



# A framework for Model Driven Production of Graphic Modeling Tools

# Plan

---

- + Problem
- + Objective
- + Proposal
- + Experiments
- + Comparisons
- + Conclusion and perspectives

# Plan

---

- ✚ Problem
- ✚ Objective
- ✚ Proposal
- ✚ Experiments
- ✚ Comparisons
- ✚ Conclusion and perspectives

# Problem

---

- ✚ Modeling Environments offer the abstractions necessary to describe systems
- ✚ General-purpose abstractions → (use ++ / contribution to the development --)
- ✚ Domain-Specific Modeling (Adaptation to the domain needs)
  - ✚ The modeling environment must offer the concepts of the domain of application
  - ✚ Specific abstractions ( use -- / contribution to the development ++)
- ✚ Many domains of applications
  - ✚ Generic environment + extension
  - ✚ Development of an environment for each domain of application

# Plan

---

- ✚ Problem
- ✚ Objective
- ✚ Proposal
- ✚ Experiments
- ✚ Comparisons
- ✚ Conclusion and perspectives

# Objective

---

- + Support to the Domain-Specific Modeling
- + provide an environment adapted to a field
  - + Describe the needs
  - + Produce automatically the environments from the needs
  - + Independence between the need definition / technology of execution

# MDE (Model Driven Engineering) approach

---

- ✚ MDE structure the application development in several models and model transformations
  - ✚ Good expression of problem (several concerns / integration)
  - ✚ How to go to the solution (several levels [ business or technical ] / iterative refinement)
  - ✚ Capitalization (specifications / know-how)
  - ✚ Evolution

# Plan

---

- ✚ Problem
- ✚ Objective
- ✚ Proposal
- ✚ Experiments
- ✚ Comparisons
- ✚ Conclusion and perspectives



# Proposal

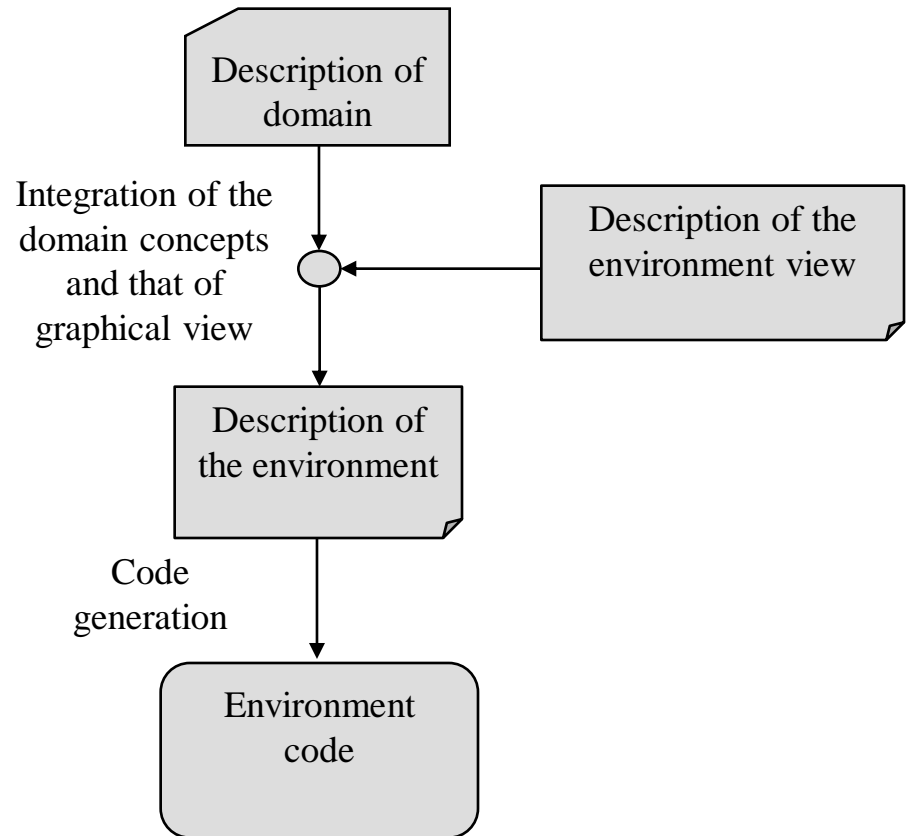
---

- ✚ Production of graphic modeling environments adapted to a domain of application
  - ✚ Graphic support to MOF repositories
  - ✚ Modeling of the graphic view
  - ✚ Automatic generation
- ✚ MDE Approach to produce these environments
  - ✚ Abstract Modeling of the environment needs
  - ✚ Separation between the needs (domain / graphical view)
  - ✚ Code production based on these definitions
    - ✚ Definition reusable
    - ✚ Use of a correspondence model between the domain model / the model of graphical view

