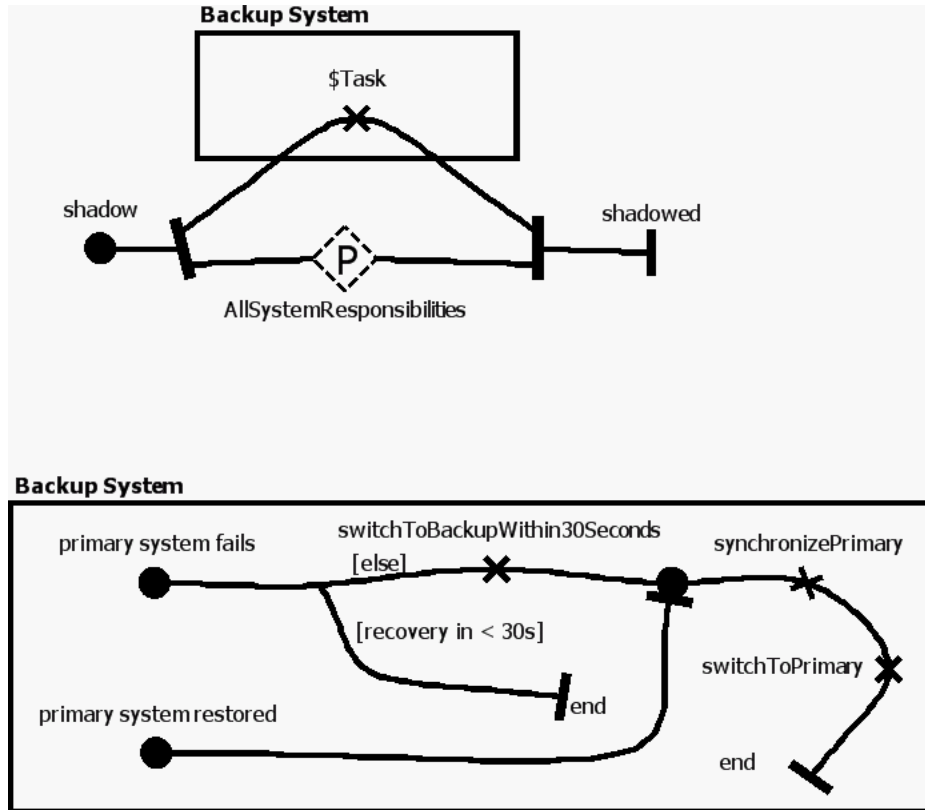


Figure 67 - Availability

## Stub

Dynamic Stub - AllSystemResponsibilities

Plugin Map - Availability PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <->

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0



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## Mobility - Map Information System PC

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Figure 68 - Mobility - Map Information System PC

