Reuseware Tutorial 1:

Weaving in Aspect-Oriented Modeling with Reuseware for different Modelling Languages







Reuseware Principles

- Reuseware is...
 - A language independent modularisation approach [1]
 - A framework: Reuseware Composition Framework [2]
- Common concepts for different composition systems for arbitrary languages
 - Easy specification of new composition techniques and porting of techniques from one language to another
 - Reuse of composition tooling
 - Tailor tooling for composition system and language
- Support features of aspect-oriented systems
 - Support homogeneous cross-cuts (and quantification)
 - Support heterogeneous cross-cuts

[1] On Language-Independent Model Modularisation, Transactions on Aspect-Oriented Development, 2008 [2] http://reuseware.org



Reuseware Principles - Core Concepts

Model Fragments

- (Partial) models that may contain variation points
- Offer a *Composition Interface*
- Composition Interface consists of Ports
- Ports point at elements of the model fragment that can be accessed for composition
- One *Port* can point at several elements at arbitrary places in the model fragment (heterogeneous crosscut)
- Similar Ports can be joined to one *HomogeneousPort* (homogeneous crosscut)
- Composition Programs
 - Define composition links between Ports
 - Are executed to produce a composed model where model fragments are woven at the elements pointed out by the linked Ports



Reuseware Principles - Core Concepts

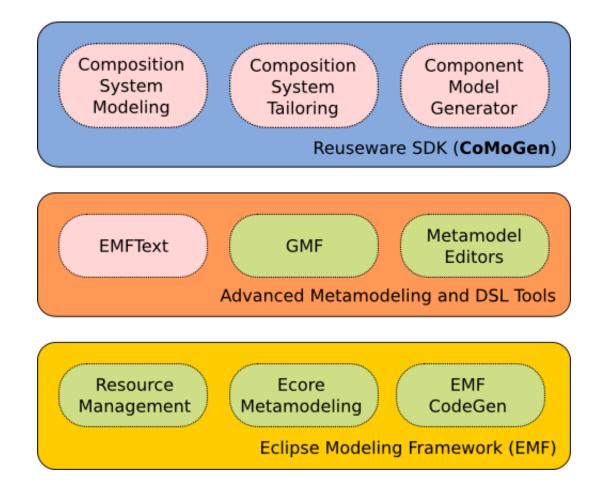
- Composition Systems
 - Define modularisation concepts (e.g., Modules, Packages, Aspects)
 - Define relations between modularisation concepts (e.g, an aspect relates to a core)
- Reuse extensions (for a particular language)
 - Define how modularization concepts defined in a composition system are realized in a concrete language
 - Define which ports are related to which model elements of a model fragment

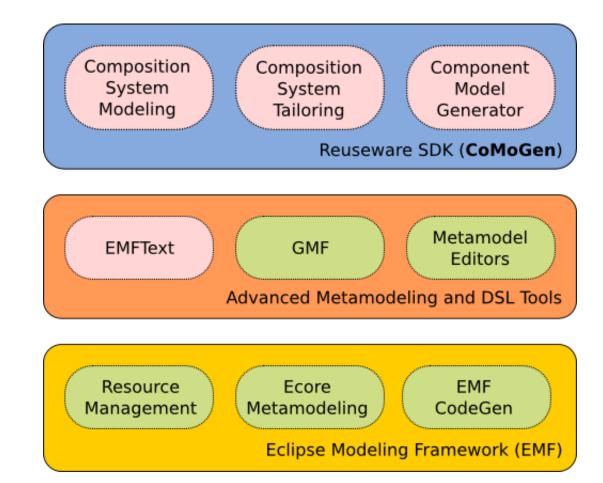
Reuseware Composition Framework



- CoMoGen (Reuseware SDK)
 - Enables developers to define new composition systems
 - Addition to other language engineering (metamodelling /DSL) tools to define modularisation aspect of a language
- CoCoNut (Reuseware Runtime)
 - Provides language independent composition engine
 - Provides language independent component repository
 - Provides language independent composition program editor
 - Composition systems defined with CoMoGen plug into CoCoNut and tailor the above functionality







