



EclipseCon EU 2016 - Tutorial Guide

Sirius Concepts

During this tutorial, you will mainly use these Sirius concepts:

Viewpoint Specification Project

- The Eclipse project that defines a Sirius modeling tool
- Contains a **odesign** file that describes the representations and Java services used by the tool

Viewpoint

 A viewpoint defines Sirius representations (diagrams, tables, matrices, trees) dedicated to a specific need

• Diagram Description

- Describes a kind of graphical representation for your model
- o It defines which elements to display on the diagram, how (style) and the tools to edit them

Node

- o Describes model elements displayed via an image or a simple shape
- It defines how to find the model elements to display
- o It defines a graphical style (shape, label, color, ...)

Relation Based Edge

- Describes the relation between two objects
- The relation can be computed
- It defines graphical style (color, routing style, ...)

User Colors Palette

• Defines specific colors that you can use for the diagram elements (background, foreground, border, ...)

Container

- Describes graphical model elements that can contain other elements (as free form, lists or compartments)
- Defines how to find the container elements to display and their sub-elements (nodes, containers, ports)
- Defines a graphical style (shape, label, color, ...)

Double-Click tool

o Defines which actions to execute when the user double-click on a graphical element

Direct Edit Label tool

o Defines how to interpret the label value changes that are made directly on the diagram

• Reconnect Edge tool

- Defines how to interpret the modification of edges ends (origin or destination) made directly from the diagram
- Provides three variables :
 - element (the origin of the edge)
 - source (the destination of the edge before the execution of the tool)
 - target (the destination of the edge after the execution of the tool)

Properties Views Description

Describes how model element properties are edited in the Eclipse Properties Views





Sirius expressions syntaxes

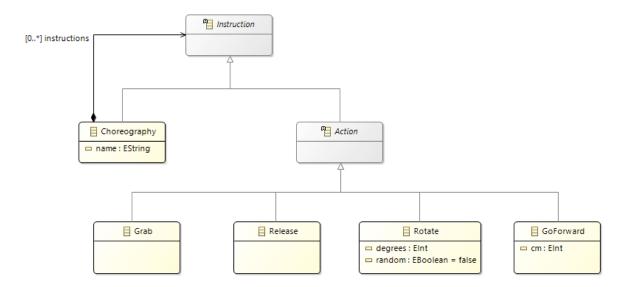
Dynamic parts of a modeling tool created with Sirius require you to write expressions that will be evaluated at runtime. Some of these expressions return model elements while others simply produce text.

Sirius proposes four main syntaxes to write these queries:

- var:
 - o allows Sirius to evaluate a variable
 - examples:
 - var:self
 - var:container
- feature:
 - allows Sirius to evaluate an EMF feature (property or reference) on the current context
 - o examples:
 - feature:name
 - feature:instructions
- service:
 - o allows Sirius to evaluate a Java method defined in a Class declared as an extension
 - examples:
 - service:getNextInstruction()
 - service:setNextInstruction(i)
- aql:
 - o allows Sirius to evaluate an expression written in AQL (Acceleo Query Language)
 - https://www.eclipse.org/acceleo/documentation/aql.html
 - o examples:
 - aql:self.instructions->at(1)
 - aql:self.oclIsKindOf(mindstorms::Rotate) and self.degrees >= 0

Metamodel

For this tutorial we use this metamodel:







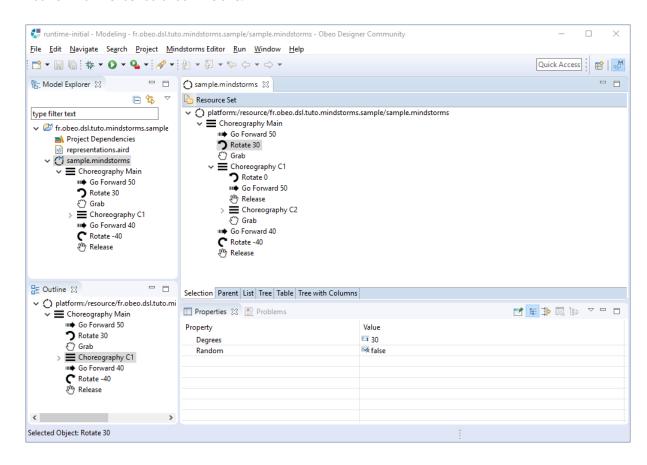
Preparation

Objectives

• Prepare the environment for the tutorial

Instructions

- Launch Obeo Designer
- Select the **Sirius** perspective
- Import the three Eclipse projects contained in the archive initial.zip
 - They define the Mindstorms metamodel
- Create and launch a new Eclipse Launch Configuration
 - o In this new runtime, the **Mindstorms** metamodel will be available for execution
- In the new runtime, import the Eclipse project contained in the archive **sample.zip**
 - o It contains a sample **Mindstorms** model that will be used to test your modeling tool
 - You can open this model with the default editor generated by EMF
- Your environment should look like this:







Step1: Basic Visualization Tool

Objectives

Create a basic Diagram to display the instructions of a Mindstorms choreography:

- Nodes
 - Start of the choreography (the choreography itself)
 - Grab actions
 - Release actions
 - GoForward actions
 - Rotate actions
 - Sub-choregraphies
- Edges
 - o Link from the start and the first instruction of the choreography
 - Link between an instruction and its next instruction

Instructions

Note: all the following actions have to be performed in the Eclipse runtime launched previously

- Create a Viewpoint Specification Project named fr.obeo.dsl.tuto.mindstorms.design
 - o Viewpoint Specification Model name: mindstorms.odesign
- Import the Archive File **icons-modeler.zip** into this project

Note: all the next actions have to be performed in the .odesign file (except the creation of Java services)

- Update the Viewpoint created by default (%viewpointName)
 - Id = Mindstorms
 - Remove the Label value
 - o Model File Extension = mindstorms
- In this viewpoint, create a representation of type **Diagram Description**
 - o Name = Choreography Diagram
 - o Domain Class = mindstorms. Choreography
 - Reference the mindstorms metamodel
 - in *metamodels* tab, add the **mindstorms package** from the registry

Note: from now, you should be able to create a blank **Choreography Diagram** on the sample model:

- Activate the **Mindstorms** viewpoint from the sample project (right-click on the project + menu
 Viewpoint Selection)
- Create a diagram from the sample model (right-click on the root Choreography in the Model Explorer and select "**New representation**")
- Create a **Composite Layout** to force linked objects to be displayed from left to right
 - Direction = Left To Right
- In the **Default Layer**, create a **Node** representing the current Choreography





- o Name = CD Start
- Domain class = mindstorms. Choregarphy
- Semantic Candidate Expression = var:self
- Create a style Workspace Image for this Node
 - Image Path = Start.svg (prefixed by its path)
 - Label Size = **12**
 - Label Format = Bold
 - Show Icon = false
 - Label Expression = Start
 - Label Position = border
- Create a **Node** to display the Instructions of the current choreography
 - o Name = CD Instruction
 - Domain class = mindstorms.Instruction
 - Semantic Candidate Expression =
 - feature:instructions
 - Create a default Workspace Image for this Node
 - Image Path = Instruction.svg (prefixed by its path)
 - *Label Size* = **10**
 - Show Icon = true
 - Remove the value of *Label Expression*
 - Label Position = node
- On the Default layer, create a **Style Customizations** rubric to set specific labels for some kinds of Instructions
 - Create a Style Customization for Choreography
 - Predicate Expression = aql:self.oclIsKindOf(mindstorms::Choreography)
 - Create a Property Customization Expression (by expression)
 - Applied On = *Instruction.svg*
 - Property Name = labelExpression
 - Value Expression = feature:name
 - Copy / Paste the previous Style Customization and adapt it for GoForward
 - Predicate Expression = aql:self.ocllsKindOf(mindstorms::GoForward)
 - Update the Property Customization Expression (by expression)
 - Value Expression = aql:self.cm + ' cm'
 - Copy / Paste the previous Style Customization an adapt it for Rotate
 - Predicate Expression = aql:self.oclIsKindOf(mindstorms::Rotate)
 - Update the Property Customization Expression (by expression)
 - Value Expression = aql:if (self.random) then '?' else self.degrees + '°' endif
- Create a Relation Based Edge named CD_First to display a link between the Start node and the node representing the first Instruction
 - o Target Finder Expression = aql:self.instructions->at(1)
 - Change the style
 - Routing Style = Manhattan
 - Stroke Color = black

