

Mini-Project 1:

State machine network language and editor

Marc Mogalle
Daniel Schulz
Christian Reinbold

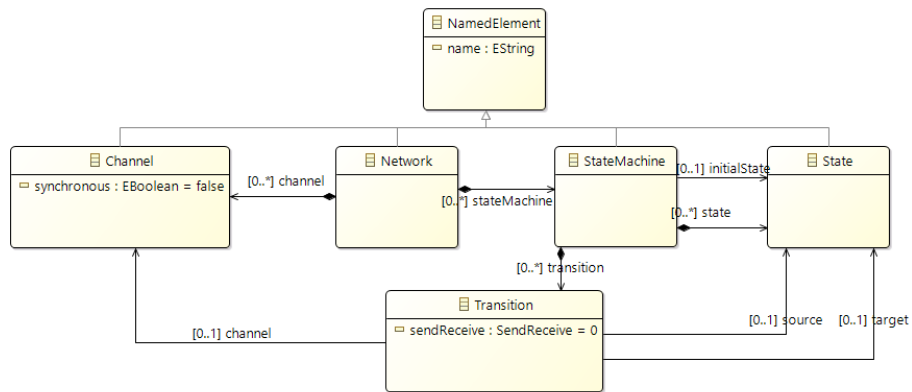
Tasks

- Provide a metamodel for state machine networks supporting channels
- Implementation of a textual editor
- Implementation of a graphical editor

Approach

- Eclipse Modelling Tools / Ecore
- Xtext integration for eclipse
- Sirius

The metamodel



XText

- Textual syntax derived from ecore model automatically
- generation of an eclipse plugin providing an editor with
 - ▶ syntax highlighting
 - ▶ auto completion
 - ▶ parsing at runtime

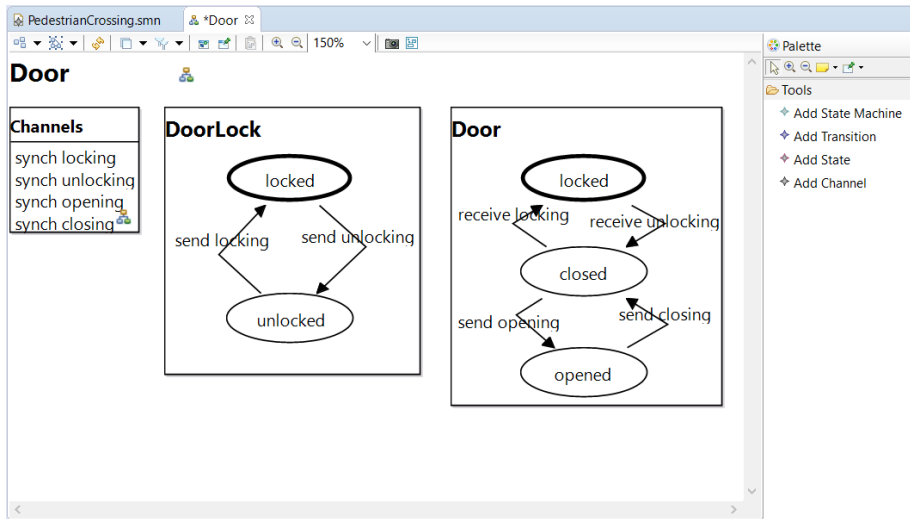
Example

```
Network Cafe{
  stateMachine {
    StateMachine Guest {
      initialState waiting
      state {
        State waiting,
        State drinking_coffee
      }
      transition {
        Transition {
          sendReceive send
          source waiting
          target waiting
          channel orderCoffee
        },
        Transition { ... },
        Transition { ... }
      }
    },
    StateMachine Waiter { ... }
  }
  channel {
    Channel orderCoffee,
    Channel deliverCoffee,
    Channel payCoffee
  }
}
```

Screenshots (Door)

- graphical editor generated from a viewpoint specification file
- Modification are synchronized with the model file.
- editing whole networks with several channels and state machines
- Add & Delete channels, state machines, states and transitions
- Renaming by label editing (supports detection of keywords)
- selection of the initial state by double clicking

Example



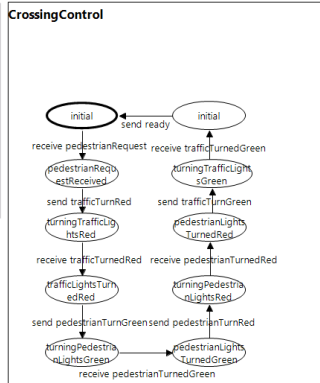
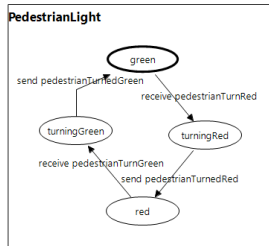
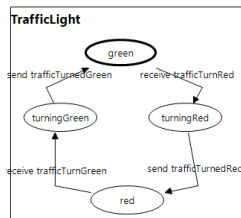
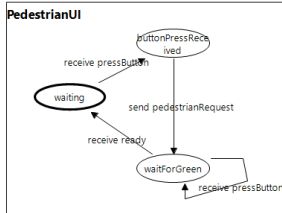
Screenshots cont. (Pedestrian Crossing)

Pedestrian Crossing

Channels

```

synch pressButton
asynch pedestrianRequest
asynch ready
synch pedestrianTurnGreen
synch pedestrianTurnedGreen
synch pedestrianTurnRed
synch pedestrianTurnedRed
synch trafficTurnGreen
synch trafficTurnedGreen
synch trafficTurnRed
synch trafficTurnedRed
    
```



The End!

Any questions left?