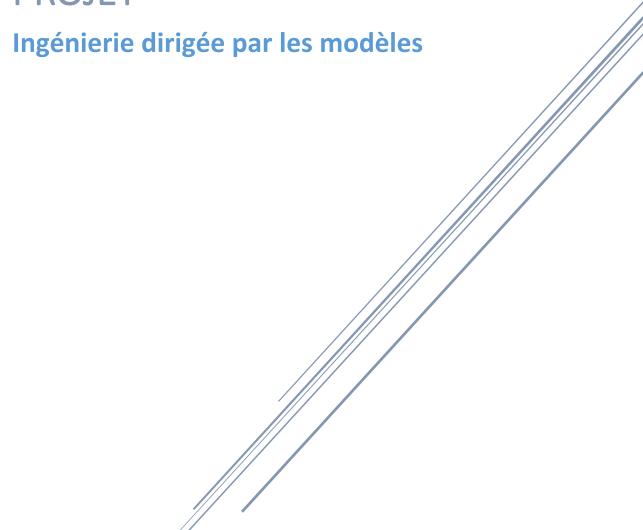


# **PROJET**

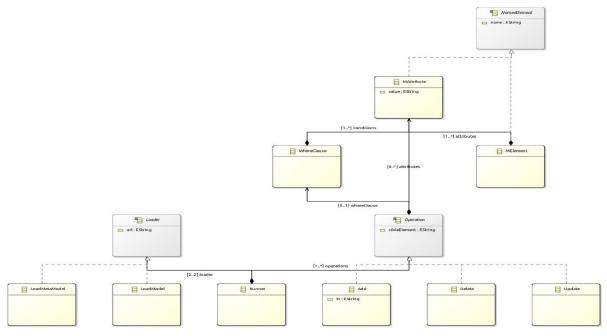


## Realisé par :

Bousakrane Taha Braksa Salim Dahhou Sara Zguindou abdelghafour

# Partie textuelle:

## Métamodel de changement :



#### Description:

Metamodel décrivant les différentes opérations de changement

### <u>Grammaire</u>:

```
Runner: 'load' '{' Loader ',' Loader ',' 'begin' ':' 'operations' Operation ('operations' = Operation)*
'end'

Loader: LoadMetaModel | LoadModel

Operation: (Add | Update | Delete) ','

EString: STRING | ID;

LoadMetaModel: 'metamodel' 'from' 'url' '=' EString

LoadModel: 'model' 'from' 'url' '=' EString

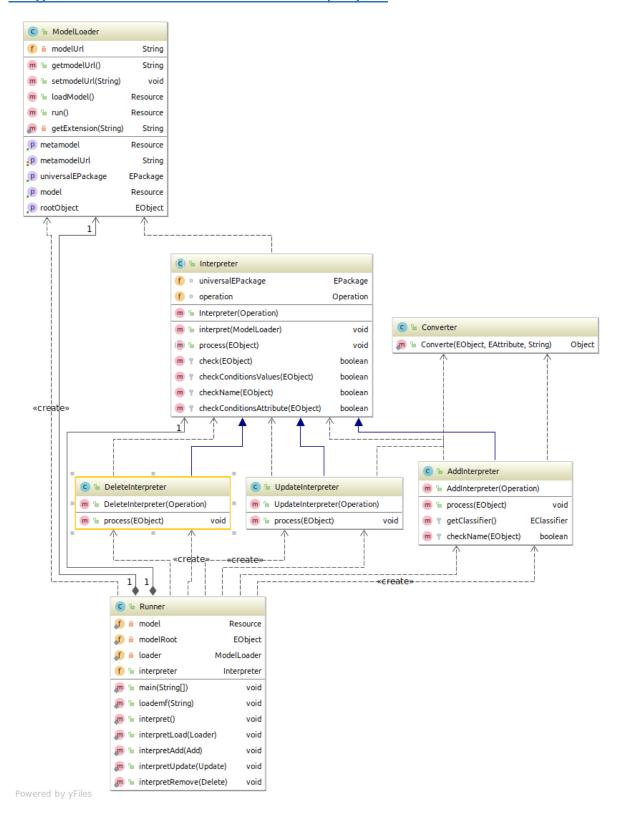
MAttribute: 'name' '=' ID ',' 'value' '=' EString

WhereClause: 'where' '(' ``'conditions' '=' MAttribute ( ',' 'conditions' '=' MAttribute)* ')'

Add: 'add' EString ('in' EString)? ('with' '(' 'attributes' '=' MAttribute ( ',' 'attributes' '=' MAttribute)*
')')? (WhereClause)?

Update: 'update' EString 'set' '(' 'attributes' '=' MAttribute ( ',' 'attributes' '=' MAttribute)*
')' (WhereClause)?
```

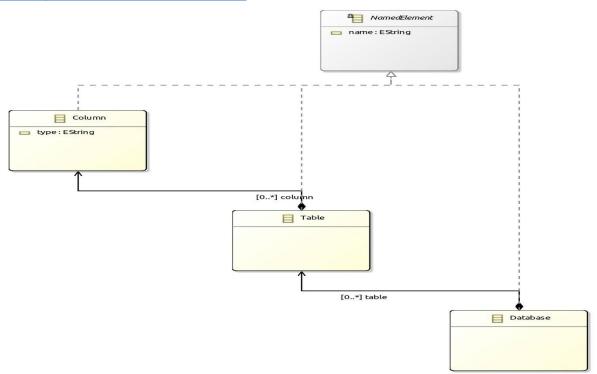
## Diagramme de classe du back-end du projet :



