

# Model Management in Xtend (first part)

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Maître de Conférences

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# Material

**[https://github.com/acherm/  
teaching-MDE1920](https://github.com/acherm/teaching-MDE1920)**

# Plan

- Model Management in a nutshell
  - Loading, serializing, transforming models
- Xtend
  - Java 10, cheatsheet
  - Advanced features: extension methods, active annotations, template expressions
  - Xtend: behind the magic (Xtext+MDE)
- Model Management + Xtend
  - Model transformations
  - @Aspect annotation
  - Xtend + Xtext (breathing life into DSLs)

# Contract

- Practical foundations of model management
- Learning and understanding Java 10 (aka Xtend)
  - advanced features of a general GPL, implementation of a sophisticated language using MDE
- Model transformations
  - Model-to-Text
  - Model-to-Model
- Metaprogramming
  - Revisit annotations (e.g., as in JPA or many frameworks)
- DSLs and model management: all together (Xtext + Xtend)

# Model Management

Scenarios



**Generator**  
**~ composition of**  
**video sequences**

**video  
variants**





**Generator**  
~ composition of  
video sequences

**video  
variants**





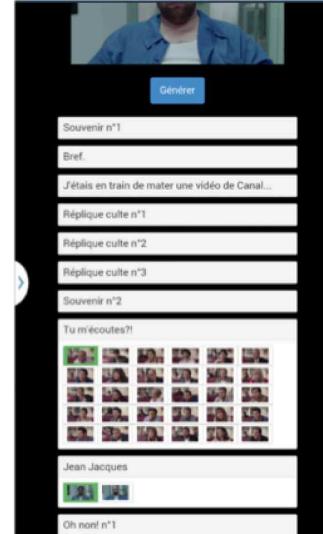
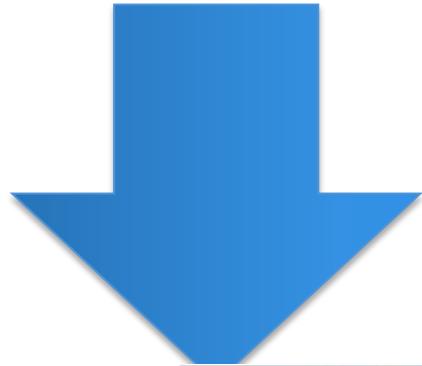
foo1.videogen ✎

```

mandatory videoseq v1 "https://www.youtube.com/watch?v=PjNi1uYhV5w"
optional videoseq v2 "v2/folder/v2.mp4"
alternatives v3 {
    videoseq v31 "v3/seq1.mp4"
    videoseq v32 "v3/seq1.mp4"
    videoseq v33 "v3/seq1.mp4"
}

alternatives v4 {
    videoseq v41 "v4/seq1.mp4"
    videoseq v42 "v4/seq1.mp4"
}
mandatory videoseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"

```



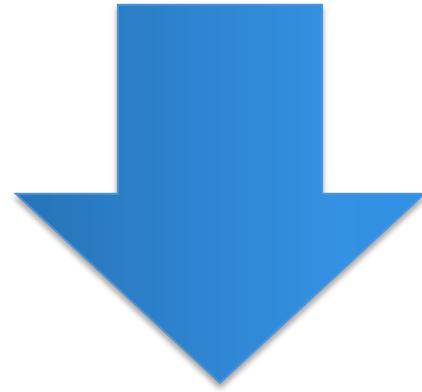
- ## Website/online
- Random generation
  - Configurator
  - Game
  - ...



```
foo1.videogen ✘

mandatory videotseq v1 "https://www.youtube.com/watch?v=PjNi1uYhV5w"
optional videotseq v2 "v2folder/v2.mp4"
alternatives v3 {
    videotseq v31 "v3/seq1.mp4"
    videotseq v32 "v3/seq1.mp4"
    videotseq v33 "v3/seq1.mp4"
}

alternatives v4 {
    videotseq v41 "v4/seq1.mp4"
    videotseq v42 "v4/seq1.mp4"
}
mandatory videotseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```



 FFmpeg

foo1.videogen ✘

```
mandatory videoseq v1 "https://www.youtube.com/watch?v=PjNi1uYhV5w"
optional videoseq v2 "v2folder/v2.mp4"
alternatives v3 {
    videoseq v31 "v3/seq1.mp4"
    videoseq v32 "v3/seq1.mp4"
    videoseq v33 "v3/seq1.mp4"
}

alternatives v4 {
    videoseq v41 "v4/seq1.mp4"
    videoseq v42 "v4/seq1.mp4"
}
mandatory videoseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```

#1 How to design,  
create, and support  
dedicated languages  
(DSLs)?

#2 How to  
transform  
models/  
programs?



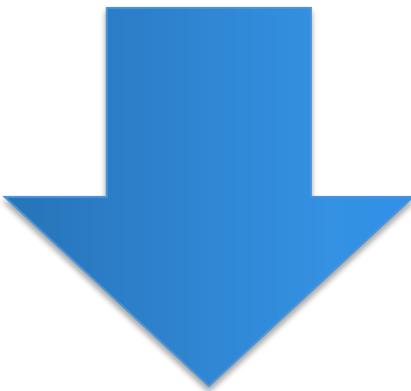
#3 How to manage  
variability/variants?

#4 How do  
frameworks  
internally work?

foo1.videogen

```
mandatory videoseq v1 "https://www.youtube.com/watch?v=PjNi1uYhV5w"
optional videoseq v2 "v2Folder/v2.mp4"
alternatives v3 {
    videoseq v31 "v3/seq1.mp4"
    videoseq v32 "v3/seq1.mp4"
    videoseq v33 "v3/seq1.mp4"
}

alternatives v4 {
    videoseq v41 "v4/seq1.mp4"
    videoseq v42 "v4/seq1.mp4"
}
mandatory videoseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```



model-to-text

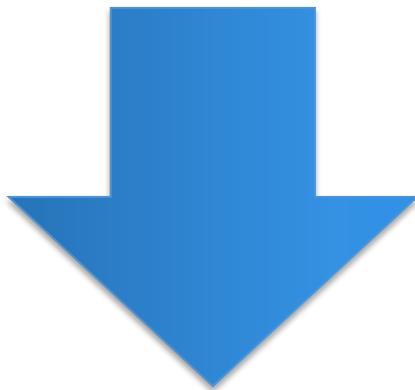
```
# this is a comment
file 'v3/seq1.avi'
file '/path/to/video2.avi'
file '/path/to/video3.avi'
```

 FFmpeg

The FFmpeg logo, featuring a stylized green 'F' icon followed by the word 'FFmpeg' in a bold, black, sans-serif font.

```
foo1.videogen ✘
mandatory videoseq v1 "https://www.youtube.com/watch?v=PjNi1uYhV5w"
optional videoseq v2 "v2Folder/v2.mp4"
alternatives v3 {
    videoseq v31 "v3/seq1.mp4"
    videoseq v32 "v3/seq1.mp4"
    videoseq v33 "v3/seq1.mp4"
}

alternatives v4 {
    videoseq v41 "v4/seq1.mp4"
    videoseq v42 "v4/seq1.mp4"
}
mandatory videoseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```



model-to-text

.m3u

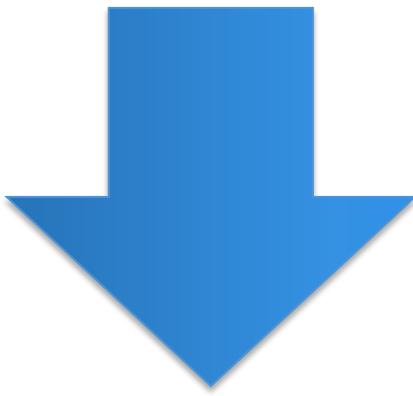
```
v3/seq1.avi
/path/to/video2.avi
/path/to/video3.avi
```



## foo1.videogen

```
mandatory videoseq v1 "https://www.youtube.com/watch?v=PjNi1uYhV5w"
optional videoseq v2 "v2Folder/v2.mp4"
alternatives v3 {
    videoseq v31 "v3/seq1.mp4"
    videoseq v32 "v3/seq1.mp4"
    videoseq v33 "v3/seq1.mp4"
}

alternatives v4 {
    videoseq v41 "v4/seq1.mp4"
    videoseq v42 "v4/seq1.mp4"
}
mandatory videoseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```



model-to-text

.m3u  
(extended)

```
#EXTM3U
#EXT-X-DISCONTINUITY
#EXTINF:3
resources/videos/vp0-logo/logo_start.ts
#EXT-X-DISCONTINUITY
#EXTINF:12
resources/videos/vp1-QR/QR05_1.ts
#EXT-X-DISCONTINUITY
#EXTINF:2
resources/videos/vp2-intro-fluide-glacial/
EtPendantCeTempsLaEn1975_processed.ts
```

flowplayer flash

```
foo1.videogen &gt;
mandatory videoseq v1 "https://www.youtube.com/watch?v=PjNi1uYhV5w"
optional videoseq v2 "v2folder/v2.mp4"
alternatives v3 {
    videoseq v31 "v3/seq1.mp4"
    videoseq v32 "v3/seq1.mp4"
    videoseq v33 "v3/seq1.mp4"
}

alternatives v4 {
    videoseq v41 "v4/seq1.mp4"
    videoseq v42 "v4/seq1.mp4"
}
mandatory videoseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```

**model-to-model**

**playlist  
metamodel**

**playlist model**

**model-to-text**

flowplayer **flash**

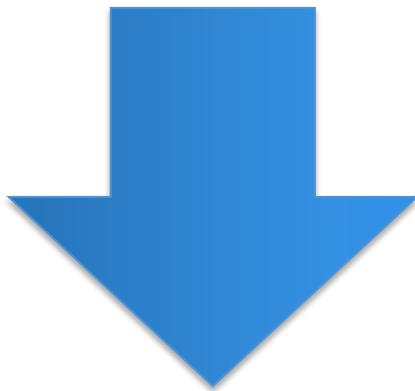


**FFmpeg**

## foo1.videogen

```
mandatory videoseq v1 "https://www.youtube.com/watch?v=PjNi1uYhV5w"
optional videoseq v2 "v2Folder/v2.mp4"
alternatives v3 {
    videoseq v31 "v3/seq1.mp4"
    videoseq v32 "v3/seq1.mp4"
    videoseq v33 "v3/seq1.mp4"
}

alternatives v4 {
    videoseq v41 "v4/seq1.mp4"
    videoseq v42 "v4/seq1.mp4"
}
mandatory videoseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```



model-to-\*



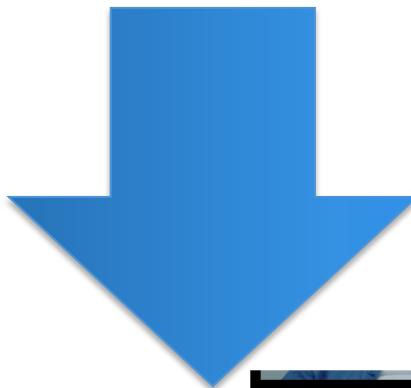
Thumbnails  
(vignettes) of  
each video  
sequence  
(e.g., PGN  
format)



foo1.videogen

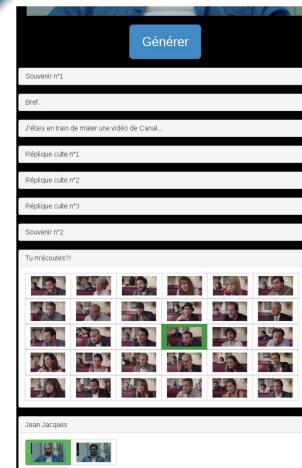
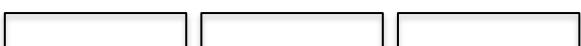
```
mandatory videoseq v1 "https://www.youtube.com/watch?v=PjNi1uYhV5w"
optional videoseq v2 "v2Folder/v2.mp4"
alternatives v3 {
    videoseq v31 "v3/seq1.mp4"
    videoseq v32 "v3/seq1.mp4"
    videoseq v33 "v3/seq1.mp4"
}

alternatives v4 {
    videoseq v41 "v4/seq1.mp4"
    videoseq v42 "v4/seq1.mp4"
}
mandatory videoseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```



model-to-\*  
FFmpeg

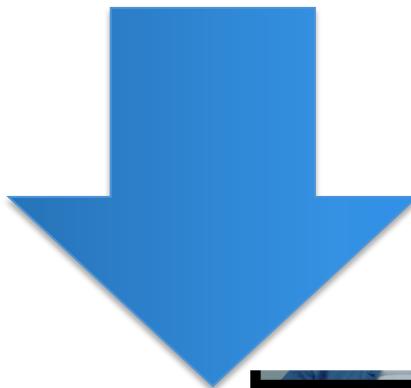
Thumbnails (vignettes) of each video sequence (e.g., PGN format)



foo1.videogen

```
mandatory videoseq v1 "https://www.youtube.com/watch?v=PjNi1uYhV5w"
optional videoseq v2 "v2Folder/v2.mp4"
alternatives v3 {
    videoseq v31 "v3/seq1.mp4"
    videoseq v32 "v3/seq1.mp4"
    videoseq v33 "v3/seq1.mp4"
}

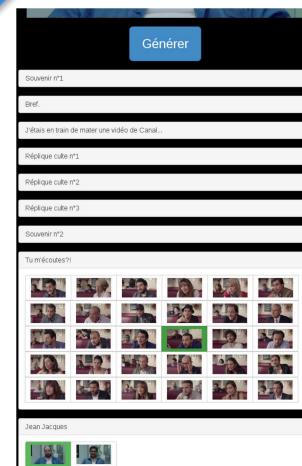
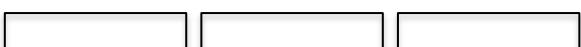
alternatives v4 {
    videoseq v41 "v4/seq1.mp4"
    videoseq v42 "v4/seq1.mp4"
}
mandatory videoseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```



model-to-\*

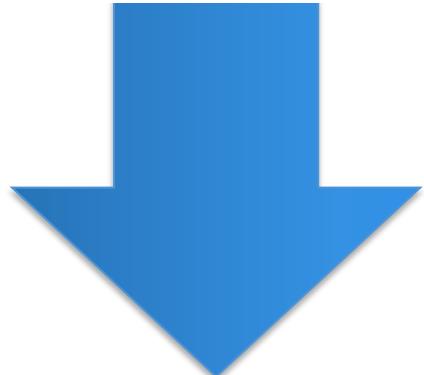


Thumbnails (vignettes) of each video sequence (e.g., PGN format)



foo1.videogen

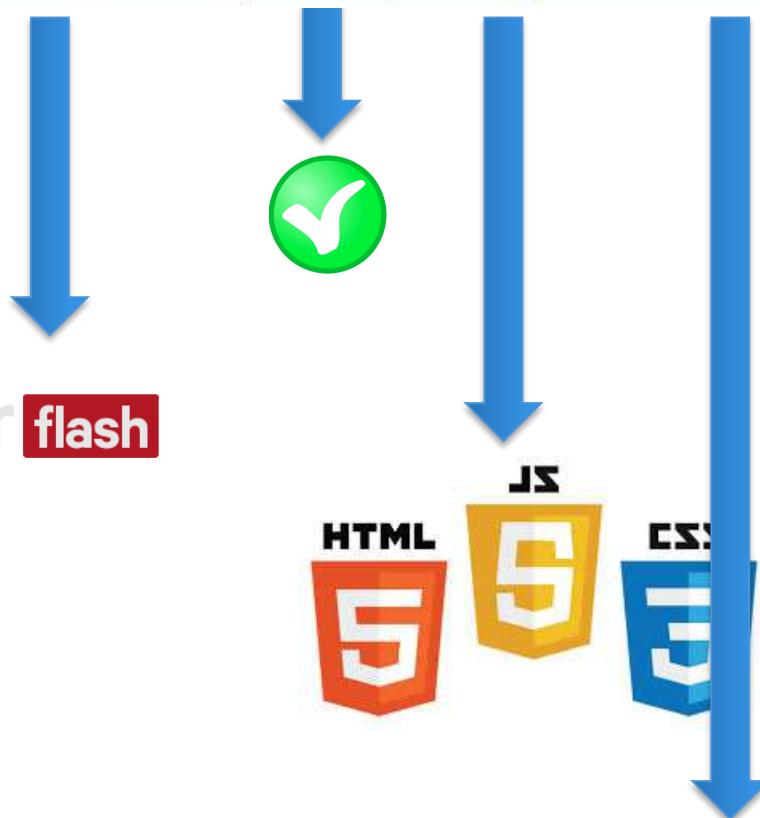
```
VideoGen {  
    mandatory videoseq v1 "V1/v1.mp4"  
    optional videoseq v2 "v2folder/v2.mp4" {  
        probability 25  
    }  
    alternatives v3 {  
        videoseq v31 "v3/seq1.mp4" {  
            duration 12  
            probability 25  
            description "a"  
        }  
        videoseq v31 "v3/seq2.mp4"  
        videoseq v32 "v3/seq3.mp4"  
    }  
    alternatives v4 {  
        videoseq v41 "v4/seq1.mp4"  
        videoseq v42 "v4/seq2.mp4"  
    }  
    mandatory videoseq v5 "v5.mp4"  
    optional videoseq v8 "v8.gvi"  
    alternatives v9 {  
        videoseq v81 "V81.gvi"  
    }  
}
```



## foo1.videoogen

```
mandatory videooseq v1 "https://www.youtube.com/watch?v=PJNi1uYhV5w"
optional videooseq v2 "v2Folder/v2.mp4"
alternatives v3 {
    videooseq v31 "v3/seq1.mp4"
    videooseq v32 "v3/seq1.mp4"
    videooseq v33 "v3/seq1.mp4"
}

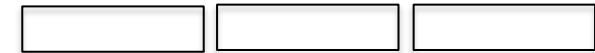
alternatives v4 {
    videooseq v41 "v4/seq1.mp4"
    videooseq v42 "v4/seq1.mp4"
}
mandatory videooseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```



flowplayer **flash**



 FFmpeg



18, 167, 899



## foo1.videoogen

```
mandatory videooseq v1 "https://www.youtube.com/watch?v=PJNi1uYhV5w"
optional videooseq v2 "v2folder/v2.mp4"
alternatives v3 {
    videooseq v31 "v3/seq1.mp4"
    videooseq v32 "v3/seq1.mp4"
    videooseq v33 "v3/seq1.mp4"
}

alternatives v4 {
    videooseq v41 "v4/seq1.mp4"
    videooseq v42 "v4/seq1.mp4"
}
mandatory videooseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```



### Website/online

- Random generation
- Configurator
- Game
- ...



## foo1.videogen

```
mandatory videoseq v1 "https://www.youtube.com/watch?v=PJNi1uYhV5w"
optional videoseq v2 "v2folder/v2.mp4"
@alternatives v3 {
    videoseq v31 "v3/seq1.mp4"
    videoseq v32 "v3/seq1.mp4"
    videoseq v33 "v3/seq1.mp4"
}

@alternatives v4 {
    videoseq v41 "v4/seq1.mp4"
    videoseq v42 "v4/seq1.mp4"
}
mandatory videoseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```

**Feature model:** another model for modeling “features” of your Web site (eg ability to save the video; mode=generation with frequencies)



## Website/online

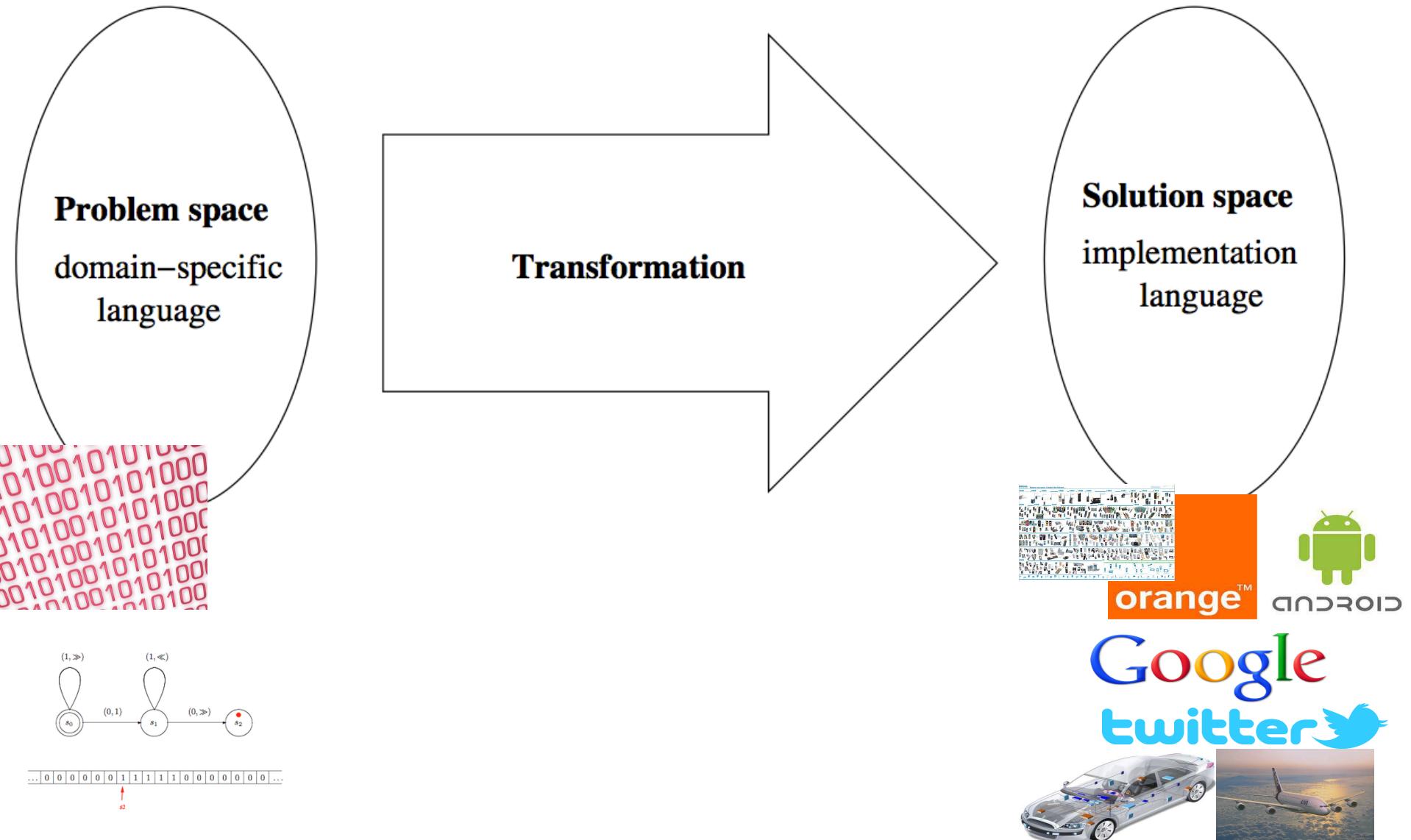
- Random generation
- Configurator
- Game
- ...