Reuseware builds on EMF and works together with other EMF-based tools

Composition
System
Modeling

Composition
System
Tailoring

Component
Model
Generator

Reuseware SDK (CoMoGen)

Metamodeling tools can be used to define a language and tools for the language (examples are shown here)

Reuseware builds on EMF and works together with other EMF-based tools

EMFText GMF Metamodel Editors

Advanced Metamodeling and DSL Tools

Resource Ecore EMF CodeGen

Eclipse Modeling Framework (EMF)

With CoMoGen, model composition systems can be modelled based on a prior defined metamodel

Metamodeling tools can be used to define a language and tools for the language (examples are shown here)

Reuseware builds on EMF and works together with other EMF-based tools

Composition
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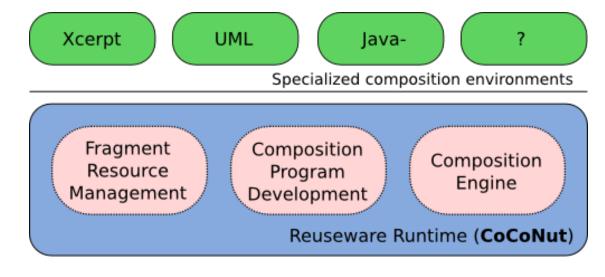
Metamodel
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CoCoNut (Reuseware Runtime)



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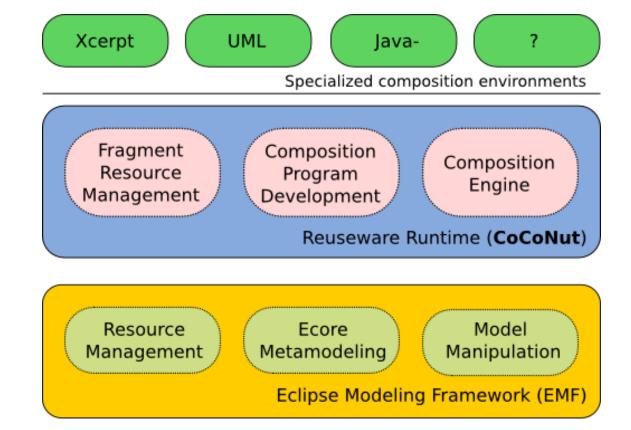
Resource Ecore Model Management Metamodeling Manipulation

Eclipse Modeling Framework (EMF)

CoCoNut (Reuseware Runtime)

The three languageindependent features of CoCoNut can be used with every composition system

Reuseware builds on EMF and works together with other EMF-based tools

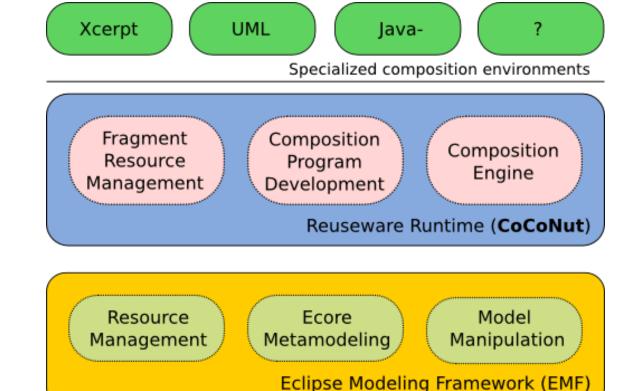


CoCoNut (Reuseware Runtime)

Specific composition systems defined with CoMoGen plug into CoCoNut

The three languageindependent features of CoCoNut can be used with every composition system

Reuseware builds on EMF and works together with other EMF-based tools



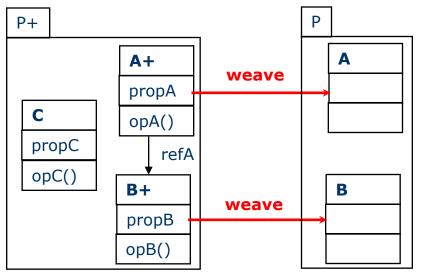
Reuseware Use Case: Class Weaving

- Demonstrates CoMoGen Features
 - How to define a concrete composition system
 - How to use the composition system with different language
- Demonstrates CoCoNut Features
 - Using the composition program editor
 - Using the model fragment repository
 - Using the composition engine

