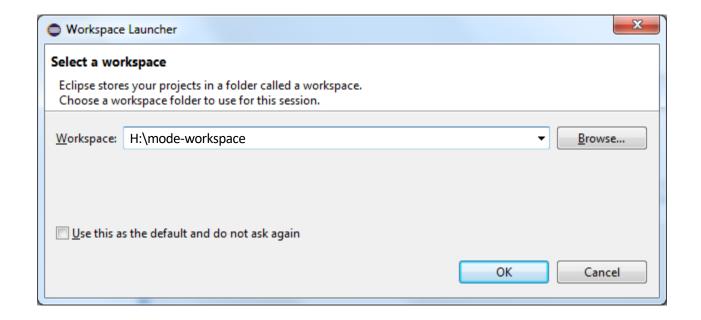
# Fundamentals of Metamodelling with Ecore/Emfatic

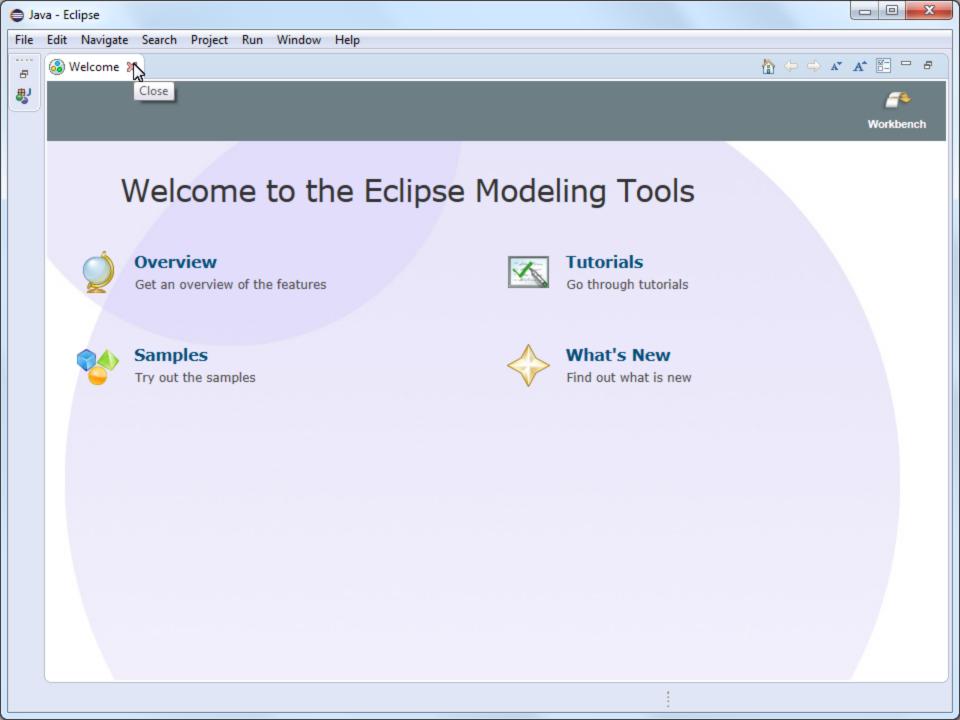
Homework Assignment 2

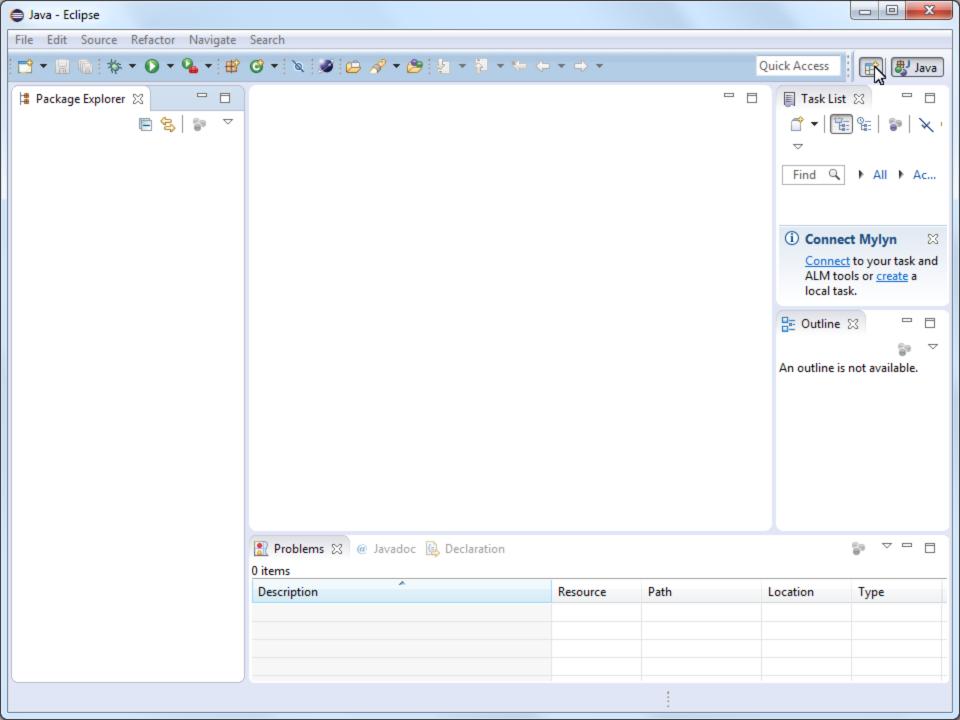
Due 27 February

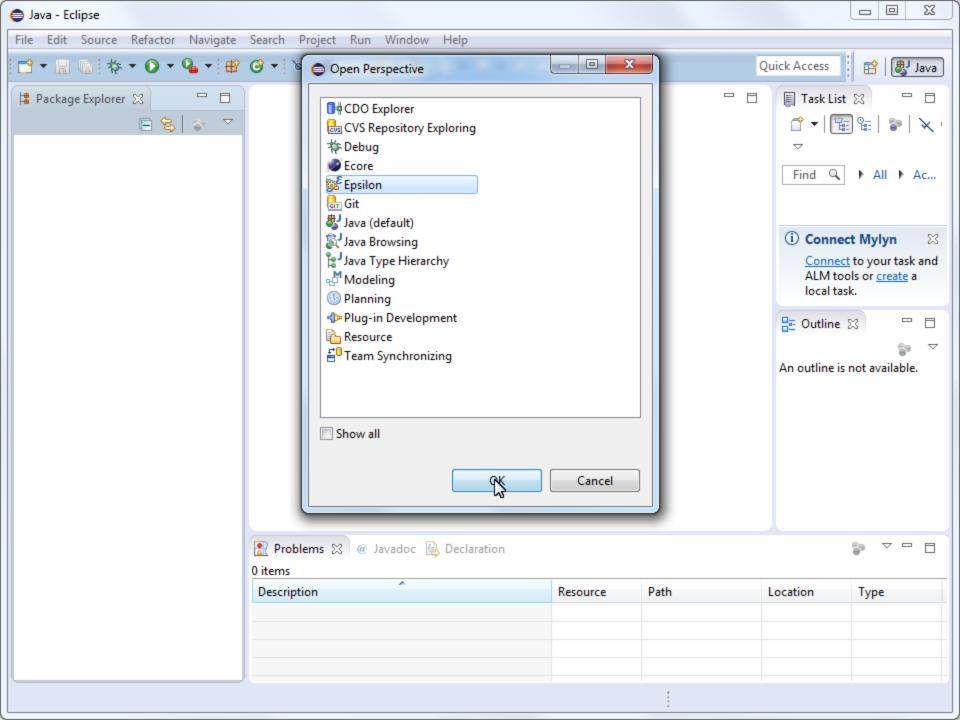
#### Introduction

- In this assignment you will develop metamodels (using Emfatic), and models that conform to them
  - Reminder: Emfatic is a textual syntax for EMF's metamodelling language (Ecore)
- You need to
  - Download and install an Eclipse Epsilon bundle from <a href="http://www.eclipse.org/epsilon/download/">http://www.eclipse.org/epsilon/download/</a>
  - And make sure to update your installation.









## **Getting Started**

- The tutorial in the URL below demonstrates
  - creating a library metamodel using Emfatic
  - creating a minimal model that conforms to the library metamodel
  - http://www.eclipse.org/epsilon/doc/articles/refle ctive-emf-tutorial/
- Exercise: Try to reproduce the steps of the tutorial above in your Eclipse installation

### From Pen & Paper to Eclipse

- In the previous homework assignment you created three metamodels (DSLs), using pen and paper, for
  - Conference organisation
  - Software distribution
  - Research proposal design
- In this practical you will implement these
  metamodels in Eclipse using Emfatic and you will
  create sample models that conform to them