# Approach

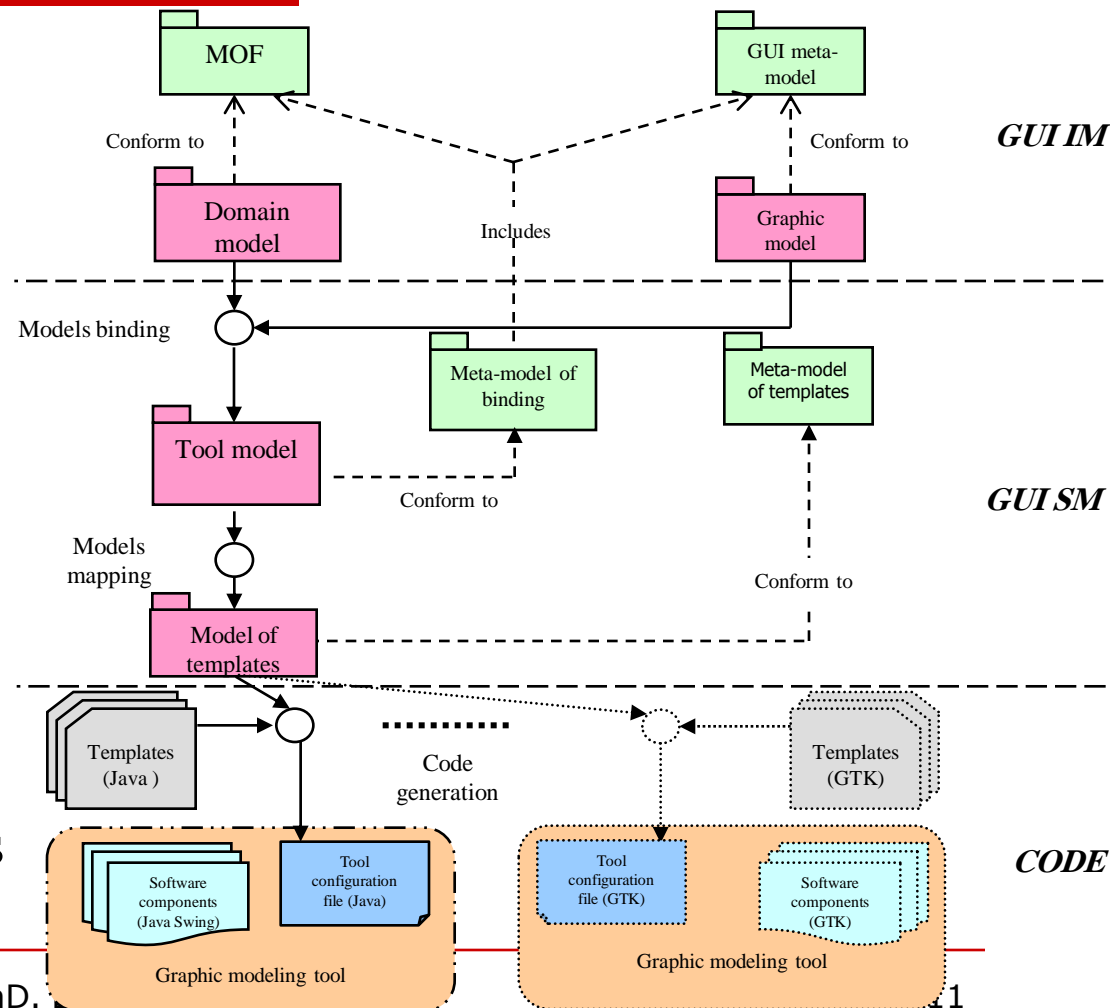
---

- ✚ Environment description independent of the execution technology
- ✚ Description of domain
- ✚ Description of view
- ✚ Integration in the tool description
- ✚ Mapping into a particular technology



# Framework

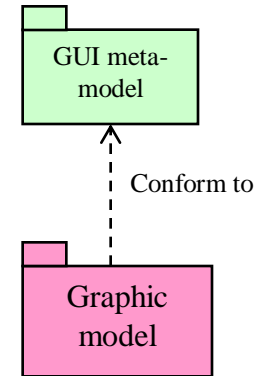
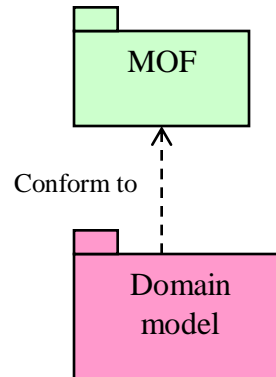
- ✚ Means to describe the needs
- ✚ Separation of needs
- ✚ Integration of specifications
- ✚ Model transformations
- ✚ Abstract Model of the tool
- ✚ Components reusable and templates
- ✚ Assembly of components on the basis of models



# GUI IM

---

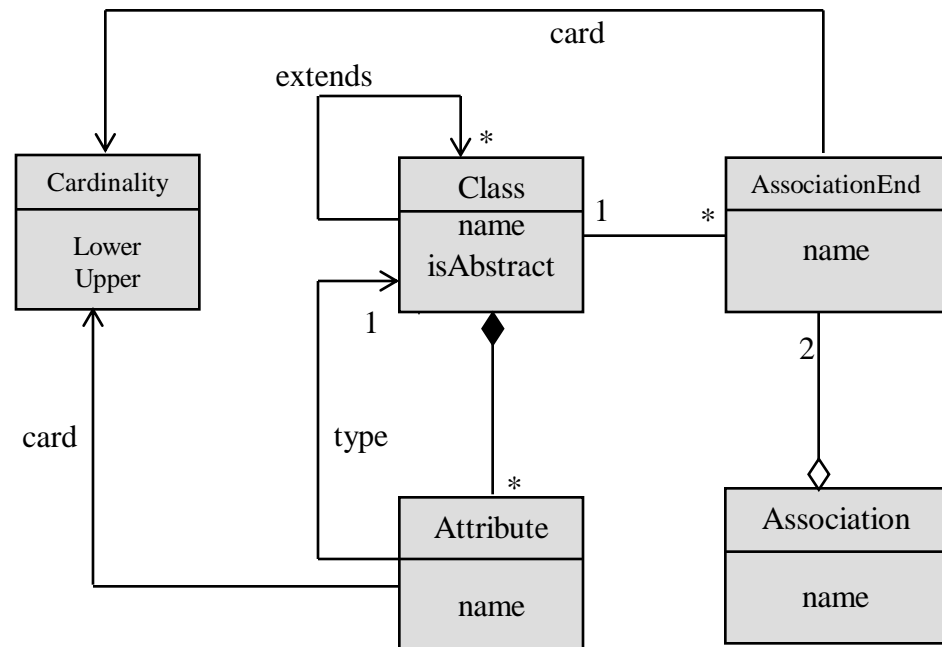
- ✚ Modeling of needs
- ✚ Definition of the domain of applications
- ✚ Definition of the graphical view