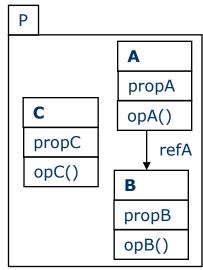


Reuseware Use Case: Class Weaving

- Based on Class Concept found in many languages
 - A Class usually has operations, properties and references to other classes and is contained in a package
- Weaving Class A+ (Advice) into Class A means:
 - All operations, properties and references of A+ are added to A
 - if any of the new elements of A points at a class B+ which is woven into another class B, the pointers are redirected to B
 - Classes that are not source of a weaving should be copied completely







Woven (composed) Model



- A composition system defines
 - Fragment roles
 - Role a model fragment plays in the modularisation (e.g., aspect or core)
 - Fragment roles collaborate through associations between ports
 - Static ports
 - Defined for one fragment role
 - Each fragment playing the role has to offer the port
 - Dynamic ports
 - Defined for one fragment role
 - Each fragment playing the role can offer several of these ports
 - Contribution Associations
 - Defines that two ports are related
 - Executing a composition link between the two ports will trigger the copying of model elements
 - Configuration Associations
 - Defines that two ports are related
 - Executing a composition link between the two ports will NOT trigger the copying of model elements



```
compositionsystem ClassWeaving {

fragment role Core {
   static port Container;
   dynamic port Classes;
}

fragment role Aspect {
   static port Content;
   dynamic port Advices;
}

contribution Aspect.Content --> Core.Container;
contribution Aspect.Advice --> Core.Class;
}
```

A Core acts as container for additional content (Container); it contains Classes which should be individually accessible for extension (therefore the number of ports is dynamic - it depends on the number of existing classes)

```
compositionsystem ClassWeaving {
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A Core acts as container for additional content (Container); it contains Classes which should be individually accessible for extension (therefore the number of ports is dynamic - it depends on the number of existing classes)

An Aspect offers additional Content; it contains Advices as extensions for classes which should be individually accessible

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compositionsystem ClassWeaving {
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fragment role Aspect {
    static port Content;
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}

contribution Aspect.Content --> Core.Container;
}
```

A Core acts as container for additional content (Container); it contains Classes which should be individually accessible for extension (therefore the number of ports is dynamic - it depends on the number of existing classes)

An Aspect offers additional Content; it contains Advices as extensions for classes which should be individually accessible

A Content contributes to a Container

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compositionsystem ClassWeaving {
  fragment role Core {
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    dynamic port Classes;
}

fragment role Aspect {
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    dynamic port Advices;
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contribution Aspect.Advice --> Core.Class;
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A Core acts as container for additional content (Container); it contains Classes which should be individually accessible for extension (therefore the number of ports is dynamic - it depends on the number of existing classes)

An Aspect offers additional Content; it contains Advices as extensions for classes which should be individually accessible