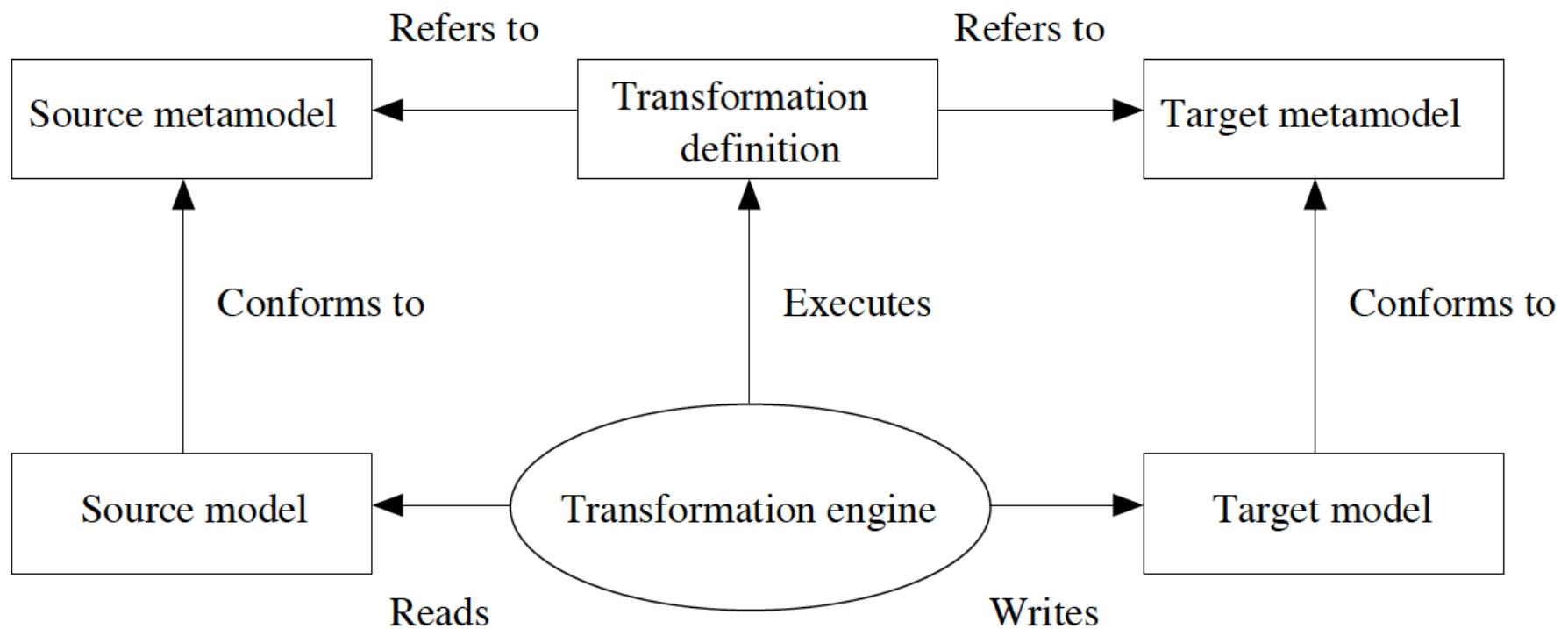
# Model Transformations

Taxonomy + Examples

# Abstraction Gap

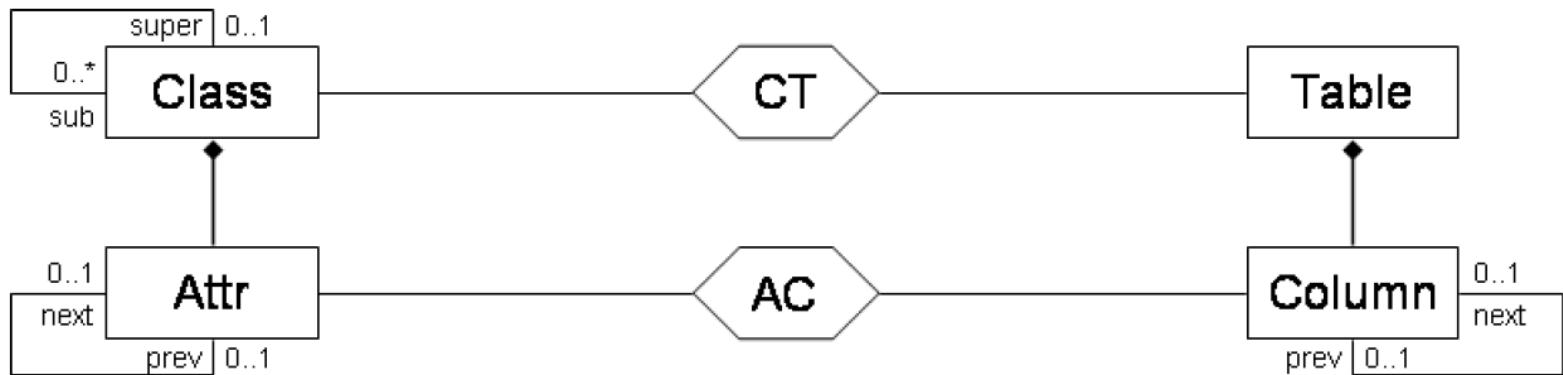
## Transformation is the key



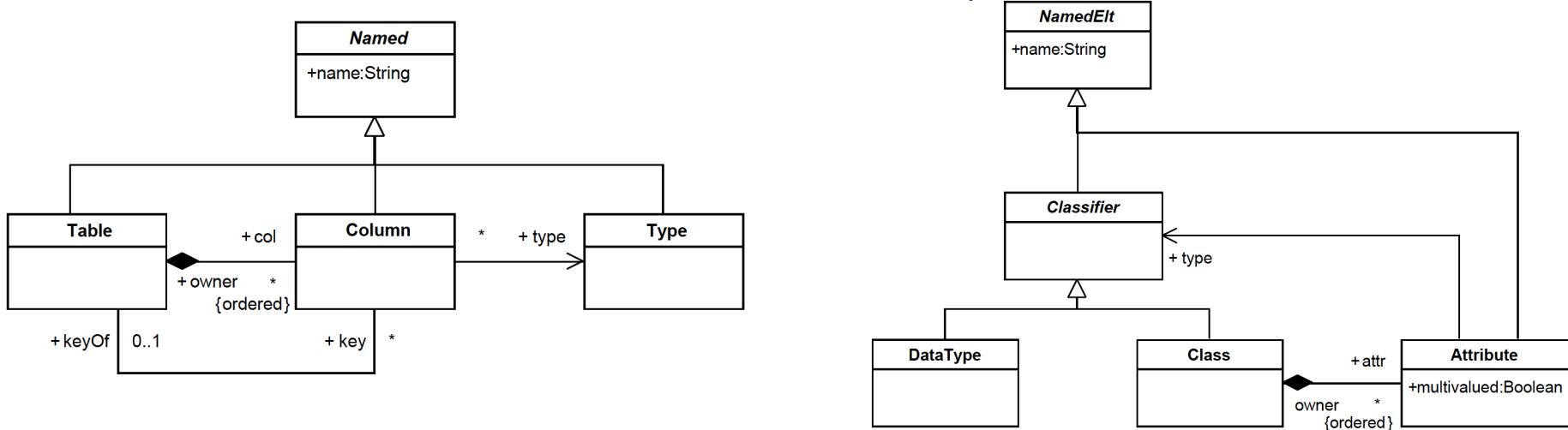


# Andy Schürr, Felix Klar “15 Years of Triple Graph Grammars.” ICGT 2008

(declarative; bi-directionnal; model-to-model)



# ATL (<http://www.eclipse.org/atl/atlTransformations/>)



```
rule Class2Table {
    from           -- source pattern
        c : Class!Class
    to             -- target pattern
        t : Relational!Table
    }
```

# Feature-Based Survey of Model Transformation Approaches

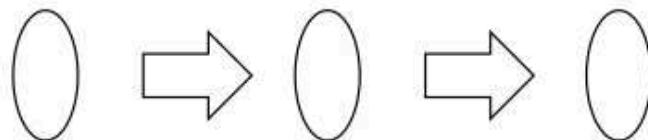
Krzysztof Czarnecki  
University of Waterloo  
Waterloo, Canada

Simon Helsen  
SAP AG  
Walldorf, Germany

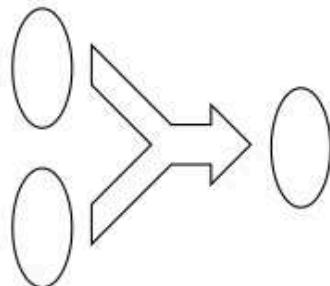
March 15, 2006

# Overview of Generative Software Development

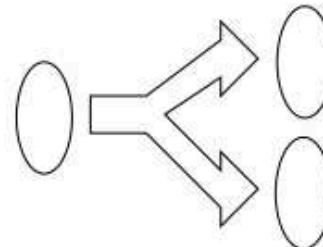
Krzysztof Czarnecki



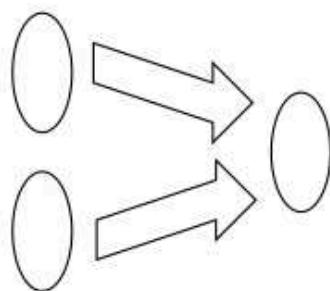
*a. Chaining of mappings*



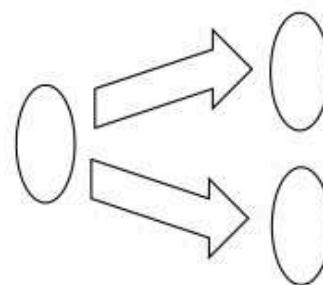
*b. Multiple problem spaces*



*c. Multiple solution spaces*

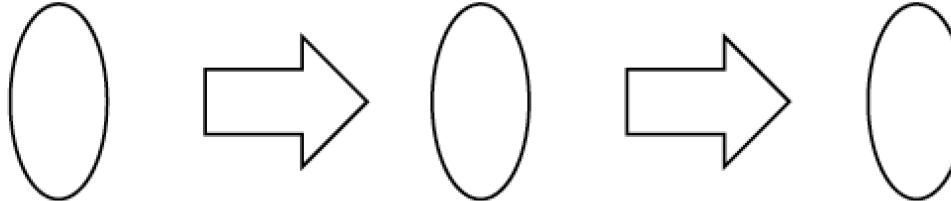


*d. Alternative problem spaces*



*e. Alternative solution spaces*

# One step/stage transformation hardly the case



a. Chaining of mappings

flowplayer flash

```
foo1.videogen ✎
mandatory videoseq v1 "https://www.youtube.com/watch?v=PJNi1uYhV5w"
optional videoseq v2 "v2Folder/v2.mp4"
alternatives v3 {
    videoseq v31 "v3/seq1.mp4"
    videoseq v32 "v3/seq1.mp4"
    videoseq v33 "v3/seq1.mp4"
}

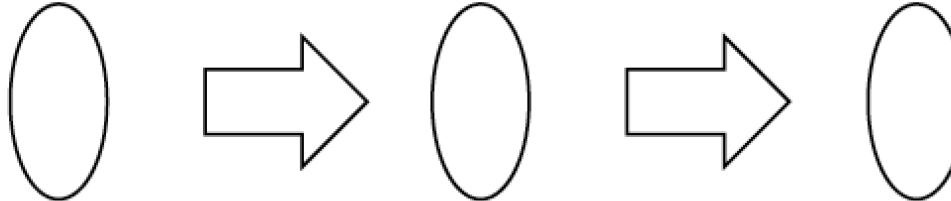
alternatives v4 {
    videoseq v41 "v4/seq1.mp4"
    videoseq v42 "v4/seq1.mp4"
}
mandatory videoseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```



```
#EXTM3U
#EXT-X-DISCONTINUITY
#EXTINF:3
resources/videos/vp0-logo/logo_start.ts
#EXT-X-DISCONTINUITY
#EXTINF:12
resources/videos/vp1-QR/QR05_1.ts
#EXT-X-DISCONTINUITY
#EXTINF:2
resources/videos/vp2-intro-fluide-glacial/
EtPendantCeTempsLaEn1975_processed.ts
```

.m3u (extended)

# One step/stage transformation hardly the case



a. Chaining of mappings

flowplayer flash

```
foo1.videogen <input>
mandatory videoseq v1 "https://www.youtube.com/watch?v=PJNi1uYhV5w"
optional videoseq v2 "v2Folder/v2.mp4"
alternatives v3 {
    videoseq v31 "v3/seq1.mp4"
    videoseq v32 "v3/seq1.mp4"
    videoseq v33 "v3/seq1.mp4"
}

alternatives v4 {
    videoseq v41 "v4/seq1.mp4"
    videoseq v42 "v4/seq1.mp4"
}
mandatory videoseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```



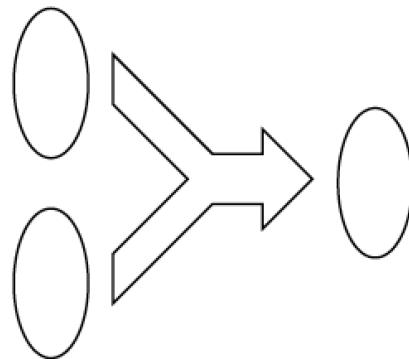
Playlist  
model

```
#EXTM3U
#EXT-X-DISCONTINUITY
#EXTINF:3
resources/videos/vp0-logo/logo_start.ts
#EXT-X-DISCONTINUITY
#EXTINF:12
resources/videos/vp1-QR/QR05_1.ts
#EXT-X-DISCONTINUITY
#EXTINF:2
resources/videos/vp2-intro-fluide-glacial/
EtPendantCeTempsLaEn1975_processed.ts
```

.m3u (extended)

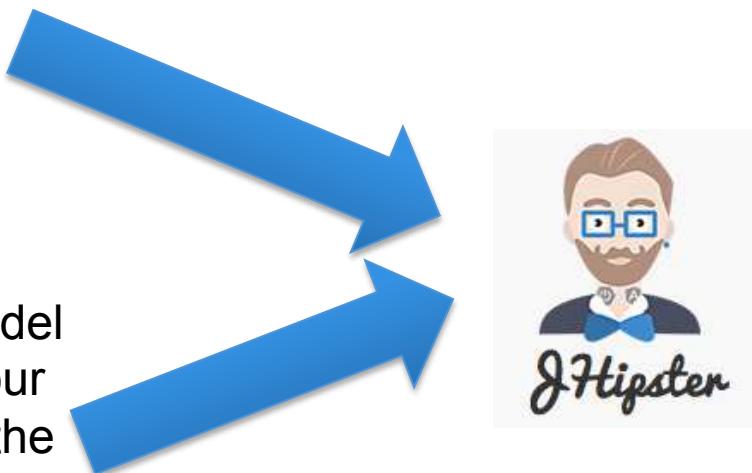
# Problem space

## Combination of expertises/aspects/DSLs



b. *Multiple problem spaces*

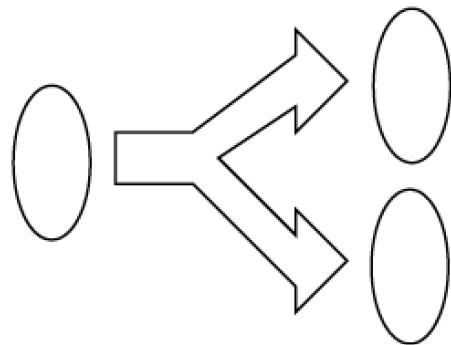
```
foo1.videogen ✘
mandatory videoseq v1 "https://www.youtube.com/watch?v=PJNi1uYhV5w"
optional videoseq v2 "v2folder/v2.mp4"
alternatives v3 {
    videoseq v31 "v3/seq1.mp4"
    videoseq v32 "v3/seq1.mp4"
    videoseq v33 "v3/seq1.mp4"
}
alternatives v4 {
    videoseq v41 "v4/seq1.mp4"
    videoseq v42 "v4/seq1.mp4"
}
mandatory videoseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```



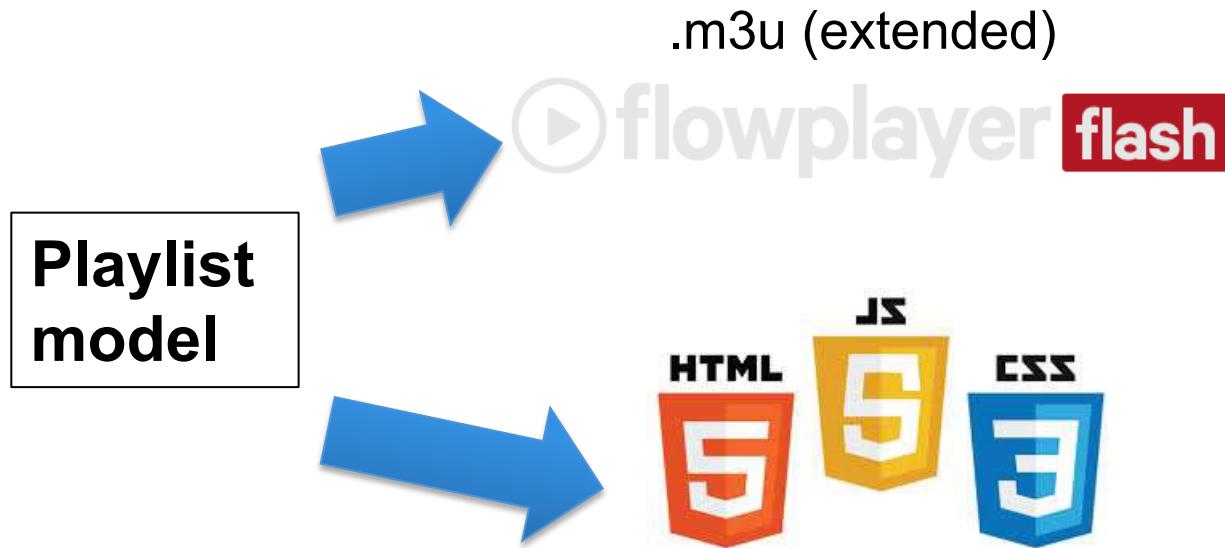
**Feature model:** another model for modeling “features” of your Web site (eg ability to save the video; mode=generation with frequencies)

# Solution space

## Different targets (e.g., technological platforms)

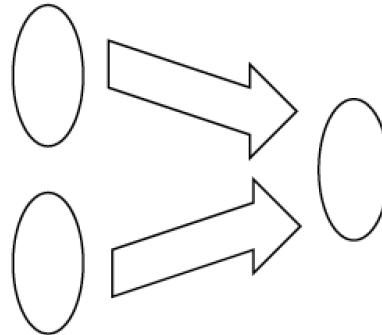


c. *Multiple solution spaces*



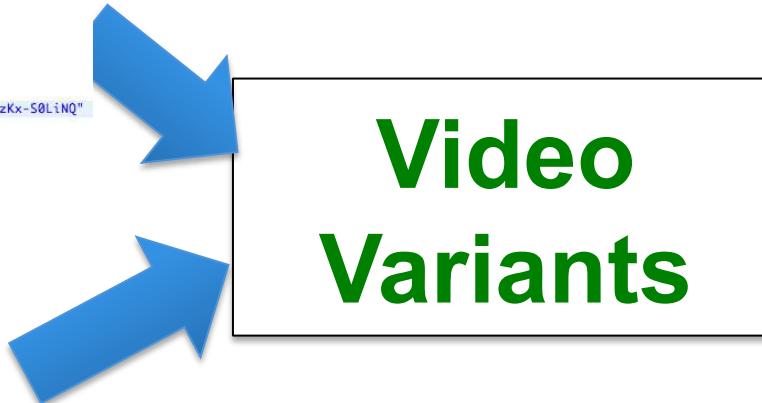
# Problem space

## e.g., different concrete syntaxes



d. Alternative problem spaces

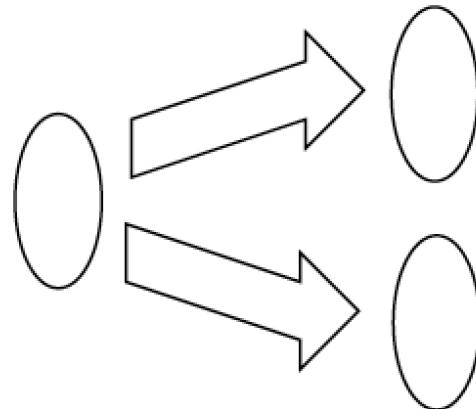
```
foo1.videogen ✘
mandatory videoseq v1 "https://www.youtube.com/watch?v=PJNi1uYhV5w"
optional videoseq v2 "v2folder/v2.mp4"
alternatives v3 {
    videoseq v31 "v3/seq1.mp4"
    videoseq v32 "v3/seq1.mp4"
    videoseq v33 "v3/seq1.mp4"
}
alternatives v4 {
    videoseq v41 "v4/seq1.mp4"
    videoseq v42 "v4/seq1.mp4"
}
mandatory videoseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```