*GUI IM*

# Definition of domain models

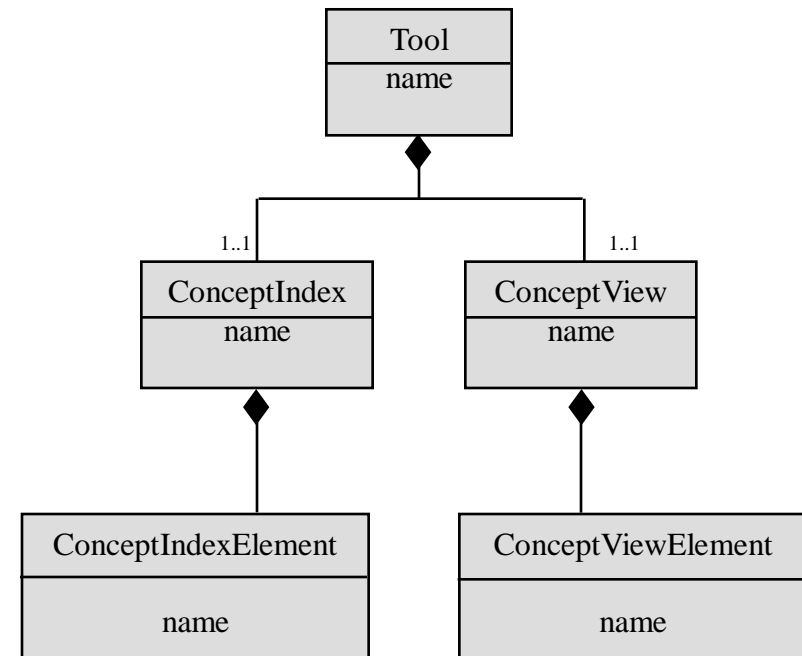
- ✚ M2 MOF define the concepts adapted to the needs of a domain of applications
- ✚ Produced tools can use the repositories generated for M2 MOF
- ✚ lightMOF = un subset of MOF supported by our framework



# Definition of graphical views

---

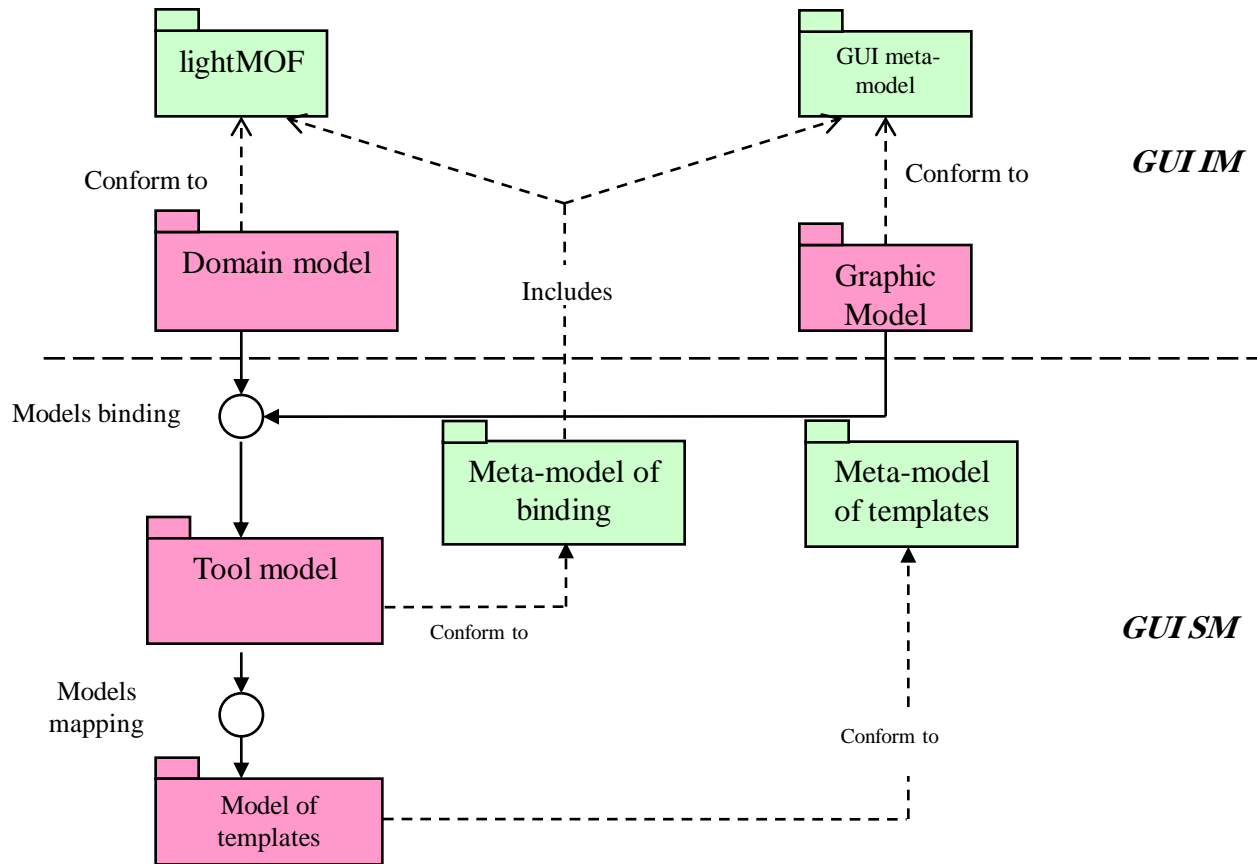
- GUI M2 to capture the graphic interface of the modeling tool
- The concepts of GUI M2 can be implemented in several ways
- Graphic Model = choice between the implementations of the GUI M2 concepts