A Content contributes to a Container

An Advice contributes to a Class

Reuseware Use Case: ClassWeaving Reuse Extensions

- A Reuse Extension defines
 - How a composition interface define by a fragment role (which is defined in a composition system) is linked to the content of a model fragment
 - Each port links to a set of model elements treated as:
 - Prototype: Element that can be copied with its contained elements
 - Anchor: Element that can be referenced by other elements
 - Hook: Variation point where Prototypes can be put
 - Slot: Variation point where Anchors can be put
- For ClassWeaving we define
 - A reuse extension for Ecore
 - A reuse extension for UML



```
reuseextension ClassWeavingEcore
implements ClassWeaving
epackages <http://www.eclipse.org/emf/2002/Ecore>
rootclass EPackage {
 fragment role Core if $not name.startsWith('advice')$ {
    port Container {
      EPackage.eClassifiers is hook {}
    port Class {
      EClass.eOperations is hook {
        port expr = $name$
      EClass.eStructuralFeatures is hook {
        port expr = $name$
      EClass is anchor {
        port expr = $name$
 fragment role Aspect if $name.startsWith('advice')$ {
    port Content {
      EPackage.eClassifiers is prototype {}
    port Advice {
      EClass.eOperations is prototype {
        port expr = $name$
      EClass.eStructuralFeatures is prototype {
        port expr = $name$
      EClass is slot {
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```

The **ClassWeaving** composition system is implemented for the **Ecore** language (using the URI of the Ecore metamodel)

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The **ClassWeaving** composition system is implemented for the **Ecore** language (using the URI of the Ecore metamodel)

A core can be extended with new classes by extending the **eClassifiers** reference of the **EPackage** metaclass

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reuseextension ClassWeavingEcore
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```

The ClassWeaving composition system is implemented for the Ecore language (using the URI of the Ecore metamodel)

A core can be extended with new classes by extending the eClassifiers reference of the EPackage metaclass

Extending a class means extending the eOperations and eStructuralFeatrues references of an EClass; An EClass itself will be referenced (anchor) as replacement for advices; Each EClass and its references are accessible through a port identified by the class name

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reuseextension ClassWeavingEcore
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Extending a class means extending the eOperations and eStructuralFeatrues references of an EClass; An EClass itself will be referenced (anchor) as replacement for advices; Each EClass and its references are accessible through a port identified by the class name

The eClassifiers reference of the EPackage metaclass defines the content of an aspect

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The eClassifiers reference of the EPackage metaclass defines the content of an aspect

An advice is modelled as an instance of **EClass**; The **eOperations** and **eStructuralFeatrues** references are exported; The **EClass** itself is to be replaced (slot); Each advice **EClass** and its references are accessible through a port identified by the class name

```
reuseextension ClassWeavingUML
implements ClassWeaving
for <http://www.eclipse.org/uml2/2.1.0/UML>
rootclass Model {
 fragment role Core if $not name.startsWith('advice')$ {
    port Container {
      Package.packagedElement is hook {}
    port Class {
      Class.ownedOperation is hook {
        port expr = $name$
      Class.ownedAttribute is hook {
        port expr = $name$
      Class is anchor {
        port expr = $name$
 fragment role Aspect if $name.startsWith('advice')$ {
    port Content {
      Package.packagedElement is prototype {}
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```

The ClassWeaving composition system is implemented for the UML language (using the URI of the UML metamodel)

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reuseextension ClassWeavingUML
implements ClassWeaving
for <http://www.eclipse.org/uml2/2.1.0/UML>
rootclass Model {
 fragment role Core if $not name.startsWith('advice')$ {
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      Package.packagedElement is hook {}
    port Class {
      Class.ownedOperation is hook {
        port expr = $name$
      Class.ownedAttribute is hook {
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 fragment role Aspect if $name startsWith('advice')$ {
    port Content {
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```

The ClassWeaving composition system is implemented for the UML language (using the URI of the UML metamodel)

In UML, the packagedElement reference contains Classes and Associations...

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 fragment role Aspect if $name.startsWith('advice')$ {
    port Content {
      Package.packagedElement is prototype {}
    port Advice {
      Class.ownedOperation is prototype {
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The ClassWeaving composition system is implemented for the UML language (using the URI of the UML metamodel)

In UML, the packagedElement reference contains Classes and Associations...

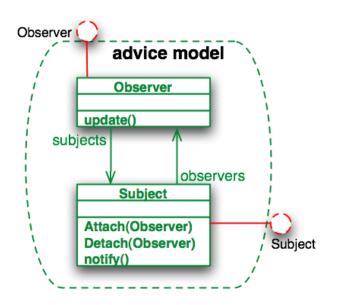
...the class contains only ownedAttributes (and no references or associaitons)

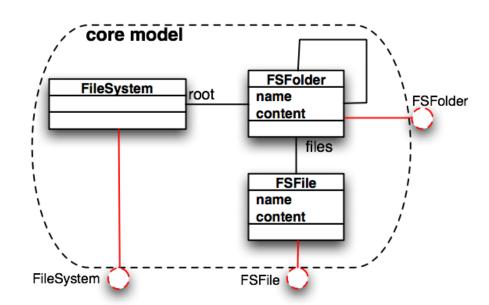
Reuseware Use Case: Using Ecore ClassWeaving

