



eTrice User Guide

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Chapter 1. Overview

1.1. What is eTrice?

TODO

1.2. How Does It Work?

TODO

1.3. Who is Behind eTrice?

TODO

Chapter 2. Tutorial HelloWorld

2.1. Scope

In this tutorial you will build your first very simple etrice model. The goal is to learn the work flow of eTrice and to understand a few basic features of ROOM. You will perform the following steps:

1. create a new model from scratch
2. add a very simple state machine to an actor
3. generate the source code
4. run the model
5. open the message sequence chart

2.2. Create a new model from scratch

The goal of eTrice is to describe distributed systems on a logical level. In the current version not all elements will be supported. But as prerequisite for further versions the following elements are mandatory for an eTrice model:

- the [LogicalSystem]
- at least one [SubSystemClass]
- at least one [ActorClass]

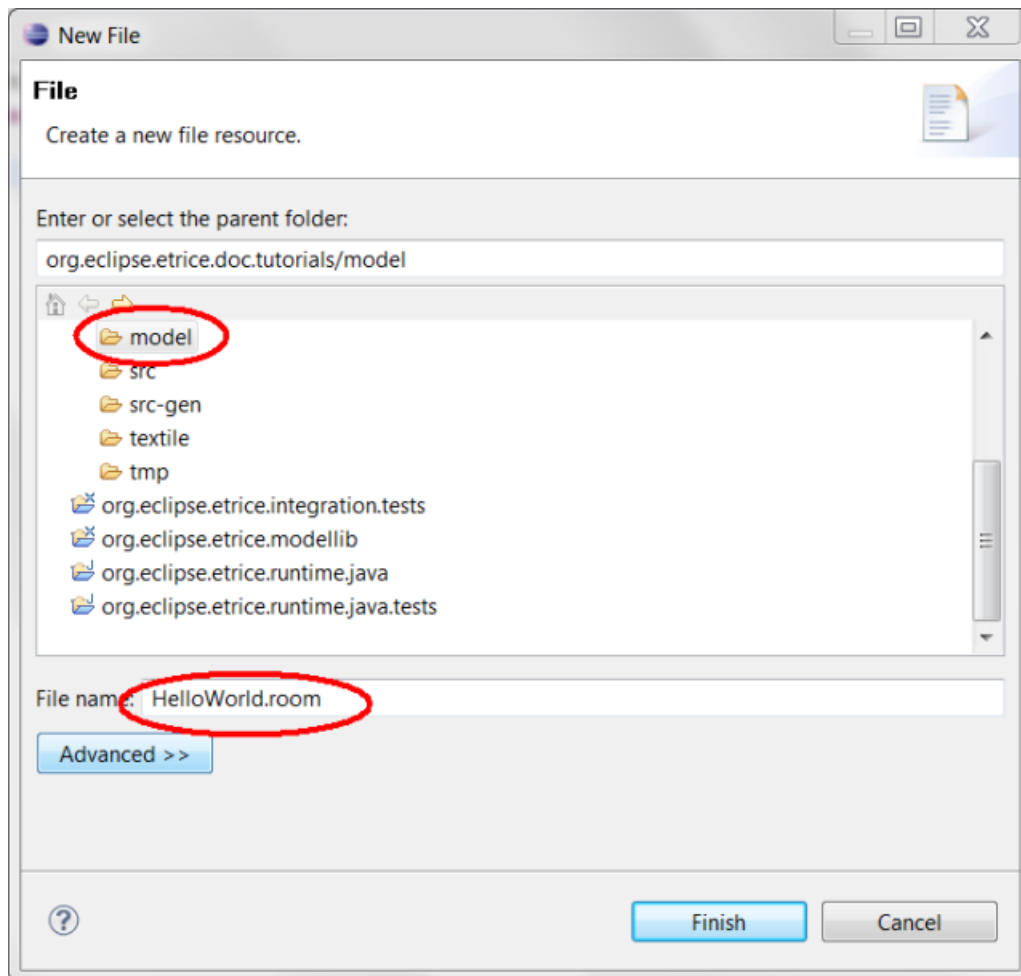
The [LogicalSystem] represents the complete distributed system and contains at least one [SubSystemRef]. The [SubSystemClass] represents an address space and contains at least one [ActorRef]. The [ActorClass] is the building block of which an application will be build of. It is a good idea to define a top level actor that can be used as reference within the subsystem.

The resulting model code looks like this:

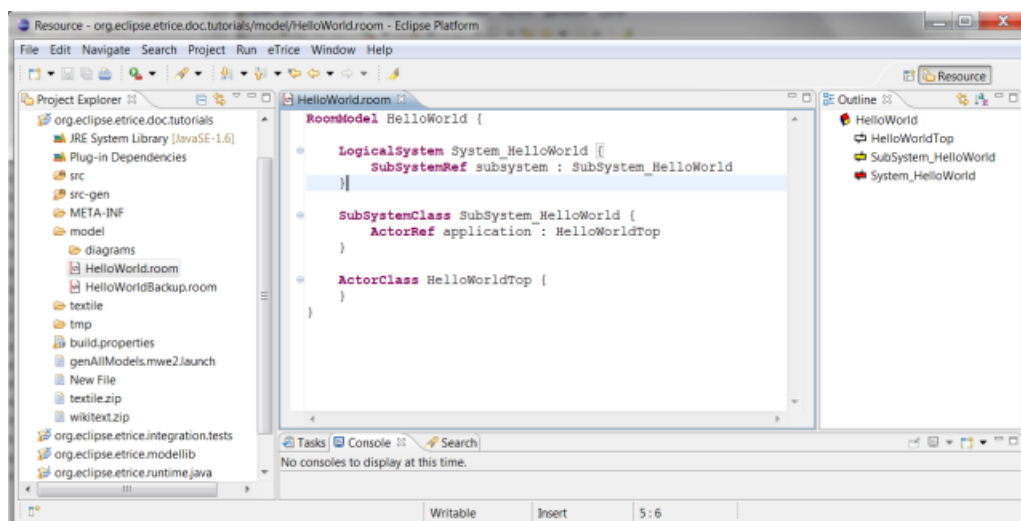
```
RoomModel HelloWorld {  
  
    LogicalSystem System_HelloWorld {  
        SubSystemRef subsystem : SubSystem_HelloWorld  
    }  
  
    SubSystemClass SubSystem_HelloWorld {  
        ActorRef application : HelloWorldTop  
    }  
  
    ActorClass HelloWorldTop {  
    }  
}
```

2.3. Create a new model file

Create a new file in your model directory and name it [HelloWorld.room] and select finish.

