Model-Based Software Engineering

Lecture 03 – <u>Metamodeling cont.</u>, OCL

Prof. Dr. Joel Greenyer



April 18, 2016

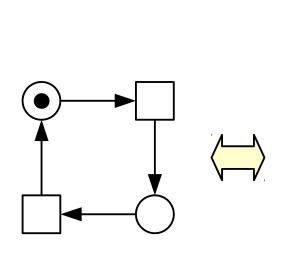


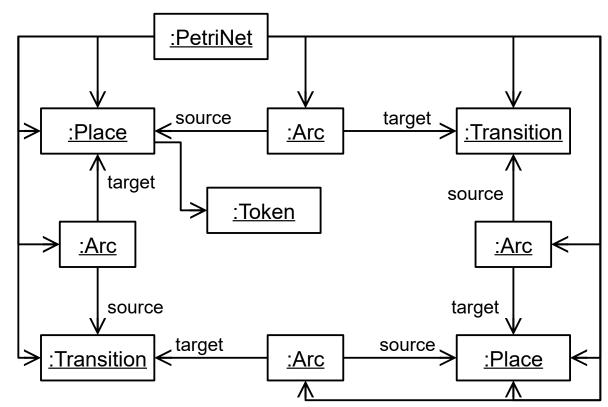


Object-Oriented Modeling Approach

in the last lecture...

- Step 1: Understand a model as a structure of objects
- For the example:





concrete syntax

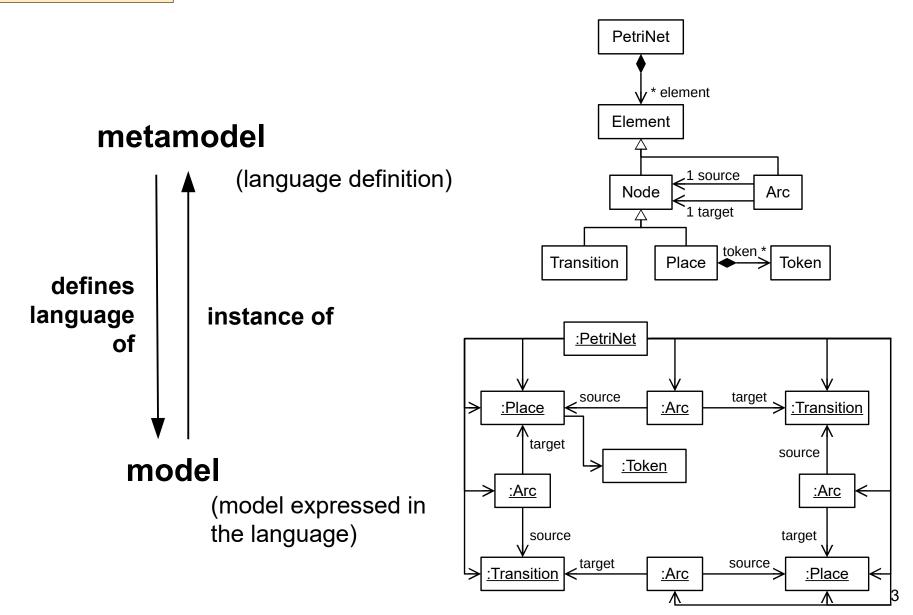
(representation to the user)

abstract syntax

(internal structure, occurrences of language constructs and their relationships)

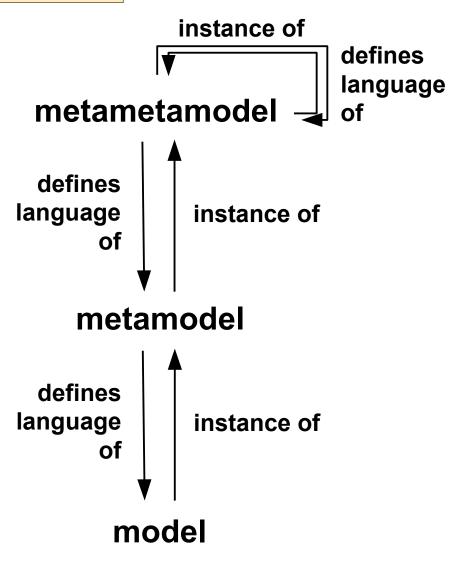


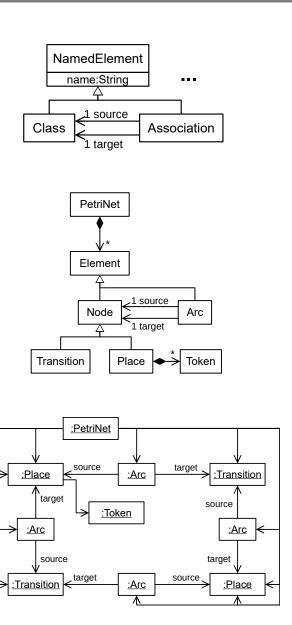
Model and Metamodel





Meta-Levels







Typical Meta-Level Descriptions

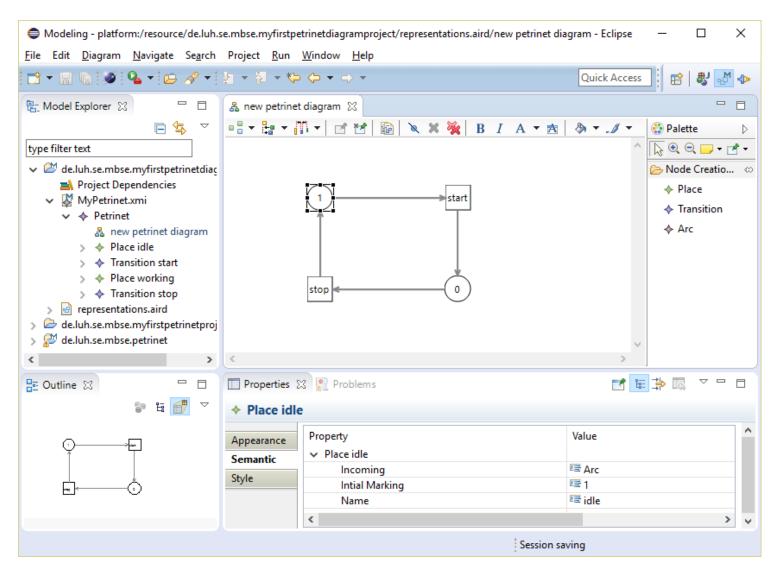
- Sometimes, we refer to the **four meta-levels** (M0-M3) originally defined by the MOF standard
 - MOF: Meta-Object Facility, standard by the OMG (see http://www.omg.org/mof/)