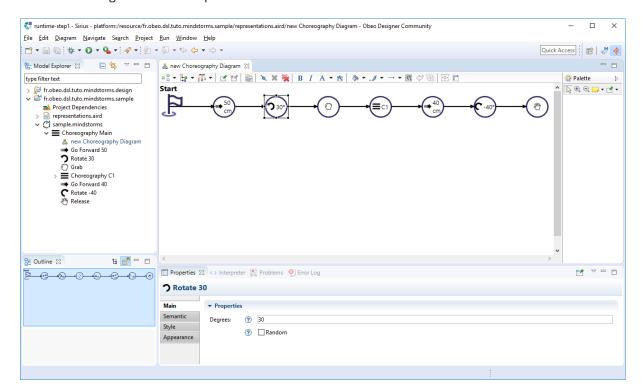




- Define a service that computes the next instruction of a given instruction.
 - o Declare the EMF mindstorms metamodel in the META-INF/MANIFEST.MF file
 - In the Dependencies add fr.obeo.dsl.tuto.mindstorms
 - Copy the source code of the Method named getNextInstruction from the file methods-step1.txt into the class Services.java

```
public Instruction getNextInstruction(Instruction instruction) {
    Choreography
parentChoreography=(Choreography) instruction.eContainer();
    List<Instruction> actions=parentChoreography.getInstructions();
    int position=actions.indexOf(instruction);
    if (position==actions.size()-1) {
        return null;
    }
    else {
        return actions.get(position+1);
    }
}
```

- Create a Relation Based Edge named CD_Next that displays the links between an Instruction and its next Instruction
 - o Target Finder Expression = service:getNextInstruction()
- The diagram on the sample model should look like this:







Step 2: Nicer Visualization Tool

Objectives

Improve the graphical rendering of instructions:

- Specific SVG images for actions
 - o Full size image
 - o Label on the border
 - For Rotate : an image depending on the rotation direction (left or right)
- Containers for sub-choregraphies
 - o Specific colors for background and border
 - o Sub-instructions displayed as a list

Instructions

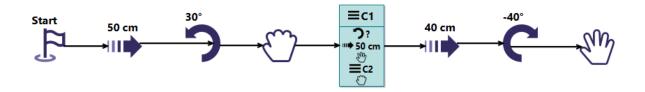
- Set specific images for each kind of Action
 - Update the Instruction.svg Workspace Image (defined previously)
 - Show Icon = false
 - Label Size = 12
 - Label Format = Bold
 - Label Position = border
 - Extend the **GoForward**'s Style Customization
 - Create a Property Customization Expression (by expression)
 - Applied On = *Instruction.svg* (prefixed by its path)
 - Property Name = workspacePath
 - Value Expression = GoForward.svg
 - Create two Style Customizations for **Grab** and **Release**
 - Create a specific Style Customizations for **Rotations** to right
 - Predicate Expression = aql:self.oclIsKindOf(mindstorms::Rotate) and
 self.degrees < 0</pre>
 - Copy/Paste and adapt the GoForward's Property Customization Expression for Grab,
 Release and Rotate (left and right)
- Update the node previously defined for Instructions (CD_Instruction) to restrict this node to Actions (Choregraphies are going to be displayed with a dedicated Container)
 - Domain Class = mindstorms.Action

<u>Note</u>: to improve the performances, you could also update the *Semantic candidate Expression* with this new expression <code>aql:self.instructions->filter(Mindstorms::Action)</code>