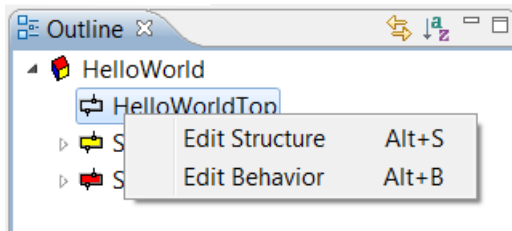


The file ending must be [.room] for selecting the correct editor. Open the file and copy the above code into the editor window. You should see something like this:



2.4. Create a state machine

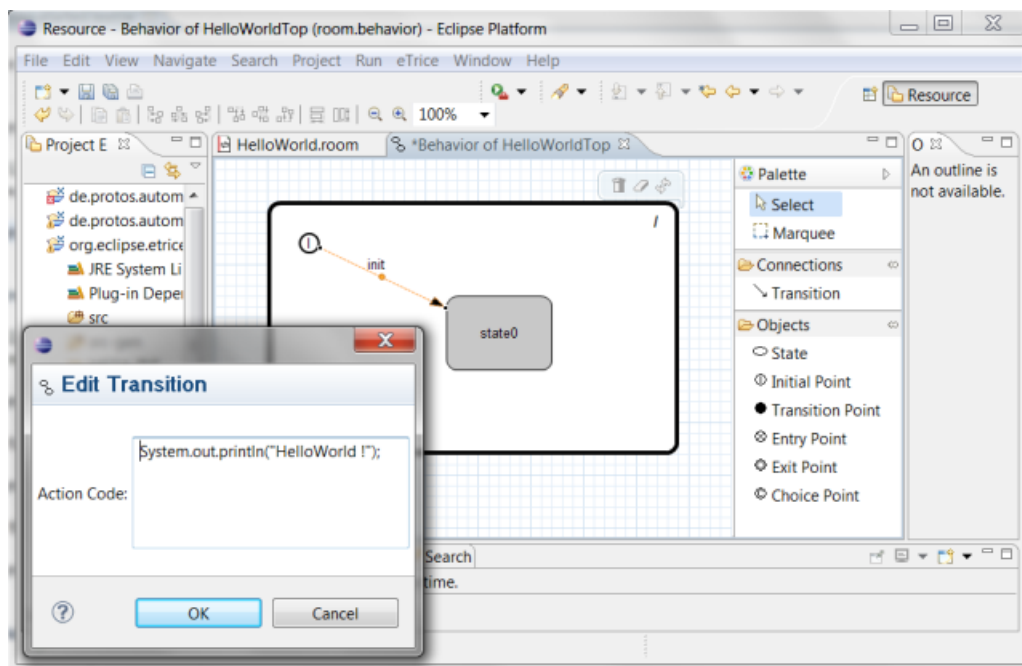
We will implement the Hello World code on the initial transition of the [HelloWorldTop] actor. Therefore open the state machine editor by right clicking the [HelloWorldTop] actor in the outline view and select [Edit Behavior].



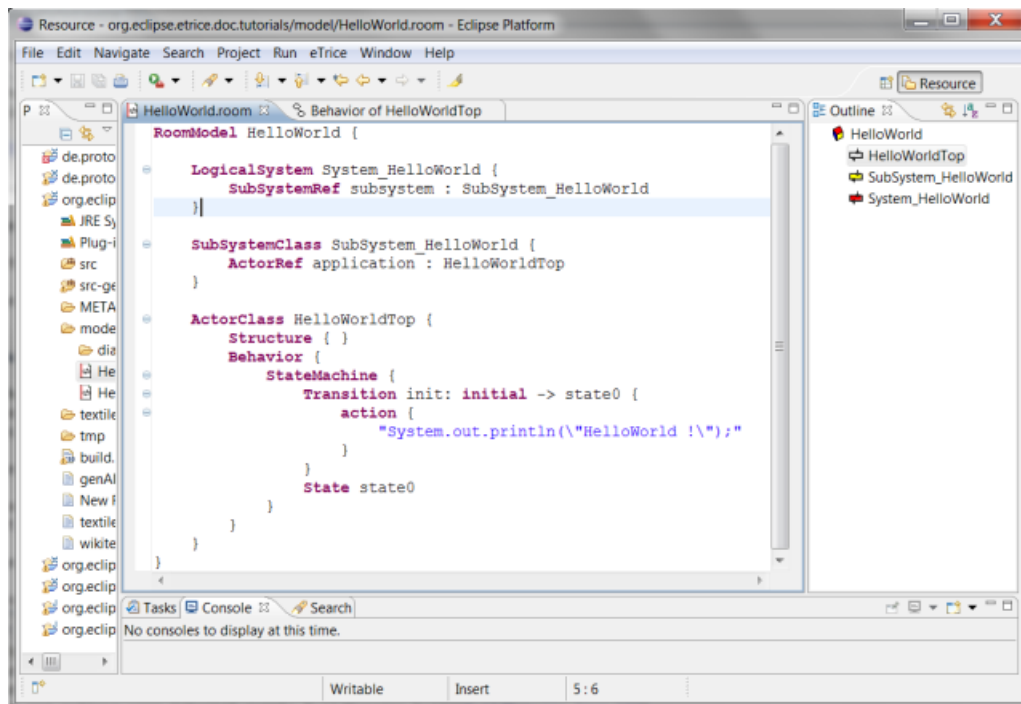
The state machine editor will be opened. Drag and drop an [Initial Point] from the tool box to the diagram into the top level state. Drag and drop a [State] from the tool box to the diagram. Confirm the dialogue with [ok]. Select the [Transition] in the tool box and draw the transition from the [Initial Point] to the State. Open the transition dialogue by double clicking the caption of the transition and fill in the action code.

```
System.out.println("Hello World !");
```

The result should look like this:

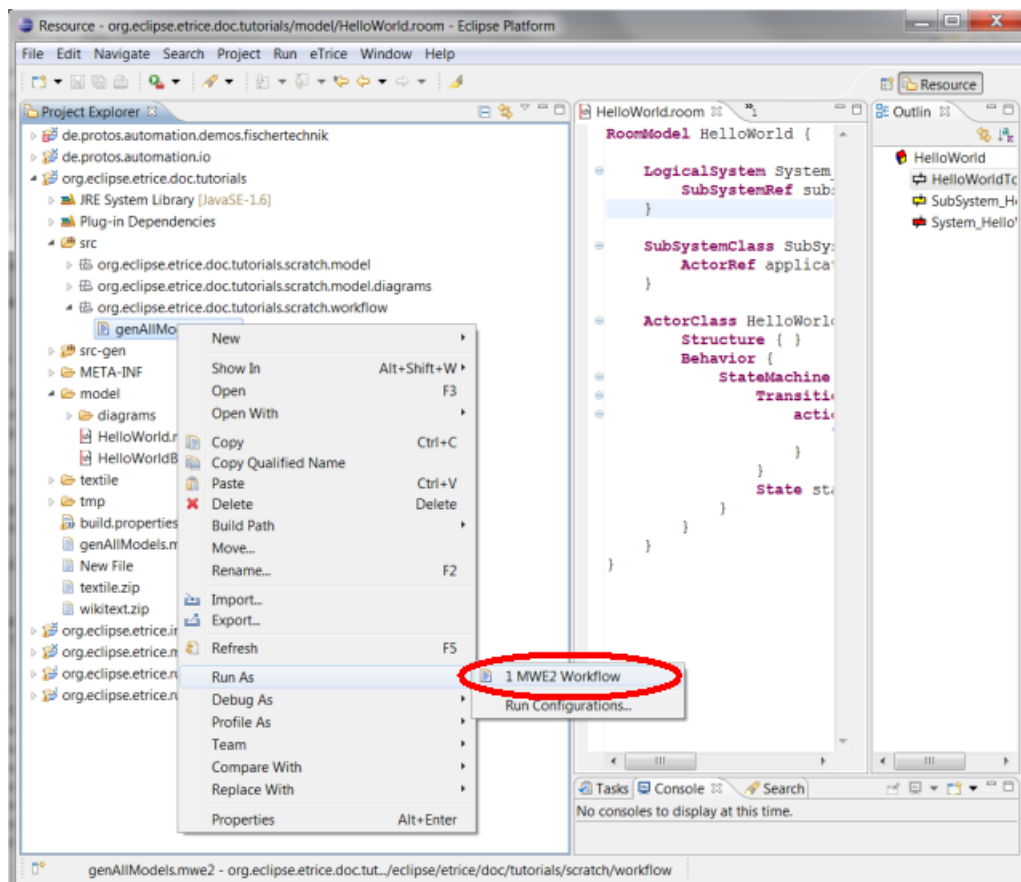


Save the diagram and inspect the model file. Note that the textual representation was created after saving the diagram.