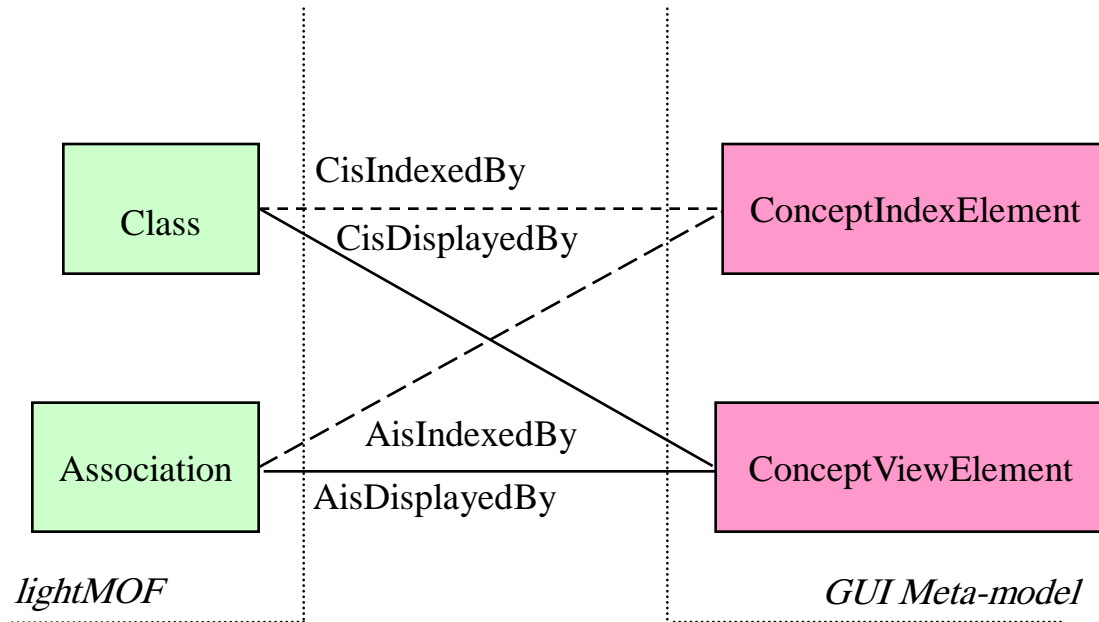
# GUI SM (Integration of specifications)