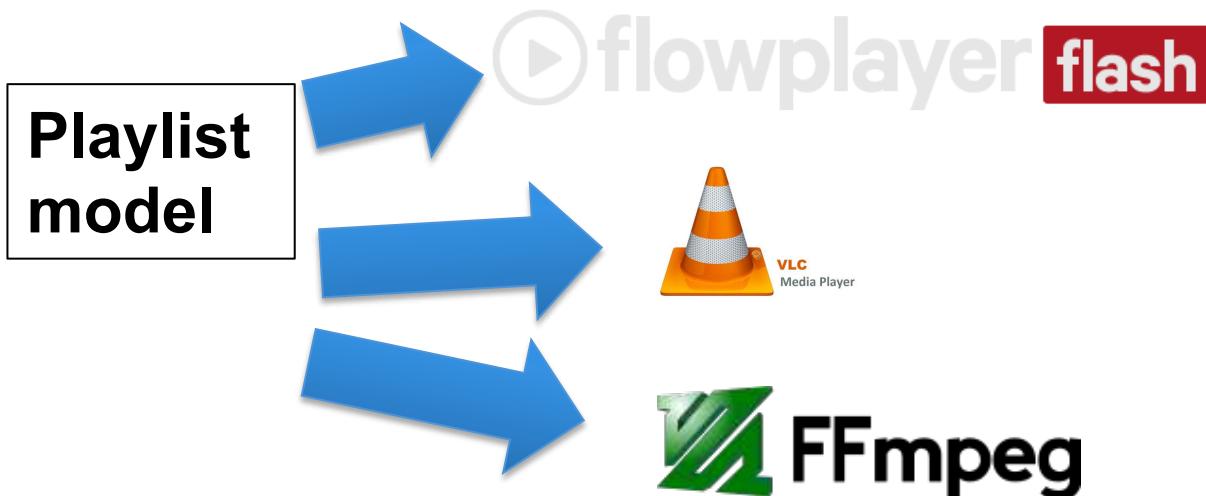
Feature Model  
(see next courses)

# Solution space

## Different targets (e.g., technological platforms)



e. Alternative solution spaces



# Model Transformation: Taxonomy

	<p>PIM → PIM PSM → PSM</p> <p><i>Horizontale</i> <i>Verticale</i></p>	
<p>Transformation endogène</p>	<p>Restructuration Normalisation intégration de patrons</p>	<p>Raffinement</p>
<p>Transformation exogène</p>	<p>Migration de logiciel Fusion de modèles</p>	<p>PIM vers PSM Rétro-conception</p>

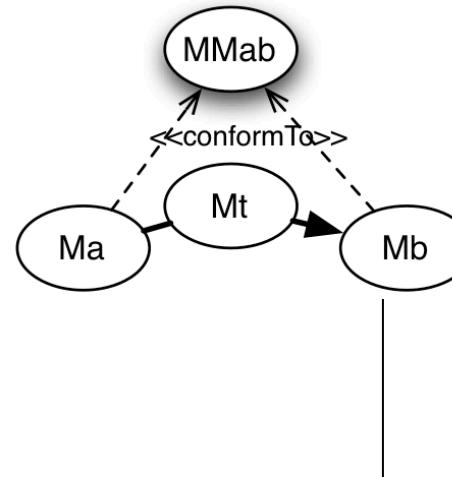
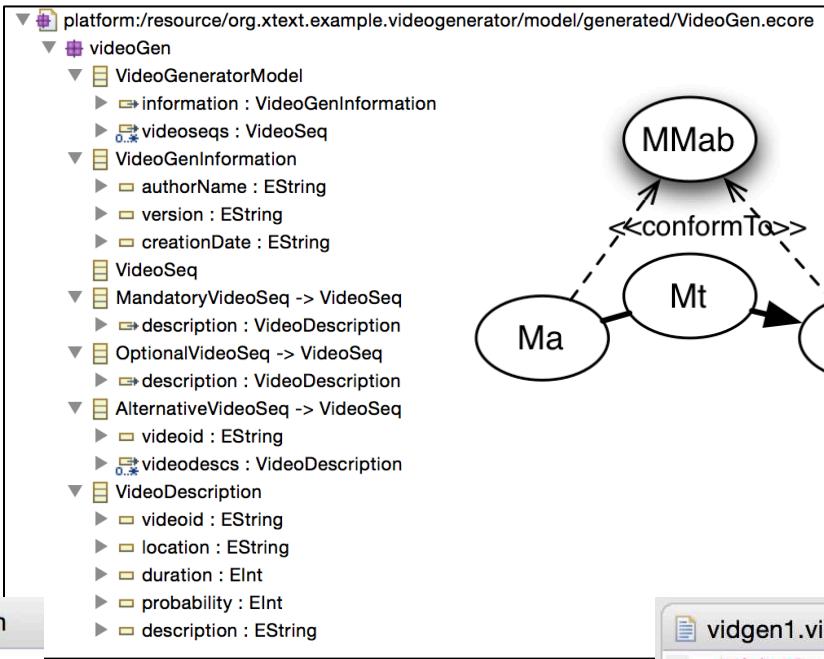
# Endogeneous Transformation

```
vidgen1.videogen  vidgen1-bis.videogen
VideoGen {

    mandatory videoseq "V1/v1.mp4"
    optional videoseq "v2folder/v2.mp4" {
        probability 25
    }
    alternatives vid3 {
        videoseq "v3/seq1.mp4"
        videoseq vid31 "v3/seq2.mp4"
        videoseq vid32 "v3/seq3.mp4"
    }

    alternatives vid4 {
        videoseq vid41 "v4/seq1.mp4"
        videoseq vid42 "v4/seq2.mp4"
    }
    mandatory videoseq vid5 "v5.mp4"

    optional videoseq vid8 "v8.avi"
    alternatives vid9 {
        videoseq vid81 "V81.avi"
    }
}
```



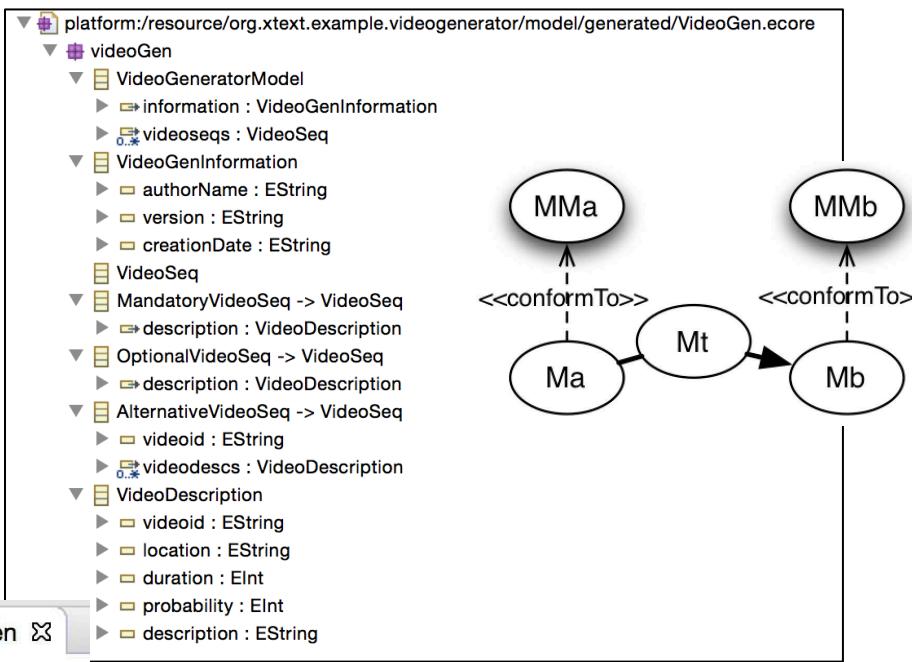
```
vidgen1.videogen  vidgen1-bis.videogen
VideoGen [
    VideoGen1/vidgen1-bis.videogen
        mandatory videoseq v0 "v1/v1.mp4"
        optional videoseq v1 "v2folder/v2.mp4" {
            probability 25
        }
        alternatives vid3 {
            videoseq v2 "v3/seq1.mp4"
            videoseq vid31 "v3/seq2.mp4"
            videoseq vid32 "v3/seq3.mp4"
        }

        alternatives vid4 {
            videoseq vid41 "v4/seq1.mp4"
            videoseq vid42 "v4/seq2.mp4"
        }
        mandatory videoseq vid5 "v5.mp4"

        optional videoseq vid8 "v8.avi"
        alternatives vid9 {
            videoseq vid81 "V81.avi"
        }
]
```

# Exogeneous Transformation

(metamodel)



vidgen1.videoogen vidgen1-bis.videoogen

```
VideoGen {
    VideoGen1/vidgen1-bis.videoogen
        mandatory videoseq v0 "v1/v1.mp4"
        optional videoseq v1 "v2folder/v2.mp4" {
            probability 25
        }
        alternatives vid3 {
            videoseq v2 "v3/seq1.mp4"
            videoseq vid31 "v3/seq2.mp4"
            videoseq vid32 "v3/seq3.mp4"
        }

        alternatives vid4 {
            videoseq vid41 "v4/seq1.mp4"
            videoseq vid42 "v4/seq2.mp4"
        }
        mandatory videoseq vid5 "v5.mp4"

        optional videoseq vid8 "v8.avi"
        alternatives vid9 {
            videoseq vid81 "V81.avi"
        }
}
```

```
<ul>
<li>v0</li>
<li>v1</li>
<li>vid3</li>
<ul>
<li>v2</li>
<li>vid31</li>
<li>vid32</li>
</ul>
<li>vid4</li>
<ul>
<li>vid41</li>
<li>vid42</li>
</ul>
<li>vid5</li>
<li>vid8</li>
<li>vid9</li>
<ul>
<li>vid81</li>
</ul>
</ul>
```

# Vertical Transformation

source and target models reside at the same abstraction level  
(e.g., refactoring)

The screenshot illustrates a vertical transformation setup. On the left, there are two code editors: 'vidgen1.videogen' and 'vidgen1-bis.videogen'. The 'vidgen1.videogen' editor contains Xtext grammar rules for generating video sequences. The 'vidgen1-bis.videogen' editor shows the generated Ecore model structure. Above the editors is a 'platform:/resource/org.xtext.example.videogenerator/model/generated/VideoGen.ecore' browser window displaying the class hierarchy and associations of the generated model.

**vidgen1.videogen:**

```
VideoGen {  
    mandatory videoseq "V1/v1.mp4"  
    optional videoseq "v2folder/v2.mp4" {  
        probability 25  
    }  
    alternatives vid3 {  
        videoseq "v3/seq1.mp4"  
        videoseq vid31 "v3/seq2.mp4"  
        videoseq vid32 "v3/seq3.mp4"  
    }  
    alternatives vid4 {  
        videoseq vid41 "v4/seq1.mp4"  
        videoseq vid42 "v4/seq2.mp4"  
    }  
    mandatory videoseq vid5 "v5.mp4"  
  
    optional videoseq vid8 "v8.avi"  
    alternatives vid9 {  
        videoseq vid81 "V81.avi"  
    }  
}
```

**Generated Model (vidgen1-bis.videogen):**

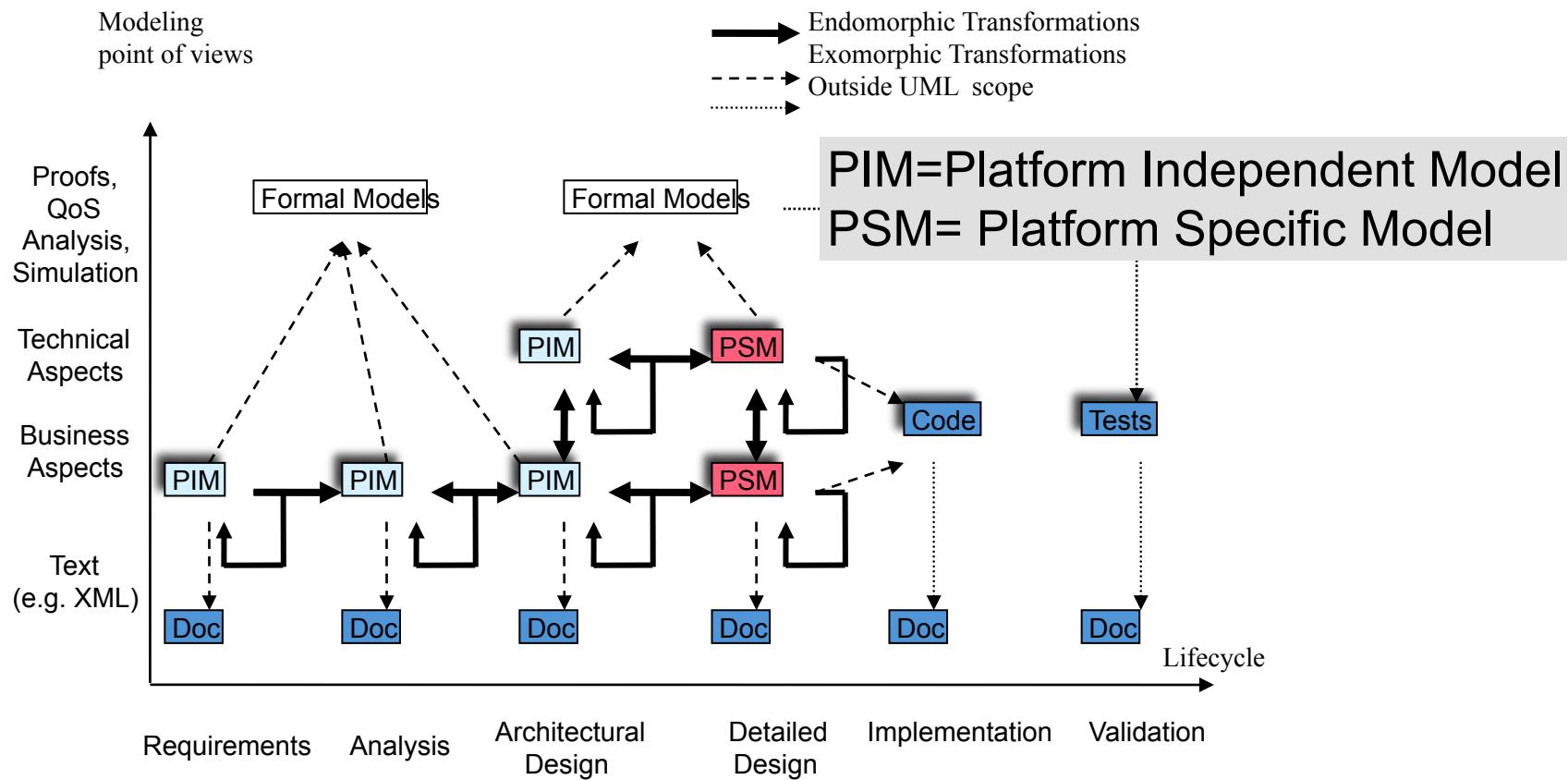
```
VideoGen {  
    VideoGeneratorModel {  
        information : VideoGenInformation  
        videoseqs : VideoSeq  
    }  
    VideoGenInformation {  
        authorName : EString  
        version : EString  
        creationDate : EString  
        VideoSeq {  
            MandatoryVideoSeq -> VideoSeq {  
                description : VideoDescription  
            }  
            OptionalVideoSeq -> VideoSeq {  
                description : VideoDescription  
            }  
            AlternativeVideoSeq -> VideoSeq {  
                videoid : EString  
                videotitles : VideoDescription  
            }  
            VideoDescription {  
                videoid : EString  
                location : EString  
                duration : EInt  
                probability : EInt  
                description : EString  
            }  
        }  
    }  
}
```

**Generated Ecore Model (platform:/resource/org.xtext.example.videogenerator/model/generated/VideoGen.ecore):**

```
platform:/resource/org.xtext.example.videogenerator/model/generated/VideoGen.ecore  
videoGen  
    VideoGeneratorModel  
        information : VideoGenInformation  
        videoseqs : VideoSeq  
    VideoGenInformation  
        authorName : EString  
        version : EString  
        creationDate : EString  
        VideoSeq  
        MandatoryVideoSeq -> VideoSeq  
            description : VideoDescription  
        OptionalVideoSeq -> VideoSeq  
            description : VideoDescription  
        AlternativeVideoSeq -> VideoSeq  
            videoid : EString  
            videotitles : VideoDescription  
        VideoDescription  
            videoid : EString  
            location : EString  
            duration : EInt  
            probability : EInt  
            description : EString
```