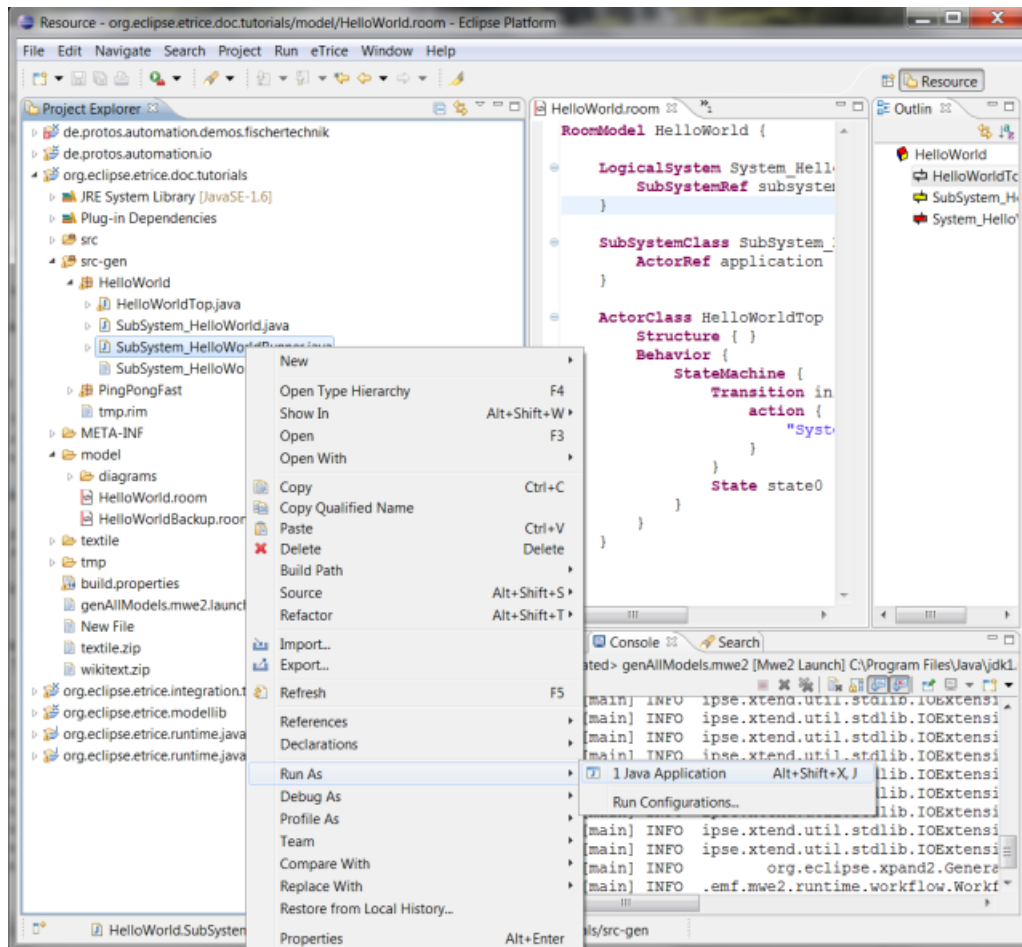


2.5. Build and run the model

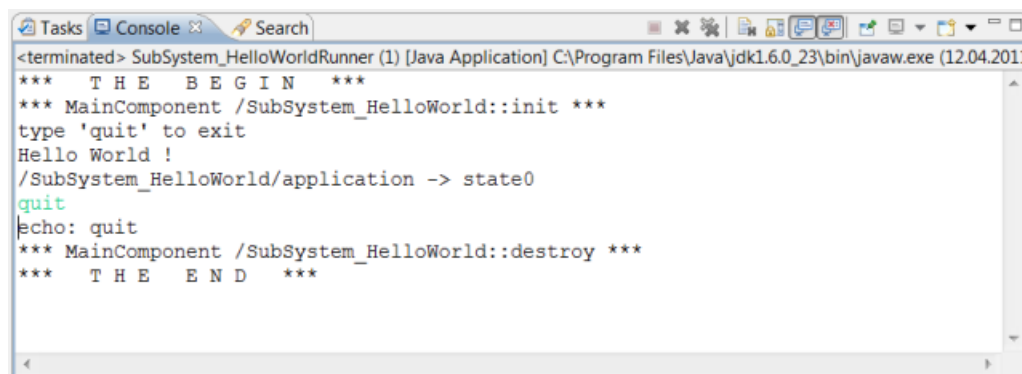
Now the model is finished and source code can be generated. From `org.eclipse.etrice.doc.tutorials.scratch.workflow` select `genAllModells.mwe2` and run it as MWE2Workflow. Currently all models in the directory will be generated.



The code will be generated to the src-gen directory. The main class will be contained in [SubSystem_HelloWorldRunner.java]. Select this file and run it as Java application.

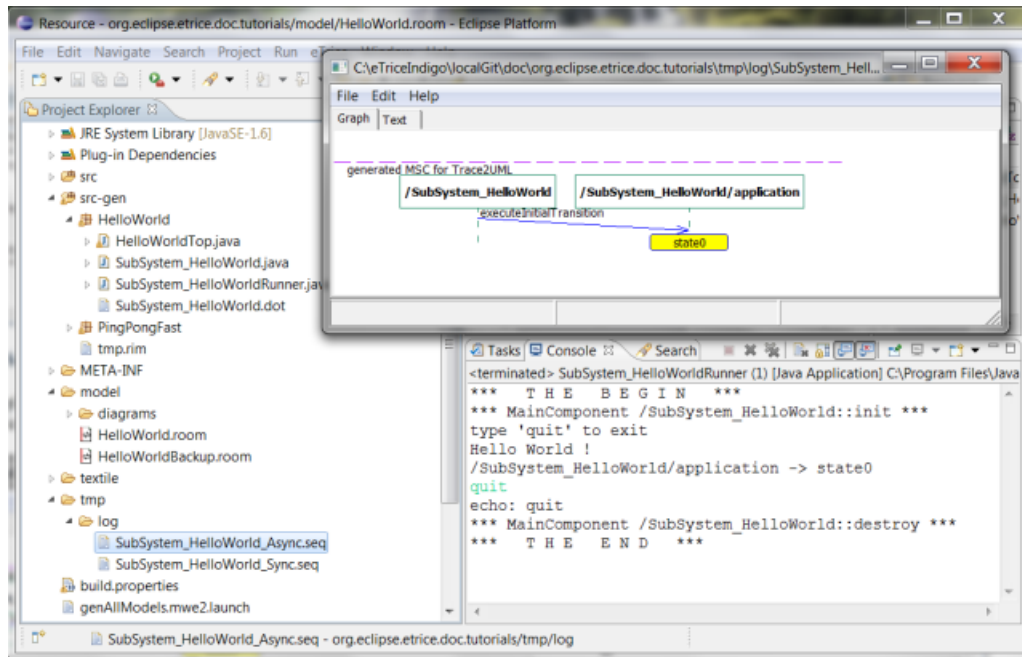


The Hello World application starts and the string will be printed on the console window. To stop the application the user must type [quit] in the console window.



