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TRADE/WP.4/R.1243/Corr.1
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ECONOMIC COMMISSION FOR EUROPE

COMMITTEE ON THE DEVELOPMENT OF TRADE

Working Party on the Facilitation of
International Trade Procedures
Item 3 of the provisional agenda
of the Meeting of Experts on Data Elements
and Automatic Data Interchange (GE.1)
(Fifty-fifth session, 19-20 March 1997)

ELECTRONIC DATA INTERCHANGE FOR ADMINISTRATION, COMMERCE AND TRANSPORT - (EDIFACT) APPLICATION LEVEL SYNTAX RULES

PART 3: Syntax rules specific to interactive EDI

CORRIGENDA

* * *

Submitted by the Interactive EDI Special Interest Group *

This document has previously been distributed at the WP.4 September 1996 session as TRADE/WP.4/CRP.117.

* The present document is reproduced in the form in which it was received by the secretariat .

GE.97-

The following minor amendments should be made to the document which is the subject of TRADE/WP.4/R.1243:

1. Section 5, figure 1b, third para, second line: Delete the “.” at the end.

2. Section 6, page 9, last line: “See annex A for examples” should not be indented.

3. Section 6: There should not be a repetition of the line above figure 2.

4. Section 6, figure 3: See new page 15 attached.

5. Section 6.3, first para.: The start of the second sentence should read “The S (Status) field indicates……..”. Add a new sentence “The R field indicates the number of repetitions”.