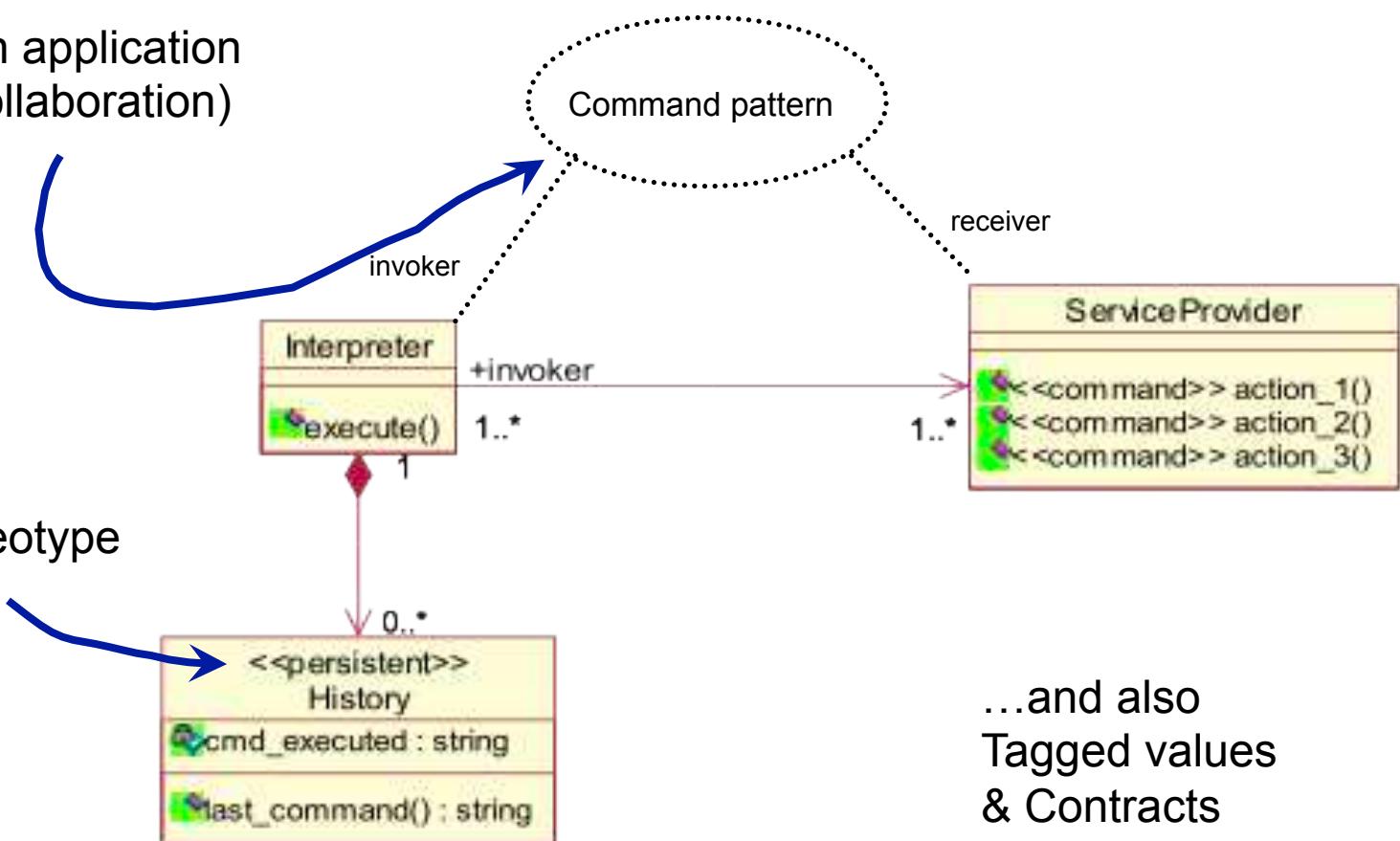
# Chaining of Transformations

## Back to the first courses

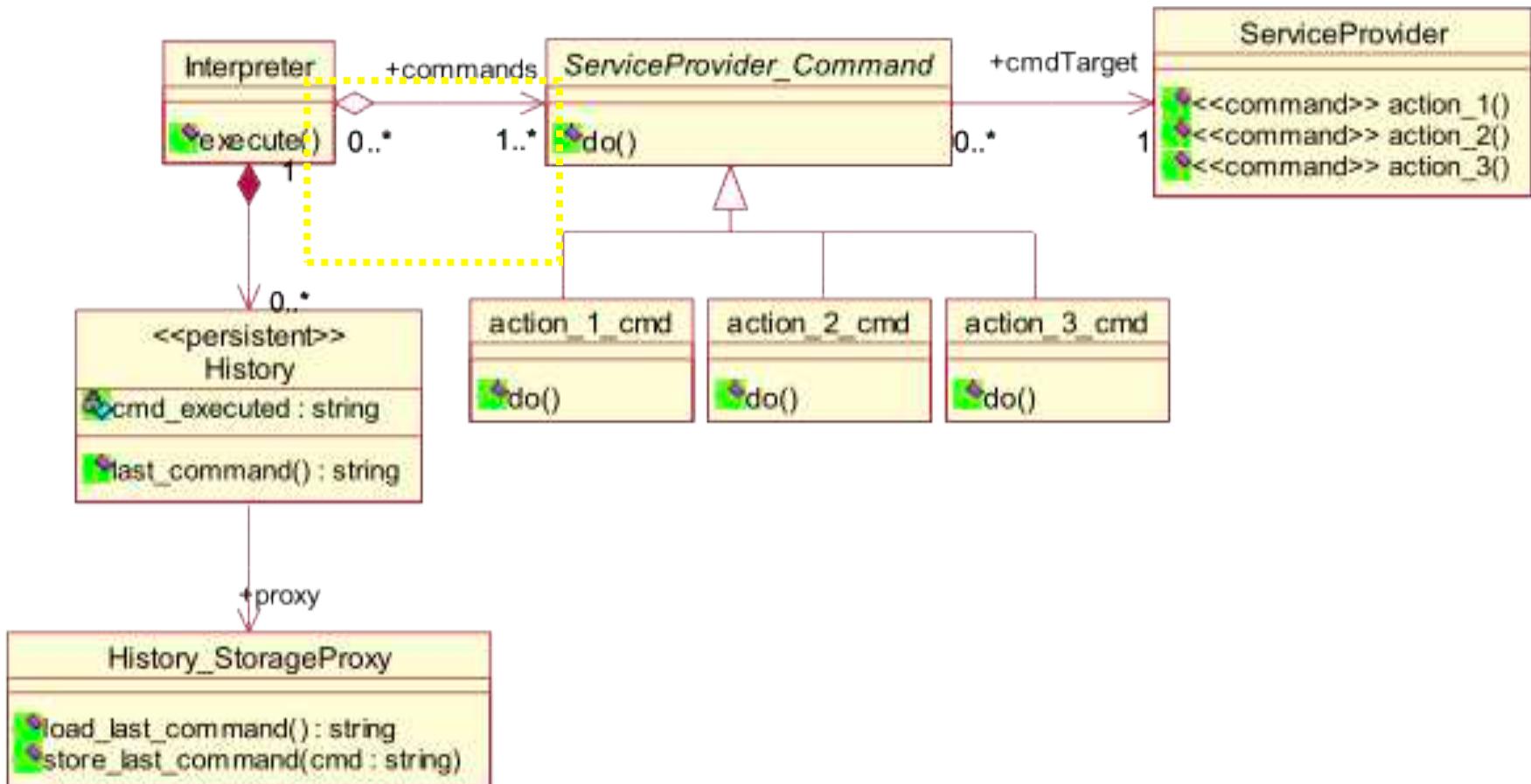


# Embedding implicit semantics into a model

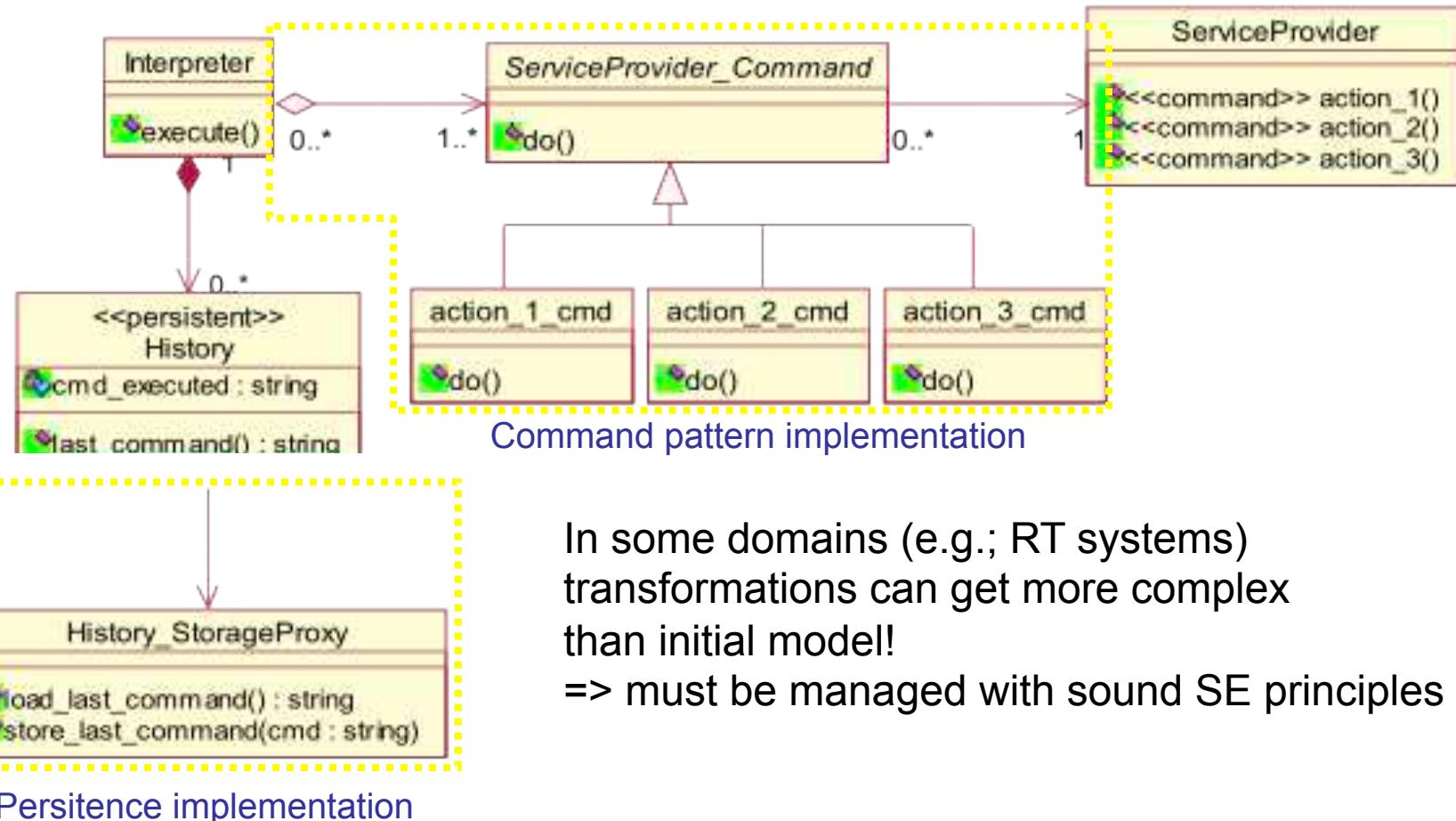
Design pattern application  
(parametric collaboration)



# ...and the result we want...



# How To: Automatic Model Transformations



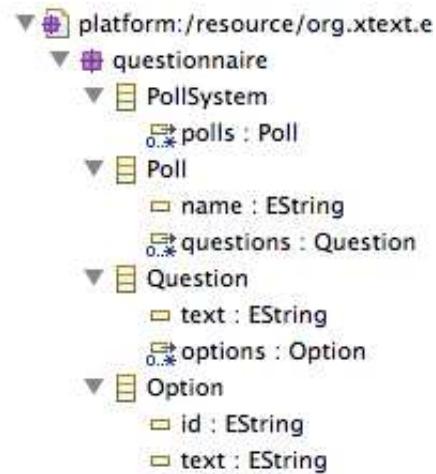
# Quizz Time

Characterize the following model transformations

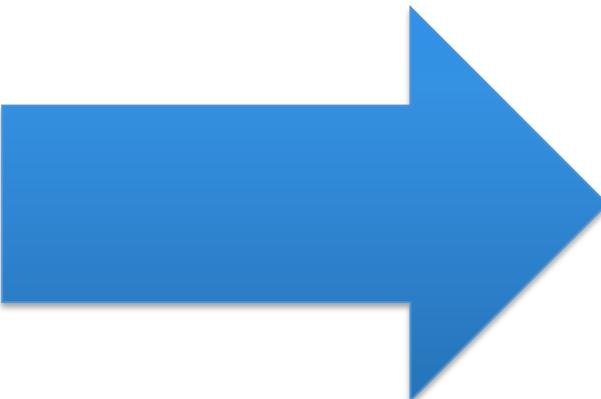
Endogeneous? Exogeneous?

Vertical? Horizontal?

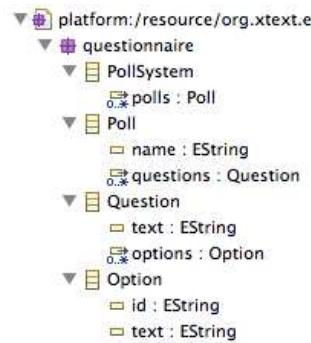
Model-to-text? Model-to-Model?



```
foo1.q
PollSystem {
    Poll poll1 {
        Question A {
            "What is A ?"
            options
                b : "B"
                c : "C"
                d : "D"
        }
    }
    Poll poll2 {
        Question D {
            "What is D ?"
            options
                e : "E"
                f : "F"
        }
    }
}
```



```
foo1.q   foo2.q
PollSystem {
    Poll poll1_poll {
        Question {
            "What is A ?"
            options
                b : "B"
                c : "C"
                d : "D"
        }
    }
    Poll poll2_poll {
        Question {
            "What is D ?"
            options
                e : "E"
                f : "F"
        }
    }
}
```



# HTML

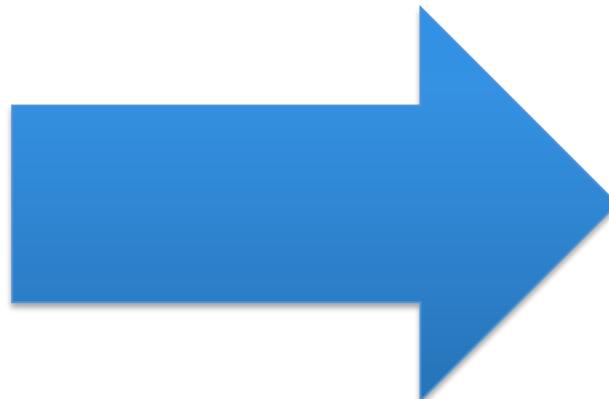


```

foo1.q ✘
-----
PollSystem {
    Poll poll1 {
        Question A {
            "What is A ?"
            options
                b : "B"
                c : "C"
                d : "D"
        }
    }

    Poll poll2 {
        Question D {
            "What is D ?"
            options
                e : "E"
                f : "F"
        }
    }
}

```



## poll1

**What is A ?**

- B
- C
- D

## poll2

**What is D ?**

- E
- F

# Xtend

A possible solution  
for  
model management

# Effective Model Management

- How to load/serialize a model?
- How to visit, analyze and transform models?
- You can do it in Java (EMF API)

- We arbitrarily choose    
– Java 10, interesting « features »  
– Integration within Eclipse ecosystem (incl. Xtext)  
and facilities to manage models  
– An example of a sophisticated language

# Before going into details of Xtend...

- Recap of the scenarios
  - Text-to-Model
  - Model(s)-to-Model transformation
  - Metamodels as a « bridge » between technologies
  - Model-to-Text
- The solution of some of the « scenarios »
  - Just to give an overview of Xtend capabilities
  - To give a more practical/concrete view of some of the previous scenarios

```

def loadVideoGenerator(URI uri) {
    new VideoGenStandaloneSetupGenerated().createInjectorAndDoEMFRegistration()
    var res = new ResourceSetImpl().getResource(uri, true);
    res.contents.get(0) as VideoGeneratorModel
}

```

```

def saveVideoGenerator(URI uri, VideoGeneratorModel pollS) {
    var Resource rs = new ResourceSetImpl().createResource(uri);
    rs.getContents.add(pollS);
    rs.save(new HashMap());
}

```

```

@Test
def test1() {
    // loading
    var videoGen = loadVideoGenerator(URI.createURI("foo2.videogen"))
    assertNotNull(videoGen)
    assertEquals(3, videoGen.videoseqs.size)
    // MODEL MANAGEMENT (ANALYSIS, TRANSFORMATION)
    videoGen.videoseqs.forEach[videoseq | 
        if (videoseq instanceof MandatoryVideoSeq) {
            val desc = (videoseq as MandatoryVideoSeq).description
            if(desc.videoid.isNullOrEmpty) desc.videoid = genID()
        }
        else if (videoseq instanceof OptionalVideoSeq) {
            val desc = (videoseq as OptionalVideoSeq).description
            if(desc.videoid.isNullOrEmpty) desc.videoid = genID()
        }
        else {
            val altvid = (videoseq as AlternativeVideoSeq)
            if(altvid.videoid.isNullOrEmpty) altvid.videoid = genID()
            for (vdesc : altvid.videodescs) {
                if(vdesc.videoid.isNullOrEmpty) vdesc.videoid = genID()
            }
        }
    ]
    // serializing
    saveVideoGenerator(URI.createURI("foo2bis.xmi"), videoGen)
    saveVideoGenerator(URI.createURI("foo2bis.videogen"), videoGen)
}

```

foo2.videogen

```

VideoGen {
    mandatory videoseq v1 "V1/v1.mp4"
    optional videoseq v2 "v2folder/v2.mp4"
    alternatives v3 {
        videoseq v31 "v31.mp4"
        videoseq v32 "v32.mp4"
    }
}

```

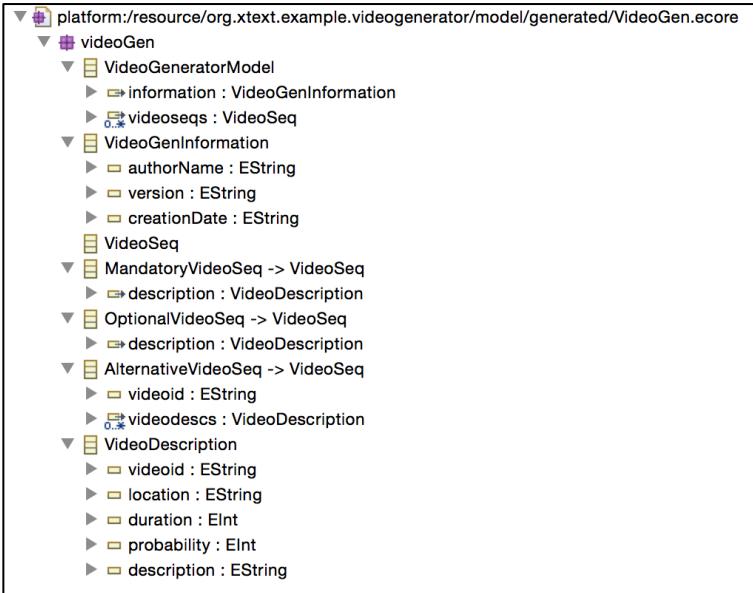
platform:/resource/org.xtext.example.videogenerator/model

```

videoGen
└─ VideoGeneratorModel
    ├─ information : VideoGenInformation
    └─ videoseqs : VideoSeq
VideoGenInformation
└─ authorName : EString
└─ version : EString
└─ creationDate : EString
VideoSeq
└─ MandatoryVideoSeq -> VideoSeq
    ├─ description : VideoDescription
└─ OptionalVideoSeq -> VideoSeq
    ├─ description : VideoDescription
└─ AlternativeVideoSeq -> VideoSeq
    ├─ videoid : EString
    └─ videodescs : VideoDescription
VideoDescription
└─ videoid : EString
└─ location : EString
└─ duration : EInt
└─ probability : EInt
└─ description : EString

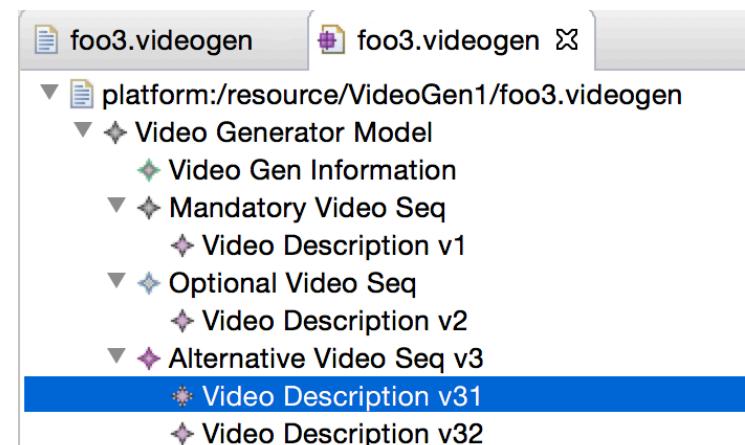
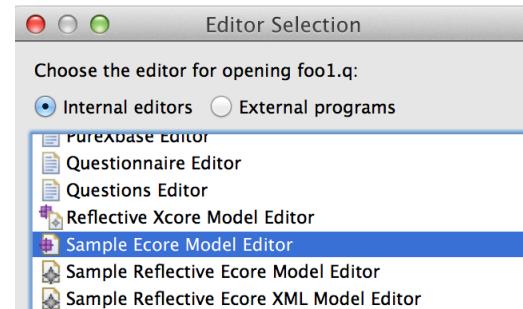
```

# Loading Models (1)



foo3.videogen

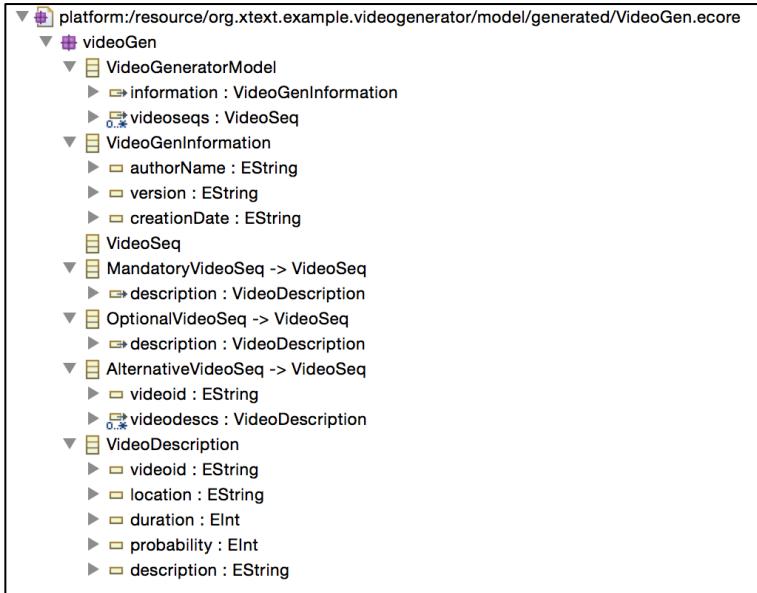
```
VideoGen {  
    mandatory videoseq v1 "V1/v1.mp4"  
    optional videoseq v2 "v2folder/v2.mp4"  
    alternatives v3 {  
        videoseq v31 "v31.mp4"  
        videoseq v32 "v32.mp4"  
    }  
}
```



Properties

Property	Value
Description	
Duration	0
Location	v31.mp4
Probability	0
Videoid	v31

# Loading Models (2)



## Persistence of Models in XMI (XML Metadata Interchange)

The screenshot shows a modeling environment with two main panes. The left pane displays an Ecore model with code-like syntax for `VideoGen` containing `mandatory`, `optional`, and `alternatives` sections. The right pane shows a UML diagram of a `Video Generator Model` with three `VideoSeq` types (`Mandatory Video Seq`, `Optional Video Seq`, `Alternative Video Seq`) and their associated `Video Description` objects. Below the diagram is a `Properties` table with columns `Property` and `Value`.

```
VideoGen {
    mandatory videoseq v1 "V1/v1.mp4"
    optional videoseq v2 "v2folder/v2.mp4"
    alternatives v3 {
        videoseq v31 "v31.mp4"
        videoseq v32 "v32.mp4"
    }
}
```

Property	Value
Description	
Duration	0
Location	v31.mp4
Probability	0
Videoid	v31

```
<?xml version="1.0" encoding="ASCII"?>
<videoGen:VideoGeneratorModel xmi:version="2.0" xmlns:xmi="http://www.omg.org/XMI">
  <information/>
  <videoseqs xsi:type="videoGen:MandatoryVideoSeq">
    <description videoid="v1" location="V1/v1.mp4"/>
  </videoseqs>
  <videoseqs xsi:type="videoGen:OptionalVideoSeq">
    <description videoid="v2" location="v2folder/v2.mp4"/>
  </videoseqs>
  <videoseqs xsi:type="videoGen:AlternativeVideoSeq" videoid="v3">
    <videodescs videoid="v31" location="v31.mp4"/>
    <videodescs videoid="v32" location="v32.mp4"/>
  </videoseqs>
</videoGen:VideoGeneratorModel>
```

```
def loadPollSystem(URI uri) {
    new QuestionnaireStandaloneSetupGenerated().createInjectorAndDoEMFRegistration()
    var res = new ResourceSetImpl().getResource(uri, true);
    res.contents.get(0) as PollSystem
}
```

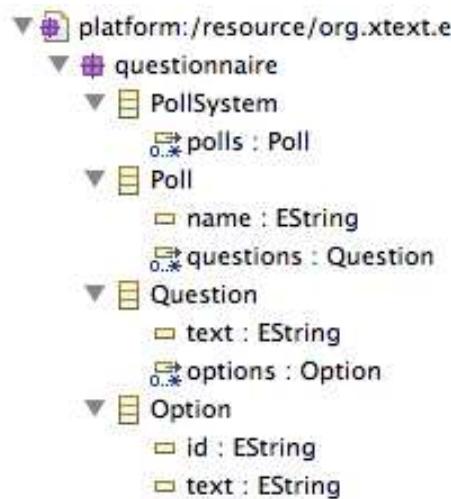
```
def savePollSystem(URI uri, PollSystem pollS) {
    var Resource rs = new ResourceSetImpl().createResource(uri);
    rs.getContents.add(pollS);
    rs.save(new HashMap());
}
```

```
@Test
def test1() {

    // loading
    var pollS = loadPollSystem(URI.createURI("foo1.q"))
    assertNotNull(pollS)
    assertEquals(2, pollS.polls.size)

    // MODEL MANAGEMENT (ANALYSIS, TRANSFORMATION)
    pollS.polls.forEach[p | p.name = p.name + "_poll"]

    // serializing
    savePollSystem(URI.createURI("foo2.q"), pollS)
}
```



# Loading Models (1)

The screenshot illustrates the process of loading a Xtext model and its resulting PollSystem structure.