✚ Binding the graphic models and the models of domains

✚ Mapping from the tool model to a model of templates



# Models binding



✚ M2 of binding = lightMOF + GUI M2 + concepts of relations

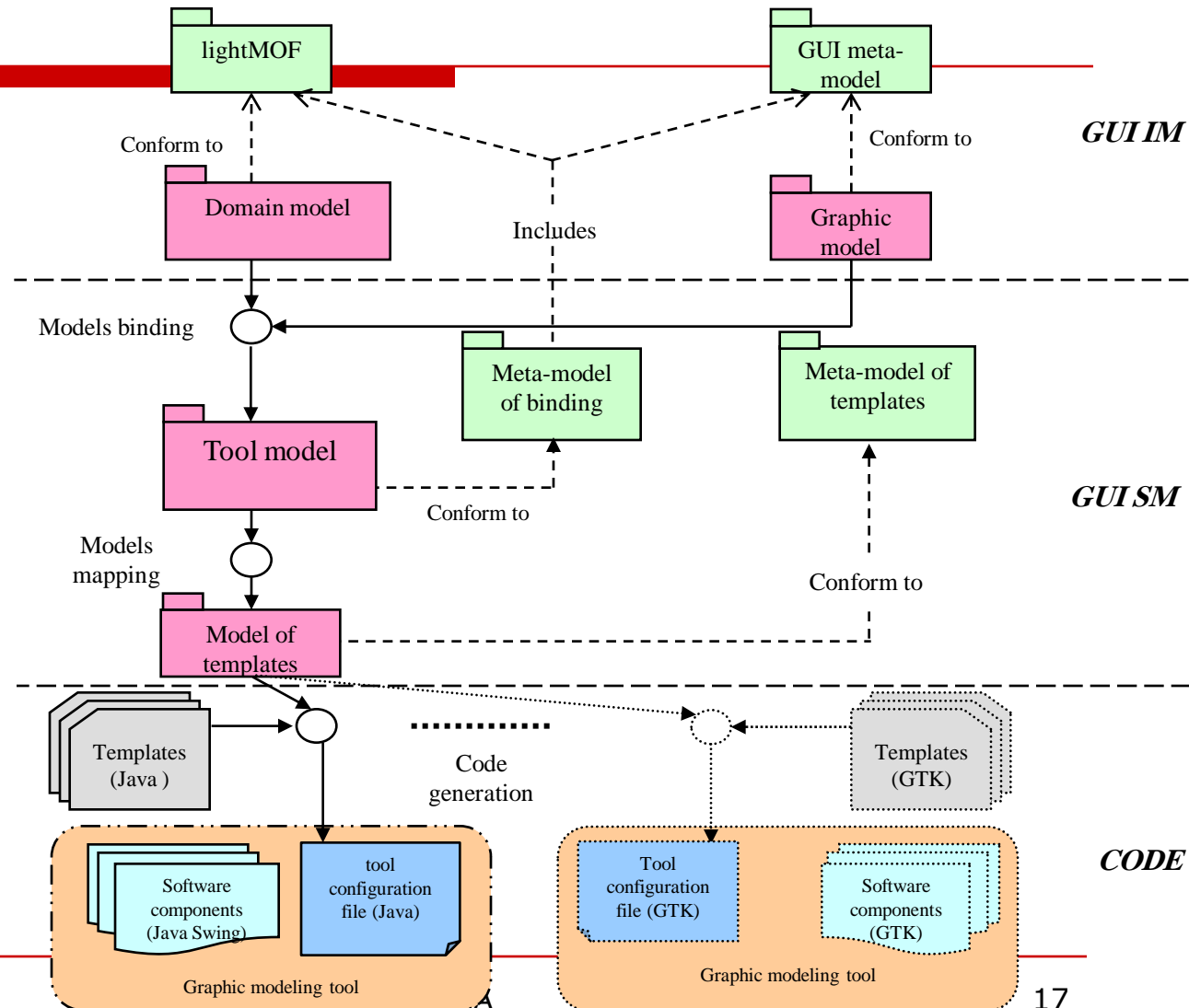


# CODE

✚ The different components of the tool

✚ MOF repository

✚ Graphic Interface



# Plan

---

- ✚ Problem
- ✚ Objective
- ✚ Proposal
- ✚ Experiments
- ✚ Comparisons
- ✚ Conclusion and perspectives

# Experiments

---

- ✚ Production of graphic tools for modeling component-based applications
- ✚ Production of a graphical tool for our framework itself
  - ✚ Modeling of application domains

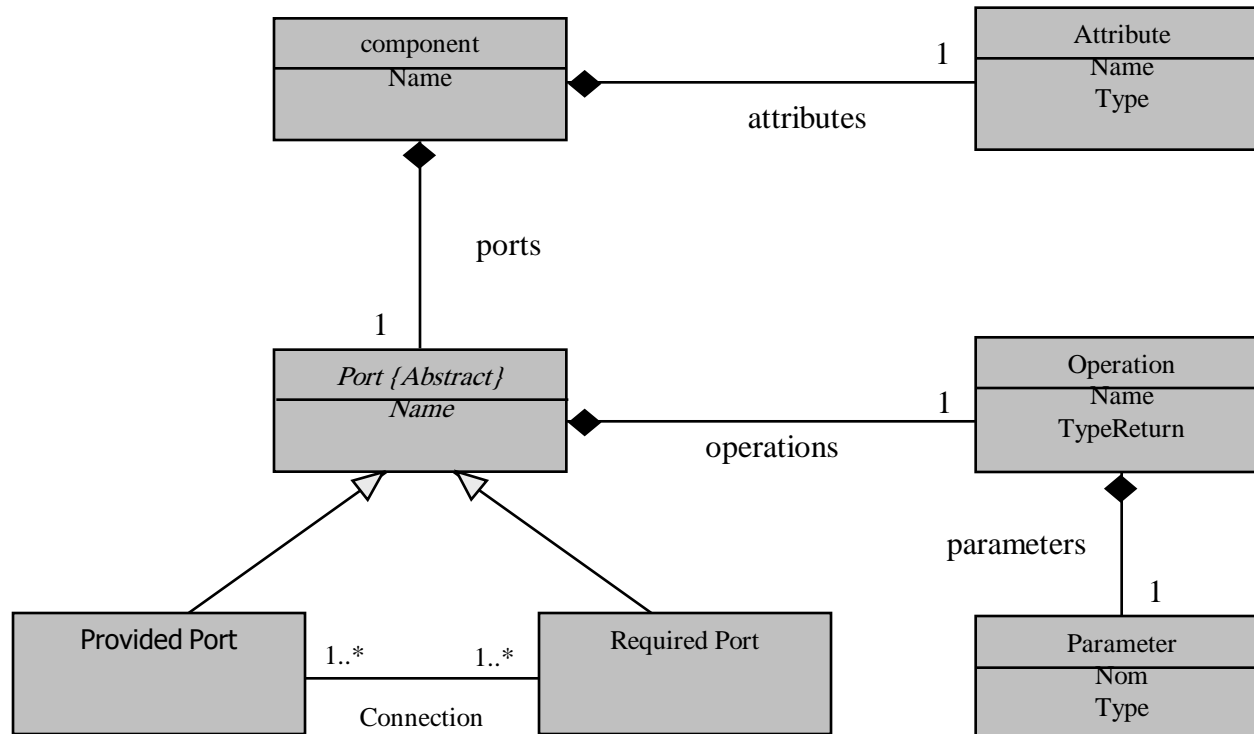
# Experiment 1

---

- ✚ Generation of several graphic tools for the same domain (component-based applications)
  - ✚ Define/Reuse the domain model of component-based applications
  - ✚ Define/Reuse a graphic model
  - ✚ Use the framework generators to produce the tools