М3	meta-metamodel to define metamodels on M2, also describes itself
M2	metamodels, for defining a modeling language on M1
M1	models of data or processes
MO	instance-model, concrete data



Vision: Build a Petri Net Modeling Tool



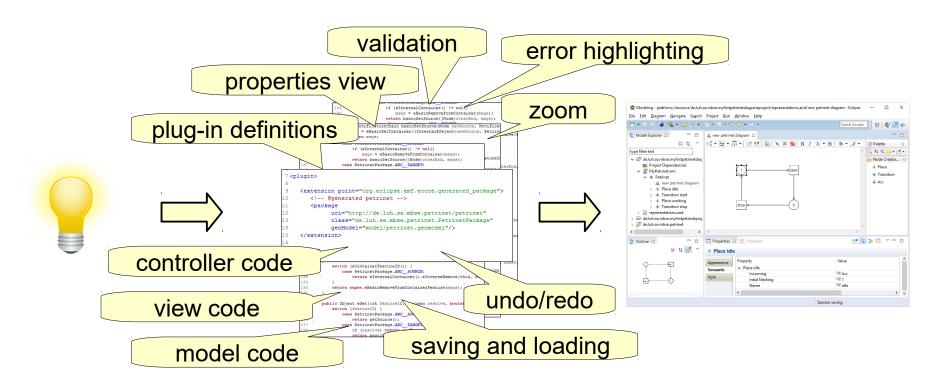




Build a Petri Net Modeling Tool

in the last lecture...

Manual implementation: A lot of repetitive or generic code



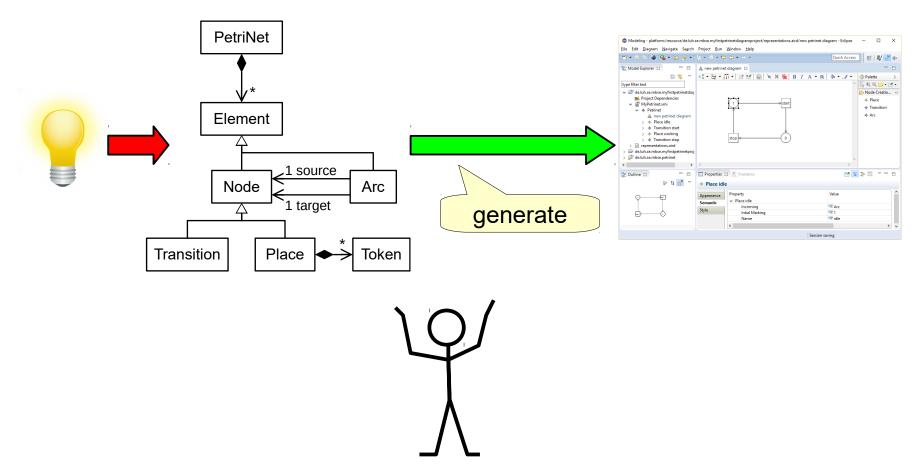




Build a Petri Net Modeling Tool

in the last lecture...

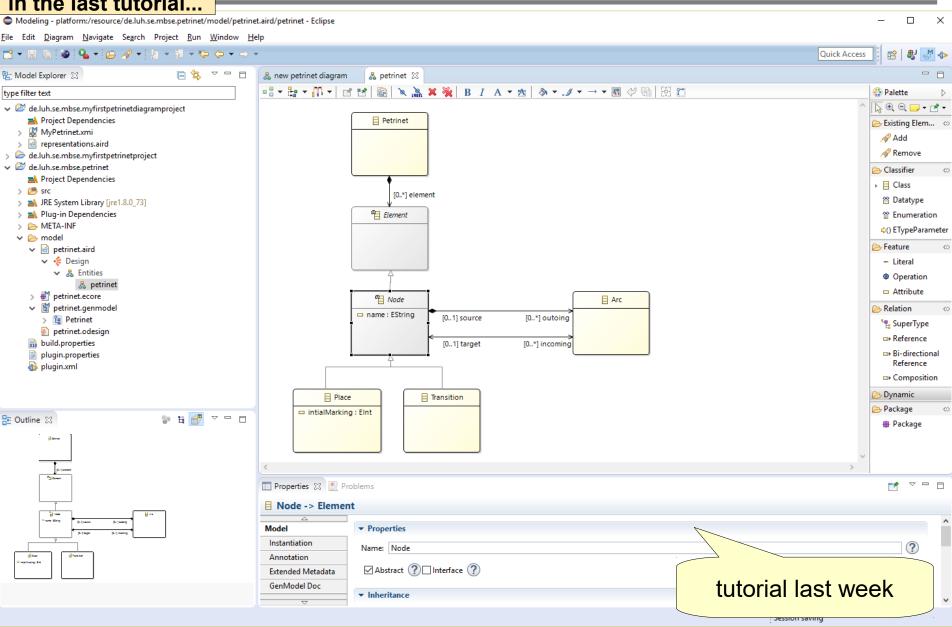
 Model-based approach for building modeling tools: Provide only a few conceptual models and generate tool automatically





Eclipse Modeling Framework (Modeling a Petri Net Metamodel)

in the last tutorial...