**Model Structure:**

- platform:/resource/org.xtext.e
- questionnaire
- PollSystem
  - polls : Poll
- Poll
  - name : EString
  - questions : Question
- Question
  - text : EString
  - options : Option
- Option
  - id : EString
  - text : EString

**Editor Selection:**

Choose the editor for opening foo1.q:

Internal editors    External programs

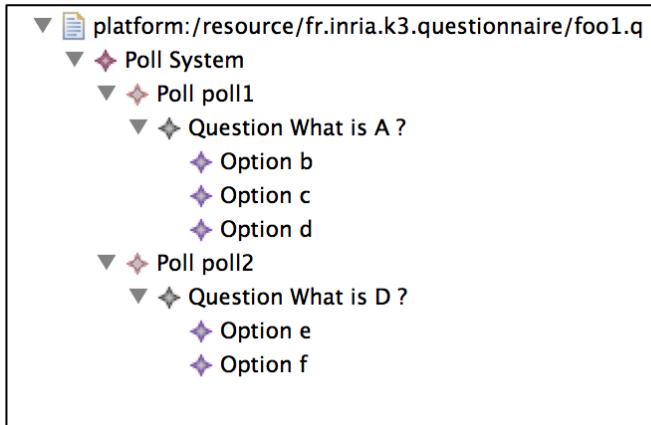
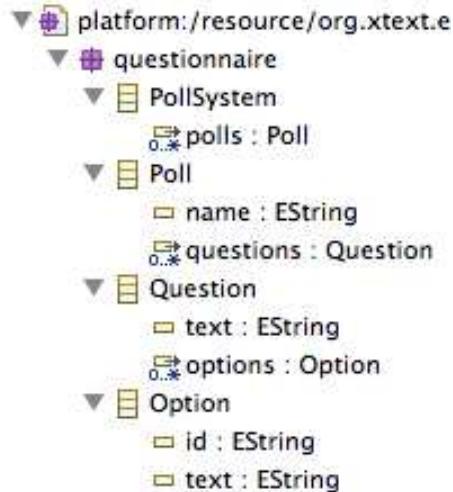
- pureXbase Editor
- Questionnaire Editor
- Questions Editor
- Reflective Xcore Model Editor
- Sample Ecore Model Editor
- Sample Reflective Ecɔrɔ Model Editor
- Sample Reflective Ecɔrɔ XML Model Editor

**Resulting PollSystem Structure:**

- Poll System
  - Poll poll1
    - Question What is A ?
      - Option b
      - Option c
      - Option d
    - Question What is D ?
      - Option e
      - Option f
  - Poll poll2
    - Question What is A ?
      - Option b
      - Option c
      - Option d
    - Question What is D ?
      - Option e
      - Option f

# Loading Models (2)

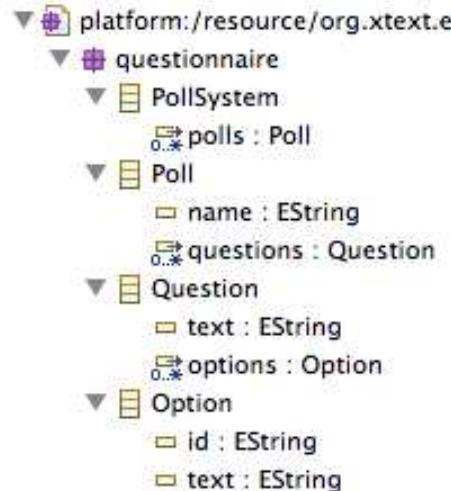
```
foo1.q
PollSystem {
    Poll poll1 {
        Question A {
            "What is A ?"
            options
                b : "B"
                c : "C"
                d : "D"
        }
    }
    Poll poll2 {
        Question D {
            "What is D ?"
            options
                e : "E"
                f : "F"
        }
    }
}
```



XMI

```
<?xml version="1.0" encoding="ASCII"?>
<questionnaire:PollSystem xmi:version="2.0"
xmlns:xmi="http://www.omg.org/XMI"
xmlns:questionnaire="http://www.xtext.org/example/mya
<polls name="poll1">
  <questions text="What is A ?">
    <options id="b" text="B"/>
    <options id="c" text="C"/>
    <options id="d" text="D"/>
  </questions>
</polls>
<polls name="poll2">
  <questions text="What is D ?">
    <options id="e" text="E"/>
    <options id="f" text="F"/>
  </questions>
</polls>
</questionnaire:PollSystem>
```

# Loading Models (3)



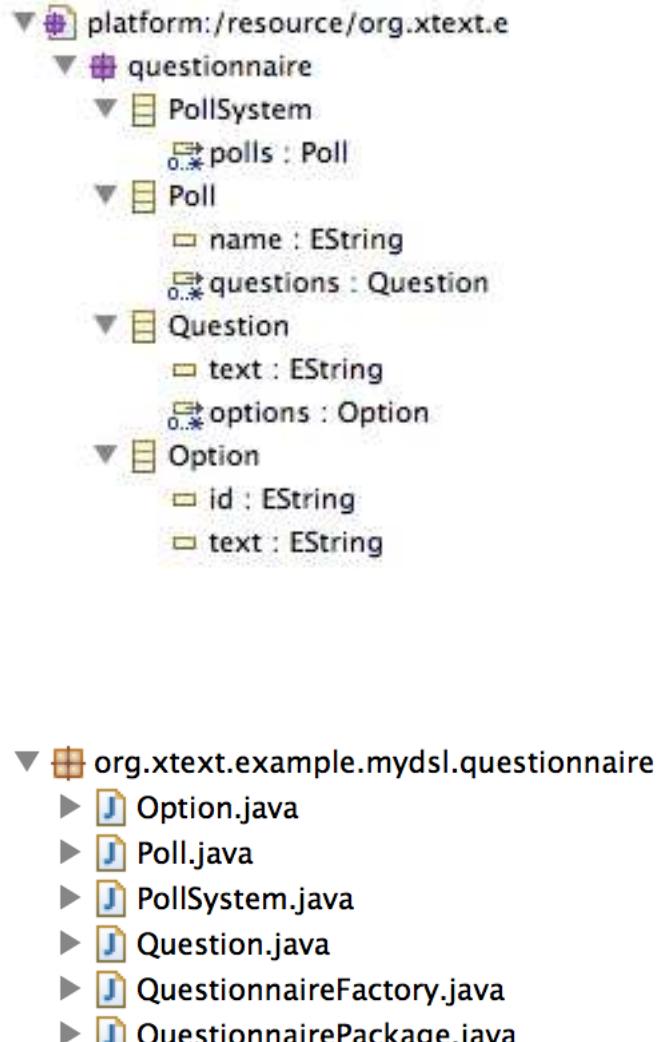
```
foo1.q
fool.q

PollSystem {
    Poll poll1 {
        Question A {
            "What is A ?"
            options
                b : "B"
                c : "C"
                d : "D"
        }
    }
    Poll poll2 {
        Question D {
            "What is D ?"
            options
                e : "E"
                f : "F"
        }
    }
}
```

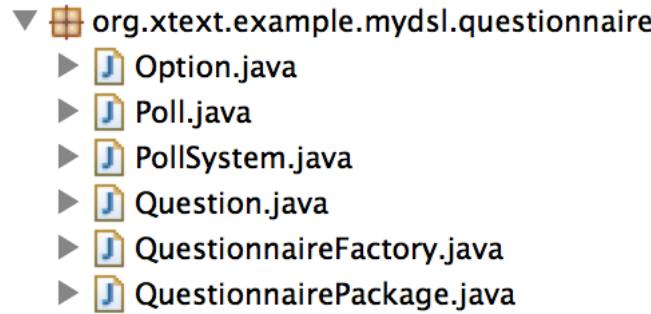
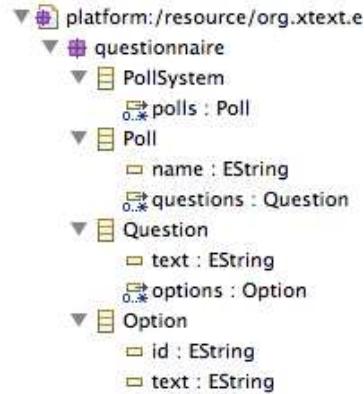
## Persistence of Models in XMI (XML Metadata Interchange)

```
<?xml version="1.0" encoding="ASCII"?>
<questionnaire:PollSystem xmi:version="2.0"
    xmlns:xmi="http://www.omg.org/XMI"
    xmlns:questionnaire="http://www.xtext.org/example/mydsl/Questionnaire">
    <polls name="poll1">
        <questions text="What is A ?">
            <options id="b" text="B"/>
            <options id="c" text="C"/>
            <options id="d" text="D"/>
        </questions>
    </polls>
    <polls name="poll2">
        <questions text="What is D ?">
            <options id="e" text="E"/>
            <options id="f" text="F"/>
        </questions>
    </polls>
</questionnaire:PollSystem>
```

# Meta(models) and Java



# Meta(models) and Java



```
public interface Poll extendsEObject
{
    /**
     * Returns the value of the '<em><b>name</b></em>' attribute.
     * <!-- begin-user-doc -->
     * <p>
     * The meaning of the '<em>name</em>' attribute isn't clear,
     * there really should be more of a description here...
     * </p>
     * <!-- end-user-doc -->
     * Return the value of the '<em>name</em>' attribute.
     */
    String getName();
    /**
     * Sets the value of the '<link org.xtext.example.mydsl.questionnaire.Poll#getName <em>name</em>' attribute.
     * <!-- begin-user-doc -->
     * <!-- end-user-doc -->
     * Set the new value of the '<em>name</em>' attribute.
     */
    void setName(String name);
    /**
     * Returns the value of the '<em><b>questions</b></em>' containment reference list.
     * The list contents are of type '#link org.xtext.example.mydsl.questionnaire.Question'.
     */
    EList<Question> getQuestions();
    /**
     * Returns the value of the '<em>questions</em>' containment reference list.
     * The list contents are of type '#link org.xtext.example.mydsl.questionnaire.Poll.Questions'.
     */
    boolean isQuestions();
    /**
     * Generates the 'questions' attribute.
     */
    void setQuestions(EList<Question> questions);
}
// Poll
void setName(String value);
```

« Eclipse Modeling Framework (EMF)  
runtime support to produce a set of Java  
classes for the model »



<http://eclipsesource.com/blogs/tutorials/emf-tutorial/>



ECLIPSE MODELING FRAMEWORK

Ecore Model

EPackage

EClass

EAttribute

EReference

Code generation



Java Code

Package

Class

Attribute

Reference

```
fool.q ✘
PollSystem {

    Poll poll1 {

        Question A {
            "What is A ?"
            options
                b : "B"
                c : "C"
                d : "D"
        }

    }

    Poll poll2 {

        Question D {
            "What is D ?"
            options
                e : "E"
                f : "F"
        }

    }

}

```

```
fool.q ✘
foo2.q ✘
PollSystem {

    Poll poll1_poll {

        Question {
            "What is A ?"
            options
                b : "B"
                c : "C"
                d : "D"
        }

    }

    Poll poll2_poll {

        Question {
            "What is D ?"
            options
                e : "E"
                f : "F"
        }

    }

}

```

```
def loadPollSystem(URL url) {
    new QuestionnaireStandaloneSetupGenerated().createInjectorAndDoEMFRegistration()
    var res = new ResourceSetImpl().getResources(url, true);
    res.getContents().get(0) as PollSystem
}

def savePollSystem(URL url, PollSystem polls) {
    var ResourceSet rs = new ResourceSetImpl().createResource(url);
    rs.getContents().add(polls);
    rs.save(new HashMap());
}

@Test
def testIO() {
    // loading
    var polls = loadPollSystem(URL.createURI("fool.q"))
    assertNotNull(polls)
    assertEquals(2, polls.size)

    // MODEL MANAGEMENT ANALYSIS, TRANSFORMATION
    polls.polls.forEach{p| p.name = p.name + ".poll"}
    // serializing
    savePollSystem(URL.createURI("foo2.q"), polls)
}
```

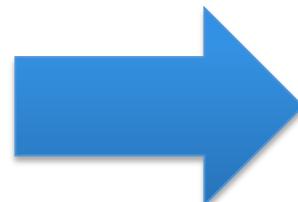
## Questionnaire MM (ecore)

## Questionnaire MM (ecore)

## Questionnaire Model 1 (xmi)

## Questionnaire Model 2 (xmi)

```
PollSystem {  
    Poll Quality {  
        Question q1 {  
            "Value the user experience"  
            options {  
                A : "Bad"  
                B : "Fair"  
                C : "Good"  
            }  
        }  
        Question q2 {  
            "Value the layout"  
            options {  
                A : "It was not easy to locate elements"  
                B : "I didn't realize"  
                C : "It was easy to locate elements"  
            }  
        }  
    }  
    Poll Performance {  
        Question q1 {  
            "Value the time response"  
            options {  
                A : "Bad"  
                B : "Fair"  
                C : "Good"  
            }  
        }  
    }  
}
```



```
PollSystem {  
    Poll Quality {  
        Question q1 {  
            "Value the user experience"  
            options {  
                A : "Bad"  
                B : "Fair"  
                C : "Good"  
            }  
        }  
        Question q2 {  
            "Value the layout"  
            options {  
                A : "It was not easy to locate elements"  
                B : "I didn't realize"  
                C : "It was easy to locate elements"  
            }  
        }  
    }  
    Poll Performance {  
        Question q1 {  
            "Value the time response"  
            options {  
                A : "Bad"  
                B : "Fair"  
                C : "Good"  
            }  
        }  
    }  
}
```

```
def loadPollSystem(URI uri) {
    new QuestionnaireStandaloneSetupGenerated().createInjectorAndDoEMFRegistration()
    var res = new ResourceSetImpl().getResource(uri, true);
    res.contents.get(0) as PollSystem
}
```

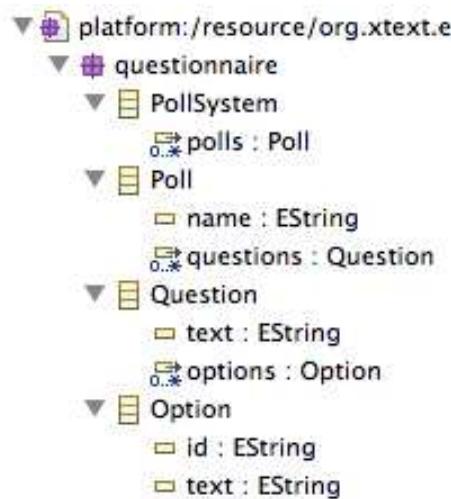
```
def savePollSystem(URI uri, PollSystem pollS) {
    var Resource rs = new ResourceSetImpl().createResource(uri);
    rs.getContents.add(pollS);
    rs.save(new HashMap());
}
```

```
@Test
def test1() {

    // loading
    var pollS = loadPollSystem(URI.createURI("foo1.q"))
    assertNotNull(pollS)
    assertEquals(2, pollS.polls.size)

    // MODEL MANAGEMENT (ANALYSIS, TRANSFORMATION)
    pollS.polls.forEach[p | p.name = p.name + "_poll"]

    // serializing
    savePollSystem(URI.createURI("foo2.q"), pollS)
}
```



```

@Test
def test2() {

    // loading
    var pollS = loadPollSystem(URI.createURI("foo1.q"))

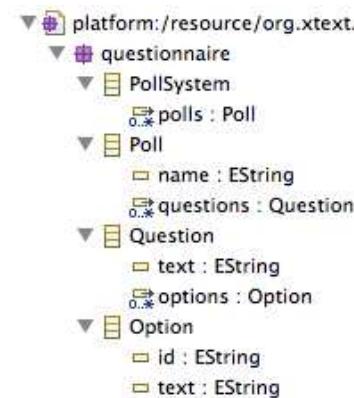
    // MODEL MANAGEMENT (ANALYSIS, TRANSFORMATION)
    var html = toPolls(pollS.polls)
    assertNotNull(html)

    // serializing (note: we could type check the HTML
    // with Xtext by specifying the grammar for instance)
    val fw = new FileWriter("foo1.html")
    fw.write(html.toString())
    fw.close

}

def toPolls(List<Poll> polls) {
    <html>
        <body>
            «FOR p : polls»
                «IF p.name != null»
                    <h1>«p.name»</h1>
                «ENDIF»
                «FOR q : p.questions»
                    <p>
                        <h2>«q.text»</h2>
                        <ul>
                            «FOR o : q.options»
                                <li>«o.text»</li>
                            «ENDFOR»
                        </ul>
                    </p>
                «ENDFOR»
            «ENDFOR»
        </body>
    </html>
}

```



**poll1**

**What is A ?**

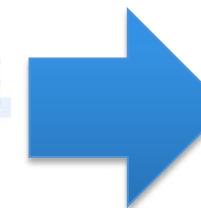
- B
- C
- D

foo1.q

```

class PollSystem {
    Poll poll1 {
        Question A {
            "What is A ?"
            options
                b : "B"
                c : "C"
                d : "D"
        }
    }
    Poll poll2 {
        Question D {
            "What is D ?"
            options
                e : "E"
                f : "F"
        }
    }
}

```



**poll2**

**What is D ?**

- E
- F

# Contract

- Practical foundations of model management
- Learning and understanding Java 10 (aka Xtend)
  - advanced features of a general GPL, implementation of a sophisticated language using MDE
- Model transformations
  - Model-to-Text
  - Model-to-Model
- Metaprogramming
  - Revisit annotations (e.g., as in JPA or many frameworks)
- DSLs and model management: all together (Xtext + Xtend)

# What are the problems with this Xtext grammar?

```
grammar org.xtext.example.mydsl.VideoGen with org.eclipse.xtext.common.Terminals

generate videoGen "http://www.xtext.org/example/mydsl/VideoGen"

VideoGeneratorModel:
    'VideoGen' LEFT_BRACKET
    videoseqs+=VideoSeq+
    RIGHT_BRACKET
    ;

VideoSeq: MandatoryVideoSeq | OptionalVideoSeq | AlternativeVideoSeq ;

MandatoryVideoSeq : 'mandatory' VideoDescription;
OptionalVideoSeq : 'optional' VideoDescription;
AlternativeVideoSeq : 'alternatives' (videoid=ID)? LEFT_BRACKET
    videodescs+=VideoDescription+ RIGHT_BRACKET
    ;

VideoDescription : 'videoseq' videoid=ID STRING
    ;

terminal LEFT_BRACKET: '{' ;
terminal RIGHT_BRACKET: '}' ;
```

```

grammar org.xtext.example.mydsl.VideoGen with org.eclipse.xtext.common.Terminals

generate videoGen "http://www.xtext.org/example/mydsl/VideoGen"

VideoGeneratorModel:
    'VideoGen' LEFT_BRACKET
    videoseqs+=VideoSeq+
    RIGHT_BRACKET
;

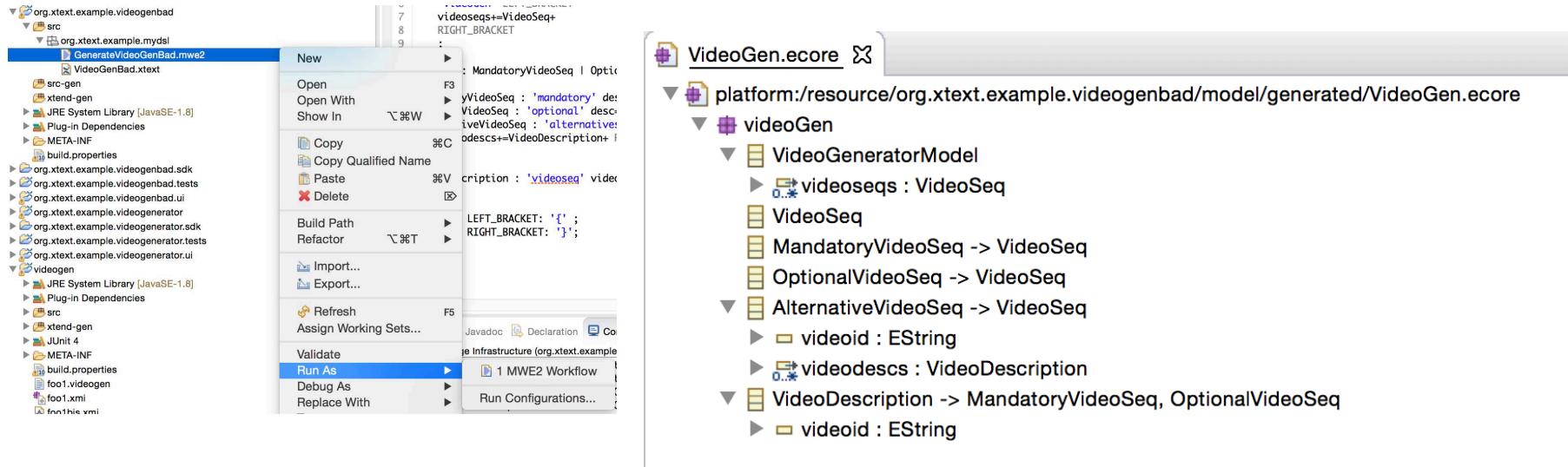
VideoSeq: MandatoryVideoSeq | OptionalVideoSeq | AlternativeVideoSeq ;

MandatoryVideoSeq : 'mandatory' VideoDescription;
OptionalVideoSeq : 'optional' VideoDescription;
AlternativeVideoSeq : 'alternatives' (videoid=ID)? LEFT_BRACKET
    videodescs+=VideoDescription+ RIGHT_BRACKET
;

VideoDescription : 'videoseq' videoid=ID STRING
;

terminal LEFT_BRACKET: '{';
terminal RIGHT_BRACKET: '}';

```



```

grammar org.xtext.example.mydsl.VideoGen with org.eclipse.xtext.common.Terminals

generate videoGen "http://www.xtext.org/example/mydsl/VideoGen"

VideoGeneratorModel:
    'VideoGen' LEFT_BRACKET
    videoseqs+=VideoSeq+
    RIGHT_BRACKET
;

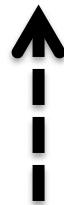
VideoSeq: MandatoryVideoSeq | OptionalVideoSeq | AlternativeVideoSeq ;

MandatoryVideoSeq : 'mandatory' VideoDescription;
OptionalVideoSeq : 'optional' VideoDescription;
AlternativeVideoSeq : 'alternatives' (videoid=ID)? LEFT_BRACKET
    videodescs+=VideoDescription+
    RIGHT_BRACKET
;

VideoDescription : 'videoseq' videoid=ID STRING
;

terminal LEFT_BRACKET: '{';
terminal RIGHT_BRACKET: '}';

```

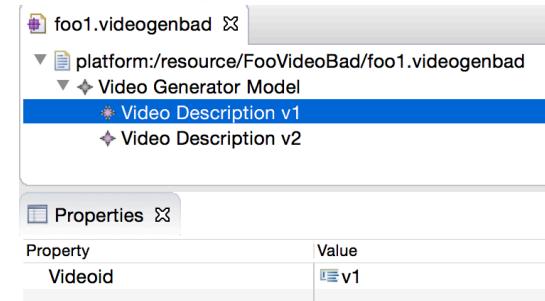
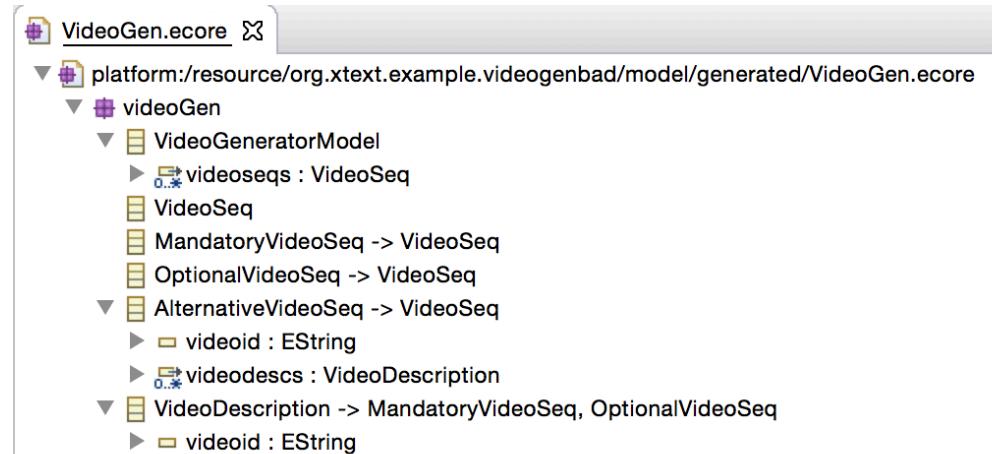
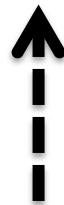