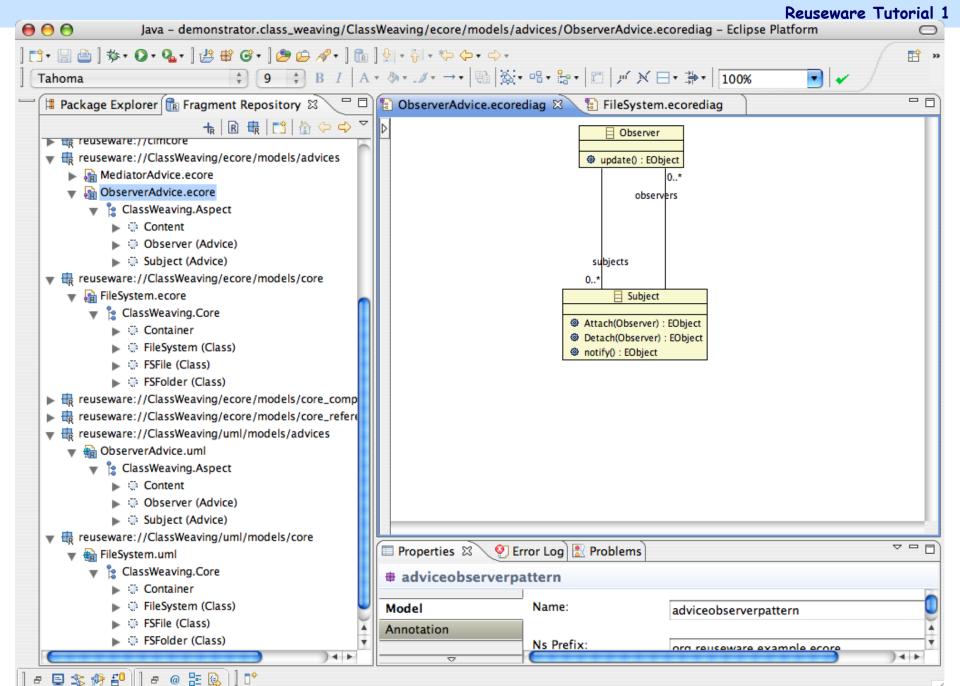
- Activate in CoConut:
 - ClassWeaving composition system
 - ClassWeaving for Ecore reuse extendsion
- Activation through
 - Eclipse plugin extension point
 - Dynamically at runtime
- Enables use of
 - Fragment repository
 - Composition program editor
 - Composition engine



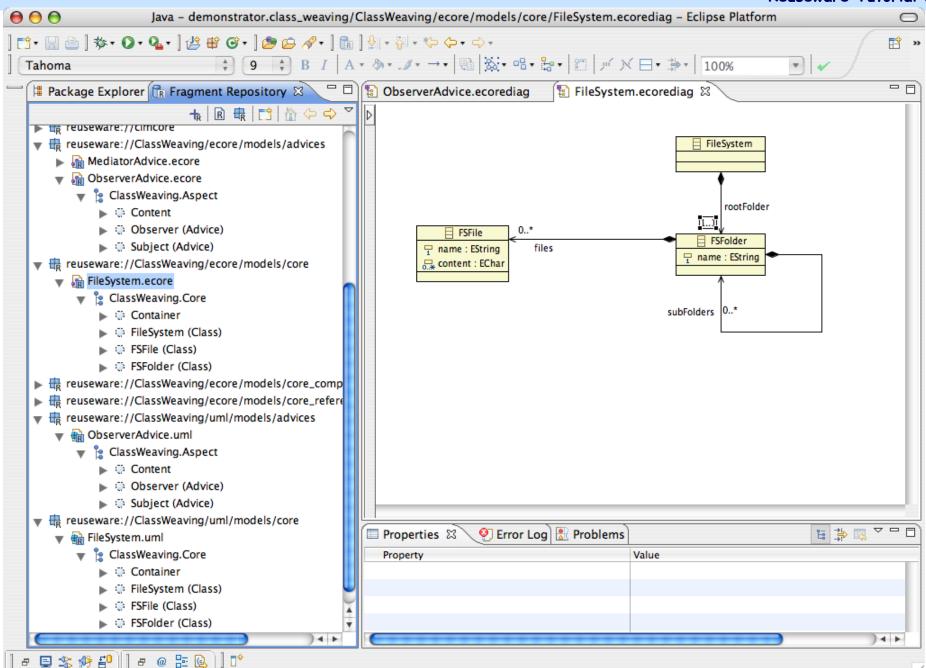
 Weaving observer functionality into a model of a file system



