```
/*
** RELEASE STATEMENT(s):
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**  The Government has the right to use, modify, reproduce, release, perform,
**  display, or disclose this application programmable interface in whole or in
**  part, in any manner and for any purpose whatsoever, and to have or
**  authorize others to do so.
**
** Distribution Statement A - Approved for public release; distribution is
** unlimited (27 August 2015).
*/

/*
** JTNC Standard:
**  Software Communications Architecture
**  Appendix C: Core Framework Interface Description Language (IDL)
**  Version: 4.1, 20 August 2015
*/

//Source file: CFSpecializedInfo.idl

#ifndef __CFSPECIALIZEDINFO_DEFINED
#define __CFSPECIALIZEDINFO_DEFINED

#include "CFCommonTypes.idl"
#include "CFFileSystem.idl"
#include "CFPlatformTypes.idl"

module CF {

   /* This enumeration defines the basic actions that may be taken against an
      allocation property. */
   enum PropertyActionType {
      CF_EQ,
      CF_NE,
      CF_GT,
      CF_GE,
      CF_LT,
      CF_LE,
      CF_EXTERNAL
   };

   /* This enumeration defines the basic data types of an allocation property. */
   enum PropertyType {
      CF_BOOLEAN,
      CF_CHAR,
      CF_DOUBLE,
      CF_FLOAT,
      CF_SHORT,
      CF_LONG,
      CF_OBJREF,
      CF_OCTET,
      CF_STRING,
      CF_USHORT,
      CF_ULONG
   };

   /* This string constant is the identifier for the allocation property
      specialized info entry. */
   const string ALLOCATION_PROPS_ID = "ALLOCATION_PROPS";

   /* This structure defines the specialized type for
      the allocation properties associated with a component. The id attribute
      indicates the kind of value and type. The id can
      be an integer string or a unique alphanumeric identifier.
      The value attribute can be any static IDL type or basic type. */
```

```
   struct AllocationPropertyType {
      string id;
      CF::StringSequence values;
      CF::PropertyActionType action;
      CF::PropertyType type;
   };

   /* This sequence defines a list of AllocationPropertyType structures. */
   typedef sequence <AllocationPropertyType> AllocationProperties;

   /* This string constant is the identifier for a DeviceManagerComponent string
      identifier type value within a BasePlatformComponent ComponentType's
      specializedInfo. */
   const string DEVICE_MANAGER_ID = "DEVICE_MANAGER_ID";

   /* This string constant is the identifier for a ManagerInfo type within a
      ComponentType's specializedInfo. */
   const string MANAGER_INFO_ID = "MANAGER_INFO";

   /* This string constant is the identifier for ExecutableInterface::ExecutionID_Type
      Value within a ComponentType's specializedInfo. */
   const string EXECUTION_ID = "EXECUTION_ID";

    /* This string constant is the identifier for SPD implementation id  string
       value within a ComponentType's specializedInfo, which is the implementation used
       for the creation of the component. */
    const string IMPLEMENTATION_ID = "IMPLEMENTATION_ID";

    /* This string constant is the identifier for the device identifier string value
       within a ComponentType' specializedInfo field, which is the device that deployed
       the component. */
    const string TARGET_DEVICE_ID = "TARGET_DEVICE";

    /* This string constant is the identifier for the CF::UsesDeviceAssignmentSequence
       value within a ComponentType' specializedInfo, which denotes the devices used
       by component. */
    const string USES_DEVICE_ID = "USES_DEVICE";

    /* This string constant is the identifier for the CF::Components type value within a
       ComponentType' specializedInfo field. */
    const string COMPONENTS_ID = "COMPONENTS";

    /* This structure associates a component's profile uses device identifier with the
       assigned device identifier. */
    struct UsesDeviceAssignmentType
    {
       string usesDeviceId;
       string assignedDeviceId;
    };

    /* The sequence provides an unbounded sequence of UseDeviceAssignmentType
       elements. */
    typedef sequence <UsesDeviceAssignmentType> UsesDeviceAssignmentSeq;

   /* This structure defines the specialized type for
      the a manager component. */
   struct ManagerInfo {
      CF::FileSystem fileSys;
      CF::Components deployedComponents;
   };
};
#endif
```