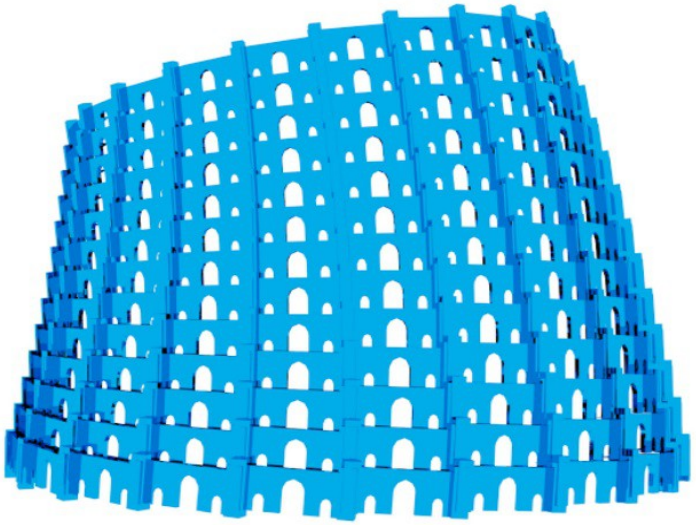
MegaL/Checker Vocabulary

A natural language description

Marcel Heinz
Software Languages Team
University of Koblenz-Landau



SOFTLANG

© 2016 Software Languages Team

MegaL

- MegaL is short for for 'Megamodeling Language', where a model describes models and their relationships from a conceptual perspective.

© 2016 Software Languages Team

MegaL

- Multiple implementations of multiple MegaL versions exist.
- **MegaL/Checker** is trimmed towards gathering facts and checking their well-formedness.
- MegaL/XText was implemented for validating facts in an actual system.

© 2016 Software Languages Team

MegaL/Checker

- Textual syntax
- Stable, but minor evolution might happen
- Newest vocabulary diverges from the vocabulary in papers.
- There may be redundancies when stating all kinds of knowledge for a technology.

© 2016 Software Languages Team

MegaL/Checker - Prelude

- The Prelude module contains all subtypes and possible relationships.
- It represents the ground truth for the vocabulary.
- It is imported automatically, when processing a new model.

© 2016 Software Languages Team

MegaL/Checker - Language

- A language is a set of syntactic entities.
  - Language < Entity
  - Java : Language
- For now, an instance of Language is specifically used in software development.

© 2016 Software Languages Team

MegaL/Checker - Paradigm

- A programming paradigm is a concept that defines a way of thinking to have while programming in a language that supports it.
  - Paradigm < Entity

© 2016 Software Languages Team

MegaL/Checker - Language

- A language is classified by the paradigms that it facilitates.
  - facilitates < Language # Paradigm
  - Java facilitates ObjectOrientation
- Besides being a way of thinking it has implications on the kinds of:
  - Semantics
  - Type System
  - Syntax

© 2016 Software Languages Team

MegaL/Checker - Language

- A language is a set of syntactic entities.
  - Language < Entity
  - ~~Java : Language~~
- A language has one specific purpose.
  - Java : ProgrammingLanguage
  - XML : DataRepresentationLanguage
- A language can be a subset of another language.
  - XSD subsetOf XML
  - SQLDDL subsetOf SQL

© 2016 Software Languages Team

MegaL/Checker - Artifact

- An artifact is a digital entity.
  - Artifact < Entity
- An artifact is further classified by a purpose.
  - Specification < Artifact
  - Value < Artifact
  - SyntaxDefinition < Artifact
- An artifact is element of a language.
  - ?models.py elementOf Python

© 2016 Software Languages Team

MegaL/Checker - Artifact

- A manifestation describes the shape of an artifact at runtime.
  - Manifestation < Entity
  - File < Manifestation
  - Transient < Manifestation
- An artifact has a manifestation.
  - manifestsAs < Artifact # Manifestation
  - ?models.py manifestsAs File
  - ?schemaRequCmd manifestsAs Transient

© 2016 Software Languages Team

MegaL/Checker - Artifact

- An artifact can define a language.
  - defines < Artifact # Entity
  - Java8Spec defines Java
  - FSMLGrammar defines FSML
- An artifact may be conform to another.
  - conformsTo < Artifact # Artifact
  - ?anXMLFile conformsTo ?anXSDFile
  - ?aJavaObject conformsTo ?aJavaClass

© 2016 Software Languages Team

MegaL/Checker - Artifact

- An artifact can correspond to another in the sense that it is only syntactically different.
  - correspondsTo < Artifact # Artifact
  - ?aJavaObject correspondsTo ?anXMLFile
  - ?aJavaClass correspondsTo ?anXSDFile

© 2016 Software Languages Team

MegaL/Checker - Pattern

- A design pattern describes a reusable structure that addresses maintainability on the level of code.
  - DesignPattern < Entity
  - Subject-Observer : DesignPattern
- An architectural style describes a reusable structure that addresses maintainability on the level of components.
  - ArchitecturalStyle < Entity
  - Client-Server : ArchitecturalStyle

© 2016 Software Languages Team

MegaL/Checker - Role

- A design pattern or an architectural style may describe a set of participants, namely Roles.
  - Role < Entity
  - participantOf < Role # DesignPattern
  - participantOf < Role # ArchitecturalStyle
- In the end an artifact plays a role in a system.
  - hasRole < Artifact # Role
  - ?models.py hasRole MvcModel

© 2016 Software Languages Team

MegaL/Checker - Function

- A function defines a mapping between an input and an output, which are elements of some language.
  - Function < Entity
- A function has a specific syntax.
  - serialize : JavaObject -> XML
  - cutBy : XML # Int -> XML
  - totalAndCount : XML -> Int # Int