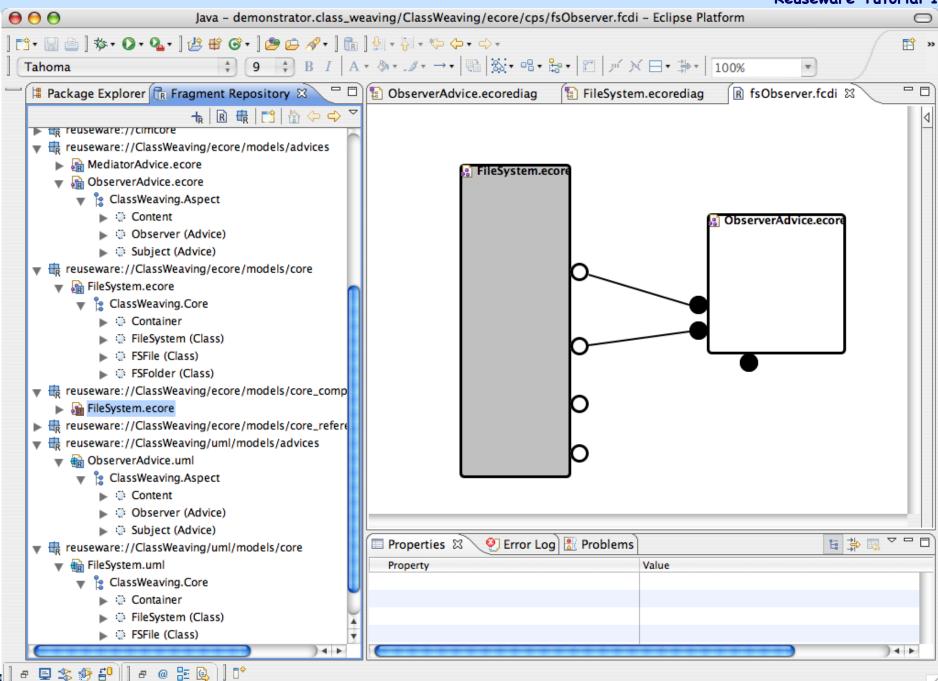


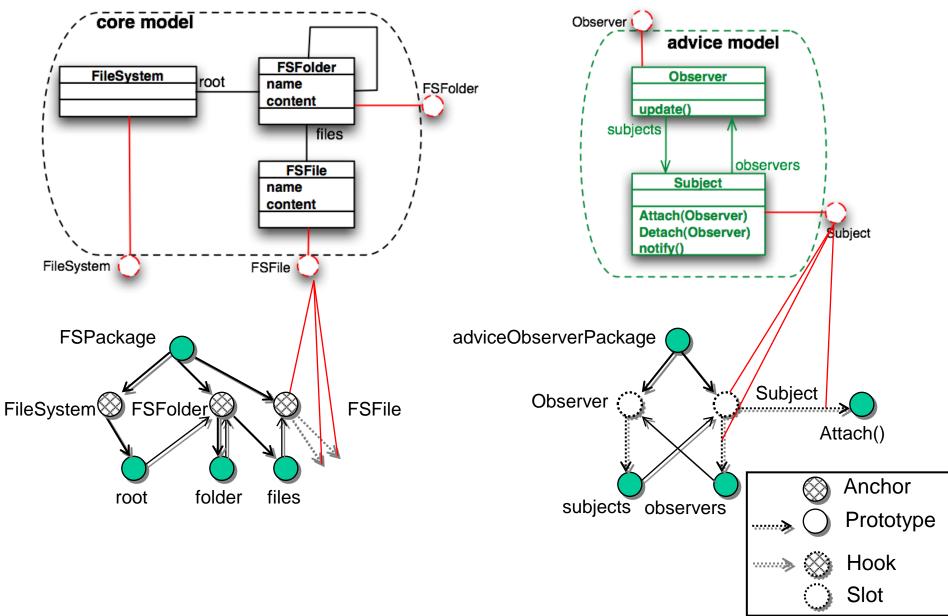


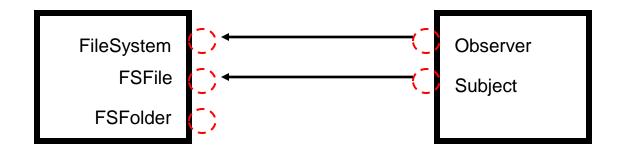
Reuseware Tutorial 1

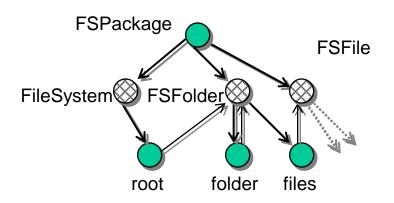


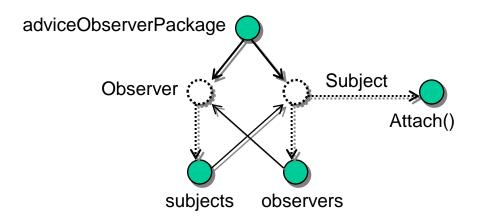
TECHNISCHE UNIVERSITÄT DRESDEN

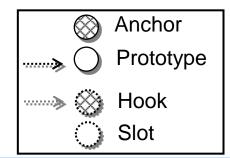


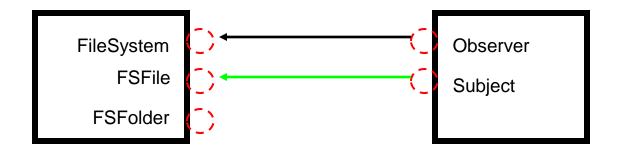