### Confirm Arrival

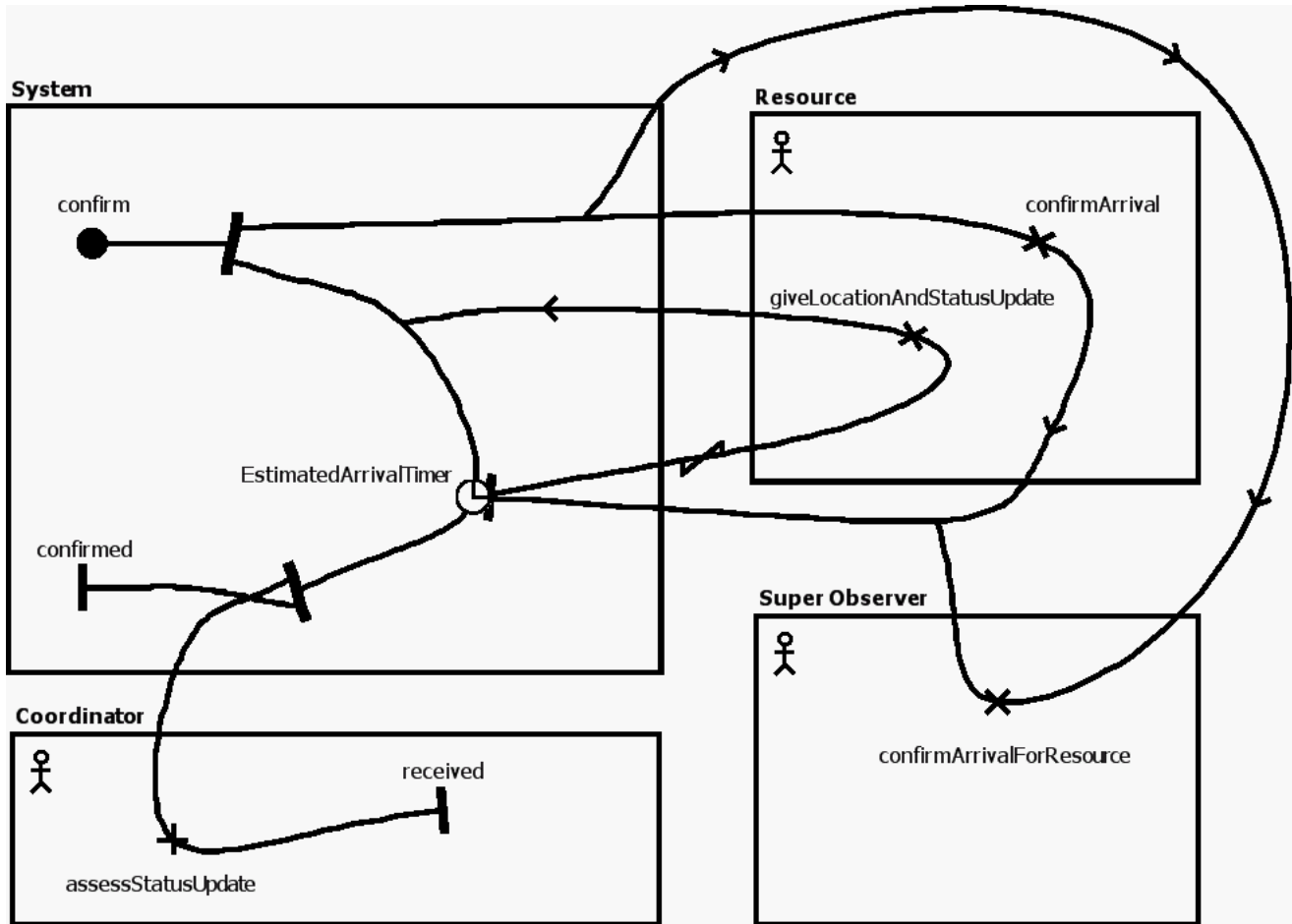


Figure 69 - Confirm Arrival

### Execute Super Observer Mission - Status Update Fail

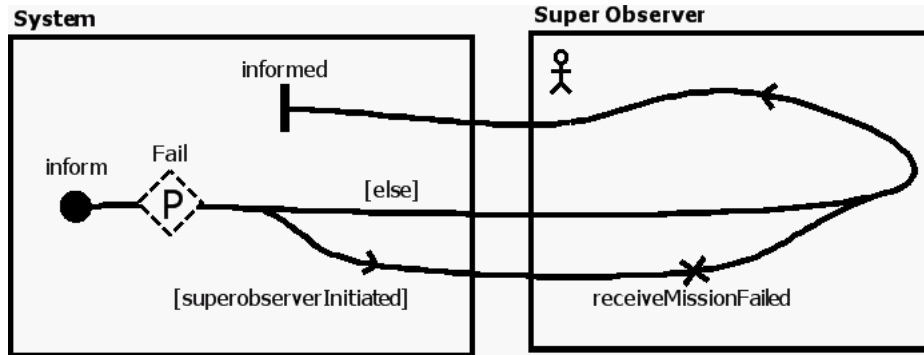


Figure 70 - Execute Super Observer Mission - Status Update Fail

### Stub

Dynamic Stub - Fail

Plugin Map - Execute Super Observer Mission - Status Update Fail PC

**Input Bindings:**

IN 1 <->

**Output Bindings:**

OUT 1 <-> more missions\*

**Precondition:**

Expression: true

Transaction: false

Probability: 1.0