2.6. Open the Message Sequence Chart

During runtime the application produces a MSC and wrote it to a file. Open / org.eclipse.etrice.doc.tutorials/tmp/log/SubSystem_HelloWorld_Async.seq. You should see something like this:



2.7. Summary

Now you have generated your first eTrice model from scratch. You can switch between diagram editor and model (.room file) and you can see what will be generated during editing and saving the diagram files. You should take a look at the generated source files to understand how the state machine is generated and the life cycle of the application. The next tutorials deals with more complex state machines hierarchies in structure and behavior.

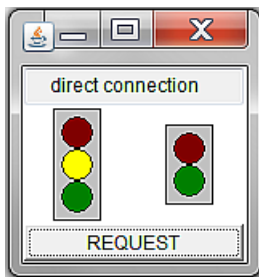
Chapter 3. Tutorial Blinky

3.1. Scope

This tutorial describes how to use the [TimingService], combine a generated model with manual code and how to modeling a hierarchical state machine. The idea of the tutorial is, to switch a LED on and off. The behavior of the LED should be: blinking in a one second interval for 5 seconds, stop blinking for 5 seconds, blinking, stop,... For this exercise we will use a little GUI class that will be used in more sophisticated tutorials too. The GUI simulates a pedestrian traffic crossing. For now, just a simple LED simulation will be used from the GUI.

To use the GUI please copy the package [de.protos.PedLightGUI] to your [src] directory. The package contains four java classes which implements a little window with a 3-light traffic light which simulates the signals for the car traffic and a 2-light traffic light which simulates the pedestrian signals.

The GUI looks like this:



Within this tutorial we just will switching on and off the yellow light.

You will perform the following steps:

1. create a new model from scratch
2. define a protocol
3. create an actor structure
4. create a hierarchical state machine
5. use the predefined [TimingService]
6. combine manual code with generated code
7. build and run the model
8. open the message sequence chart

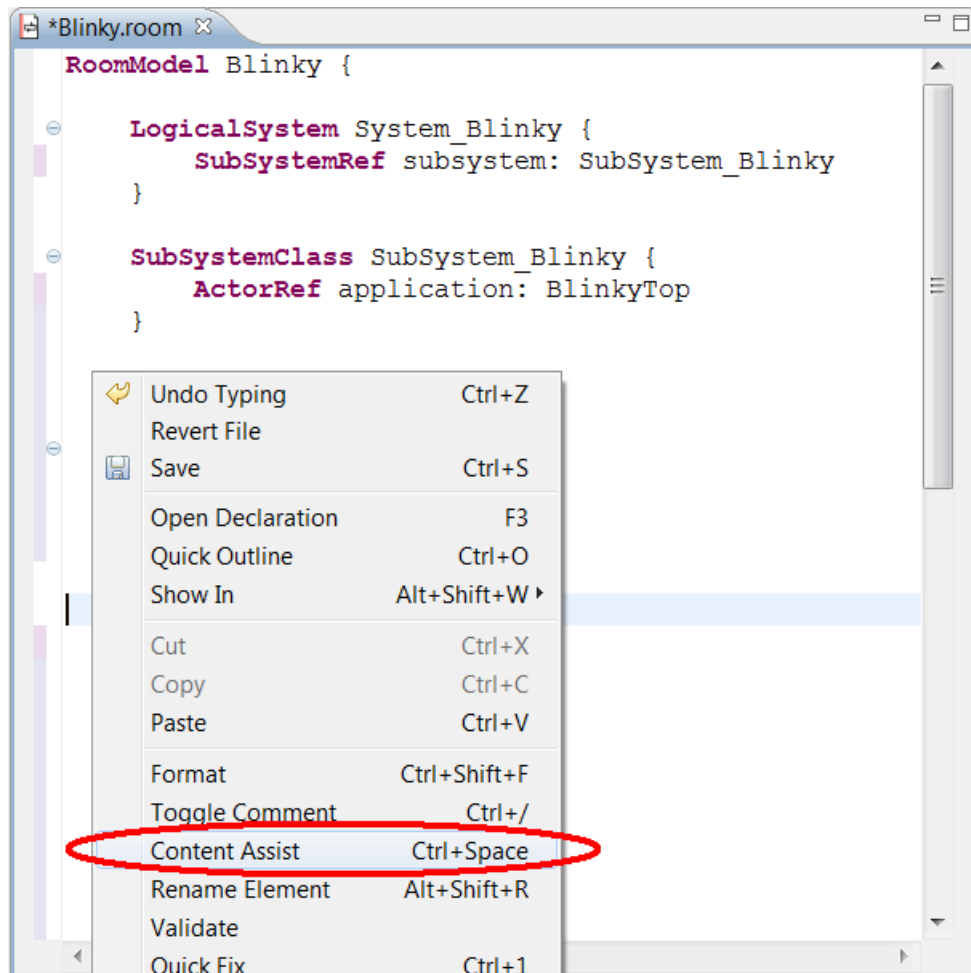
3.2. Create a new model from scratch

Remember exercise [HelloWorld]. Create a new file in your model folder and name it [Blinky.room] Open the file and copy the following code into the file.

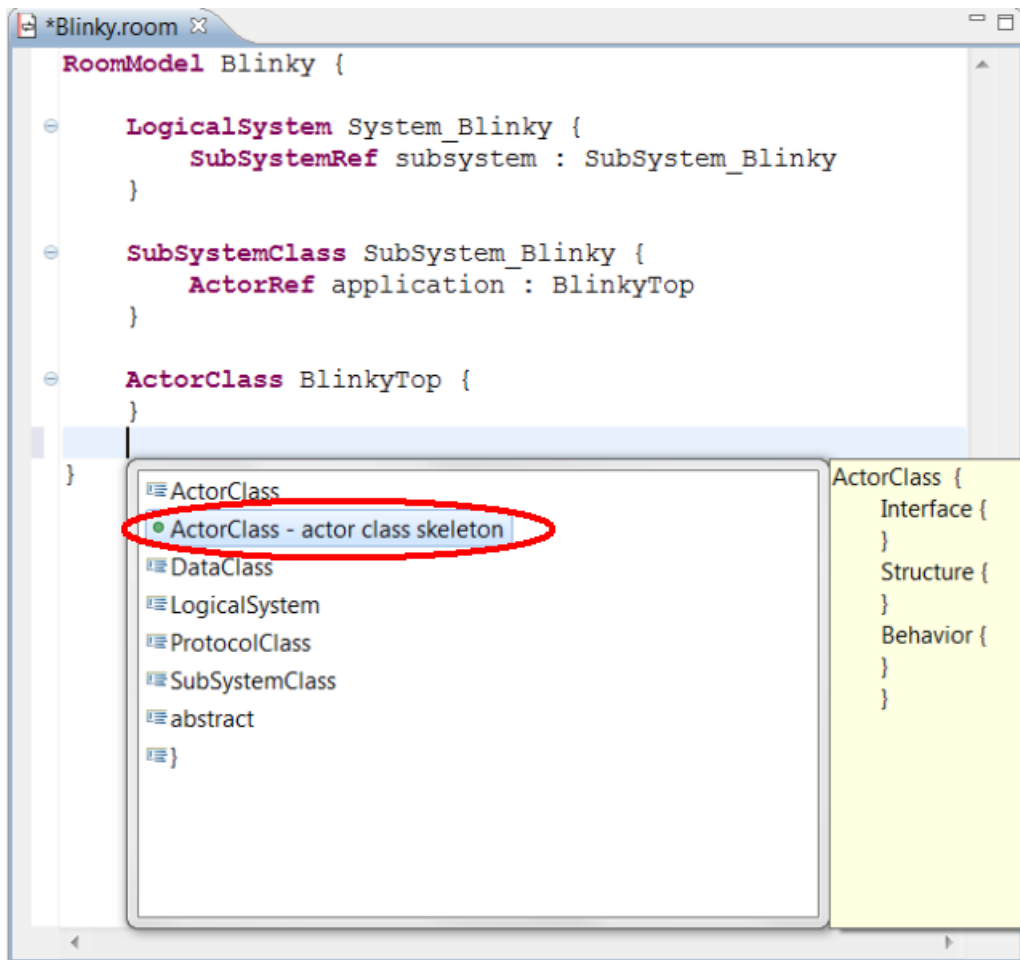
```
RoomModel Blinky {  
  
    LogicalSystem System_Blinky {  
        SubSystemRef subsystem : SubSystem_Blinky  
    }  
  
    SubSystemClass SubSystem_Blinky {  
        ActorRef application : BlinkyTop  
    }  
  
    ActorClass BlinkyTop {  
    }  
}
```

3.3. Add two additional actor classes

Position the cursor outside any class definition and right click the mouse within the editor window. From the context menu select [Content Assist]



Select [ActorClass – actor class skeleton] and name it [Blinky].