2.5. Eclipse Modeling Framework (EMF) and Ecore



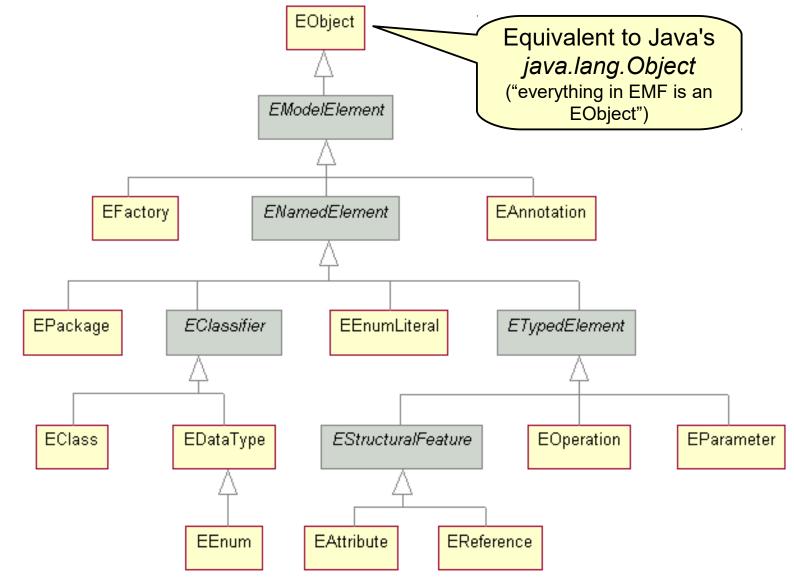


Ecore vs EMOF

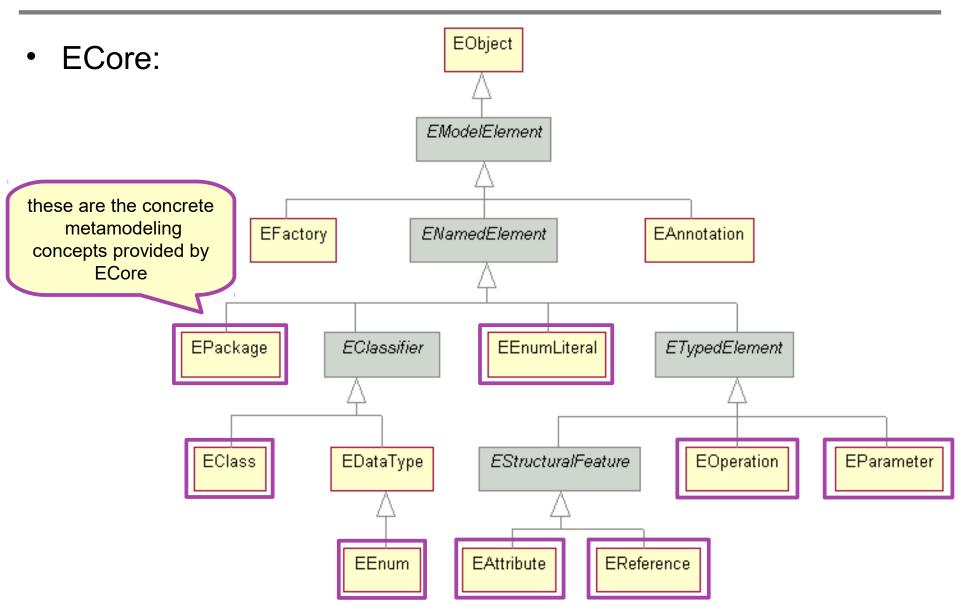
- MOF defines a meta-metamodel used to define metamodels in other OMG specifications (UML, IDL, CWM)
 - (see http://www.omg.org/mof/)
- MOF consists of two parts
 - "Essential MOF" (EMOF) is a core part of the MOF
 - the full MOF meta-metamodel is called "Complete MOF"
 (CMOF), which includes EMOF, i.e., is an extension of EMOF
 - EMOF and CMOF are derived from the UML2 metamodel
- Ecore is the meta-metamodel used by EMF
 - it is very similar to EMOF, some aspects are even simplified
 - it has some technology-specific specialties
 - we are going to look at Ecore mainly and later compare to MOF



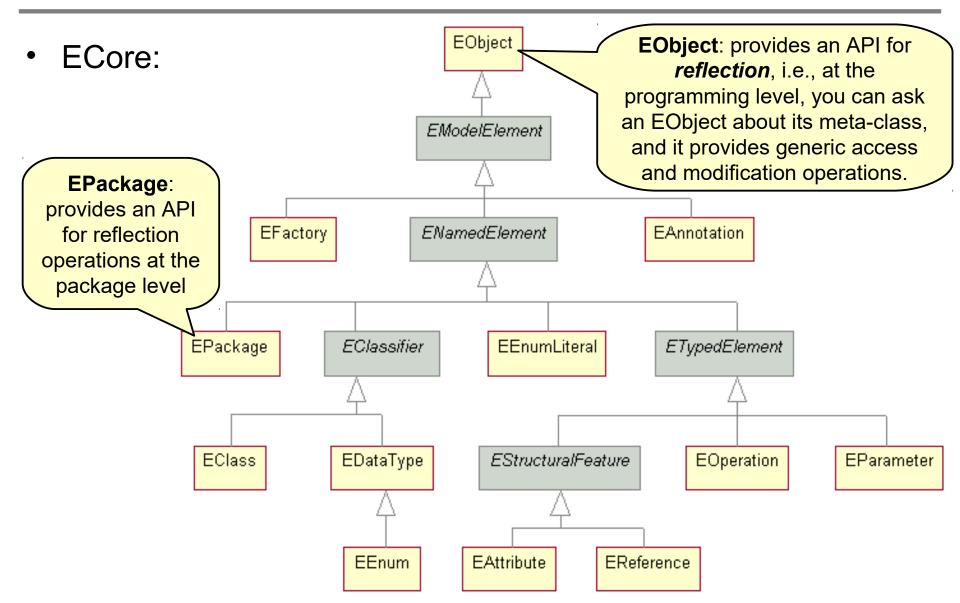
• ECore:





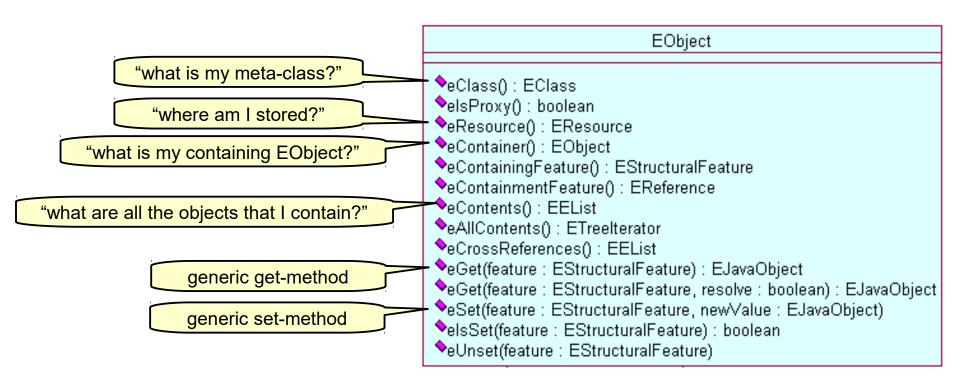








The EObject API:





The EObject API:

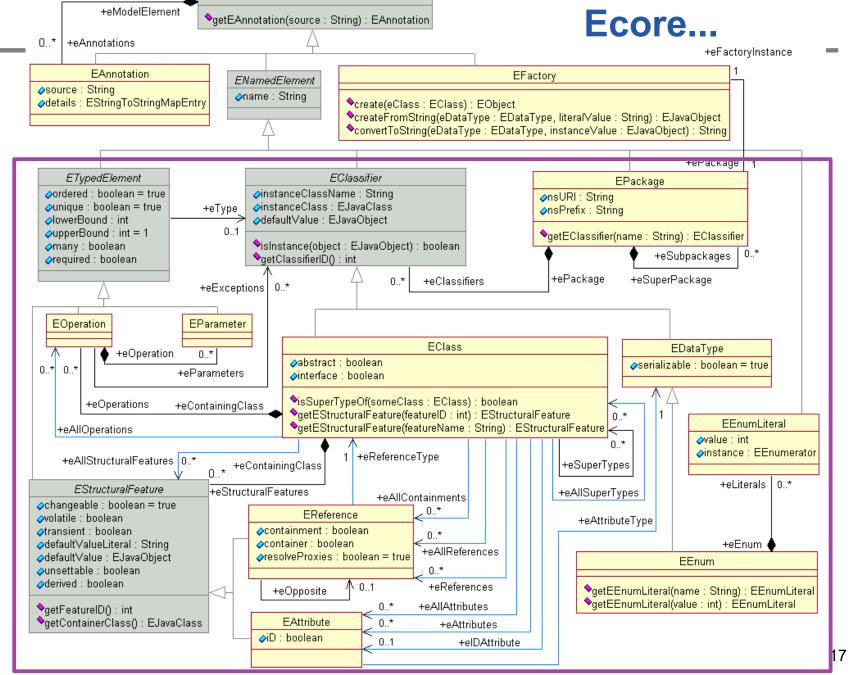
Example: reflective getName() function:

```
EObject

◆eClass(): EClass
◆elsProxy(): boolean
◆eResource(): EResource
◆eContainer(): EObject
◆eContainingFeature(): EStructuralFeature
◆eContainmentFeature(): EReference
◆eContents(): EEList
◆eAllContents(): ETreelterator
◆eCrossReferences(): EEList
◆eGet(feature: EStructuralFeature): EJavaObject
◆eGet(feature: EStructuralFeature, resolve: boolean): EJavaObject
◆eSet(feature: EStructuralFeature, newValue: EJavaObject)
◆elsSet(feature: EStructuralFeature): boolean
◆eUnset(feature: EStructuralFeature)
```

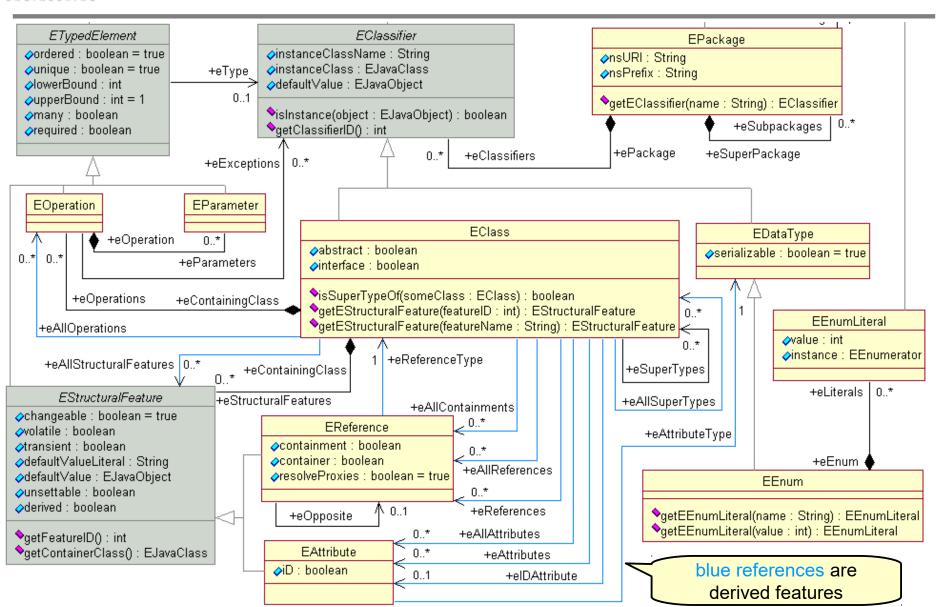


A Close Look at Ecore...