**foo1.videogenbad**

```

VideoGen {
    mandatory videoseq v1 "v1.avi"
    optional videoseq v2 "v2.mp4"
}

```

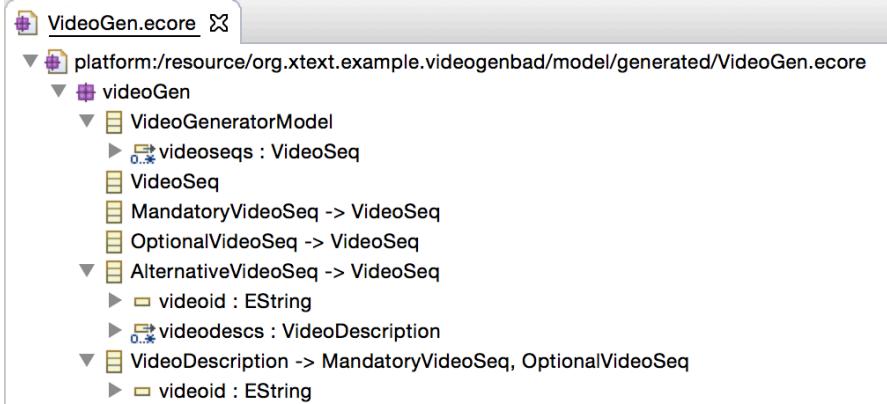


foo1.videoogenbad

```

VideoGen {
    mandatory videoseq v1 "v1.avi"
    optional videoseq v2 "v2.mp4"
}

```



```

def loadVideoGenerator(URI uri) {
    new VideoGenStandaloneSetupGenerated().createInjectorAndDoEMFRegistration()
    var res = new ResourceSetImpl().getResource(uri, true);
    res.contents.get(0) as VideoGeneratorModel
}

@Test
def test1() {

    // loading
    var videoGen = loadVideoGenerator(URI.createURI("foo1.videoogenbad"))
    assertNotNull(videoGen)

    // MODEL MANAGEMENT (ANALYSIS, TRANSFORMATION)
    assertEquals(2, videoGen.videoseqs.size)

    // MODEL MANAGEMENT (ANALYSIS, TRANSFORMATION)
    videoGen.videoseqs.forEach[videoseq] {
        if (videoseq instanceof MandatoryVideoSeq) {
            val desc = (videoseq as MandatoryVideoSeq).description
            // ...
        }
    }
}

```

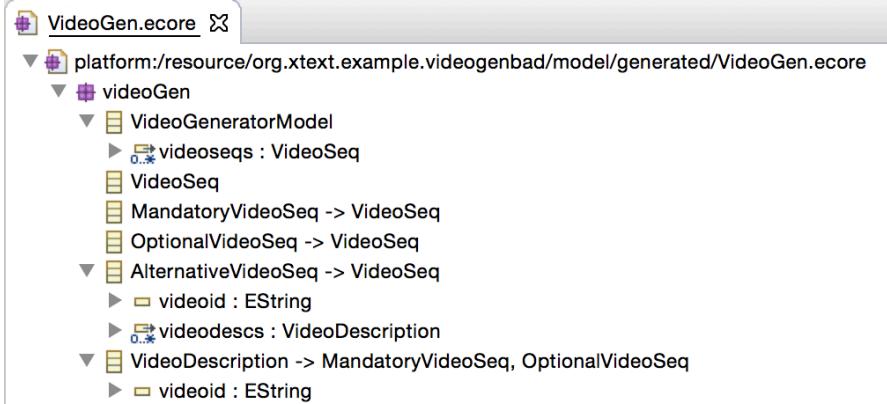
The method description is undefined....

foo1.videoogenbad

```

VideoGen {
    mandatory videoseq v1 "v1.avi"
    optional videoseq v2 "v2.mp4"
}

```



```

def loadVideoGenerator(URI uri) {
    new VideoGenStandaloneSetupGenerated().createInjectorAndDoEMFRegistration()
    var res = new ResourceSetImpl().getResource(uri, true);
    res.contents.get(0) as VideoGeneratorModel
}

@Test
def test1() {

    // loading
    var videoGen = loadVideoGenerator(URI.createURI("foo1.videoogenbad"))
    assertNotNull(videoGen)

    // MODEL MANAGEMENT (ANALYSIS, TRANSFORMATION)
    assertEquals(2, videoGen.videoseqs.size)

    // MODEL MANAGEMENT (ANALYSIS, TRANSFORMATION)
    videoGen.videoseqs.forEach[videoseq] {
        if (videoseq instanceof MandatoryVideoSeq) {
            val desc = (videoseq as MandatoryVideoSeq).description
            // ...
        }
    }
}

```

The method description is undefined....

The screenshot shows a UML model editor interface with two main panes. The left pane displays the Ecore file structure, and the right pane shows the generated Java code.

**Ecore File Structure:**

- VideoGen.ecore
- platform:/resource/org.xtext.example.videogenbad/model/generated/VideoGen.ecore
  - videoGen
    - VideoGeneratorModel
      - videoseqs : VideoSeq
      - VideoSeq
      - MandatoryVideoSeq -> VideoSeq
      - OptionalVideoSeq -> VideoSeq
    - AlternativeVideoSeq -> VideoSeq
      - videoid : EString
      - videodescs : VideoDescription
    - VideoDescription -> MandatoryVideoSeq, OptionalVideoSeq
      - videoid : EString

```
grammar org.xtext.example.mydsl.VideoGen with org.eclipse.xtext.common.Terminals
```

```
generate videoGen "http://www.xtext.org/example/mydsl/VideoGen"
```

```
VideoGeneratorModel:
```

```
    'VideoGen' LEFT_BRACKET  
    videoseqs+=VideoSeq+  
    RIGHT_BRACKET  
    ;
```

```
VideoSeq: MandatoryVideoSeq | OptionalVideoSeq | AlternativeVideoSeq ;
```

```
MandatoryVideoSeq : 'mandatory' VideoDescription;
```

```
OptionalVideoSeq : 'optional' VideoDescription;
```

```
AlternativeVideoSeq : 'alternatives' (videoid=ID)? LEFT_BRACKET  
    videodescs+=VideoDescription+ RIGHT_BRACKET  
;
```

```
VideoDescription : 'videoseq' videoid=ID STRING  
    ;
```

```
terminal LEFT_BRACKET: '{' ;
```

```
terminal RIGHT_BRACKET: '}' ;
```

deoGen.ecore

| platform:/resource/org.xtext.example.videogenbad/model/generated/VideoGen.ecore

videoGen

  └ VideoGeneratorModel

    ▶ 0..\* videoseqs : VideoSeq

    └ VideoSeq

      └ MandatoryVideoSeq -> VideoSeq

      └ OptionalVideoSeq -> VideoSeq

  └ AlternativeVideoSeq -> VideoSeq

    ▶ videoid : EString

    ▶ 0..\* videodescs : VideoDescription

  └ VideoDescription -> MandatoryVideoSeq, OptionalVideoSeq

    ▶ videoid : EString

```
1  /**  
2  * package org.xtext.example.mydsl.videoGen;  
3  *  
4  *  
5  *  
6  * <!-- begin-user-doc -->  
7  * A representation of the model object 'Mandatory Video Seq'.  
8  * <!-- end-user-doc -->  
9  *  
10 *  
11 *  
12 * @see org.xtext.example.mydsl.videoGen.VideoGenPackage#getMandatoryVideoSeq()  
13 * @model  
14 * @generated  
15 */  
16 public interface MandatoryVideoSeq extends VideoSeq  
17 {  
18 } // MandatoryVideoSeq  
19
```

# Fixing the grammar

```
grammar org.xtext.example.mydsl.VideoGen with org.eclipse.xtext.common.Terminals

generate videoGen "http://www.xtext.org/example/mydsl/VideoGen"

VideoGeneratorModel:
    'VideoGen' LEFT_BRACKET
    videoseqs+=VideoSeq+
    RIGHT_BRACKET
;

VideoSeq: MandatoryVideoSeq | OptionalVideoSeq | AlternativeVideoSeq ;

MandatoryVideoSeq : 'mandatory' description=VideoDescription;
OptionalVideoSeq : 'optional' VideoDescription;
AlternativeVideoSeq : 'alternatives' (videoid=ID)? LEFT_BRACKET
    videodescs+=VideoDescription+
    RIGHT_BRACKET
;

VideoDescription : videoseq' videoid=ID STRING
;

terminal LEFT_BRACKET: '{' ;
terminal RIGHT_BRACKET: '}' ;
```

platform:/resource/org.xtext.example.videogenbad/model/generated/VideoGen.ecore

- videoGen
  - VideoGeneratorModel
    - videoseqs : VideoSeq
    - VideoSeq
    - MandatoryVideoSeq -> VideoSeq
      - description : VideoDescription
    - OptionalVideoSeq -> VideoSeq
    - AlternativeVideoSeq -> VideoSeq
      - videoid : EString
      - videodescs : VideoDescription
    - VideoDescription -> OptionalVideoSeq
      - videoid : EString

```

1 /**
2 */
3 package org.xtext.example.mydsl.videoGen;
4
5 /**
6 * <!-- begin-user-doc -->
7 * A representation of the model object 'Mandatory Video Seq'.
8 * <!-- end-user-doc -->
9 *
10 * <p>
11 * The following features are supported:
12 * </p>
13 * <ul>
14 * <li>{@link org.xtext.example.mydsl.videoGen.MandatoryVideoSeq#getDescription Description}</li>
15 * </ul>
16 *
17 * @see org.xtext.example.mydsl.videoGen.VideoGenPackage#getMandatoryVideoSeq()
18 * @model
19 * @generated
20 */
21 public interface MandatoryVideoSeq extends VideoSeq
22 {
23 /**
24 * Returns the value of the 'Description' containment reference.
25 * <!-- begin-user-doc -->
26 * <!-- If the meaning of the 'Description' containment reference isn't clear,
27 * there really should be more of a description here...
28 * </p>
29 * <!-- end-user-doc -->
30 * @return the value of the 'Description' containment reference.
31 * @see #setDescription(VideoDescription)
32 * @see org.xtext.example.mydsl.videoGen.VideoGenPackage#getMandatoryVideoSeq_Description()
33 * @model containment="true"
34 * @generated
35 */
36 VideoDescription getDescription();
37
38 /**
39 * Sets the value of the '{@link org.xtext.example.mydsl.videoGen.MandatoryVideoSeq#getDescription Description}' containment reference.
40 * <!-- begin-user-doc -->
41 * <!-- end-user-doc -->
42 * @param value the new value of the 'Description' containment reference.
43 * @see #getDescription()
44 * @generated
45 */
46 void setDescription(VideoDescription value);
47
48 } // MandatoryVideoSeq

```

// loading

```

var videoGen = loadVideoGenerator(URI.createURI("foo1.videogenbad"))
assertNotNull(videoGen)

// MODEL MANAGEMENT (ANALYSIS, TRANSFORMATION)
assertEquals(2, videoGen.videoseqs.size)

// MODEL MANAGEMENT (ANALYSIS, TRANSFORMATION)
videoGen.videoseqs.forEach[videoseq {
    if (videoseq instanceof MandatoryVideoSeq) {
        val desc = (videoseq as MandatoryVideoSeq).description
        // ...
    }
}]

```

# Grammar and Metamodel

- Model transformations are defined on top of metamodel constructs
- **Co-design** of grammar and metamodel
  - Grammar defines the syntax
  - Metamodel defines the structure
  - Xtext facilitates the metamodel design with
    - Default rules for inferring the metamodel from the grammar
    - Facilities to parameterize the inference
- Some transformations may be difficult to express. In this case two possible attitudes:
  - Revise the Xtext grammar and the underlying metamodel
  - Design another metamodel (from scratch) and write a model-to-model transformation

# Plan

- Model Management in a nutshell
  - Loading, serializing, transforming models: scenarios
  - Taxonomy
  - Model transformation in Xtend
- Xtend: a case study for GPL/DSL, MDE, and model transformation
  - Advanced features: extension methods, active annotations, template expressions
  - Xtend: behing the magic (Xtext+MDE)
  - Xtend + Xtext (breathing life into DSLs)
  - @Aspect annotation

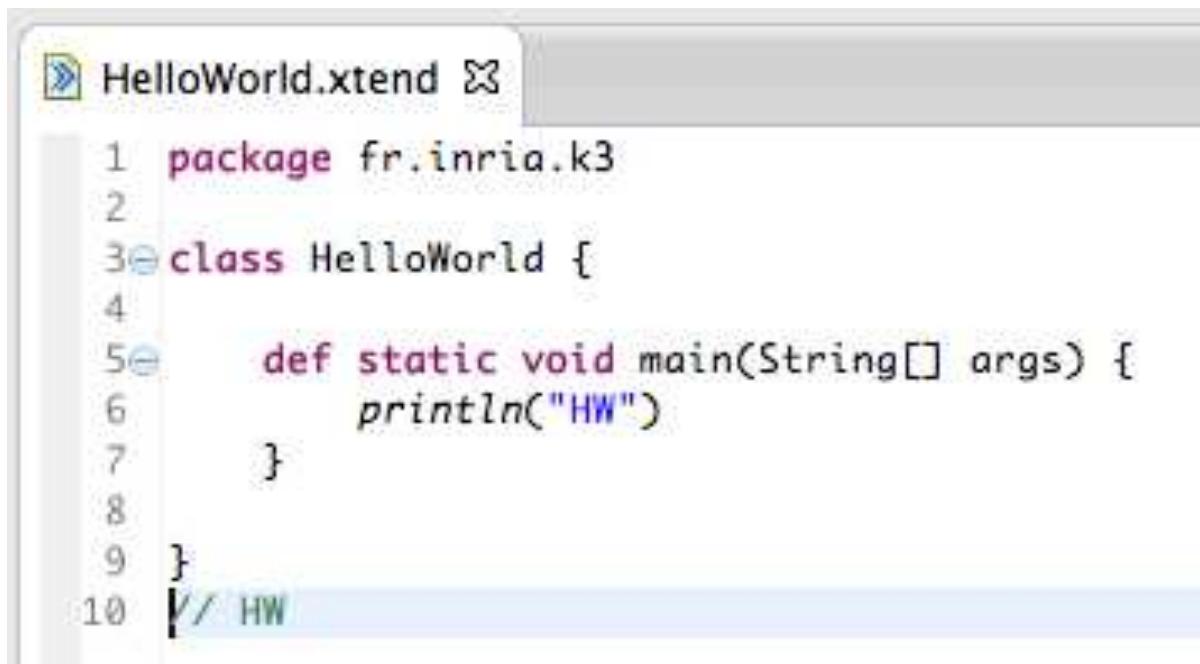
# Contract

- Practical foundations of model management
- Model transformations
  - Model-to-Text
  - Model-to-Model
  - Metaprogramming
- DSLs and model management: all together (Xtext + Xtend)

# Xtend

The Basics  
(~ Java cheatsheet)

# Hello World



The screenshot shows a code editor window titled "HelloWorld.xtend". The code is written in a language that appears to be a dialect of Java, specifically K3. The code defines a class named "HelloWorld" with a main method that prints "HW". The code is numbered from 1 to 10.

```
1 package fr.inria.k3
2
3@ class HelloWorld {
4
5@     def static void main(String[] args) {
6         println("HW")
7     }
8
9 }
10 // HW
```

# Semi-colon is optional (within class, methods, etc.)

```
1 package fr.inria.k3.fields
2
3 class MyFielder {
4
5     int count = 1
6     static boolean debug = false
7     var name = 'Foo'           // type String is inferred
8     val UNIVERSAL_ANSWER = 42 // final field with inferred type int
9     // ...
10    public int count2 = 2 ;
11
12 }
```

# Package Declaration

A screenshot of a code editor showing the `HelloWorld.xtend` file. The code is:1 package fr.inria.k3  
2  
3 class HelloWorld {  
4  
5 def static void main(String[] args) {  
6 println("HW")  
7 }  
8  
9 }  
10 [/ HW]The tab bar shows `HelloWorld.xtend` is the active file.

Semi-colon ';' is optional

A screenshot of a code editor showing two files: `HelloWorld.xtend` and `PackageExploder.xtend`. The `HelloWorld.xtend` file contains:1 package fr.inria.k3.^def  
2  
3 class PackageExploder {  
4  
5 }The `PackageExploder.xtend` file is also visible in the background.

'^' for avoiding keyword conflicts

# Methods

```
1 package fr.inria.k3.methods
2
3 class FooMethod {
4
5     def foo1() {
6         "A"
7     }
8
9     def foo2() {
10        6 + 3
11    }
12
13     def private foo3() {
14        6 + 3
15    }
16
17     def public foo4() {
18        foo3() * 8
19    }
20 }
21
22 class FooMethodUses {
23
24     def fooUse() {
25         new FooMethod().foo1
26         new FooMethod().foo3()
27
28
29
30         new FooMethod().f]
31
32
33     }
34
35 }
```

A code editor window showing a Scala file named FooMethod.scala. The code defines a class FooMethod with four methods: foo1, foo2, foo3, and foo4. foo1 returns a string "A". foo2 returns the sum of 6 and 3. foo3 is a private method that returns the sum of 6 and 3. foo4 is a public method that returns the product of foo3's result and 8. Below this, another class FooMethodUses is defined with a fooUse method that creates instances of FooMethod and calls its methods. At line 30, there is a call to 'new FooMethod().f]'. A tooltip appears over this line, listing three options: 'foo1 : String - FooMethod.foo1()', 'foo2 : int - FooMethod.foo2()', and 'foo4 : int - FooMethod.foo4()'. Lines 26 and 30 have red X marks next to them, indicating they are errors.

By default:  
visibility  
conditions set  
to public

```
>HelloWorld.xtend ☐
1 package fr.inria.k3
2
3 class HelloWorld {
4
5     def static void main(String[] args) {
6         println("HW")
7     }
8
9 }
10 [/ HW
```

A code editor window showing a Scala file named HelloWorld.scala. It contains a single class HelloWorld with a main method that prints "HW" to the console. The file is currently empty except for this code.

# Methods

```
1 package fr.inria.k3.methods
2
3 class FooMethod {
4
5     def foo1() {
6         "A"
7     }
8
9     def foo2() {
10        6 + 3
11    }
12
13     def private foo3() {
14        6 + 3
15    }
16
17     def public foo4() {
18        foo3() * 8
19    }
20 }
21
22 class FooMethodUses {
23
24     def fooUse() {
25         new FooMethod().foo1
26         new FooMethod().foo3()
27
28
29
30         new FooMethod().f]
31
32
33     }
34
35 }
```

The code shows a class `FooMethod` with four methods: `foo1`, `foo2`, `foo3`, and `foo4`. The `foo3` method is marked as `private`. The `foo4` method calls `foo3` and multiplies its result by 8. A class `FooMethodUses` has a method `fooUse` that creates instances of `FooMethod` and calls `foo1` and `foo3`. In the `fooUse` method, the call to `new FooMethod().f]` is highlighted with a tooltip showing the available options: `foo1 : String - FooMethod.foo1()`, `foo2 : int - FooMethod.foo2()`, and `foo4 : int - FooMethod.foo4()`.

