A Method for Analyzing and Designing GUI Plug-ins

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Abstract—Today, GUI plug-ins development is made in an adhoc way and typically starts directly with the implementation phase. Without a prior analysis and design, the final plugin is unreliable, difficult to maintain and extend with new functionalities. The current paper addresses these problems by describing a systematic method for analyzing and designing GUI plug-in systems. The method is based on the Business Object Notation approach and consists of a number of well-defined steps. Furthermore, the method is illustrated on a study case which develops an Eclipse environment for the RAISE tool set.

I. Introduction

What is the paper about.

A. Background

What problems do we run into when starting building an Eclipse plug-in.

B. Related work

What solutions have other papers brought

II. ANALYSIS AND DESIGN METHOD

The steps used to design and analyze the plug-in.

A. User interface

UI mock-ups.

Requirements identification. Captured in BON scenario_chart.

B. Events

Incoming events representing user actions and *outgoing* events meant to inform the user.

C. Components

Major components captured in BON *static_diagrams* using *cluster_chart* and *class*.

D. Components communication

Component interfaces added to the interface diagram using *feature*, *require* and *ensure*. This will later result in plug-in extensions and extension points.

Update scenarios with events.

E. Code generation

Beetlz generates the Java code from BON specification.

III. CONCLUSION

In conclusion

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DEEDENCES

 H. Kopka and P. W. Daly, A Guide to ETEX, 3rd ed. Harlow, England: Addison-Wesley, 1999.