# A methodology for analyzing and designing GUI plug-ins

John Doe

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

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Abstract—Since basic graphical user interface elements can be created very easily with only a few lines of code, most of the developers start their GUI plug-ins' lives directly with the implementation phase. As more GUI elements are being added, their functionality start to interfere maybe even overlap leading to a less stable and reliable product. The current paper addresses these problems by providing a methodology for analyzing and designing GUI plug-in systems. The solution is described and exemplified using an ongoing project as a study case.

### 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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#### REFERENCES

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