

**Overture – Open-source Tools for Formal Modelling TR-2010-04  
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**2010 Release Planning for Overture and DEST ECS**

by

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# Contents

# Chapter 1

## Introduction

This document is intended to provide an overview of the release planning for the open source project called Overture as well as the European research project DESTTECS. Efforts will be made to ensure that stable releases of both the executables for Overture and DESTTECS in a systematic fashion. It is recommended that official public releases of these executables are synchronised with each other. The planning presented here is aggressive and probably on the optimistic side but naturally this also depends upon the time the different stakeholders are able to deliver to the projects during 2010.

Official major public releases will be made yearly and will be made available through the Overture and DESTTECS official websites respectively. One month before the major release, a Release Candidate will be made for the purpose of testing and locate bugs. In the meantime, snapshot builds will be provided via SourceForge. In this period only bug fixes needed for the features planning in that release will be checked in. Minor official public releases will be released approximately once every three months and for each of these two weeks of release candidate periods will be used. A full release procedure will be followed for each of the public releases such that the users can expect all public releases to be stable. In between these public releases ad-hoc releases will be produced on a needs basis but it is suggested that at least a weekly build that contains the latest source code will be put in system. For such ad-hoc releases the documentation cannot be guaranteed to be updated and it will not be tested at the same level of detail as for official releases so no guarantee is provided for all ad-hoc releases. All the builds will consist of stand alone branded version for the Windows, Mac and Linux platforms.

This document start off with providing an overview of the release numbering scheme in Section ???. This is followed by Section ?? which provides the current plan for the releases of Overture executables during 2010. Finally Section ?? provides the current plan for the additional features released in the DESTTECS executable releases in 2010. Later on the document will be updated with plans for subsequent years.



## Chapter 2

# Release Build Numbering

The Overture and DESTTECS project deliverables (both executables as well as associated documentation) build numbering will be made with the following format:

**X.Y.Z**

The **X** indicates which is the major public release version of the tool. During the DESTTECS project there will be three major releases of the DESTTECS Tool (month 12, 24 and 36, i.e. December 2010, 2011 and 2012 respectively). It is suggested that these builds are numbered 1.0.0, 2.0.0 and 3.0.0 respectively.

An increase of **Y** indicates a minor public release including significant update since last version, for example, a new feature which have been through a proper release procedure. Thus the users can expect it to be in a stable state.

An increase of **Z** indicates an ad-hoc release with minor update since the last version, for example, bug fixes. No gurantee for stability is provided for these ad-hoc releases because they have not been going through the release procedure used for public releases.



# Chapter 3

## Contents of Overture releases in 2010

This section presents a plan for the contents of the 2010 releases of the Overture executable.

**Release 0.2.0 (March 2010):** The aim for this release is to include the following features:

1. Analyse whether we can go for a debugger without DLTK. AugustoRibeiro
2. Follow standard way to use pictures in Eclipse and document this for all developers. AugustoRibeiro
3. Complete the new ASTGen utility and add all sources for it to the tools utility in the Overture SF SVN. NickBattle
4. Change to the AST generated from the new version of ASTGen all over the Overture sources (i.e. this will affect the development of UML, JML and POtrans components). NickBattle,KennethLausdahl
5. The combinatorial testing feature will be updated in the IDE with the features for reducing the size of the test suites in intelligent ways made available in VDMJ for all VDM dialects. KennethLausdahl
6. In the edit perspective automatic type checking will only be performed in case the syntax is correct for all definitions such that type errors does not get mixed with syntax errors. KennethLausdahl
7. When the Overture tool is first started up and the user kills the welcome window the VDM++ edit perspective will be started automatically. AugustoRibeiro, *Done: 1. feb 2010 - Kenneth*
8. Syntax and type check the arguments used in the debug configuration. KennethLausdahl
9. Remove all communication exceptions from VDMJ which causes the console to change (e.g. the existing problem with the debugger in the IDE whenever an invariant for instance invariants are broken). NickBattle,KennethLausdahl
10. Documentation of the Overture IDE in order to enable more developers to make updates for the IDE and for the DESTecs development to follow similar principles. This shall





document the implementation of the editor, the parser, the builder, the outline and the AST access. [AugustoRibeiro](#)

11. Specify the top level scheduling strategy for the interpreter dealing with multiple threads in VDM++ and VDM-RT (to subsequently be implemented in the interpreter).

