

Structural model editing framework

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Abstract

CADENA-e is based on a component oriented programming paradigm. Components are software artifacts that form the primary building blocks of a system (comparable to objects in object oriented programming), they are defined by their interfaces and can be easily plugged together or interchanged. Component diagrams specify how various components interact within a larger system. The structural modeling tools in CADENA-e should allow for designing component diagram styles, creating components, and assembling the components into scenarios.

In this project, we will use the graph editing features in eclipse to build a three tier component graph creation and editing feature for CADENA-e.