

# 1 UVL Code Example

Listing 1: A simple Pizza Model.

```
1 features
2   /* esto es
3   otro comentario */
4 Pizza {abstract}
5   optional
6     CheesyCrust {Kcal 370, Price 1.00}
7     Integer SpicyLvl
8     String Name // Esto es un comentario
9   mandatory
10  Topping {abstract}
11    or
12      Salami {Kcal 462}
13      Ham {Kcal 115}
14      Mozzarella {Kcal 310}
15      Anchovies {Kcal 210, Price 0.50}
16    Size {abstract}
17      alternative
18        "Normal size" {Price 8.00}
19        Big {Price 12.00}
20    Dough {abstract}
21      alternative
22        Neapolitan
23        Sicilian {Price 0.50}
24 constraints
25   (CheesyCrust & Sicilian) => Big
26   Neapolitan => (!Salami & !Ham)
27   sum(Price) < 12
28   Name => len(Name)<10 & Name=='Margherita'
29   SpicyLvl >= 1 & SpicyLvl <= 5
30   SpicyLvl=5 => SpicyLvl.Price==1.00
31   (SpicyLvl>=1 & SpicyLvl<5) => SpicyLvl.Price==0
```

Listing 2: A simple Pizza Model from a .uvl file.

```
1 features
2   /* Multi-line
3   comment example */
4 Pizza {abstract}
5   optional
6     CheesyCrust {Kcal 370, Price 1.00}
7     Integer SpicyLvl
8     String Name // Esto es un comentario
9   mandatory
10  Topping {abstract}
11    or
12      Salami {Kcal 462}
13      Ham {Kcal 115}
14      Mozzarella {Kcal 310}
15      Anchovies {Kcal 210, Price 0.50}
16    Size {abstract}
17      alternative
18        "Normal size" {Price 8.00}
19        Big {Price 12.00}
20    Dough {abstract}
21      alternative
22        Neapolitan
23        Sicilian {Price 0.50}
24 constraints
25   (CheesyCrust & Sicilian) => Big
26   Neapolitan => (!Salami & !Ham)
27   sum(Price) < 12
28   Name => len(Name)<10 & Name=='Margherita'
```

```
29 SpicyLvl >= 1 & SpicyLvl <= 5
30 SpicyLvl==5 => SpicyLvl.Price==1.00
31 (SpicyLvl>=1 & SpicyLvl<5) => SpicyLvl.Price==0
```

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