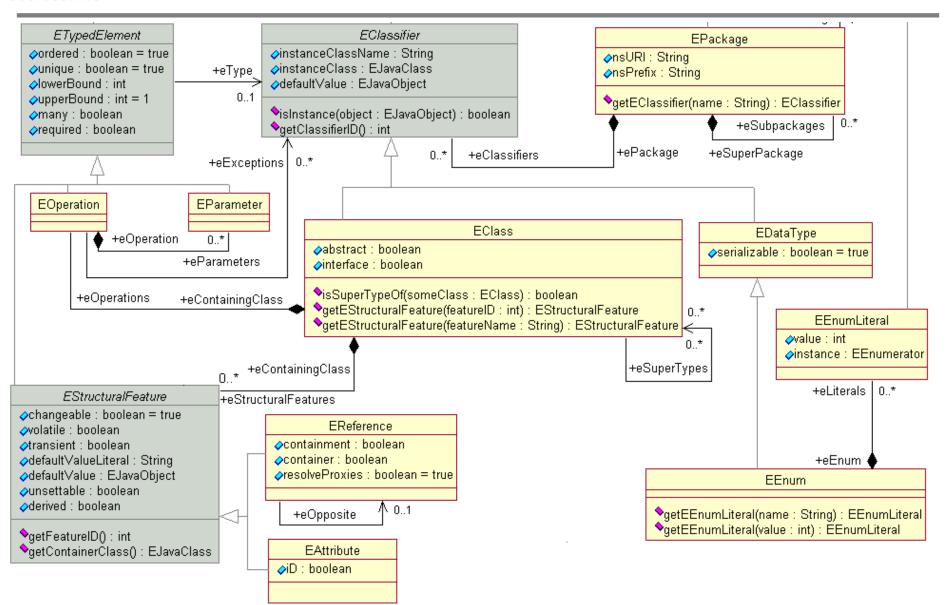


EModelElement





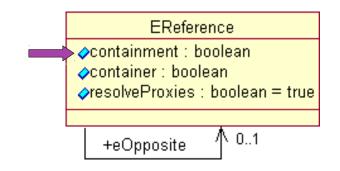




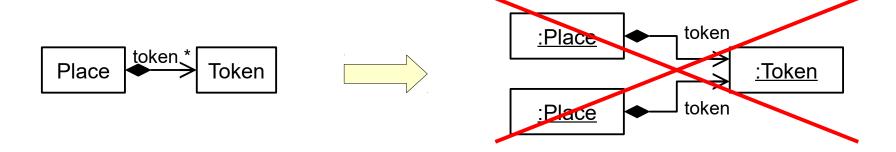


Containment:

- An object can only be be contained in at most one other object at a time
 - it can be target of at most one containment link at a time



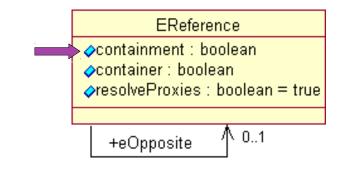
Example:



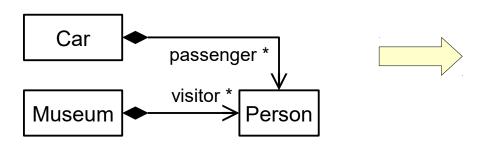


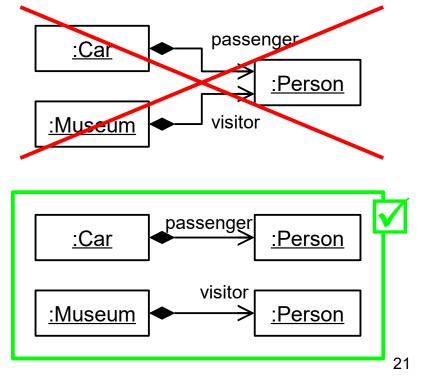
Containment:

- An object can only be be contained in at most one other object at a time
 - it can be target of at most one containment link at a time



Example:

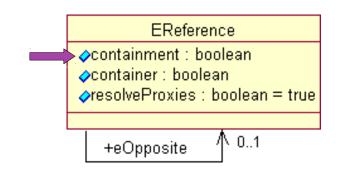




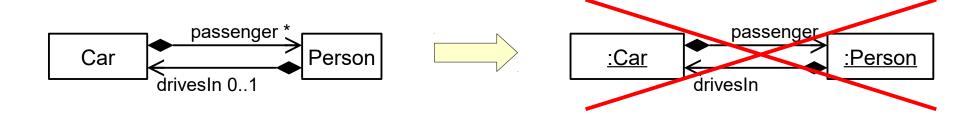


Containment:

- Containment links must not form a cycle
- An object cannot contain any object that it is (transitively) contained in



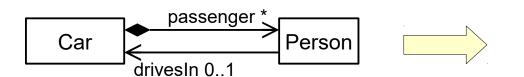
Example:

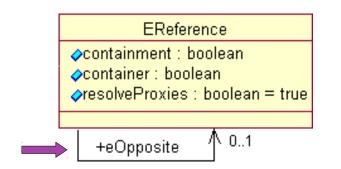


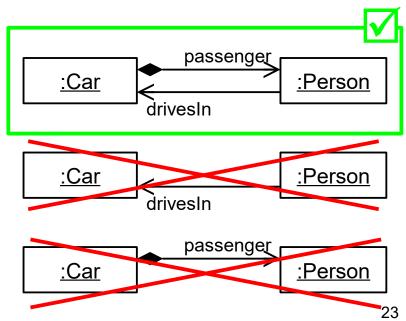


eOpposite:

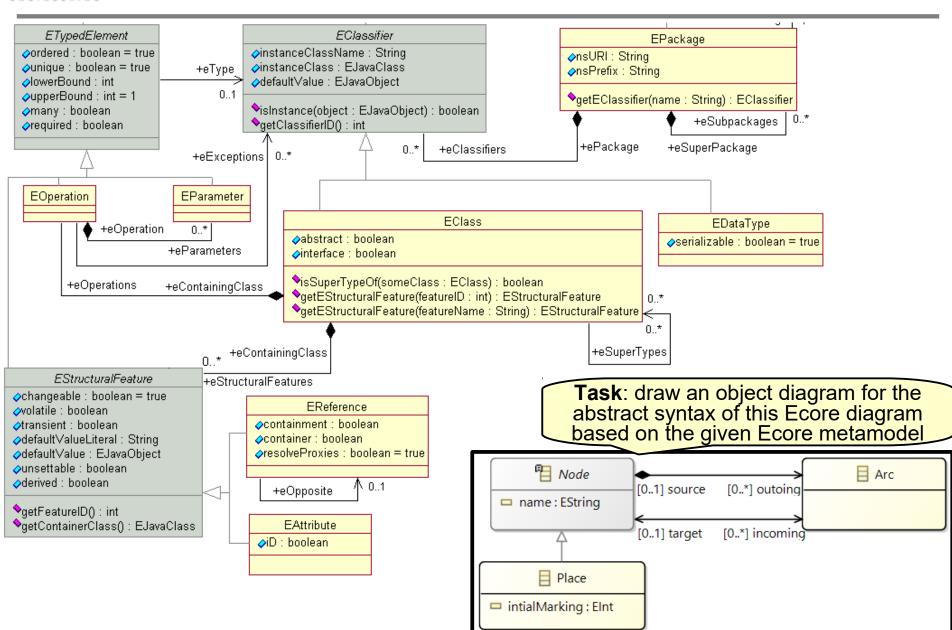
- Two EReferences in opposite directions between two EClasses can be "opposites"
- Thereby forming a bidirectional relationship
- At the object level, there must be bidirectional links
- Example:





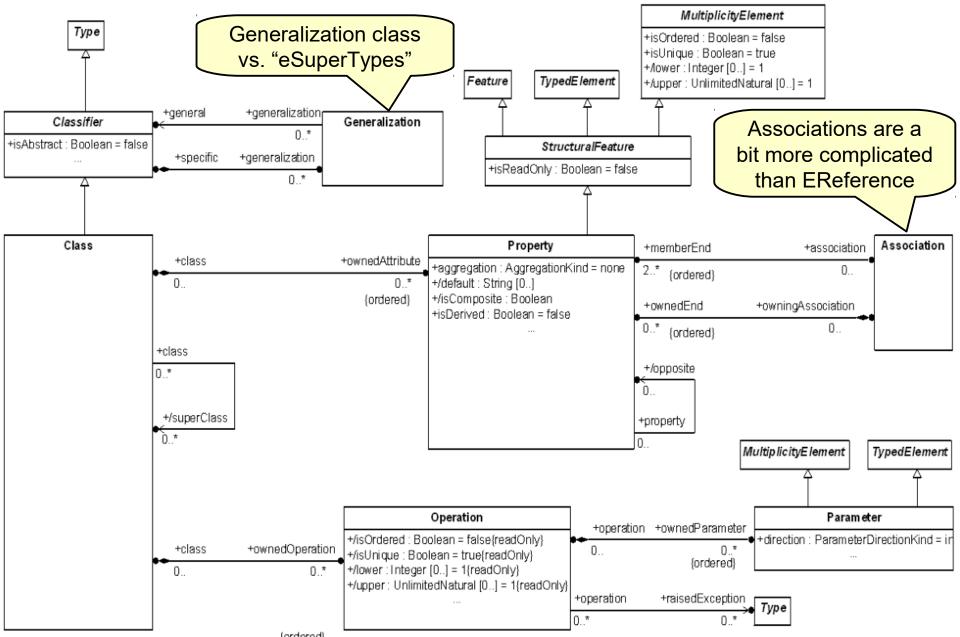








EMOF Classes – Difference to Ecore





EMF uses some

special data types

that are mapped to

standard Java data

types

Data Types in EMF

<<datatype>> **EFloat** <<javaclass>> float

<<datatype>> <<datatype>> EBoolean **EByte** <<javaclass>> boolean <<iavaclass>> byte

> <<datatype>> **EInt** <i javaclass>> int

<<datatype>> **EChar** <<iavaclass>> char

<<datatype>> **EDouble** <<iavaclass>> double

<<datatype>> ELong <<javaclass>> long

<<datatype>> **EShort** <<javaclass>> short

<<datatype>> **EString** <<javaclass>> java.lang.String

<<datatype>> EJavaObject 5 6 1 <<javaclass>> java.lang.Object

<<datatype>> **EJavaClass** <<javaclass>> java.lang.Class

<<datatype>> EBooleanObject <<javaclass>> java.lang.Boolean

<<datatype>> **EByteObject** <<javaclass>> java.lang.Byte

<<datatype>> ECharacterObject <<javaclass>> java.lang.Character

<<datatype>> **EDoubleObject** <<javaclass>> java.lang.Double

<<datatype>> **EFloatObject** <<javaclass>> java.lang.Float

<<datatype>> EIntegerObject <<javaclass>> java.lang.lnteger

<<datatype>> ELongObject <<javaclass>> java.lang.Long

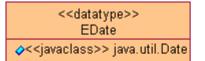
<<datatype>> **EShortObject** <<iavaclass>> java.lang.Short

<<datatype>> EByteArray. <<javaclass>> byte[]

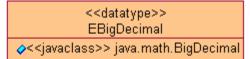


Data Types in EMF

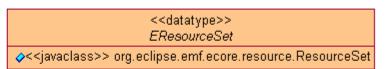
EMF defines some additional data types



```
<<datatype>>
           EBigInteger
<<javaclass>> java.math.BigInteger
```



```
<<datatype>>
                    EResource
<<javaclass>> org.eclipse.emf.ecore.resource.Resource
```



```
<<datatype>>
                  EFeatureMapEntry
<<javaclass>> org.eclipse.emf.ecore.util.FeatureMap$Entry
```