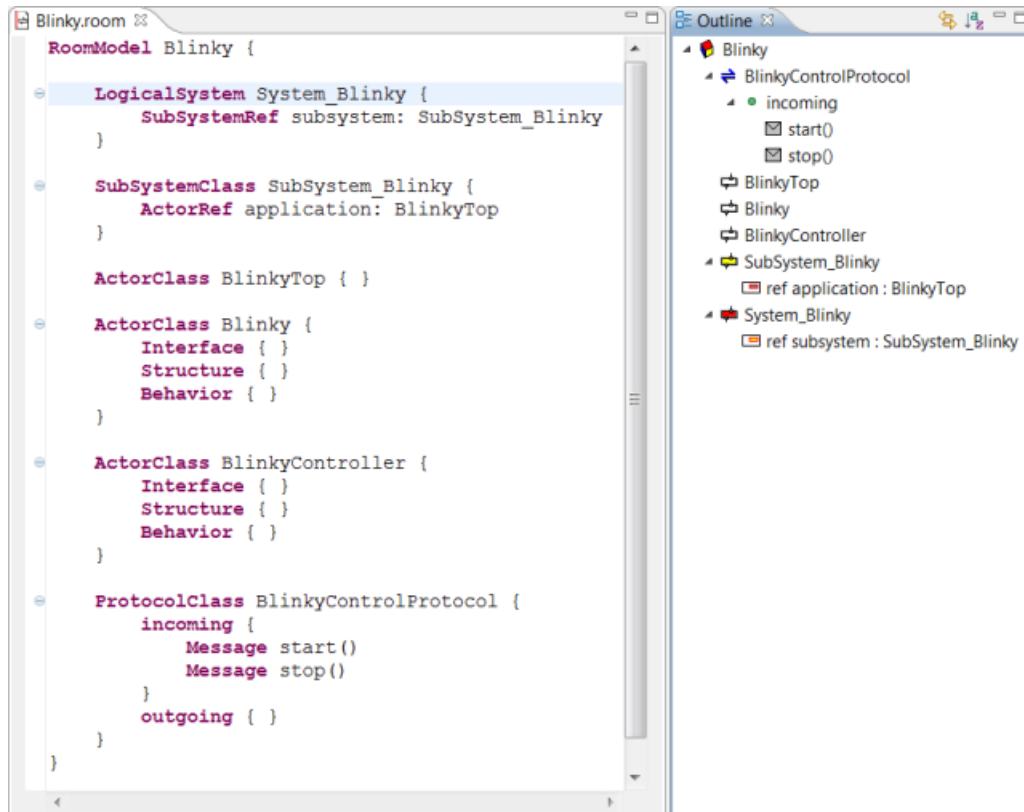
Repeat the described procedure and name the new actor [BlinkyController].

Save the model and visit the outline view.

3.4. Create a new protocol

With the help of [Content Assist] create a [ProtocolClass] and name it [BlinkyControlProtocol]. Inside the brackets use the [Content Assist] (CTRL+Space) to create two incoming messages called [start] and [stop].

The resulting code should look like this:

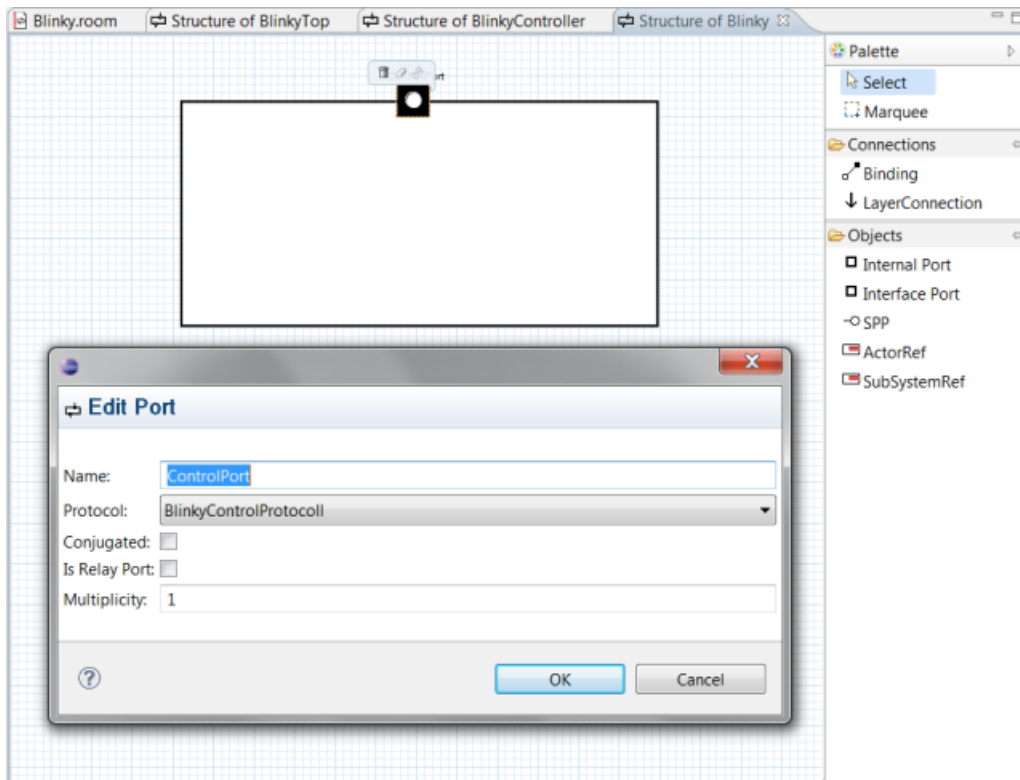


With Ctrl-Shift+F or selecting [Format] from the context menu you can format the text. Mention that all elements are displayed in the outline view.