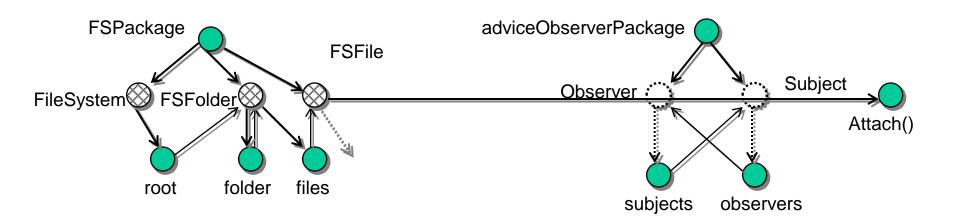


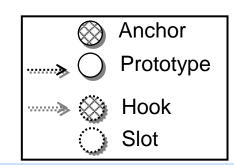




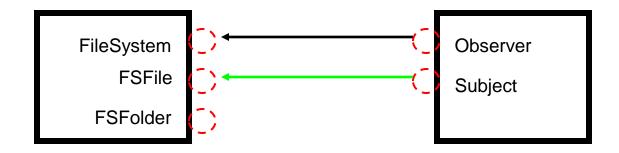


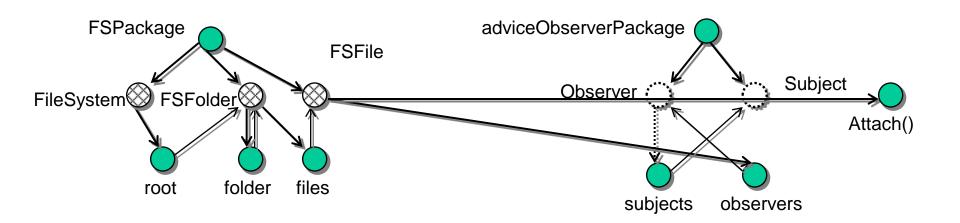


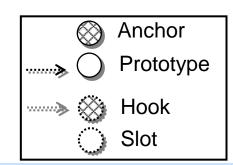




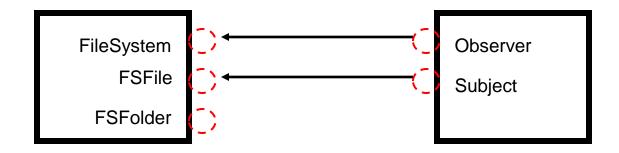


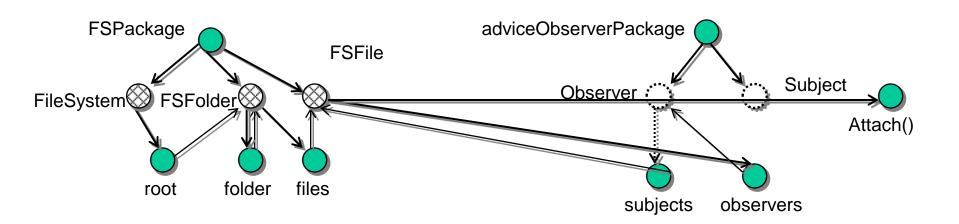


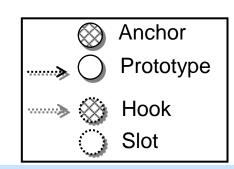




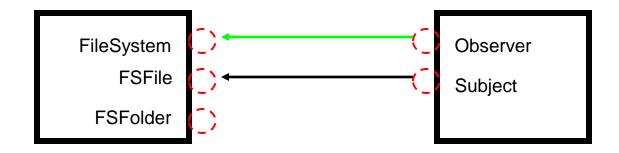


