Exercise
Model definition

• What are **objects**?
  – ... and their **attributes**
  – What are **operations** that changes values of the attributes?

• What are **roles**?

• What are **security actions**?

• What are **users**?
Model definition: (toy)

Example

- What are **objects**?
  - … and their **attributes**
    - Cave and Food stored in it
  - What are **operations** that changes values of the attributes?

- What are **roles**?

- What are **security actions**?

- Who are **users**?
What are objects?
- ... and their attributes
  - Cave and Food stored in it
- What are operations that changes values of the attributes?
  - Store food, Remove food, Give foods image, Change food

What are roles?

What are security actions?

Who are users?
What are objects?
- … and their attributes
  - Cave and Food stored in it

What are operations that changes values of the attributes?
  - Store food, Remove food, Give foods image, Change food

What are roles?
- Cavemen, Good friend

What are security actions?

Who are users?
Model definition: (toy)

Example

• What are **objects**?
  – … and their **attributes**
    • Cave and Food stored in it
  – What are **operations** that changes values of the attributes?
    • Store food, Remove food, Give foods image, Change food

• What are **roles**?
  – Cavemen, Good friend

• What are **security actions**?
  – Add, Remove, View, Change

• Who are **users**?
Model definition: (toy)

Example

• What are objects?
  – … and their attributes
    • Cave and Food stored in it
  – What are operations that changes values of the attributes?
    • Store food, Remove food, Give foods image, Change food

• What are roles?
  – Cavemen, Good friend

• What are security actions?
  – Add, Remove, View, Change

• Who are users?
Example – Solution
Model definition: (toy)

Example