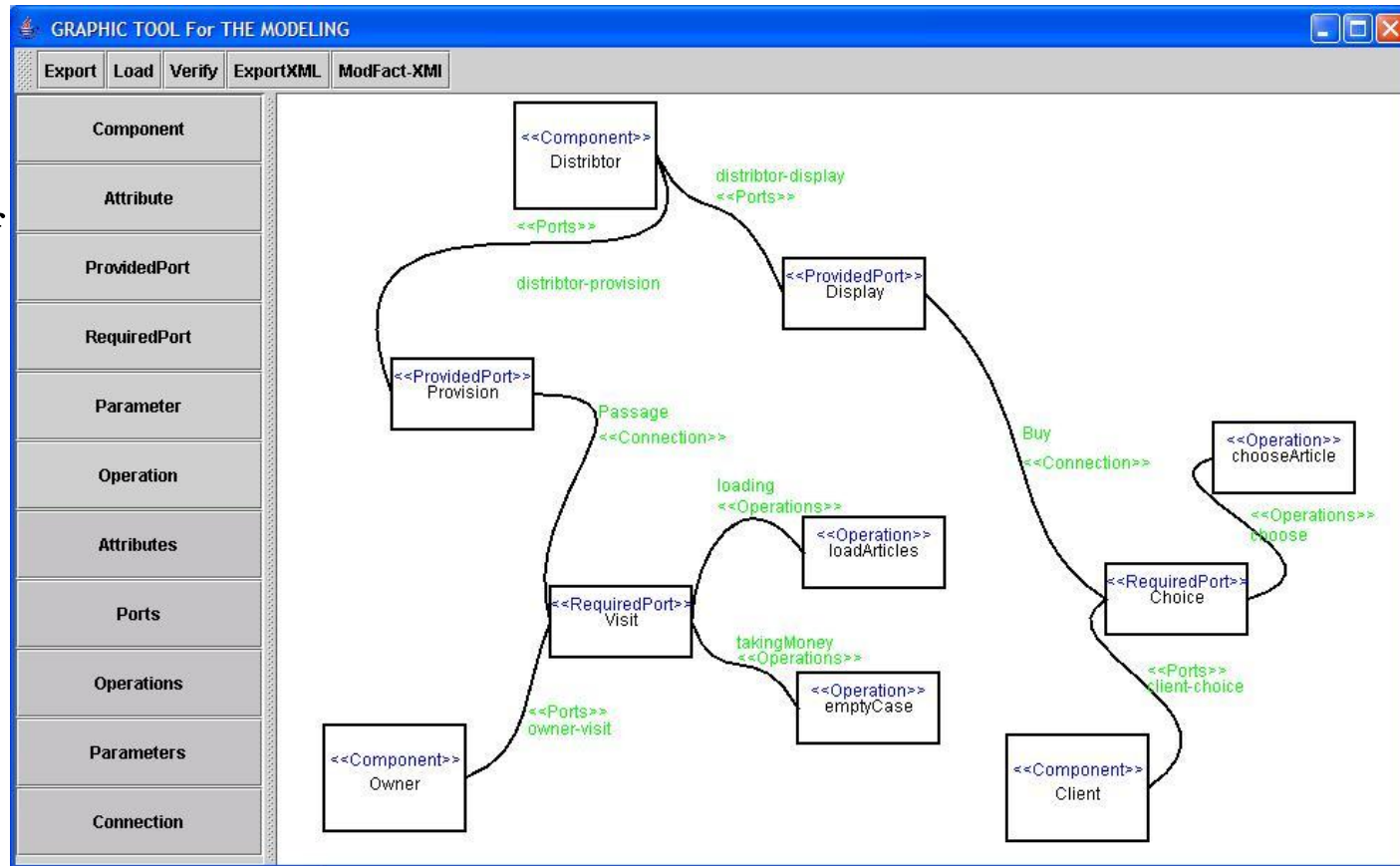
# The domain model of component-based applications

---



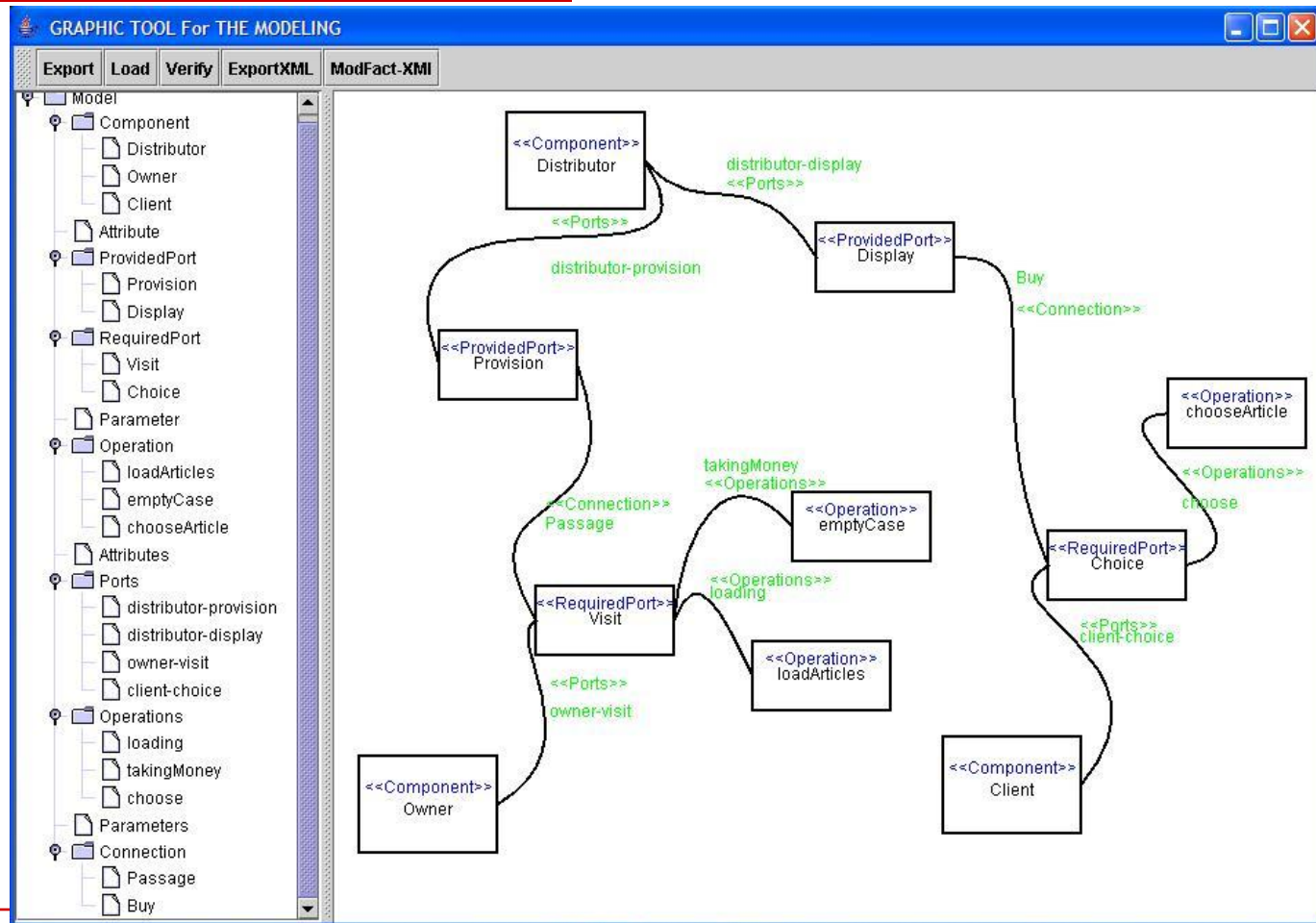
# Graphic tool « 1 »

