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The Testing and Test Control Notation version 3;

TTCN-3 extension: Advanced Matching

**ETSI Standard**

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## 5.1 Dynamic Matching

A dynamic matching is a special matching mechanism. Similar to other matching mechanisms, it can be considered as a Boolean function that indicates successful matching for the value to be matched by returning the value **true** and unsuccessful matching by returning the value **false**.

Syntactical Structure

**@dynamic** (*StatementBlock | FunctionRef*)

Semantic Description

The *StatementBlock* shall return a value of type **boolean**. The value to be matched is referenced by the special keyword **value**. When applying this matching mechanism to a value, the *StatementBlock* is executed and if and only if the execution returns **true**, the dynamic matching function matches. Unsuccessful matching shall return **false**.

A dynamic matching function can only be used in the context of a template, the **value** expression inside the *StatementBlock* shall have the same type as the whole template.

The notation **@dynamic** *FunctionRef* denotes a shorthand for the special case **@dynamic { return** *FunctionRef***(value) }** where *FunctionRef* is a reference to a Boolean function with the first parameter compatible with the template's type. If the function contains more than one parameter, all parameters following the first one shall have a default value, The type of the first parameter of the referenced function determines the type context, if this template's place of usage does not provide a type context.

Restrictions

1. The dynamic matching syntax shall only be used in a typed context.
2. The *StatementBlock* shall compute a value of type **boolean**.
3. The *StatementBlock* shall be deterministic and side-effect free and follow the restrictions of clause 16.1.4 of ETSI ES 201 873-1 [1].
4. The *StatementBlock* shall not use variables that are declared outside of the *StatementBlock*.
5. The *StatementBlock* shall not use **inout** or **out** parameters.
6. Only if the dynamic matching syntax appears on the right-hand-side of a parameterized template definition, the formal **in** parameters of that definition may be referenced inside the *StatementBlock*. All other formal **in** parameters shall not be used by the *StatementBlock*.

EXAMPLE:

type record of integer Numbers;

template Numbers mw\_sorted := @dynamic { // value is of type Numbers

for (var integer v\_i := 1; v\_i < lengthof(value); v\_i := v\_i + 1) {

if (value[v\_i-1] > value[v\_i]) { return false }

}

return true;

} // mw\_sorted(v\_recInt) matches all values of type Numbers

// if elements of v\_recInt do not break an ascending order

type record Coordinate { float x, float y };

external function fx\_distance(Coordinate p\_a, Coordinate p\_b) return float;

template float mw\_closeTo(Coordinate p\_origin := { 0.0, 0.0 }, float p\_maxDistance := 1.0) :=

// access to in parameters is allowed

@dynamic { return fx\_distance(p\_origin, value) <= p\_maxDistance; };

// mw\_closeTo(c,d) matches all values of type Coordinate

// which have maximum distance of d from Coordinate c

external function fx\_isPrime(integer p\_x) return boolean;

:

p.receive(@dynamic fx\_isPrime)

// is the same as p.receive(integer:@dynamic { return fx\_isPrime(value) })