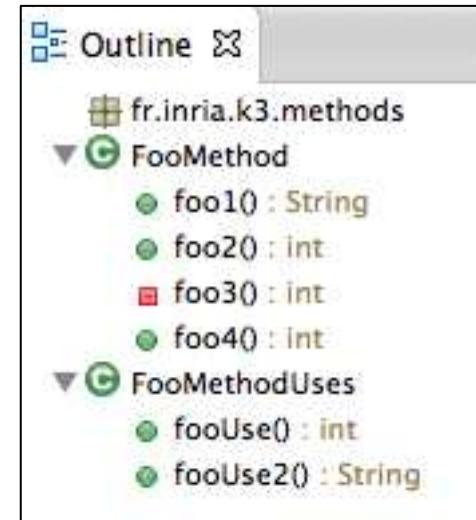
## Type inference (return type)



# Method Calling

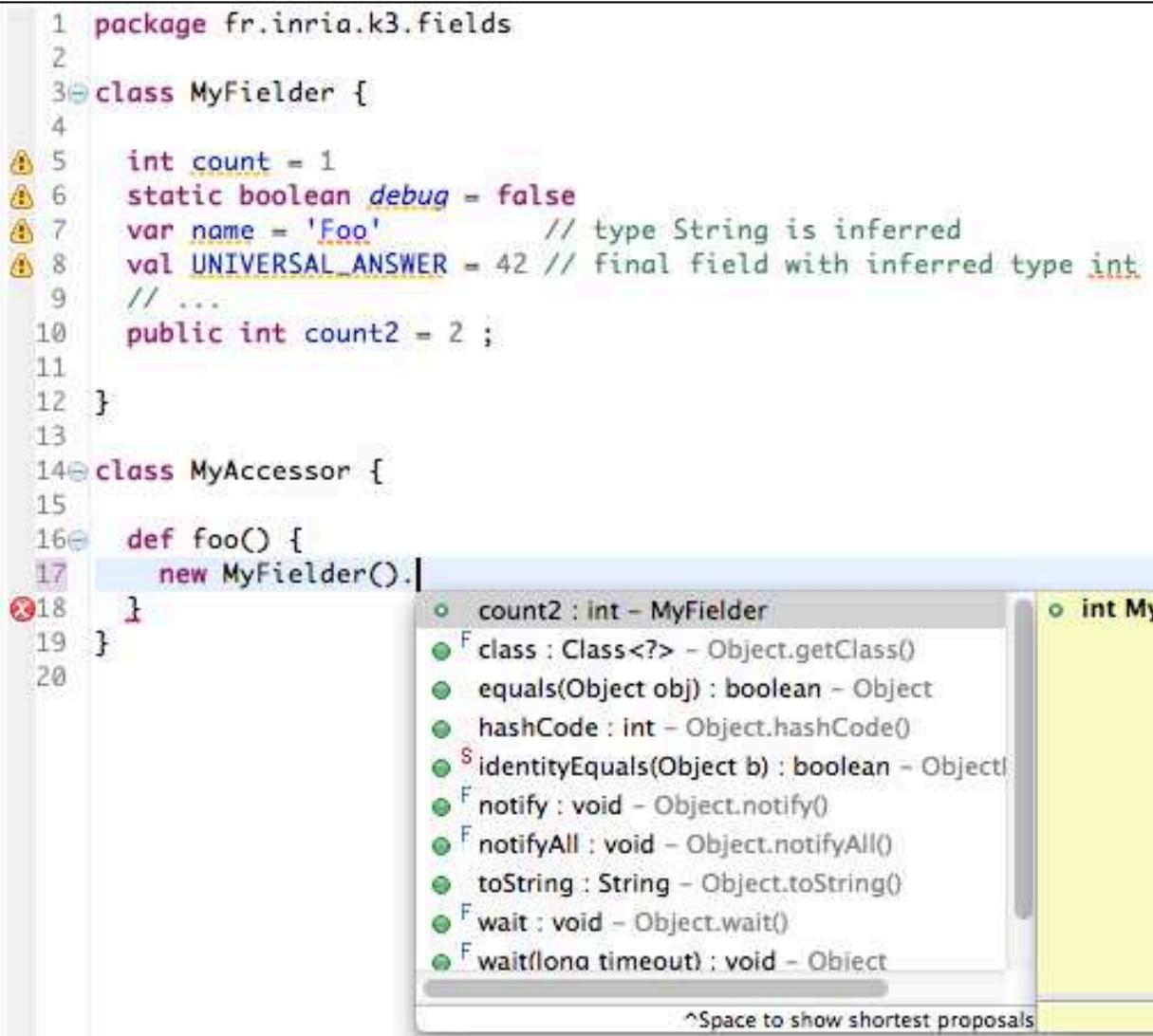
You can omit  
parentheses

```
33 def FooUse2() {  
34     3.toString  
35     "4".length  
36     new FooMethod().foo1  
37     new FooMethod().foo1()  
38     new FooMethod().foo1 + 3.toString  
39 }  
40 }
```



# Fields

```
1 package fr.inria.k3.fields
2
3 class MyFielder {
4
5     int count = 1
6     static boolean debug = false
7     var name = 'Foo'           // type String is inferred
8     val UNIVERSAL_ANSWER = 42 // Final field with inferred type int
9     ...
10    public int count2 = 2 ;
11
12 }
13
14 class MyAccessor {
15
16     def foo() {
17         new MyFielder().|
18     }
19 }
```



The screenshot shows a code editor with Java code. A cursor is at the end of the line `new MyFielder().` in the `foo()` method of `MyAccessor`. A code completion dropdown menu is open, listing various methods from the `Object` class. The methods listed are: `count2 : int - MyFielder`, `class : Class<?> - Object.getClass()`, `equals(Object obj) : boolean - Object`, `hashCode : int - Object.hashCode()`, `identityEquals(Object b) : boolean - Object`, `notify : void - Object.notify()`, `notifyAll : void - Object.notifyAll()`, `toString : String - Object.toString()`, `wait : void - Object.wait()`, and `wait(long timeout) : void - Object`. The first method, `count2`, is highlighted.

By default:  
visibility  
conditions set  
to private

# Fields

```
1 package fr.inria.k3.fields
2
3 class MyFielder {
4
5     int count = 1
6     static boolean debug = false
7     var name = 'Foo'           // type String is inferred
8     val UNIVERSAL_ANSWER = 42 // final field with inferred type int
9     ...
10    public int count2 = 2 ;
11
12 }
13
```



**primitive types of Java (int, boolean, etc) with autoboxing**

**var: type inference**

**val: constant, « final » in Java**

# Static Methods (::)

```
1 package fr.inria.k3.stat
2
3 import java.util.Collections
4
5@ class FooStati {
6
7
8     static var colors = newArrayList(46, 76, 89, 53)
9
10
11@ def static void main(String... args) {
12     println("B " + colors)
13     Collections::sort(colors)
14     println("A " + colors)
15
16     colors.add(45)
17     println("A " + colors)
18
19 }
20 }
```

```
B [46, 76, 89, 53]
A [46, 53, 76, 89]
A [46, 53, 76, 89, 45]
```

# Pairs

```
1 package fr.inria.k3.pairs
2
3 class FooSugar {
4
5     // syntactic sugar
6     val pair = "spain" -> "italy"
7     var k = pair.key
8     var v = pair.value
9
10    def foo() {
11
12        println("key=" + k + " value=" + v)
13    }
14
15 }
```

fr.inria.k3.pairs  
FooSugar  
pair : Pair<String, String>  
k : String  
v : String  
foo() : String

# Pairs

```
1 package fr.inria.k3.pairs
2
3 class FooSugar {
4
5
6     static val greetings = newHashMap(
7         "german" -> "Hallo",
8         "english" -> "Hello",
9         "french" -> "Bonjour"
10    )
11
12 def static main(String... args) {
13     greetings.forEach[key, value | println("HW in " + key + " : " + value)]
14
15 }
16 }
```



The screenshot shows the IntelliJ IDEA interface with the Console tool window open. The console output is:

```
<terminated> FooSugar [Java Application] /Library/Java/JavaVirtualMachine
HW in english : Hello
HW in french : Bonjour
HW in german : Hallo
```

# Immutable data structure

```
1 package fr.inria.k3.stat
2
3 import java.util.Collections
4
5 class FooStati {
6
7
8     static var colors = #[46, 76, 89, 53] // newArrayList(46, 76, 89, 53)
9
10
11 def static void main(String... args) {
12     println("B " + colors)
13     Collections::sort(colors)
14     println("A " + colors)
15
16     colors.add(45)
17     println("A " + colors)
18
19 }
20 }
```

```
<terminated> FooStati [Java Application] /Library/Java/JavaVirtualMachines/jdk1.7.0_13.jdk/Contents/
B [46, 76, 89, 53]
Exception in thread "main" java.lang.UnsupportedOperationException
    at java.util.Collections$UnmodifiableList$1.set(Collections.java:1244)
    at java.util.Collections.sort(Collections.java:159)
    at fr.inria.k3.stat.FooStati.main(FooStati.java:15)
```

# Constructor

Default visibility: public

```
1 package fr.inria.k3.classes
2
3 class FooConstructor {
4
5     var String l
6
7     new() {
8         this("FOO")
9     }
10
11     new (String v) {
12         l = v
13     }
14
15
16     override toString() {
17         l
18     }
19
20     def static void main (String... args) {
21         println("1 " + new FooConstructor())
22         println("2 " + new FooConstructor("FOO 2"))
23     }
24 }
```



override keyword:  
mandatory

# Cast and Type

```
1 package fr.inria.k3.types
2
3 class FooTypes {
4
5     static val Object obj = "a string"
6     // static val String s = obj
7     static val String s = obj as String // cast
8
9     def static void main(String... args) {
10         println(typeof(String) + "") // String.class
11         println("\t" + s + "\n")
12     }
13 }
14 }
```

# Extension Methods...

« ... allow to add new methods to existing types without modifying them. »

```
def removeVowels (String s){  
    s.replaceAll("[aeiouAEIOU]", "")  
}
```

We can call this method either like in Java:

```
removeVowels("Hello")
```

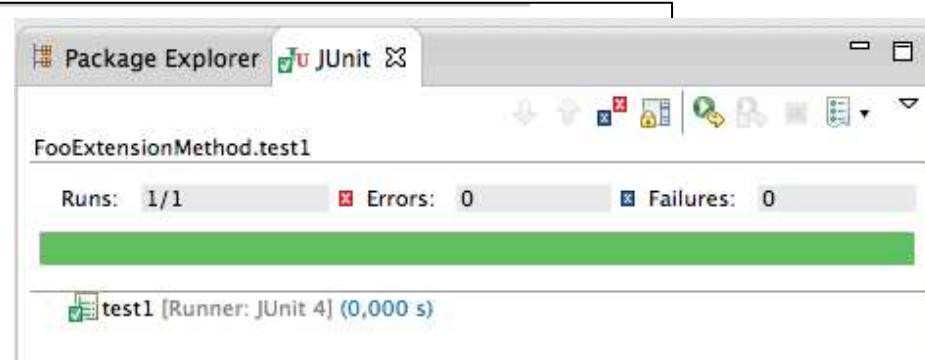
or as an extension method of String:

```
"Hello".removeVowels
```

The first parameter of a method can either  
be passed in after opening the  
parentheses or before the method call

# Extension Method (local)

```
1 package fr.inria.k3.methods
2
3 import org.junit.Test
4 import static org.junit.Assert.*
5
6 class FooExtensionMethod {
7
8
9     def removeVowels (String s){
10         s.replaceAll("[aeiouAEIOU]", "")
11     }
12
13     def foo() {
14         "HelloWorld".removeVowels
15     }
16
17     @Test
18     def test1() {
19         assertEquals("HllWrld", new FooExtensionMethod().foo)
20     }
21 }
```



# Extension Method (library)

```
1 package fr.inria.k3.methods
2
3 import org.junit.Test
4
5 import static org.junit.Assert.*
6
7 class FooExtensionLibrary {
8
9     var listOfStrings = #["A", "b", "c", "D", "e"]
10
11     def foo() {
12         var String h = "hello".toFirstUpper // calls StringExtensions.toFirstUpper(String)
13         listOfStrings.map[ toUpperCase ] // calls ListExtensions.<T, R>map(List<T> list, Function<? super T, ? extends R> mapFunction)
14     }
15
16
17     @Test
18     def test1() {
19         assertEquals("C", new FooExtensionLibrary().foo.get(2))
20     }
21 }
```

```
/** 
 * Returns a list that performs the given {@code transformation} for each element of {@code original} when
 * requested. The mapping is done lazily. That is, subsequent iterations of the elements in the list will
 * repeatedly apply the transformation. The returned list is a transformed view of {@code original}; changes to
 * {@code original} will be reflected in the returned list and vice versa (e.g. invocations of {@link List#remove(int)}).
 *
 *
 * @param original
 *          the original list. May not be <code>null</code>.
 * @param transformation
 *          the transformation. May not be <code>null</code>.
 * @return a list that effectively contains the results of the transformation. Never <code>null</code>.
 */
@Pure
public static <T, R> List<R> map(List<T> original, Function1<? super T, ? extends R> transformation) {
    return Lists.transform(original, new FunctionDelegate<T, R>(transformation));
}
```

```
public class ListExtensions {
```

# Extension Method (library)

```
1 package fr.inria.k3.methods
2
3 import org.junit.Test
4
5 import static org.junit.Assert.*
6
7 class FooExtensionLibrary {
8
9     var listOfStrings = #["A", "b", "c", "D", "e"]
10
11     def foo() {
12         var String h = "hello".toFirstUpper // calls StringExtensions.toFirstUpper(String)
13         listOfStrings.map[ toUpperCase ] // calls ListExtensions.<T, R>map(List<T> list, Function<? super T, ? extends R> mapFunction)
14     }
15
16
17     @Test
18     def test1() {
19         assertEquals("C", new FooExtensionLibrary().foo.get(2))
20     }
21 }
```

```
/**
 * Returns the {@link String} {@code s} with an {@link Character#isUpperCase(char)} upper case} first character. This
 * function is null-safe.
 *
 * @param s
 *      the string that should get an upper case first character. May be <code>null</code>.
 * @return the {@link String} {@code s} with an upper case first character or <code>null</code> if the input
 *      {@link String} {@code s} was <code>null</code>.
 */
@Pure
public static String toFirstUpper(String s) {
    if (s == null || s.length() == 0)
        return s;
    if (Character.isUpperCase(s.charAt(0)))
        return s;
    if (s.length() == 1)
        return s.toUpperCase();
    return s.substring(0, 1).toUpperCase() + s.substring(1);
}
```

```
public class StringExtensions {
```

# Lambda Expression

(Java 8 will support it)

Anonymous classes can be found everywhere in Java code...

```
1. // Java Code!
2. final JTextField textField = new JTextField();
3. textField.addActionListener(new ActionListener() {
4.     @Override
5.     public void actionPerformed(ActionEvent e) {
6.         textField.setText("Something happened!");
7.     }
8. });
```

... And have always been the poor-man's replacement for lambda expressions in Java.

# Lambda Expression (Xtend answer)

Anonymous classes can be found everywhere in Java code...

```
1. // Java Code!
2. final JTextField textField = new JTextField();
3. textField.addActionListener(new ActionListener() {
4.     @Override
5.     public void actionPerformed(ActionEvent e) {
6.         textField.setText("Something happened!");
7.     }
8. });
```

No need to  
specify the  
type for e

```
1. textField.addActionListener([ e |
2.     textField.text = "Something happened!"
3. ])
```

You can even  
ommit e

```
1. textField.addActionListener([
2.     textField.text = "Something happened!"
3. ])
```

# Lambda Expression

## (Xtend answer, more impressive examples)

```
1. Collections.sort(someStrings) [ a, b |  
2.     a.length - b.length  
3. ]
```

```
Java 8: shapes.forEach(s -> { s.setColor(RED); });
```

```
Xtend: shapes.forEach[color = RED]
```

```
Java 8: shapes.stream()  
        .filter(s -> s.getColor() == BLUE)  
        .forEach(s -> { s.setColor(RED); });
```

```
Xtend:  
      shapes.stream  
      .filter[color == BLUE]  
      .forEach[color = RED]
```

# Lambda Expression

## (Xtend answer, more impressive examples)

```
class FooLambda {  
  
    val l = [String s | s.length]  
    var (String)=>int l2 = [it.length] // it is a keyword for referring to the first parameter  
    var (String)=>int l3 = [length] // we can even omit it or the first parameter  
  
    @Test  
    def test1() {  
        assertEquals(l.apply ("RRRR"), l2.apply("PPPP"))  
        assertEquals(l2.apply ("RRRR"), l3.apply("PPPP"))  
    }  
}
```

▼  FooLambda

- l : Function1<String, Integer>
- l2 : (String)=>int
- l3 : (String)=>int
- test1() : void

# Templates

```
1 package fr.inria.k3.templates
2
3 import org.junit.Test
4 import static org.junit.Assert.*
5
6 class FooTempl {
7
8
9     def someHTML(String content) '''<html><body>«content»</body></html>'''
10
11
12 @Test
13 def test1() {
14     assertEquals("<html><body>HW</body></html>", someHTML('HW').toString)
15 }
16
17 }
```

```

@Test
def test2() {

    // loading
    var pollS = loadPollSystem(URI.createURI("foo1.q"))

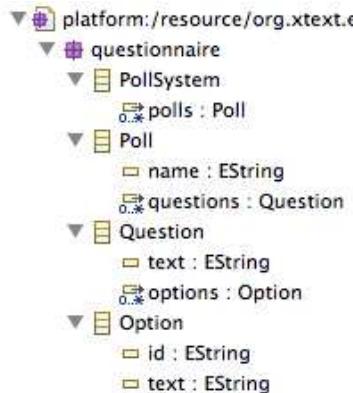
    // MODEL MANAGEMENT (ANALYSIS, TRANSFORMATION)
    var html = toPolls(pollS.polls)
    assertNotNull(html)

    // serializing (note: we could type check the HTML
    // with Xtext by specifying the grammar for instance)
    val fw = new FileWriter("foo1.html")
    fw.write(html.toString())
    fw.close
}

def toPolls(List<Poll> polls) /**
    <html>
        <body>
            «FOR p : polls»
                «IF p.name != null»
                    <h1>«p.name»</h1>
                «ENDIF»
                «FOR q : p.questions»
                    <p>
                        <h2>«q.text»</h2>
                        <ul>
                            «FOR o : q.options»
                                <li>«o.text»</li>
                            «ENDFOR»
                        </ul>
                    </p>
                «ENDFOR»
            «ENDFOR»
        </body>
    </html>
    ...

```

# Templates (2)



**poll1**

**What is A ?**

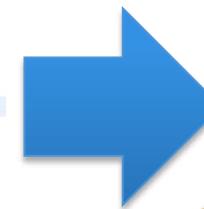
- B
- C
- D

foo1.q

```

fool.q ✎
PollSystem {
    Poll poll1 {
        Question A {
            "What is A ?"
            options
                b : "B"
                c : "C"
                d : "D"
        }
    }
    Poll poll2 {
        Question D {
            "What is D ?"
            options
                e : "E"
                f : "F"
        }
    }
}

```



**poll2**

**What is D ?**

- E
- F

# Templates (3)

- You already experiment with web templating engines (JSP, Scala templates in Play!, Symfony templates, etc.)

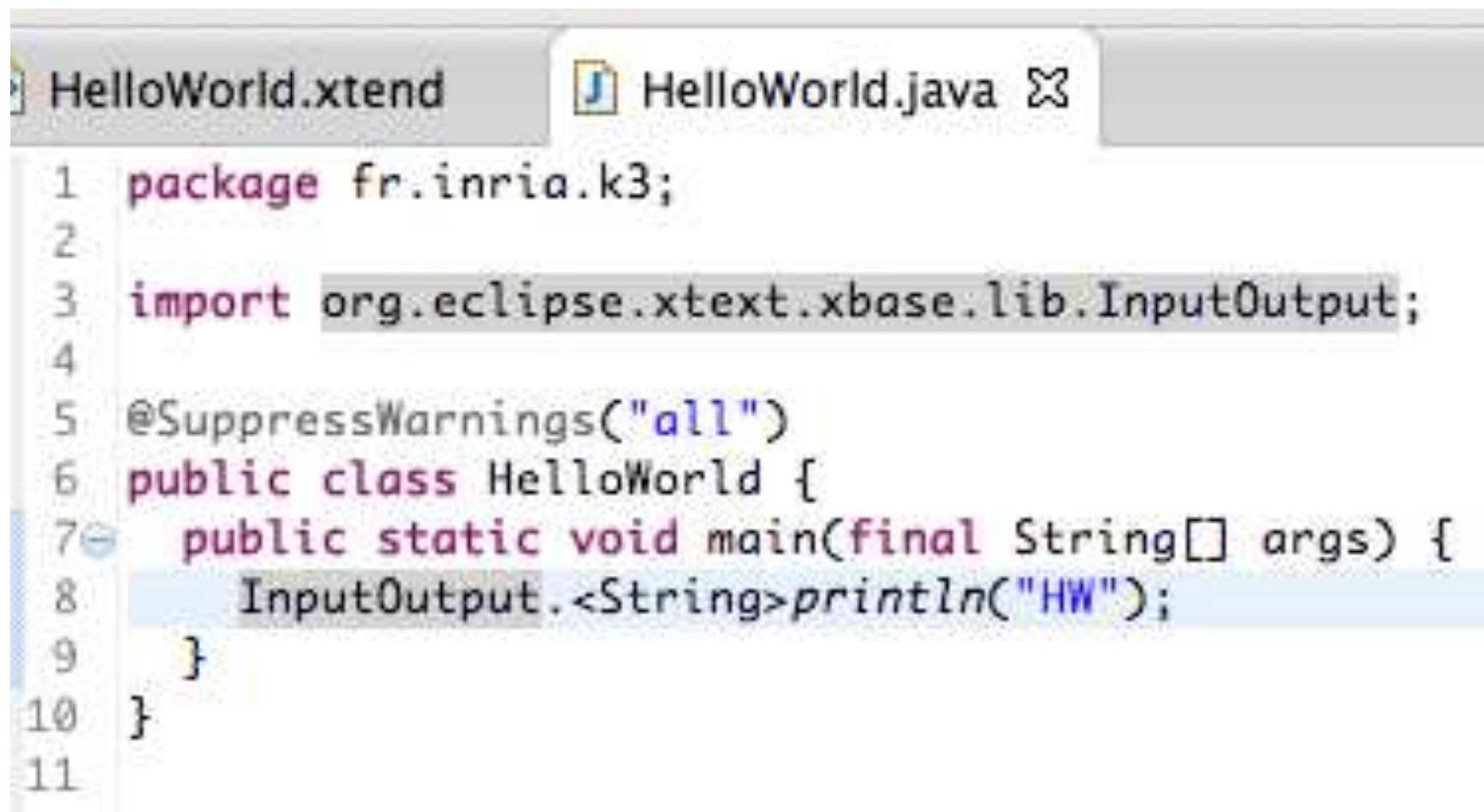
```
<h1>Exemple de page JSP</h1>
<%-- Impression de variables --%>
<p>Au moment de l'exécution de ce script, nous sommes le <%= date %>. </p>
<p>Cette page a été affichée <%= nombreVisites %> fois !</p>
</body>
</html>
```

- Alternatives exist in the modeling world
  - Multiple pre-defined and customizables generators



- Xtend: seamless integration into a general purpose language

# Xtend to Java



```
1 package fr.inria.k3;
2
3 import org.eclipse.xtext.xbase.lib.InputOutput;
4
5 @SuppressWarnings("all")
6 public class HelloWorld {
7     public static void main(final String[] args) {
8         InputOutput.<String>println("HW");
9     }
10 }
```

# Xtend to Java (2)

## more after

HelloWorld.xtend    HelloWorld.java

```
1 package fr.inria.k3;
2
3 import org.eclipse.xtext.xbase.lib.InputOutput;
4
5 @SuppressWarnings("all")
6 public class HelloWorld {
7     public static void main(final String[] args) {
8         InputOutput.<String>println("HW");
9     }
10}
```



```
package org.eclipse.xtext.xbase.lib;

import com.google.common.annotations.GwtCompatible;

/**
 * Utilities to print information to the console.
 *
 * @author Sven Efftinge - Initial contribution and API
 */
@GwtCompatible public class InputOutput {

    /**
     * Prints a newline to standard out, by delegating directly to <code>System.out.println()</code>
     * @since 2.3
     */
    public static void println() {
        System.out.println();
    }

    /**
     * Prints the given {@code object} to {@link System#out System.out} and terminate the line. Useful to log partial
     * expressions to trap errors, e.g. the following is possible: <code>println(1 + println(2)) + 3</code>
     *
     * @param object
     *          the to-be-printed object
     * @return the printed object.
     */
    public static <T> T println(T object) {
        System.out.println(object);
        return object;
    }
}
```