- Domain concepts → Buttons set
- Handling of model elements → Drawing board



# Graphic tool « 2 »

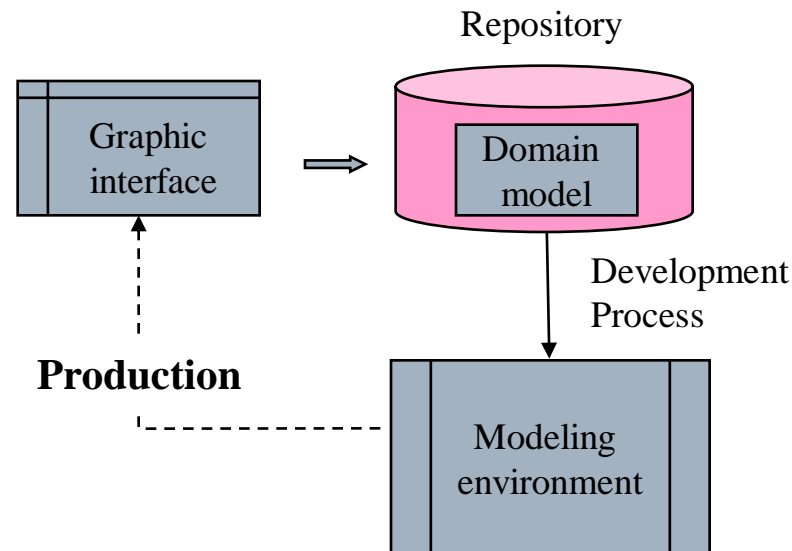
- Domain concepts → Tree
- Handling of model elements → Drawing Board



# Experiment 2

---

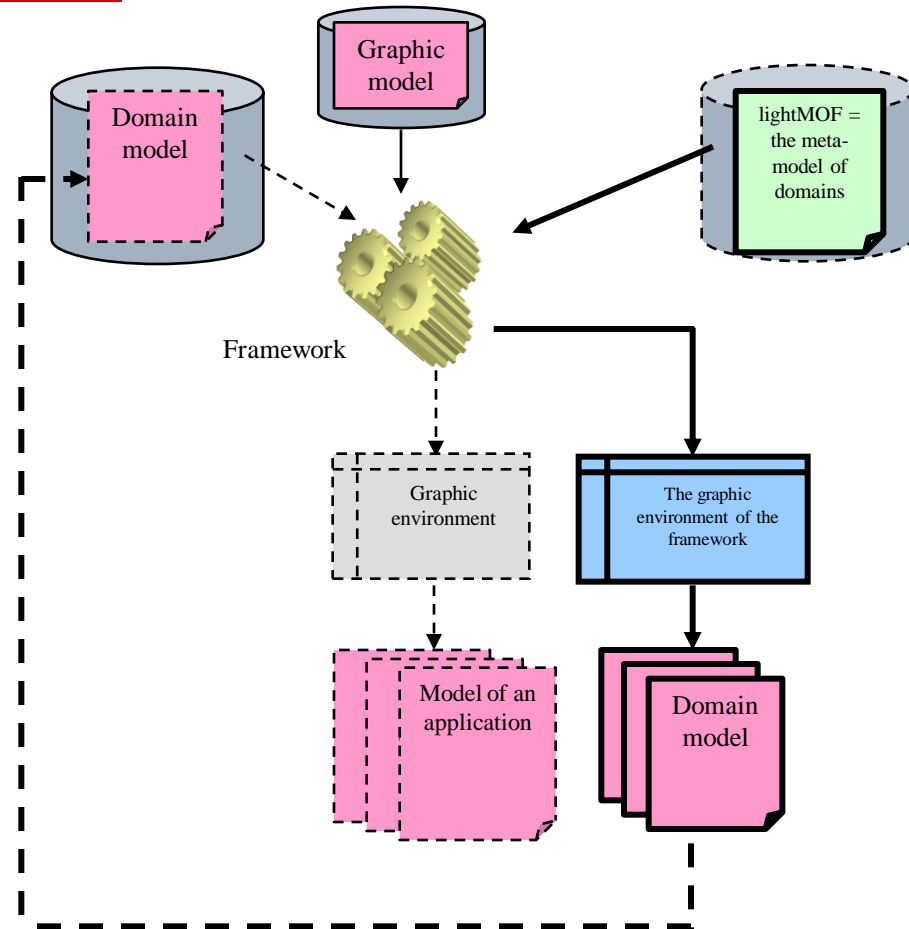
- ✚ Generation of a graphic environment for modeling the domains of applications