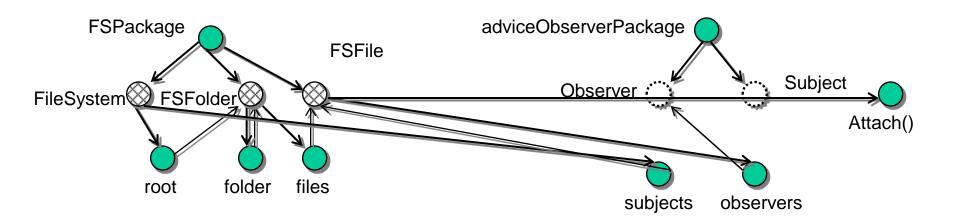


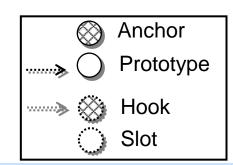




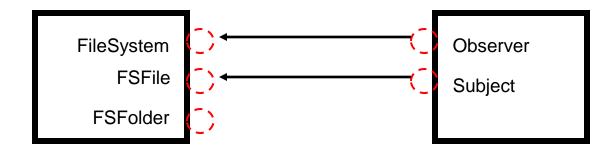


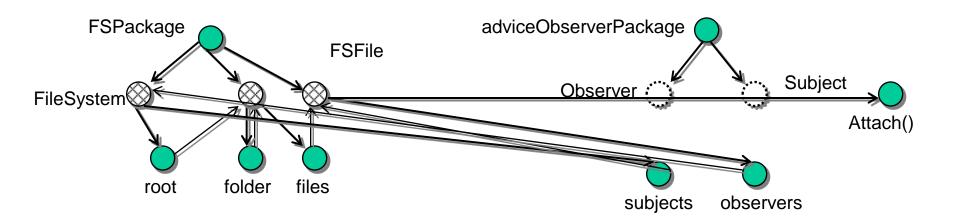


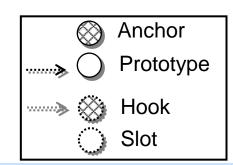














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FSFile (Class)

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