[KennethLausdahl,++](#)

12. Make the pretty printer with test coverage usable for all VDM dialects. [KennethLausdahl,NickBatt](#)

13. Changing “script explorer” to “VDM explorer”. [AugustoRibeiro](#)

**Release 0.3.0 (June 2010):** The aim for this release is to include the following features:

1. When creating a new debug configuration it shall be named after the name of the project (and not just “New configuration”). [AugustoRibeiro](#)

2. Making sure that the run and debug buttons in the IDE work appropriately and does not crash whenever the user tries to start them. Ideally these should simply change to the debug perspective if no debug configuration is present and be ready to type an expression into a quick console where simple expressions can be typed and executed (and up and down in the list of commands given is supported). [AugustoRibeiro](#)

3. A button for moving a test case from the combinatorial testing perspective into the debugger such that it will stop at the right place for the run-time error reported for the test case selected. [KennethLausdahl,ChristianThillerman](#)

4. Stop all threads when a breakpoint or a run-time error has occurred in one of the threads. [NickBattle,++](#)

5. In the debug perspective it shall be possible to look into the contents of objects in the variables view. [??](#)

6. Include all definitions in the Outline view for all VDM dialects. [AugustoRibeiro](#)

7. When creating new projects in the IDE include the possibility for including standard libraries (i.e. IO and Math) in the project. These are then to be included in a special “lib” directory. [??](#)

8. Make sure that proof obligations for standard libraries are ignored. [NickBattle](#)

9. Add static DL classes and modules to Overture where the user shall place corresponding jar files in the lib directory of the project implementing “is not yet specified” functions and operations. [KennethLaudahl,NickBattle](#)

10. Investigate whether dynamic an external jar files can be incorporated also. [KennethLausdahl,NickB](#)

**Release 0.4.0 (September 2010):** The aim for this release is to include the following features:

1. First stable bi-directional connection from Overture/VDM++ to/from JML. [CarlosVilhena](#)

2. New version of the interpreter for scheduling of multiple threads in VDM++ and VDM-RT prepared for co-simulkation also able to break after a fixed amount of time. [KennethLausdahl,+](#)



3. User documentation in pdf available as a part of the Overture executable so the user can search on-line in these sources (including a VDM-10 language manual). PeterGormLarsen,++

**Release 1.0.0 (December 2010):** The aim for this release is to include the following features:

1. Quick fix incorporated in the editor view of the IDE for all VDM dialects. ??
2. Goto definition in the edit view of the IDE across all files in a project for all VDM dialects. ??
3. First version of refactoring support for all VDM dialects. ??
4. Possibly first release of proof support feature for proving a subset of the POs generated. NickBattle
5. Support in the Proof Obligation Explorer view for new icons indicating whether the user have proved a PO or have manually inspected it and approved it. This also means that the icon with the red cross shall only be used for those where proof have failed and a less intimidating iconj shall be used for the POs that one have not yet dealt with. ??
6. Include VDMDoc (inspired by JavaDoc) for all VDM dialects. ??
7. Stable version of the UML mapper enabling proper round-trip engineering between VDM and UML class diagrams and enable generation of traces from a subset of UML sequence diagrams. KennethLausdahl,PeterGormLarsen
8. First release of code generator from VDM to a programming language. MarcelVerhoef
9. Increased L<sup>A</sup>T<sub>E</sub>X support in the editor such that parts outside the `vdm_al` environments are highlighted as TeXClipse would do it. ??



# Chapter 4

## Contents of DEST ECS releases in 2010

This section presents a plan for the contents of the 2010 releases of the DEST ECS executable.

**Release 0.1.0 (March 2010):** The aim for this release is to include the following features:

1. Develop development environment for DEST ECS enabling different plug-ins to be added and documenting this. KennethLausdahl
2. Stand-alone DEST ECS executable with the DEST ECS icon KennethLausdahl
3. Develop wizard for creating a new DEST ECS project. This shall create 3 different directories in the project for “Discrete Event”, “Continuous Time” and “Fault Modelling” respectively. ??
4. Ability to invoke the 20-sim editor for 20-sim models in a DEST ECS project. ControlLabs

**Release 0.2.0 (June 2010):** The aim for this release is to include the following features:

1. TBD

**Release 0.3.0 (September 2010):** The aim for this release is to include the following features:

1. TBD

**Release 1.0.0 (December 2010):** The aim for this release is to include the following features:

1. Co-simulation between Overture VDM models and 20-sim models is fully enabled. KennethLausdahl,++
2. Synchronising the log viewer from Overture with the plot of variables from 20-sim in an Eclipse setting. ControlLabs,++