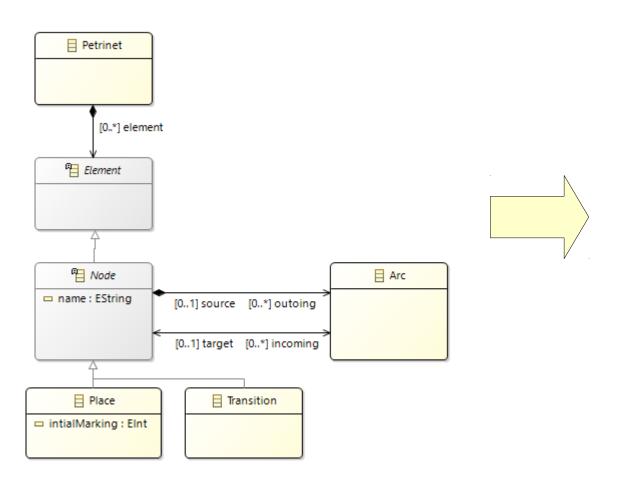
```
<<datatype>>
                   EEnumerator
<<javaclass>> org.eclipse.emf.common.util.Enumerator
```



```
<<datatype>>
                    ETreelterator
<<javaclass>> org.eclipse.emf.common.util.Treelterator
```



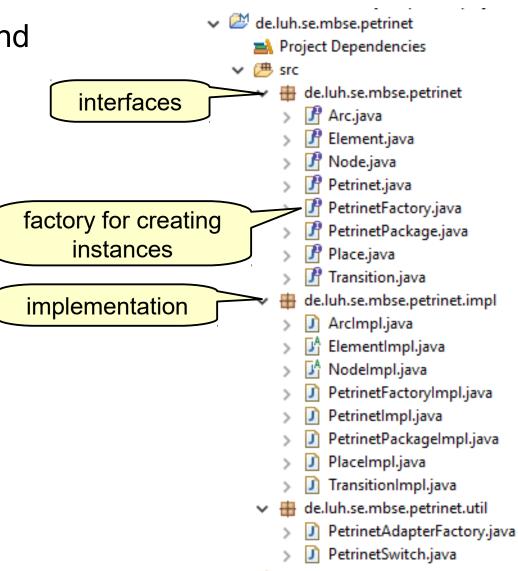
 EMF supports Java code generation from Ecore models



- Ø de.luh.se.mbse.petrinet
 Project Dependencies
 - ∨ ⊯ src
 - de.luh.se.mbse.petrinet
 - > 🗗 Arc.java
 - > 🗗 Element.java
 - > 📝 Node.java
 - > Petrinet.java
 - > IP PetrinetFactory.java
 - > PetrinetPackage.java
 - > II Place.java
 - > 🗗 Transition.java
 - de.luh.se.mbse.petrinet.impl
 - > / Arclmpl.java
 - > 🛂 Elementlmpl.java
 - > 🌃 Nodelmpl.java
 - > D PetrinetFactoryImpl.java
 - > I PetrinetImpl.java
 - DetrinetPackagelmpl.java
 - > I Placelmpl.java
 - TransitionImpl.java
 - de.luh.se.mbse.petrinet.util
 - DetrinetAdapterFactory.java
 - > PetrinetSwitch.java



 Separation of Interfaces and Implementation





 Separation of Interfaces and Implementation

```
public interface Place extends Node {
    * Returns the value of the
    * '<em><b>Initial Marking</b></em>' attribute.
      @generated
    * /
   int getInitialMarking();
   /**
    * Sets the value of the
      '<em>Initial Marking</em>' attribute.
    * @generated
    * /
   void setInitialMarking(int value);
  // Place
```

de.luh.se.mbse.petrinet Project Dependencies ✓ 傳 src. # de.luh.se.mbse.petrinet Arc.java Element.java Mode.java Petrinet.java PetrinetFactory.java PetrinetPackage.java Place.java Transition.java de.luh.se.mbse.petrinet.impl Arclmpl.java ElementImpl.java Nodelmpl.java PetrinetFactoryImpl.java Petrinetlmpl.java PetrinetPackageImpl.java Placelmpl.java TransitionImpl.java de.luh.se.mbse.petrinet.util PetrinetAdapterFactory.java PetrinetSwitch.java



 Separation of Interfaces and Implementation

```
public class PlaceImpl extends NodeImpl implements Place {
   protected static final int INTIAL MARKING EDEFAULT = 0;
   protected int intialMarking = INTIAL MARKING EDEFAULT;
   public int getIntialMarking() {
         return intialMarking;
   public void setIntialMarking(int newIntialMarking) {
         int oldIntialMarking = intialMarking;
         intialMarking = newIntialMarking;
         if (eNotificationRequired())
                  eNotify (new ENotification Impl (this,
                  Notification. SET,
                  PetrinetPackage. PLACE INTIAL MARKING,
                  oldIntialMarking,
                  intialMarking));
                                  Notification mechanism
                                  observer pattern) built in
  //PlaceImpl
```

```
de.luh.se.mbse.petrinet
     Project Dependencies
            de.luh.se.mbse.petrinet
            Arc.java
            Element.java
            Mode.java
            Petrinet.java
            PetrinetFactory.java
            PetrinetPackage.java
            🎢 Place.java
            Transition.java
            de.luh.se.mbse.petrinet.impl
            Arclmpl.java
            ElementImpl.java
            Nodelmpl.java
            PetrinetFactoryImpl.java
            Petrinetlmpl.java
            PetrinetPackagelmpl.java
            Placelmpl.java
            TransitionImpl.java
            de.luh.se.mbse.petrinet.util
            PetrinetAdapterFactory.java
            PetrinetSwitch.java
```



de.luh.se.mbse.petrinet

Project Dependencies

Factory interface and implementation

```
de.luh.se.mbse.petrinet
public interface PetrinetFactory extends EFactory {
                                                                             Arc.java
                                                                             Element.java
    PetrinetFactory eINSTANCE
    = de.luh.se.mbse.petrinet.impl.PetrinetFactoryImpl.init();
                                                                             Mode.java
                                                                             Petrinet.java
    Petrinet createPetrinet();
                                                                             PetrinetFactory.java
                                                                             PetrinetPackage.java
  //PetrinetFactory
                                                                             Place.java
                                                                             Transition.java
                                                                             de.luh.se.mbse.petrinet.impl
public class PetrinetFactoryImpl extends EFactoryImpl
                                                                             Arclmpl.java
        implements PetrinetFactory {
                                                                             ElementImpl.java
                                                                             Modelmpl.java
    public static PetrinetFactory init() {
                                                                             PetrinetFactoryImpl.java
        return new PetrinetFactoryImpl();
                                                                             Petrinetlmpl.java
                                                                             PetrinetPackageImpl.java
    public Petrinet createPetrinet() {
                                                                             Placelmpl.java
        PetrinetImpl petrinet = new PetrinetImpl();
                                                                             TransitionImpl.java
        return petrinet;
                                                                             de.luh.se.mbse.petrinet.util
                                                                             PetrinetAdapterFactory.java
                                                                             PetrinetSwitch.java
```