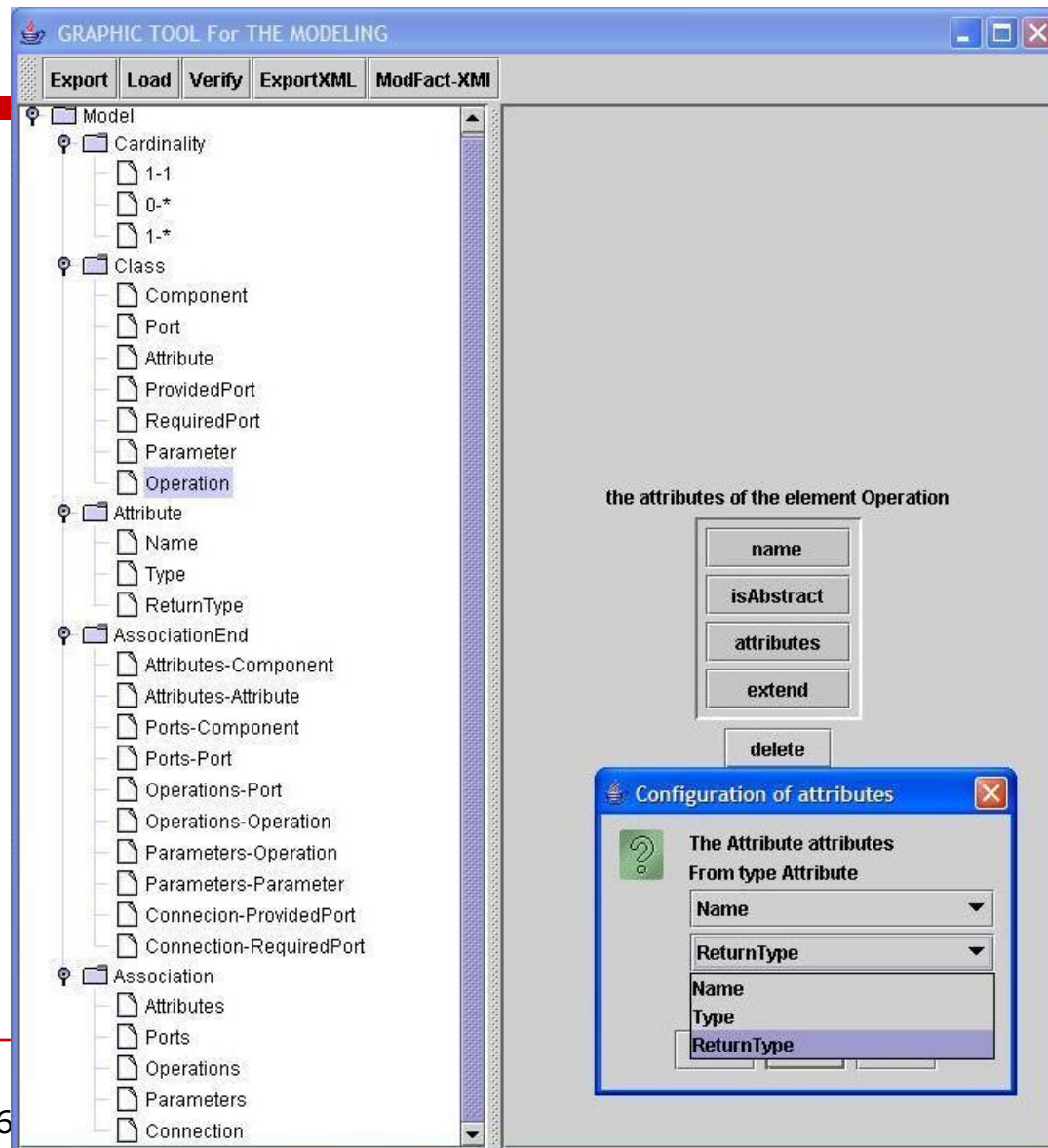
# Production of the framework graphic tool

- ✚ LightMOF = the Meta-model of domains
  - ✚ We have directly used the repository produced for lightMOF
  - ✚ Write the Meta-model lightMOF as a model conform to lightMOF
  - ✚ Use the framework generateurs



# Graphic tool for modeling of application domains

- lightMOF concepts  
→ Tree
- Handling of model elements  
→ Form set



# Plan

---

- ✚ Problem
- ✚ Objective
- ✚ Proposal
- ✚ Experiments
- ✚ Comparisons
- ✚ Conclusion and perspectives

# Conclusion

---

- + Domain-Specific Modeling / Many domains of applications
- + Production of graphic environments for the domain-specific modeling / MDE approach
  - + Modeling of environments
    - + Abstract Models → Capitalization for other technologies
  - + Separation of concerns
    - + Reuse of definitions
  - + Framework + Tooling → Automatic Production

# Perspectives

---

- ✚ Extension of GUI meta-model
  - ✚ Capitalization more important
- ✚ Extension of the conformity with OCL
  - ✚ Transfer the checks of the development process to modeling
- ✚ Support to the simulation (new concern) → validation of the behavior
  - ✚ Model of actions / model of selection
  - ✚ binding the domain concepts / the actions → Production of interaction interface with the repository
- ✚ Production of Co-design tools → Definition of models / Collaboration
- ✚ Models binding (dynamic)

---

# Thanks