6. Section 6.3, Table 1: In the column headings, replace ”M/C” with “S” and “Rept.” with “R”.

7. Annex A, example e): Replace the “.” at the end of the header by “:”.

8. Annex A, examples e), f), g) and h): “Function code” should read “Report function, coded”.

9. Annex A, example f): Amend “(Fatal error)” to “(Fatal)”.

10. Annex A, example g): Amend “Reject” to “reject”.

11. Annex A, example h): “(Paused)” should read “(Pause dialogue)” and “(Continue)” should read “(Continue dialogue)”.

12. Annex B, B.1: Delete the “.” after the heading.

13. Annex B, B.4, figure B.1: See new page 21 attached.

14. Annex B, B.6: Delete the “.” at the end of the heading.

Section 6, figure 3 of TRADE/WP.4/R.1243, page 15

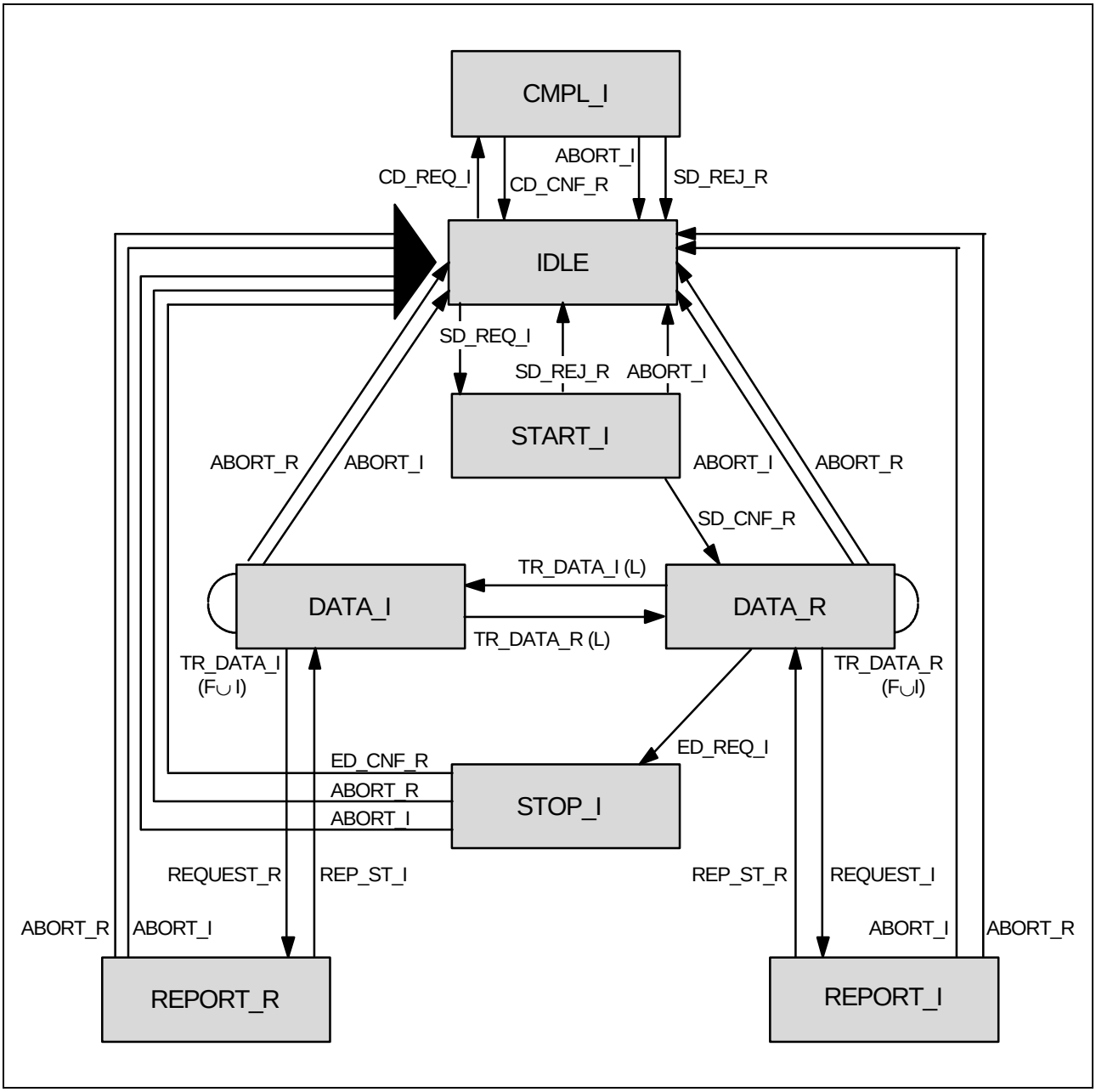

Figure 3 - Dialogue state diagram

Legend:	**Means**
(F È I)	**F**irst or **I**ntermediate message
(L)	**L**ast message
_I suffix	Initiator
_R suffix	Responder

B.4 Business model

The I-EDI dialogue is separate from and independent of, dialogue as a term used in other ISO documents.

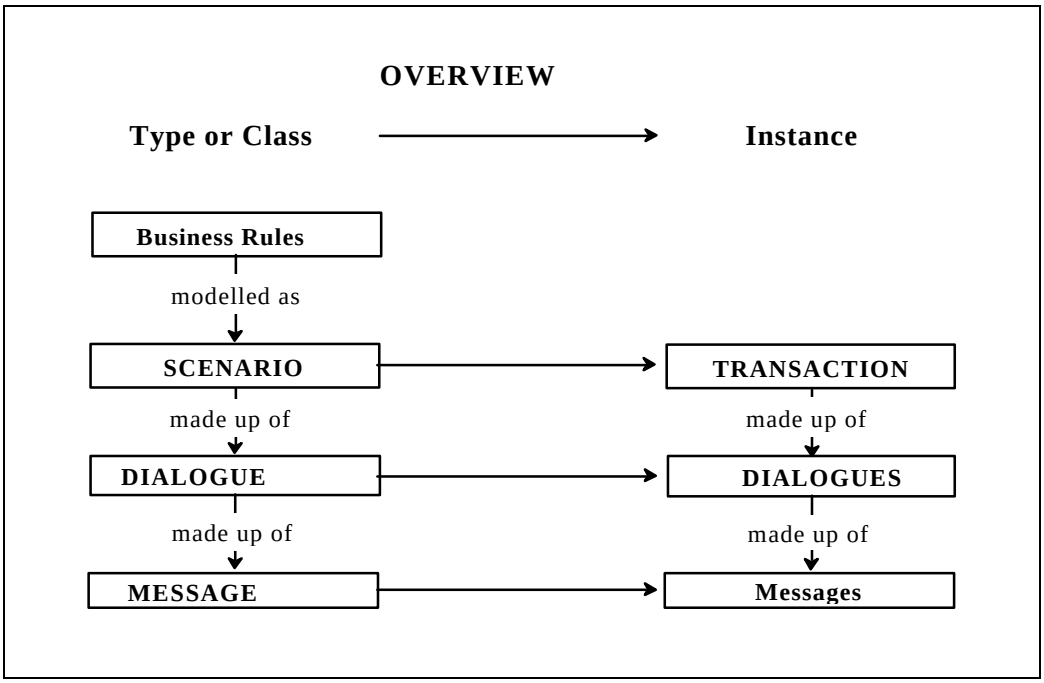

Figure B.1 - Overview of types and instances

A scenario is a formal specification of a group of business activities that take place between parties to achieve a particular business objective. A scenario models the relationships and interactions among the parties.

A *transaction* is an instance of a *scenario*. When roles are played in a *scenario* to execute an actual business transaction, a *transaction* is created. *Transactions* are outlined here simply to clarify the context of the *dialogue*.

In order to carry out a *transaction* the various parties involved in the business transaction communicate bilaterally using *dialogues* for the I-EDI part of the *transaction*. *Transactions* have the potential of grouping a number of *dialogues*. But many *scenarios* can be modelled which contain only a single *dialogue type* between two parties, an instance of which is a *transaction* containing only a single *dialogue* between two parties.