Edit and Editor Code

- EMF also supports the generation of code for building editors and views within Eclipse:
 - .edit plug-in:
 - Content and label provider classes, for table and tree views
 - property source support for property pages
 - command framework for undo/redo
 - .editor plug-in:
 - tree editor
 - model creation wizards

de.luh.se.mbse.petrinet
 ide.luh.se.mbse.petrinet.edit
 de.luh.se.mbse.petrinet.provider ArcltemProvider.java ElementItemProvider.java NodeltemProvider.java PetrinetEditPlugin.java PetrinetItemProvider.java PetrinetItemProviderAdapterFactory.java PlaceltemProvider.java TransitionItemProvider.java JRE System Library [JavaSE-1.8] Plug-in Dependencies META-INF build.properties plugin.properties plugin.xml de.luh.se.mbse.petrinet.editor Æ de.luh.se.mbse.petrinet.presentation PetrinetActionBarContributor.java PetrinetEditor.java PetrinetEditorPlugin.java PetrinetModelWizard.java ■ JRE System Library [JavaSE-1.8] 🛕 Plug-in Dependencies icons META-INF build.properties

plugin.properties

🚯 plugin.xml



Model Persistence – XMI Serialization

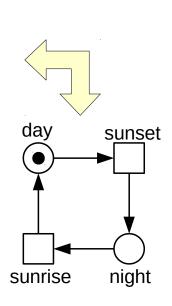
- EMF models can be serialized in the XML Metadata Interchange (XMI) format
 - also an OMG standard: http://www.omg.org/spec/XMI/
 - XML format for exchanging models with metamodels conforming to MOF



</petrinet:Petrinet>

Model Persistence – XMI Serialization (Example)

```
<?xml version="1.0" encoding="UTF-8"?>
<petrinet:Petrinet xmi:version="2.0"</pre>
       xmlns:xmi="http://www.omg.org/XMI"
       xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
       xmlns:petrinet="http://www.example.org/petrinet"
       xsi:schemaLocation="http://www.example.org/petrinet
               ../de.luh.se.mbse.petrinet/model/petrinet.ecore">
  <element xsi:type="petrinet:Place" name="day"</pre>
       incoming="//@element.3/@outoing.0" initialMarking="1">
    <outoing target="//@element.1"/>
  </element>
  <element xsi:type="petrinet:Transition" name="sunset"</pre>
       incoming="//@element.0/@outoing.0">
    <outoing target="//@element.2"/>
  </element>
  <element xsi:type="petrinet:Place" name="night"</pre>
       incoming="//@element.1/@outoing.0">
    <outoing target="//@element.3"/>
  </element>
  <element xsi:type="petrinet:Transition" name="sunrise"</pre>
       incoming="//@element.2/@outoing.0">
    <outoing target="//@element.0"/>
  </element>
```





Dynamic EMF

- The generated code allows us to create instances of our Ecore models
 - for example:

```
public Petrinet createPetrinet() {
    PetrinetImpl petrinet = new PetrinetImpl();
    return petrinet;
}
```



Dynamic EMF

 The generated code allows us to create instances of our Ecore models

```
– for example:
```

```
public Petrinet createPetrinet() {
    PetrinetImpl petrinet = new PetrinetImpl();
    return petrinet;
}
```

- But EMF also supports working with dynamic instances
- EMF interprets the metamodels to allow us to work on instance models without code generation:

Node -> New Sibling Place -> Undo Transitio Arc -> El Redo ☐ Token Cut Copy Paste Delete Validate Live Validation Control... Show Hierarchy Show References Create Dynamic Instance... Run As Debug As

platform:/resource/de.luh.se.mbse.petrinet/model/pe

New Child

petrinet

PetriNet

Element

creating a dynamic object via the UI



Dynamic EMF

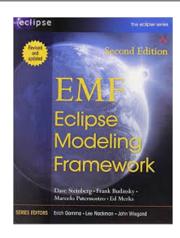
creating models and instances dynamically via the API:

```
// create package
EPackage petrinetPackage = EcoreFactory.eINSTANCE.createEPackage();
//create Place class
EClass placeClass = EcoreFactory.eINSTANCE.createEClass();
placeClass.setName("Place");
petrinetPackage.getEClassifiers().add(placeClass);
//create initialMarkings attribute and add it to the Place class
EAttribute initialMarkingsAttribute
               = EcoreFactory.eINSTANCE.createEAttribute();
initialMarkingsAttribute.setName("initialMarkings");
initialMarkingsAttribute.setEType(EcorePackage.eINSTANCE.getEInt());
placeClass.getEAttributes().add(initialMarkingsAttribute);
//create dynamic instance of Place class
EFactory petrinetFactory = petrinetPackage.getEFactoryInstance();
EObject place = petrinetFactory.create(placeClass);
place.eSet(initialMarkingsAttribute, 2);
```



EMF Resources

D. Steinberg, F. Budinski, M. Paternostro,
 E.Merks: EMF: Eclipse Modeling Framework,
 Addison Wesley, 2nd edition, 2008.



- Online resources
 - http://www.vogella.com/tutorials/EclipseEMF/article.html
 - http://eclipsesource.com/blogs/tutorials/emf-tutorial/
 - There are many more online resources...

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