© 2016 Software Languages Team

MegaL/Checker - Function Application

- A function application maps input to output.
  - serialize(?aJavaObject)|->?anXMLFile
  - cutBy(?company1, 3)|-> ?company2
  - totalAndCountEmpl(?company)|-> (12000, 5)

© 2016 Software Languages Team

MegaL/Checker - Function

- An artifact may implement a function
  - implements < Artifact # Function
  - ?CutClass implements cut

© 2016 Software Languages Team

MegaL/Checker - Abstract Process

- An abstract process is a specific kind of conceptual entity that represents a process that is independent from a technology or languages.
  - AbstractProcess < Entity
  - Serialization : AbstractProcess
- An artifact may realize such a process.
  - realizes < Artifact # AbstractProcess
  - JAXBSerializer realizes Serialization

© 2016 Software Languages Team

MegaL/Checker - Technology

- A technology provides reusable functionality for many distinct application scenarios.
  - Technology < Entity
- A technology is classified by its purpose.
  - Compiler < Technology
  - WebAppFramework < Technology
  - JavaC : Compiler
  - Django : WebAppFramework

© 2016 Software Languages Team

MegaL/Checker - Technology

- A technology can implement a function or an abstract process.
  - implements < Technology # Function
  - implements < Technology # AbstractProcess
  - JAXB implements serialize
  - JavaC implements Compilation
- A technology can implement a language in the sense that it is able to process it.
  - implements < Technology # Language
  - JavaC implements Java

© 2016 Software Languages Team

MegaL/Checker - Technology

- A technology can use another technology in the sense that it has parts that refer to the other technology.
  - uses < Technology # Technology
  - Hibernate uses JDBC
- A technology uses a language in the sense that some part is implemented in the language.
  - uses < Technology # Language
  - Hibernate uses Java

© 2016 Software Languages Team

MegaL/Checker - Technology

- A technology facilitates the use of a design pattern or architectural style or abstract process, in the sense of a deferred usage.
  - facilitates < Technology # DesignPattern
    - Django facilitates Model-View-Controller
  - facilitates < Technology # ArchitecturalStyle
    - ?
  - facilitates < Technology # AbstractProcess
    - ANTLR facilitates Parsing

© 2016 Software Languages Team

MegaL/Checker - Technology

- A technology's implementation may use a design pattern or an architectural style
  - uses < Technology # DesignPattern
    - ?
  - uses < Technology # ArchitecturalStyle
    - ?

© 2016 Software Languages Team

MegaL/Checker - TechnologySpace

- A technological space is a conceptual entity that describes a set of:
  - application scenarios.
  - software languages.
  - programming tools such as IDEs
  - technologies
  - knowledge corpora
  - conferences and communities

© 2016 Software Languages Team

MegaL/Checker - TechnologySpace

- A technological space is a conceptual entity.
  - TechnologySpace < Entity
  - GrammarWare : TechnologySpace
  - JavaWare : TechnologySpace
- A technology can belong to a technological space.
  - belongsTo < Technology # TechnologySpace
  - JAXB belongsTo JavaWare
  - ANTLR belongsTo GrammarWare

Be careful here! It gets difficult to explain such relationships

© 2016 Software Languages Team

Megal/Checker - Domain

- A programming domain is a field of study that may be covered by conferences and communities.
- A programming domain defines ...
  - ... common requirements and problems.
  - ... terminology.
  - ... ways for technologies and languages to support it.
- A technology space may be suited for one to multiple domains.

© 2016 Software Languages Team

MegaL/Checker - Domain

- A domain is a conceptual entity.
  - ProgrammingDomain < Entity
  - BusinessProgramming : ProgrammingDomain
  - ProgrammingEducation : ProgrammingDomain
- A technology supports a programming domain.
  - supports < Technology # ProgrammingDomain
  - SAPNetWeaver supports BusinessProgramming

Be careful here! It gets difficult to explain such relationships

© 2016 Software Languages Team

MegaL/Checker - System

- Represents a set of artifacts in an actual technology usage scenario.
  - System < Entity

© 2016 Software Languages Team

MegaL/Checker - Usage

- A system or artifact can use a system, technology, design pattern, architectural style, abstract process or language.

© 2016 Software Languages Team

MegaL/Checker - Parthood

- There exist various partOf relations
  - partOf < Artifact # Artifact
  - partOf < Artifact # Technology
  - partOf < Artifact # System
  - partOf < Technology # Technology
  - partOf < System # System

© 2016 Software Languages Team

MegaL/Checker - Syntactic sugar

- Based on RDF Turtle syntax:

models.py : Artifact

elementOf Python

hasRole MvcModel

manifestsAs File

partOf MyWebApp

© 2016 Software Languages Team

MegaL/Checker - Abstraction

- Instances concerned with general facts need to be linked to describing resources.
  - Django = „https://www.djangoproject.com/“
- Artifacts that should exist in any usage scenario do not need to be linked.
  - ?models.py : Artifact<Python,MvcModel,File>

MegaL/Checker - Abstraction

- When describing a non-abstract usage scenario, artifacts need to be linked as well.
  - ContributionsController = "https://github.com/101companies/101rails/blob/326a894e38b164c1f1508a73b1954ff807e27cf3/app/controllers/contributions_controller.rb"

Constraints

- Are implemented in the Checker and are stated in natural language here :

  https://github.com/softlang/megalib/blob/master/checker/Constraints.txt

© 2016 Software Languages Team