3.5. Import the Timing Service

Switching on and off the LED is timing controlled. Therefore a timing service is needed. To import the timing service in the outline view right click to [SubSystem_Blinky]. Select [Edit Structure]. Drag and Drop an [ActorRef] to the [SubSystem_Blinky] and name it [application]. From the actor class drop down list select [BlinkyTop]. Do the same clicks for the timing service. Name it [timingService] and from the drop down list select [room.basic.service.timing.ATimingService]. Draw a [LayerConnection] from [application] to each service provision point (SPP) of the [timingService]. The resulting structure should look like this:

the port [ControlPort] and select [BlinkyControlProtocol] from the drop down list. Uncheck [Conjugated] and [Is Relay Port]. Klick [ok]. The resulting structure should look like this:

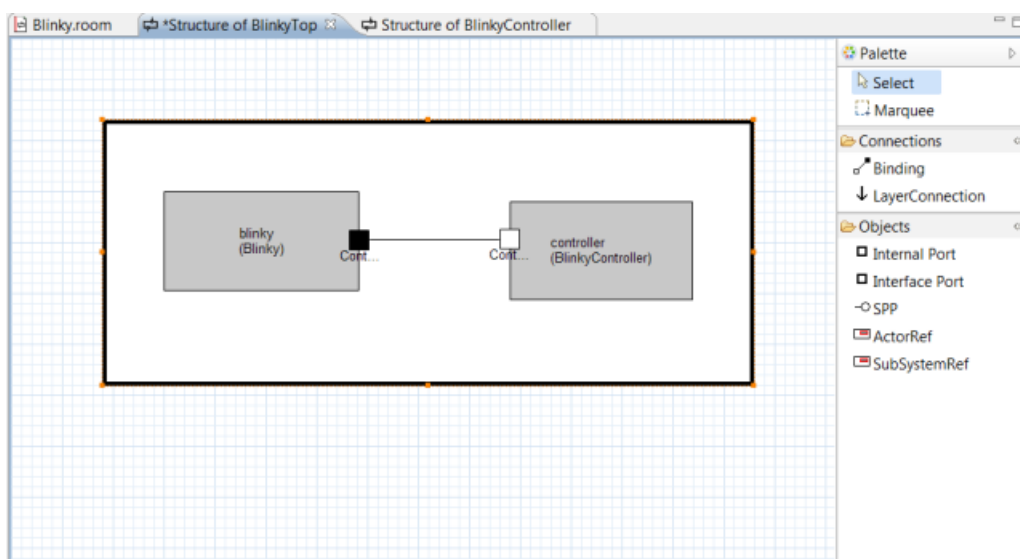


Repeat the above steps for the [BlinkyController]. Make the port [Conjugated]

Keep in mind that the protocol defines [start] and [stop] as incoming messages. [Blinky] receives this messages and therefore [Blinky]'s [ControlPort] must be a base port and [BlinkyController]'s [ControlPort] must be a conjugated port.

From the outline view right click [BlinkyTop] and select [Edit Structure].

Drag and Drop an [ActorRef] inside the [BlinkyTop] actor. Name it [blinky]. From the actor class drop down list select [Blinky]. Do the same for [controller]. Connect the ports via the binding tool. The resulting structure should look like this:



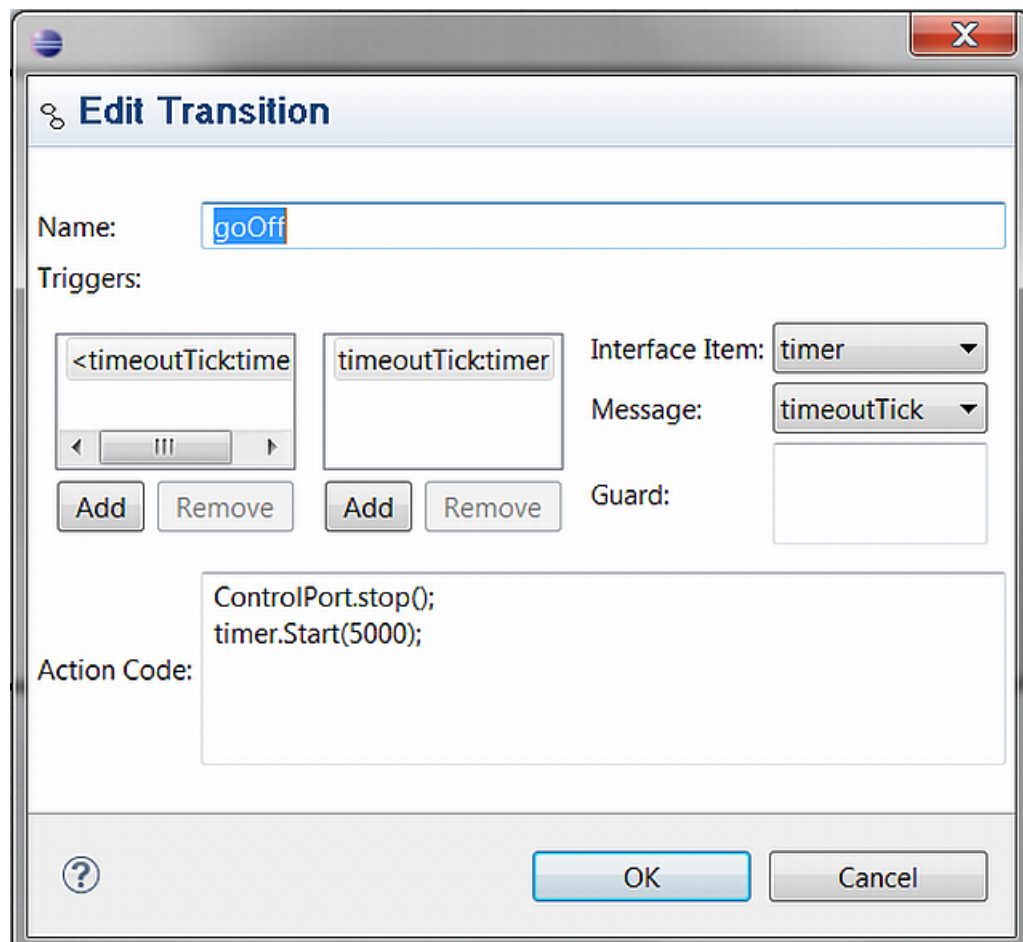
3.7. Implement the Behavior

The application should switch on and off the LED for 5 seconds in a 1 second interval, than stop blinking for 5 seconds and start again. To implement this behavior we will implement two FSMs. One for the 1 second interval and one for the 5 second interval. The 1 second blinking should be implemented in [Blinky]. The 5 second interval should be implemented in [BlinkyController]. First implement the Controller.

Right click to [BlinkyController] and select [Edit Behavior]. Drag and Drop the [Initial Point] and two `<State>`s into the top state. Name the states [on] and [off]. Use the [Transition] tool to draw transitions from [init] to [off] from [on] to [off] and from [off] to [on].

Open the transition dialog by double click the arrow to specify the trigger event and the action code of each transition. Note that the initial transition does not have a trigger event.

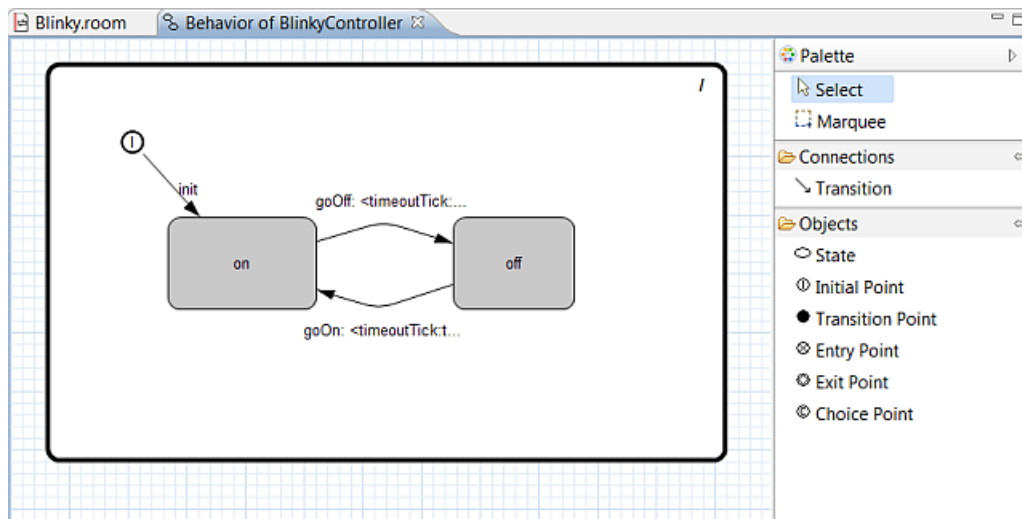
The dialog should look like this:



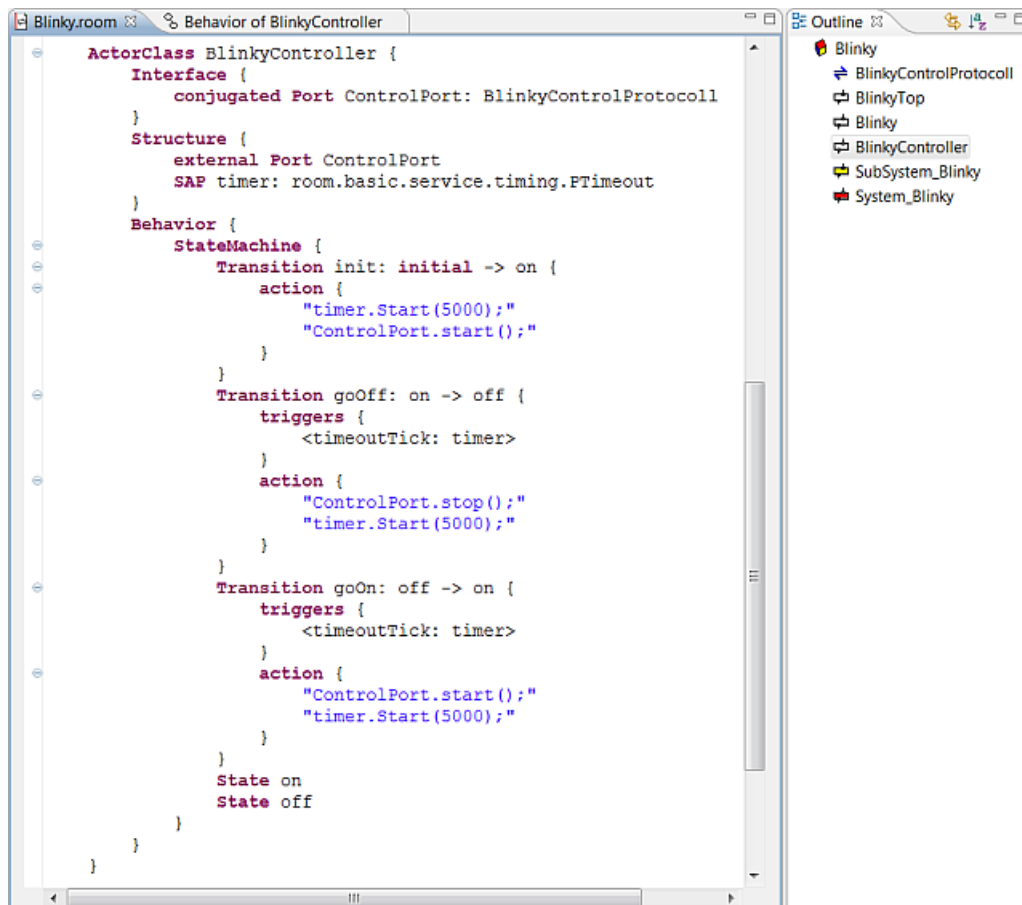
The defined ports will be generated as a member attribute of the actor class from type of the attached protocol. So, to send a message you must state [port.message(p1,p2);]. In this example [ControlPort.start()] sends the [start] message via the [ControlPort] to the outside world. Assuming that [Blinky] is connected to this port, the message will start the one second blinking FSM. It is the same thing with the [timer]. The SAP is also a port and follows the same rules. So it is clear that [timer.Start(5000);] will send the [Start] message to the timing service. The timing service will send a [timeoutTick] message back after 5000ms.

Within each transition the timer will be restarted and the appropriate message will be sent via the [ControlPort].

The resulting state machine should look like this:

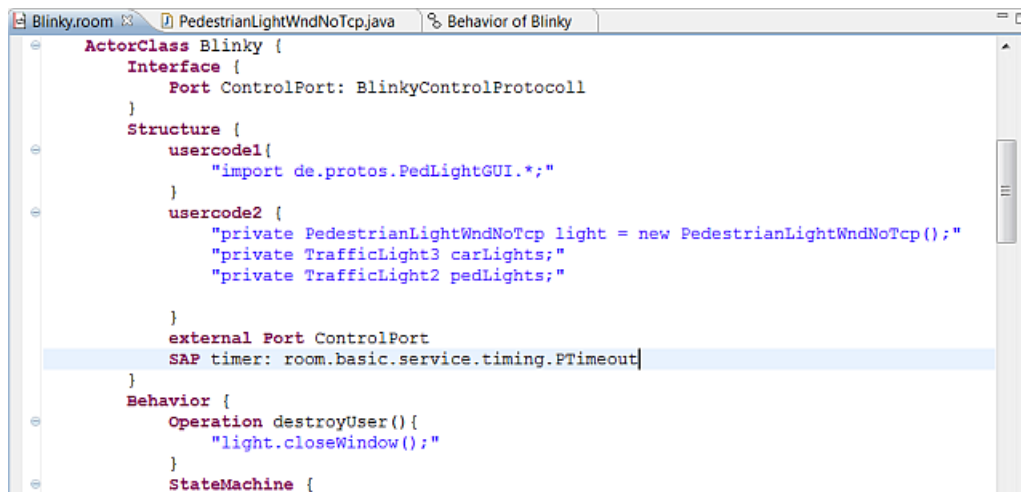


Save the diagram and inspect the [Blinky.room] file. The [BlinkyController] should look like this:



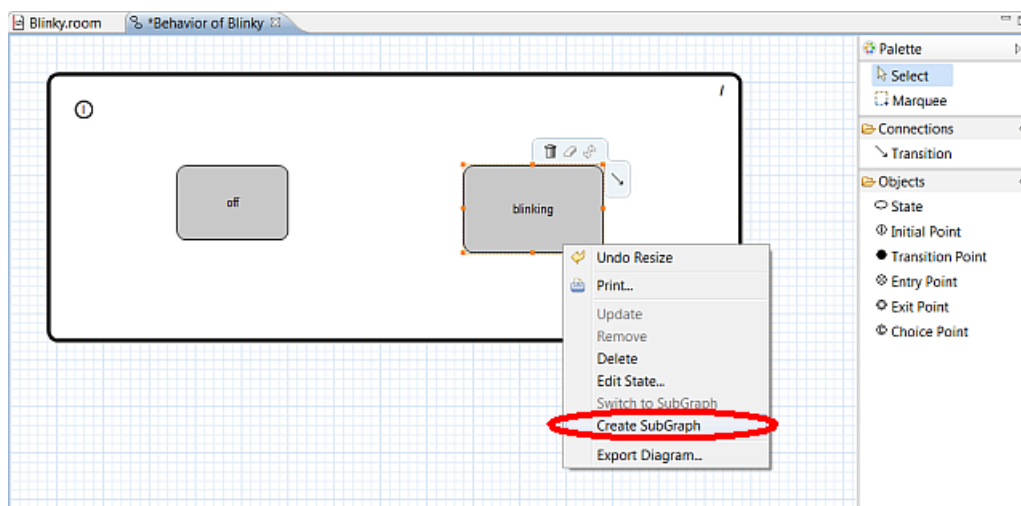
Now we will implement [Blinky]. Due to the fact that [Blinky] interacts with the GUI class a view things must to be done in the model file.