- At the .odesign root, create a User Colors Palette to define specific colors for Choregraphies
 - Create a Used Fixed Color named MindstormColor1 (R=186, G=223, B=225)
 - o Create a **Used Fixed Color** named **MindstormColor2** (R=0, G=119, B=136)
- In the **Choreography Diagram**, create a **Container** CD_SubChoreography to represent the instances of **Choreography**
 - Domain Class = mindstorms.Choreography
 - Semantic Candidate Expression = feature:instructions
 - Children Presentation = List
 - Create a Style of type Gradient
 - Label Size = **12**
 - Label Format = Bold
 - Background Color = MindstormColor1
 - Foreground Color = MindstormColor1
 - Border Color = MindstormColor2
 - Create a Sub Node named CD_SubInstruction
 - Domain class = mindstorms.Instruction
 - Semantic Candidate Expression = feature:instructions
 - Define a default style (any style with a label, for example Square)
 - Show Icon = true
 - Label Size = 10
 - Label Format = Bold
 - Remove the Label Expression
 - Update all the Property customizations related to the labelExpression (defined previously), to also apply to the sub-instructions of the container which have a label (Choreography, GoForward Rotate and RotateRight)
 - Add the style defined for CD SubInstructions into each Applied On property
 - Update the edges CD_First and CD_Next to take the container CD_Choreography as a
 potential source or target
- The diagram on the sample model should look like this:







Step 3: Tools

Objective

Create tools to create, modify or navigate the model elements directly from the diagram:

- Node creation
 - o Create a Grab action
 - o Create a Release action
 - Create GoForward action (initialized to 50 cm)
 - o Create a Rotate to left action (initialized to 90°)
 - Create a Rotate to left action (initialized to -90°)
 - o Create a Choreography (initialized to NewChoreography)
- Redirect
 - Change the destination of the first edge
 - Change the destination of the other edges
- Navigation
 - o Double-click on a Choreography to create/open a new diagram
- Direct edit
 - o Change the properties of objects from their label

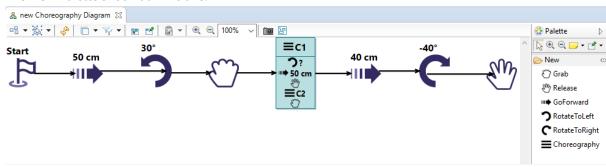
Instructions

- In the Default layer, create a **Section** named New to provide a palette for the creation of objects
 - Create a Node Creation to create instances of Grab
 - Node Mapping = CD Instruction
 - Icon Path = Grab 16px.png (prefixed by its path)
 - To allow the user to also create a Grab into a sub-Choreography add
 CD_SubChoreography in the Extra Mappings property
 - Under the Begin node, create a Change Context to set on which objects the instructions will be executed
 - Browse Expression = var:container (this is the current Flow)
 - Add a Create Instance
 - Reference Name = instructions
 - Type Name = mindstorms.Grab
 - Copy/Paste and adapt the previous tool for Release, GoForward, Rotate to Left and Rotate to Right
 - Create a Container Creation for Choreography
 - After the Create Instance, add a **Set** operation for:
 - **GoForward**: Feature Name = cm and Value Expression = 50
 - Rotate to left: Feature Name = degrees and Value Expression = 90
 - Rotate to right: Feature Name = degrees and Value Expression = -90
 - Choreography: Feature Name = name and Value Expression = NewChoreography





• The **New** Palette shoul look like this:



- In the Layer, create a Section named Edit for the other tools not visible in the palette
 - Copy/paste three new methods from the file methods-step3.txt into Services.java
 - setFirstInstruction
 - setNextInstruction
 - editRotateLabel
 - Create a Reconnect Edge to allow the user to change the end of the first edge
 - Mappings = CD First
 - Under the Begin node, create a Change Context to execute a service
 - Browse Expression = aql:element.setFirstInstruction(target)

The Reconnect Edge tool provides three important variables:

- *Element* = the object attached to the edge's start
- Source = the initial object at the edge's end (before the user moves this end)
- Target = the new object at the edge's end (after the user moved this end)
- Create a Reconnect Edge to allow the user to change the end of the other edge
 - Mappings = CD Next
 - Under the Begin node, create a Change Context to execute a service
 - Browse Expression = aql:element.setNextInstruction(target)
- Create a Double-Click for Choreography to navigate to its detailed diagram
 - Mapping = CD_SubChoreography
 - After the Begin, create a Navigation to Choreography Diagram
 - Create if not Existent = true
- Create a unique Direct Edit Label for Rotate, GoForward and Choreography instances
 - Mappings = CD Instruction, CD SubChoreography, CD SubInstruction
 - Under the Begin node, create a Switch with three Cases
 - aql:self.oclIsKindOf(mindstorms::Choreography)
 - Create a **Set** operation for **name**
 - Value Expression = var:arg0
 - aql:self.oclIsKindOf(mindstorms::GoForward)
 - Create a Set operation for cm
 - Value Expression = var:arg0
 - aql:self.oclIsKindOf(mindstorms::Rotate)
 - Create a Change Context
 - Value Expression = service:editRotateLabel (arg0)





Step 4: Custom Properties Views

Objectives

Replace the default properties views (dynamically generated by Sirius) by custom ones:

- Rotate
 - o Degrees field disabled if Random is checked
- Choreography
 - Editable list of Instructions
 - Error if Name is used by another Choreography
- GoForward
 - o Specific background color if Cm value is negative
 - Warning if Cm value is null

Instructions

- At the root of the modeler definition create a **Properties View Description** to define custom properties views for the instructions
 - Update the first Page (created by default)
 - Domain Class = mindstorms.Instruction
 - Label Expression = General
 - Create a Group to display and edit the cm property of GoForward
 - Add this new Group to the first Page
 - Domain Class = mindstorms.GoForward
 - Label Expression = Properties
 - Add a **Text** for the **name** property
 - Label Expression = Cm
 - Value Expression = feature: cm
 - Add a Begin and a Set operation (set var:newValue to cm)
 - Create a Conditional Style for the cm Text in order to color the text background when cm is lower than 0
 - Precondition Expression = aql:self.cm<0
 - Create a Style with Background Color = MindstormsColor1
 - Create a Group to display and edit the degrees and random properties of Rotate
 - Add this new Group to the first Page
 - Domain Class = mindstorms.Rotate
 - Label Expression = Properties
 - Add a **Text** for the **degrees** property
 - Label Expression = Degrees
 - Value Expression = aql:self.degrees
 - Is Enabled Expression = aql:not self.random
 - Add a Begin and a Set operation (set var:newValue to degrees)
 - Add a Checkbox for the random property
 - Label Expression = Random





- Value Expression = aql:self.random
- Add a Begin and a Set operation (set var:newValue to random)
- Add a **Group Validations** to warn the user when *degrees* is null and *random* is false (useless rotate instruction).
 - Create a Semantic Validation Rule
 - o /d = UselessRotation
 - o Level = Warning
 - o Message = This rotation is useless
 - Create an Audit
 - Audit Expression = aql:self.degrees<>0 or self.random
 - o Create a **Fix** that sets the random property to **true**
- Create a **Group** to display and edit the **name** and **instructions** properties of Choreography
 - Add this new Group to the first Page
 - Domain Class = mindstorms.Choreography
 - Label Expression = Properties
 - Add a **Text** for the **name** property
 - Label Expression = Name
 - Value Expression = feature:name
 - Add a **Begin** and a **Set** operation (set **var:newValue** to **name**)
 - Add a **Reference** for the **instructions** property
 - Label Expression = Instructions
 - Reference Owner Expression = var:self
 - Reference Name Expression = instructions
 - Add a **Group Validations** to warn the user when the **name** is already used by a sibling choreography.
 - Create a Property Validation Rule
 - o Targets = Text Name
 - o /d = UniqueName
 - o Level = Error
 - o Message = Name must be unique
 - Create an Audit
 - Audit Expression = aql:not self.siblings()
 ->filter(mindstorms::Choreography)
 ->excluding(self)
 ->collect(i|i.name)
 ->includes(self.name)