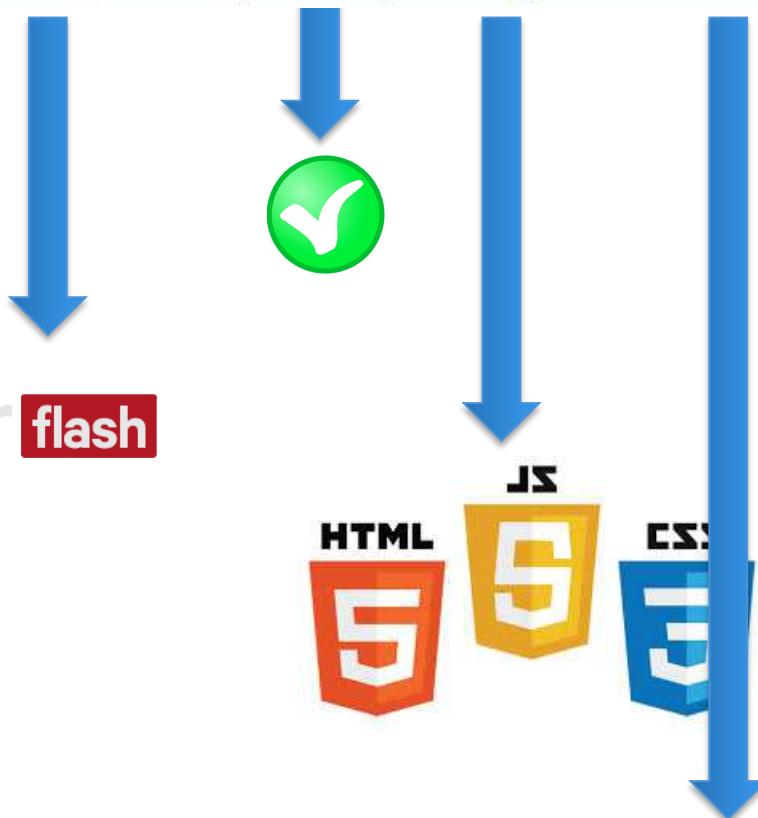
# Xtend/Xtext

Back to our scenarios

## foo1.videoogen

```
mandatory videooseq v1 "https://www.youtube.com/watch?v=PJNi1uYhV5w"
optional videooseq v2 "v2Folder/v2.mp4"
alternatives v3 {
    videooseq v31 "v3/seq1.mp4"
    videooseq v32 "v3/seq1.mp4"
    videooseq v33 "v3/seq1.mp4"
}

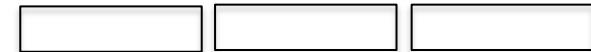
alternatives v4 {
    videooseq v41 "v4/seq1.mp4"
    videooseq v42 "v4/seq1.mp4"
}
mandatory videooseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```



flowplayer **flash**



 FFmpeg



18, 167, 899



# Refactoring

```

def loadVideoGenerator(URI uri) {
    new VideoGenStandaloneSetupGenerated().createInjectorAndDoEMFRegistration()
    var res = new ResourceSetImpl().getResource(uri, true);
    res.contents.get(0) as VideoGeneratorModel
}

def saveVideoGenerator(URI uri, VideoGeneratorModel pollS) {
    var Resource rs = new ResourceSetImpl().createResource(uri);
    rs.getContents.add(pollS);
    rs.save(new HashMap());
}

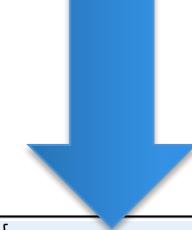
@Test
def test1() {
    // loading
    var videoGen = loadVideoGenerator(URI.createURI("foo2.videogen"))
    assertNotNull(videoGen)
    assertEquals(3, videoGen.videoseqs.size)
    // MODEL MANAGEMENT (ANALYSIS, TRANSFORMATION)
    videoGen.videoseqs.forEach[videoseq] {
        if (videoseq instanceof MandatoryVideoSeq) {
            val desc = (videoseq as MandatoryVideoSeq).description
            if(desc.videoid.isNullOrEmpty) desc.videoid = genID()
        }
        else if (videoseq instanceof OptionalVideoSeq) {
            val desc = (videoseq as OptionalVideoSeq).description
            if(desc.videoid.isNullOrEmpty) desc.videoid = genID()
        }
        else {
            val altvid = (videoseq as AlternativeVideoSeq)
            if(altvid.videoid.isNullOrEmpty) altvid.videoid = genID()
            for (vdesc : altvid.videodescs) {
                if(vdesc.videoid.isNullOrEmpty) vdesc.videoid = genID()
            }
        }
    }
    // serializing
    saveVideoGenerator(URI.createURI("foo2bis.xmi"), videoGen)
    saveVideoGenerator(URI.createURI("foo2bis.videogen"), videoGen)
}

```

```

VideoGen {
    mandatory videoseq "V1/v1.mp4"
    optional videoseq "v2folder/v2.mp4" {
        probability 25
    }
    alternatives vid3 {
        videoseq "v3/seq1.mp4"
        videoseq vid31 "v3/seq2.mp4"
        videoseq vid32 "v3/seq3.mp4"
    }
    alternatives vid4 {
        videoseq vid41 "v4/seq1.mp4"
        videoseq vid42 "v4/seq2.mp4"
    }
    mandatory videoseq vid5 "v5.mp4"
    optional videoseq vid8 "v8.avi"
    alternatives vid9 {
        videoseq vid81 "V81.avi"
    }
}

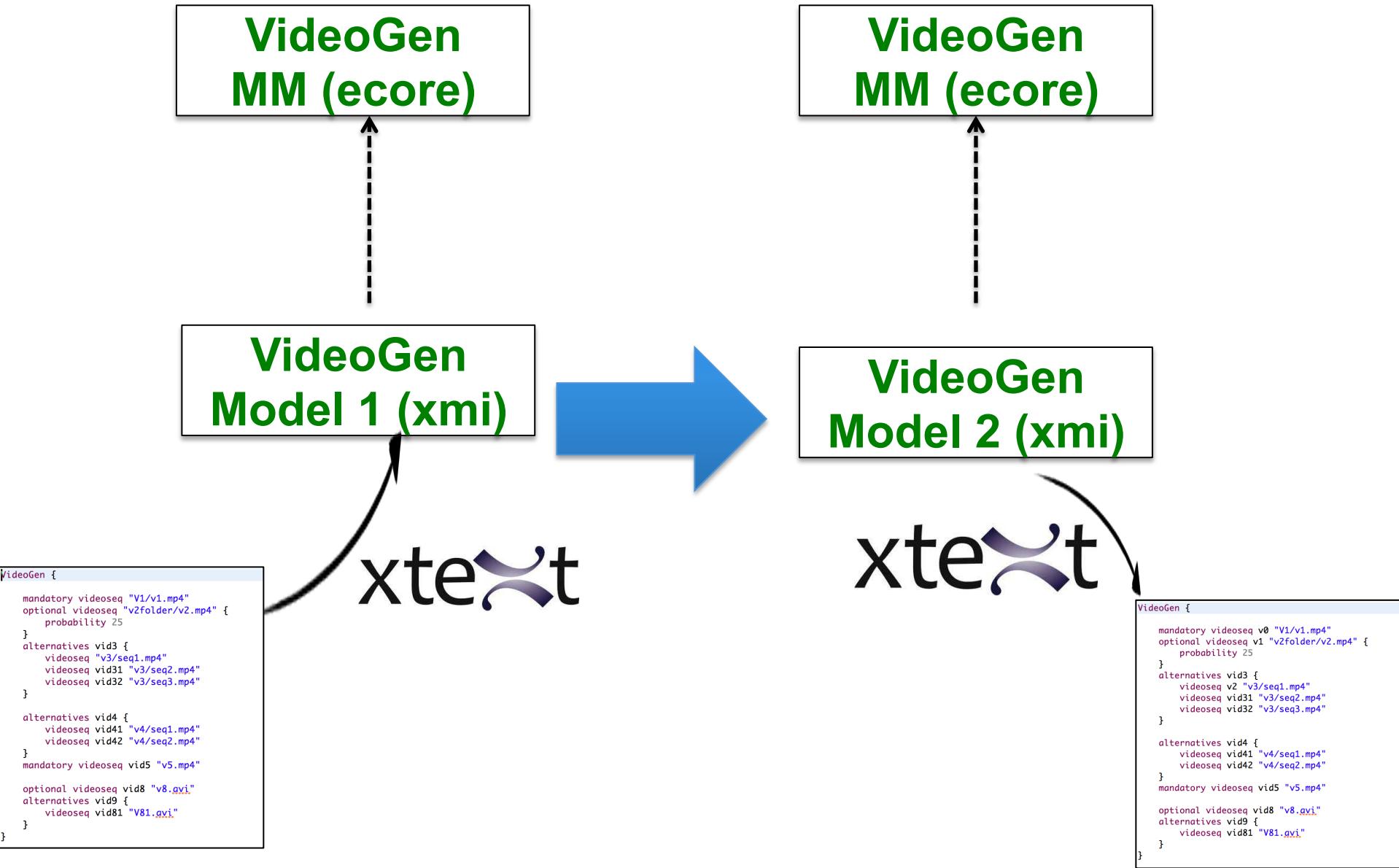
```



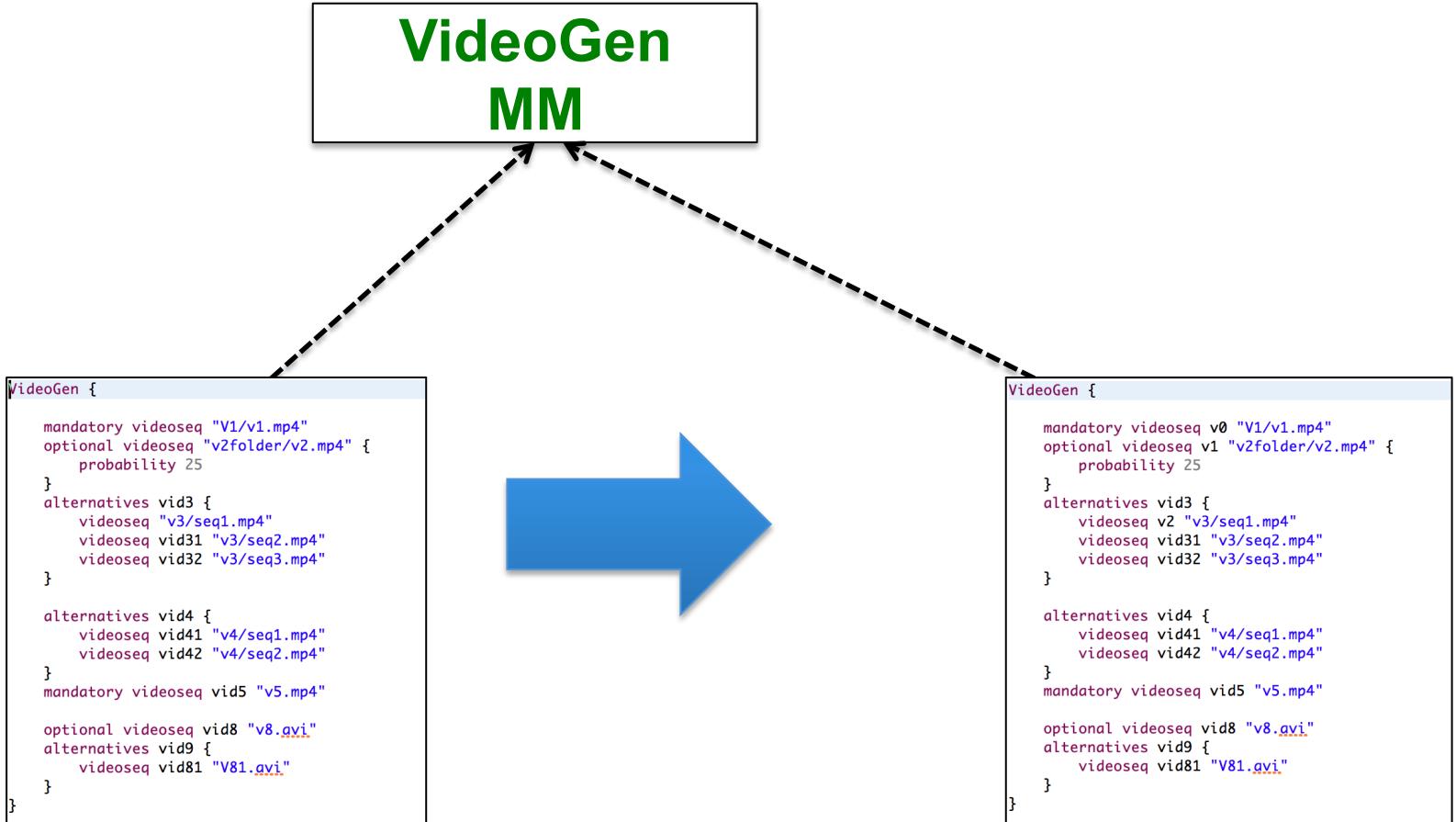
```

VideoGen {
    mandatory videoseq v0 "V1/v1.mp4"
    optional videoseq v1 "v2folder/v2.mp4" {
        probability 25
    }
    alternatives vid3 {
        videoseq v2 "v3/seq1.mp4"
        videoseq vid31 "v3/seq2.mp4"
        videoseq vid32 "v3/seq3.mp4"
    }
    alternatives vid4 {
        videoseq vid41 "v4/seq1.mp4"
        videoseq vid42 "v4/seq2.mp4"
    }
    mandatory videoseq vid5 "v5.mp4"
    optional videoseq vid8 "v8.avi"
    alternatives vid9 {
        videoseq vid81 "V81.avi"
    }
}

```

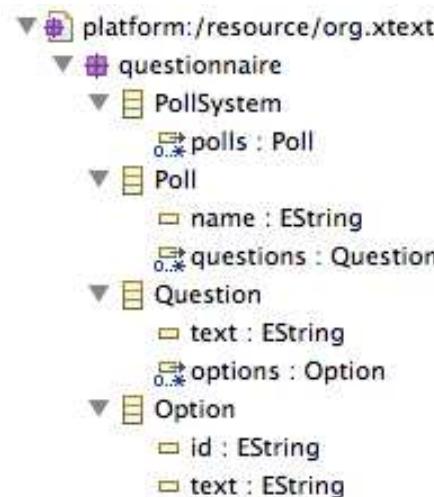


# Endogeneous Transformation





```
def loadPollSystem(URI uri) {  
    new QuestionnaireStandaloneSetupGenerated().createInjectorAndDoEMFRegistration()  
    var res = new ResourceSetImpl().getResource(uri, true);  
    res.contents.get(0) as PollSystem  
}  
  
def savePollSystem(URI uri, PollSystem pollS) {  
    var Resource rs = new ResourceSetImpl().createResource(uri);  
    rs.getContents.add(pollS);  
    rs.save(new HashMap());  
}  
  
@Test  
def test1() {  
  
    // loading  
    var pollS = loadPollSystem(URI.createURI("foo1.q"))  
    assertNotNull(pollS)  
    assertEquals(2, pollS.polls.size)  
  
    // MODEL MANAGEMENT (ANALYSIS, TRANSFORMATION)  
    pollS.polls.forEach[p | p.name = p.name + "_poll"]  
  
    // serializing  
    savePollSystem(URI.createURI("foo2.q"), pollS)  
}
```



# Templates

```
1 package fr.inria.k3.templates
2
3 import org.junit.Test
4 import static org.junit.Assert.*
5
6 class FooTempl {
7
8
9     def someHTML(String content) '''<html><body>«content»</body></html>'''
10
11
12 @Test
13 def test1() {
14     assertEquals("<html><body>HW</body></html>", someHTML('HW').toString)
15 }
16
17 }
```

```

@Test
def test2() {

    // loading
    var pollS = loadPollSystem(URI.createURI("foo1.q"))

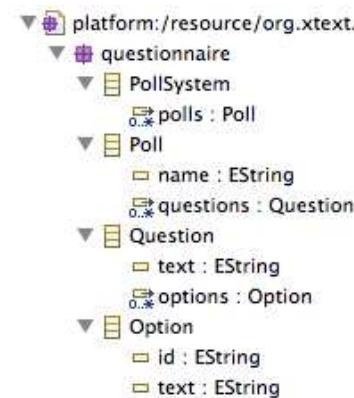
    // MODEL MANAGEMENT (ANALYSIS, TRANSFORMATION)
    var html = toPolls(pollS.polls)
    assertNotNull(html)

    // serializing (note: we could type check the HTML
    // with Xtext by specifying the grammar for instance)
    val fw = new FileWriter("foo1.html")
    fw.write(html.toString())
    fw.close

}

def toPolls(List<Poll> polls) {
    <html>
        <body>
            «FOR p : polls»
                «IF p.name != null»
                    <h1>«p.name»</h1>
                «ENDIF»
                «FOR q : p.questions»
                    <p>
                        <h2>«q.text»</h2>
                        <ul>
                            «FOR o : q.options»
                                <li>«o.text»</li>
                            «ENDFOR»
                        </ul>
                    </p>
                «ENDFOR»
            «ENDFOR»
        </body>
    </html>
}

```



**poll1**

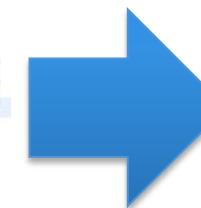
**What is A ?**

- B
- C
- D

```

foo1.q ✎
PollSystem {
    Poll poll1 {
        Question A {
            "What is A ?"
            options
                b : "B"
                c : "C"
                d : "D"
        }
    }
    Poll poll2 {
        Question D {
            "What is D ?"
            options
                e : "E"
                f : "F"
        }
    }
}

```



**poll2**

**What is D ?**

- E
- F

# Facilities to create objects in a programmatic way



```
platform:/resource/org.xtext.e
  questionnaire
    PollSystem
      polls : Poll
    Poll
      name : EString
      questions : Question
    Question
      text : EString
      options : Option
    Option
      id : EString
      text : EString
```



Ecore Model

EPackage
EClass
EAttribute
EReference

Code generation



Java Code

Package
Class
Attribute
Reference

```
@Test
def test2() {

  var pollSystem = QuestionnaireFactory.eINSTANCE.createPollSystem ;
  var p1 = QuestionnaireFactory.eINSTANCE.createPoll() ;
  p1.setName("p1");
  pollSystem.polls.add(p1)
  //
```

# Lab Sessions

Overview

```
foo1.videogen &gt;
mandatory videoseq v1 "https://www.youtube.com/watch?v=PjNi1uYhV5w"
optional videoseq v2 "v2folder/v2.mp4"
alternatives v3 {
    videoseq v31 "v3/seq1.mp4"
    videoseq v32 "v3/seq1.mp4"
    videoseq v33 "v3/seq1.mp4"
}

alternatives v4 {
    videoseq v41 "v4/seq1.mp4"
    videoseq v42 "v4/seq1.mp4"
}
mandatory videoseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```

**model-to-model**

**playlist  
metamodel**

**playlist model**

**model-to-text**

flowplayer **flash**

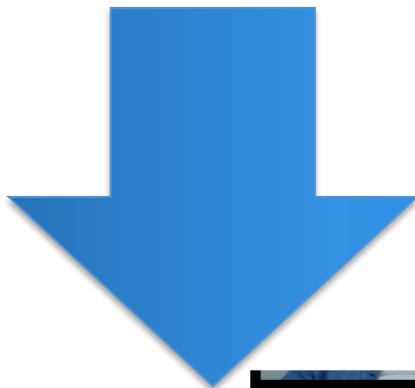


**FFmpeg**

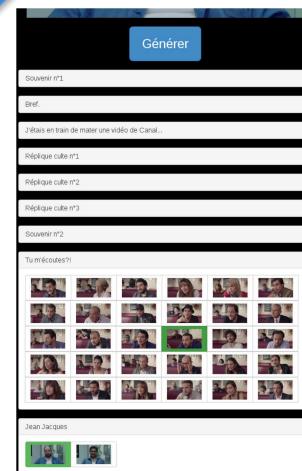
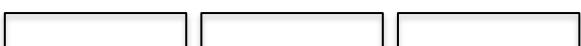
foo1.videogen

```
mandatory videoseq v1 "https://www.youtube.com/watch?v=PjNi1uYhV5w"
optional videoseq v2 "v2Folder/v2.mp4"
alternatives v3 {
    videoseq v31 "v3/seq1.mp4"
    videoseq v32 "v3/seq1.mp4"
    videoseq v33 "v3/seq1.mp4"
}

alternatives v4 {
    videoseq v41 "v4/seq1.mp4"
    videoseq v42 "v4/seq1.mp4"
}
mandatory videoseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```



Thumbnails (vignettes) of each video sequence (e.g., PGN format)



model-to-\*  
 FFmpeg



## foo1.videoogen

```
mandatory videooseq v1 "https://www.youtube.com/watch?v=PJNi1uYhV5w"
optional videooseq v2 "v2folder/v2.mp4"
alternatives v3 {
    videooseq v31 "v3/seq1.mp4"
    videooseq v32 "v3/seq1.mp4"
    videooseq v33 "v3/seq1.mp4"
}

alternatives v4 {
    videooseq v41 "v4/seq1.mp4"
    videooseq v42 "v4/seq1.mp4"
}
mandatory videooseq v5 "https://www.youtube.com/watch?v=ezKx-S0LiNQ"
```



### Website/online

- Random generation
- Configurator
- Game
- ...



# Xtend

Advanced features (active annotation)  
Model transformation in depth  
MDE enables Xtend

<http://www.eclipse.org/xtend/documentation.html>

<http://jnario.org/org/jnario/jnario/documentation/20FactsAboutXtendSpec.html>

<http://blog.efftinge.de/2012/12/java-8-vs-xtend.html>

<http://eclipsesource.com/blogs/tutorials/emf-tutorial/>



Xtext.Xtext?