

Edit Panel Source Code Documentation

Edit Panel is written as a composition of multiple panels in a main class MBSETreeAction.java. The class structure itself follows the normal DefaultBrowserAction of MagicDraw API. The actionPerformed method when called will create a new EditPanel of a book element. The main frame consists of a center panel that has a JTree and a JTable, and it also contains a searchBar panel. The main frame is constructed according to the MagicDraw API using WindowManager.

JTree is constructed using a customized tree node class called DocBookNode.java, DocBookNode is used to handle different type of stereotyped elements. A “parent” node is created by transferring it to a recursive class TreeViewGenerator, which creates a complete tree structure of a Book element. This “parent” node is then used to construct a JTree. addTreeActions method is used to support various action to the JTree like left/right clicking, menu popup and drag/drop action (TreeTransferHandler.java).

JTable is constructed using a DefaultTableModel in createTable method. Rendering of each cell is handled by a single class called TextAreaRenderer, which support HTML text rendering and JLabel rendering for diagrams and images. createTable method also contains code to support actions to JTable similar to addTreeActions method.

Adding a new stereotype

Classes: TreeViewGenerator , MBSETreeAction, genUtility, DocBookNode

Methods :

1. TreeViewGenerator : **recurseDocument** (factory class for adding new stereotype handler [if clause]),
2. MBSETreeAction : **updateEditorView** (1.handle new element action to show on the panel, must have a call from XXXAction.java class when creating a new stereotyped element), 2.if clause must be added within MBSETreeAction
3. DocBookNode : **checkEvent** (handle changes action, for e.g. body for paragraph),
4. genUtility : **checkType,checkMatch** (1.for allow recursion of new stereotypes, 2. for handling the movement of tree nodes in EditPanel)

Adding new popup menu in Editpanel popup

Classes: MBSETreeAction, genUtility

Methods;

1. genUtility : **getMBSEMenu** (factory class for creating popup menus for each stereotype element)
2. MBSETreeAction : **createTable** : createPopUp (add if clause for handling menu types)
3. MBSETreeAction : **addTreeActions** (add if clause for handling menu types)