## Metamodelling with Emfatic/Ecore

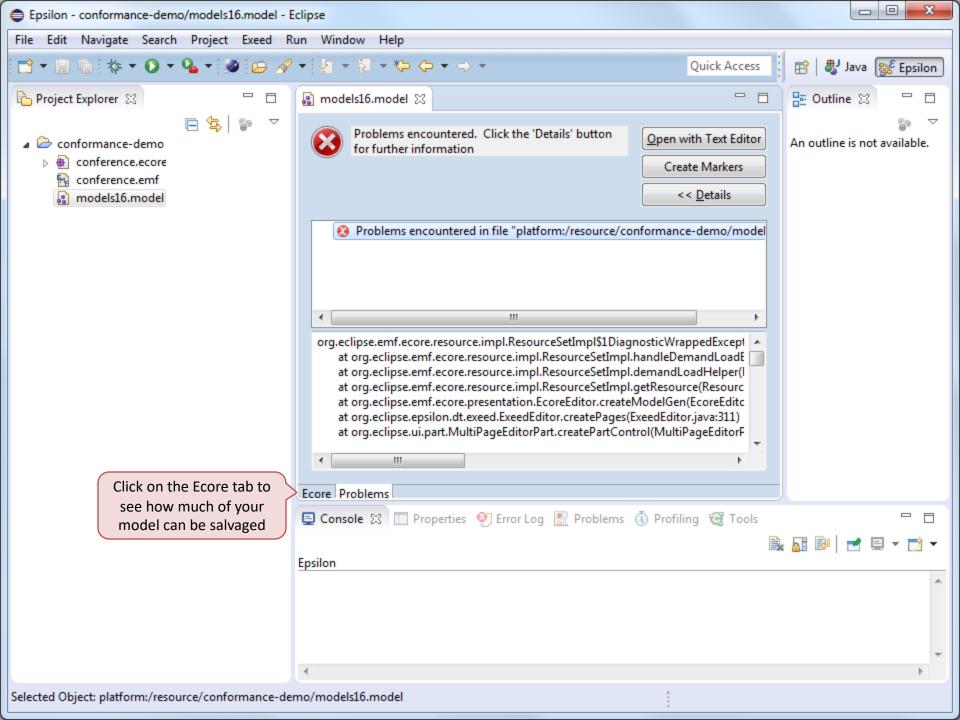
- Exercise: For each metamodel from Assignment 1
  - Create a new General -> Project in your Eclipse workspace
  - Create a new .emf file in that project and use it to specify your metamodel in Emfatic
    - Emfatic language reference:
       <a href="http://www.eclipse.org/epsilon/doc/articles/emfatic/">http://www.eclipse.org/epsilon/doc/articles/emfatic/</a>
  - Create a model that exercises all the types/attributes/references in your metamodel
- All these steps were covered in the library tutorial
  - More tips in the following two slides

## The Metamodelling Process

- Metamodelling is an iterative process
  - You start by constructing an initial version of your metamodel
  - You try to create a small model that conforms to it
    - ... and typically you realise that your metamodel is incomplete/wrong
  - You update your metamodel accordingly
    - ... and go back to the previous step until you're happy with it

## Breaking and Fixing Metamodel Conformance

- Modifying your metamodel may break conformance with existing models
  - e.g. when you rename/delete a class/reference/attribute
  - Adding classes/references/attributes is unlikely to introduce conformance problems
- If a model does not fully conform to its metamodel, EMF cannot load it (see next slide)
- In such a case you need to
  - Delete your non-conforming model and start again or
  - Right-click on your .model file, select Open with -> Text Editor and see if you can fix the XMI so that it conforms to the new metamodel
    - To open your model with the tree-based editor you need to close the text editor and right-click on it and select *Open with -> Exeed*



### **Complex Constraints**

- Models often need to satisfy constraints that cannot be expressed using Emfatic/Ecore
  - e.g. in the Research Proposal DSL, the end month of a task should always be greater than its start month
- Soon, you will learn how to specify and check such constraints using an executable language (EVL), but for now...
- Exercise: Write down as many constraints for each metamodel as you can think of in plain English

#### What to submit?

- Zip up your .emf files and email them to Richard.
- Embed any documentation (comments) you might like in your .emf files.

#### **BONUS: EDITOR GENERATION**

#### **Editor Generation**

- Generate dedicated tree-based editors for your metamodels as demonstrated in lecture
- Replace the default icons of your editor
  - Icons under <dsl>.edit/icons/full/obj16
  - You will need to find appropriate 16x16 icons
    - e.g. in <a href="http://iconarchive.com">http://iconarchive.com</a>
- Customise the labels of model elements on the tree editor by modifying the getText(...) methods of <dsl>.edit/src/<dsl>.provider/<type>ItemProvider classes
  - Don't forget to set them to @generated NOT

## BONUS: REFLECTIVE EDITOR CUSTOMIZATION

#### Reflective Editor Customisation

- You can also customise the appearance of the reflective tree-based editor using appropriate annotations
- Use the annotations in <u>https://www.eclipse.org/epsilon/doc/articles/exeed-reference/</u> to customise the appearance of your model

#### **BONUS: HUTN**

#### HUTN

- HUTN is a generic JSON-like textual syntax for models that can be used as a replacement for XMI
- Follow the tutorial below, and then try to encode some of your models in HUTN
  - http://www.eclipse.org/epsilon/doc/articles/hutn-basic/