Double click [Blinky] in the outline view to navigate to [Blinky] within the model file. Add the following code:

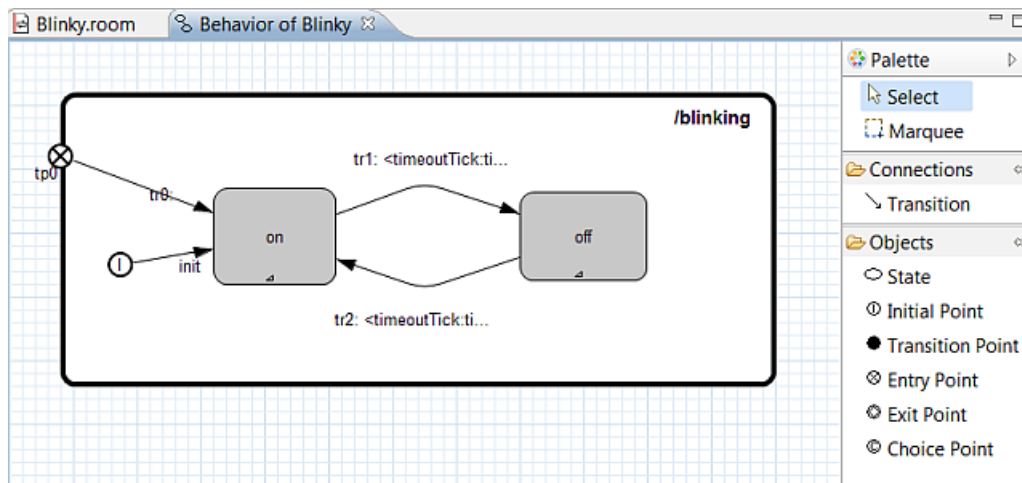


[usercode1] will be generated at the beginning of the file, outside the class definition. [usercode2] will be generated within the class definition. The code imports the GUI class and instantiates the window class. Attributes for the carLights and pedLights will be declared to easily access the lights in the state machine. The Operation [destroyUser()] is a predefined operation that will be called during shutdown of the application. Within this operation, cleanup of manual coded classes can be done.

Now design the FSM of [Blinky]. Open the behavior diagram of [Blinky] by right clicking the [Blinky] actor in the outline view. Create two states named [blinking] and [off]. Right click to [blinking] and create a subgraph.



Create the following state machine. The trigger events between [on] and [off] are the [timeoutTick] from the [timer] port.



Create entry code for both states by right clicking the state and select [Edit State...]

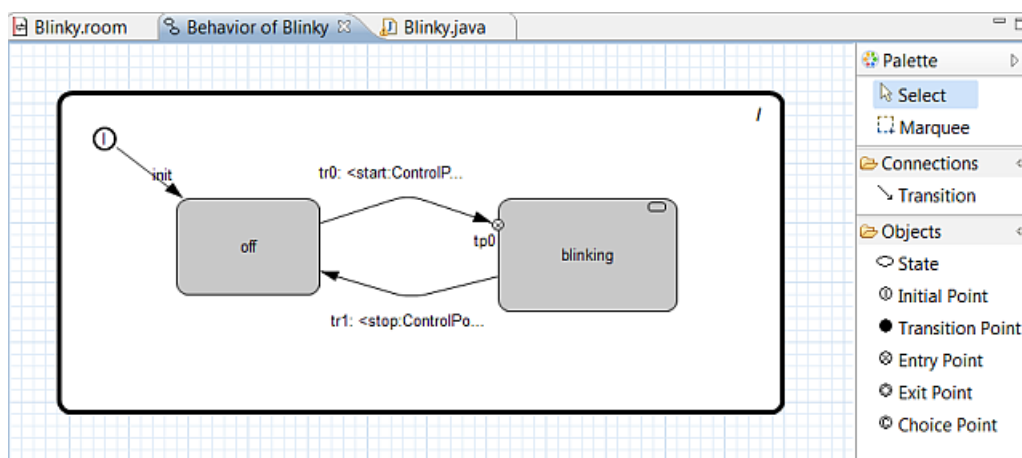
Entry code of [on] is:

```
timer.Start(1000);
carLights.setState(TrafficLight3.YELLOW);
```

Entry code of [off] is:

```
timer.Start(1000);
carLights.setState(TrafficLight3.OFF);
```

Navigate to the Top level state by double clicking the [/blinking] state. Create the following state machine:



The trigger event from [off] to [blinking] is the [start] event from the [ControlPort]. The trigger event from [blinking] to [off] is the [stop] event from the [ControlPort].

Action code of the init transition is:

```
carLights = light.getCarLights();
pedLights = light.getPedLights();
carLights.setState(TrafficLight3.OFF);
pedLights.setState(TrafficLight2.OFF);
```

Action code from [blinking] to [off] is:

```
timer.Kill();
carLights.setState(TrafficLight3.OFF);
```

The complete resulting model looks like this:

```

RoomModel Blinky {

  LogicalSystem System_Blinky {
    SubSystemRef subsystem: SubSystem_Blinky
  }

  SubSystemClass SubSystem_Blinky {
    ActorRef application: BlinkyTop
    ActorRef timingService: room.basic.service.timing.ATimingService
    LayerConnection ref application satisfied_by timingService.timer
    LayerConnection ref application satisfied_by timingService.timeout
  }

  ActorClass BlinkyTop {
    Structure {
      ActorRef blinky: Blinky
      ActorRef controller: BlinkyController
      Binding blinky.ControlPort and controller.ControlPort
    }
    Behavior { }
  }

  ActorClass Blinky {
    Interface {
      Port ControlPort: BlinkyControlProtocol
    }
    Structure {
      usercode1{
        "import de.protos.PedLightGUI.*;"
      }
      usercode2 {
        "private PedestrianLightWndNoTcp light = new PedestrianLightWndNoTcp();"
        "private TrafficLight3 carLights;"
        "private TrafficLight2 pedLights;"

      }
      external Port ControlPort
      SAP timer: room.basic.service.timing.PTimeout
    }
    Behavior {
      Operation destroyUser(){
        "light.closeWindow();"
      }
      StateMachine {
        Transition init: initial -> off {
          action {
            "carLights = light.getCarLights();"
            "pedLights = light.getPedLights();"
            "carLights.setState(TrafficLight3.OFF);"
            "pedLights.setState(TrafficLight2.OFF);"
          }
        }
        Transition tr0: off -> tp0 of blinking {
          triggers {
            <start: ControlPort>
          }
        }
        Transition tr1: blinking -> off {
          triggers {
            <stop: ControlPort>
          }
          action {
            "timer.Kill();"
            "carLights.setState(TrafficLight3.OFF);"
          }
        }
      }
      State off
      State blinking {
        subgraph {
          Transition tr0: my tp0 -> on
          Transition tr1: on -> off {

```

The model is complete now. You can run and debug the model as described in getting started. Have fun.

3.8. Summary

Run the model and take look at the generated MSCs. Inspect the generated code to understand the runtime model of eTrice. Within this tutorial you have learned how to create a hierarchical FSM with group transitions and history transitions and you have used entry code. You are now familiar with the basic features of eTrice. The further tutorials will take this knowledge as a precondition.