### Exemple:

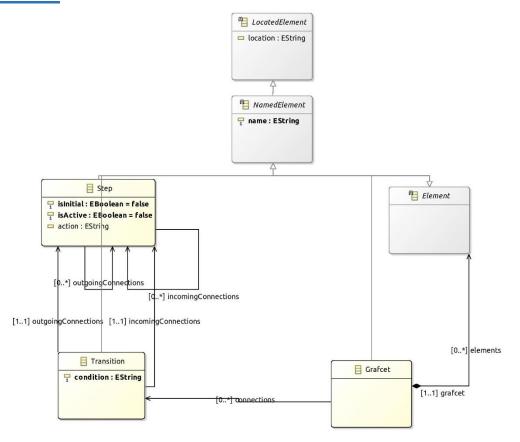
```
load { metamodel from "/home/zguindou/modiling-eclipse-
workspace/idm_transformator/RobotWork/metamodel/sql.ecore", model from
"/home/zguindou/modiling-eclipse-
workspace/idm_transformator/RobotWork/model/sql.model" }
begin:
 //delete table where (name = "ZGUINDOU" );
 //delete table where (name = "Departement" );
 //add table in Database with ( name = "ZGUINDOU") where ( name = "ensias"
);
 //add column in table with ( name = "LOLO", type = "LOLO") where ( name =
"ZGUINDOU" );
//add table in Database with ( name = "Done") where ( name = "ensias" );
//add column in table with ( name = "name", type = "string") where ( name =
"Done");
//update table set ( name = "tamo" ) where ( name = "ZGUINDOU" );
//delete table where (name = "tamo" );
add table in Database with ( name = "Admin") where ( name = "ensias" );
add column in table with ( name = "name", type = "string") where ( name =
"Admin" ); end
```

## Exemple de modèle à traiter :

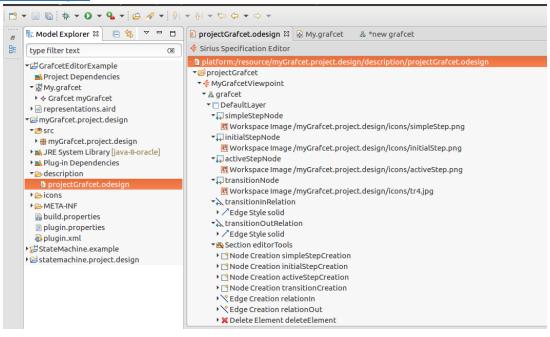


# Partie graphique:

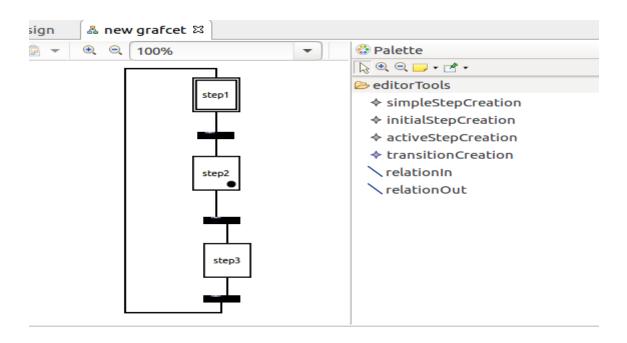
## **Grafcet:**



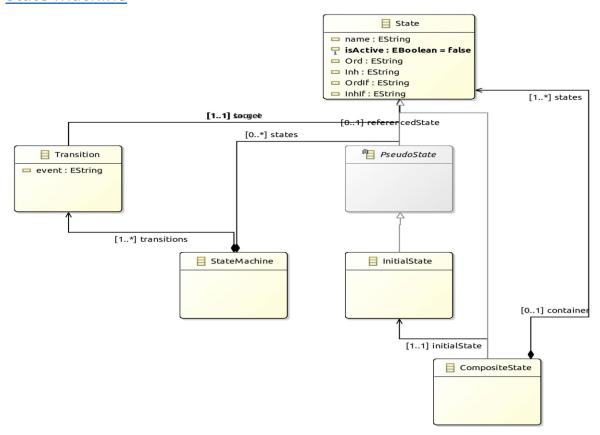
#### Grefcet.odesign:



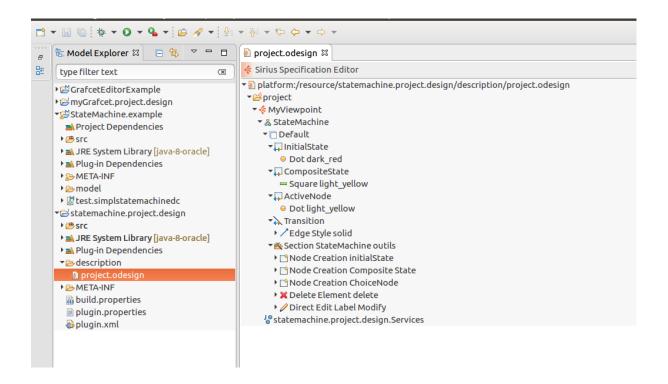
## **Exemple Grafcet:**



## **State Machine**



#### Projet.odesign:



## **Exemple State Machine:**

