Title

John Doe
Technical University of Denmark
DK-2800 Lyngby, Denmark
Email: http://www.example.com

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***Abstract*—The abstract goes here.**

I. Introduction

What is the paper about.

II. Background

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

III. Related work

What solutions have other papers brought

IV. 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. Components

Major components captured in BON *static_diagram*s using *cluster_chart* and *class*.

C. 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.

D. Events

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

Update scenarios with events.

E. Code generation

Beetlz generates the Java code from BON specification.

V. Conclusion

In conclusion

Acknowledgment

The authors would like to thank...

References

[1] H. Kopka and P. W. Daly, *A Guide to LaTeX*, 3rd ed. Harlow, England: Addison-Wesley, 1999.