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**?
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**?

Model definition: (toy)
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?
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?**

- **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**?
- Add, Remove, View, Change

Who are **users**?
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