# Langauge Definitions Demo

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# Eclipse OCL

#### 1.1 Invariant - Examples

```
context Meeting inv: self.end > self.start

— "self" always refers to the object identifier from which the constraint is evaluated.
context Meeting inv: end > : end > start

— Names can be given to the constraint
context Meeting inv startEndConstraint:
self.end > self.start
```

#### 1.2 Precondition - Examples

```
context Meeting::shift(d:Integer)
pre: self.isConfirmed = false
context Meeting::shift(d:Integer)
pre: d>0
context Meeting::shift(d:Integer)
pre: self.isConfirmed = false and d>0
```

#### 1.3 Postcondition - Examples

#### 1.4 Examples for Collection Operations

```
context Teammeeting
inv: participants -> for All (team=self.for)

context Meeting inv: oclls Type Of (Teammeeting)
implies participants -> for All (team=self.for)

context Teammember::numMeeting():Integer
post: result=meetings -> size()
context Teammember::numConfMeeting():Integer
Teammember::numConfMeeting():Integer
post: result=meetings -> select(isConfirmed) -> size()
```

### **OClinECore**

#### Taken from the OCLinECore example page

# QVT-R

Taken from the QVT Specification

QVT-C

Taken from the QVT Specification

# EOL

```
1 1.add1().add2().println();
3 operation Integer add1() : Integer {
4     return self + 1;
5 }
7 operation Integer add2() : Integer {
8     return self + 2;
9 }

1 "1".test();
2 1.test();
4 operation String test() {
5     (self + " is a string").println();
6 }
8 operation Integer test() {
9     (self + "is an integer").println();
10 }
```

### $\mathbf{EVL}$

```
context Singleton {
    guard : self .stereotype -> exists(s | s.name = "singleton")

constraint DefinesGetInstance {
    check : self .getGetInstanceOperation().isDefined()

message : "Singleton " + self .name + " must define a getInstance() operation"

fix {
    title : "Add a getInstance() operation to " + self .name

    do {
        // Create the getInstance operation
        var op : new Operation;
        op. owner = self;
        op. owner = self;
        op. ownerScope = ScopeKind#sk_classifier;
        // Create the return parameter

        var returnParameter : new Parameter;
        returnParameter : self;
        op. parameter = Sequence{returnParameter};
        returnParameter.kind = ParameterDirectionKind#pdk_return;
    }
}

}

}

}

}

}

**The content is the self is a self;
    op. ownerScope = Sequence {returnParameter};
    returnParameter is new Parameter;
    returnParameter is perfectionKind#pdk_return;
    }
}

**The content is the self is a self;
    op. parameter = Sequence {returnParameter};
    returnParameter is ind = ParameterDirectionKind#pdk_return;
}

**The content is the self is a self;
        op. parameter = Sequence {returnParameter};
}

**The content is a self is a self;
        op. parameter = Sequence {returnParameter};
}

**The content is a self is a self;
    **The content i
```

### ETL

```
rule Tree2Node
transform t : Tree!Tree
to n : Graph!Node {
    n.label = t.label;
    if (t.parent.isDefined()) {
        var edge = new Graph!Edge;
        edge.source = n;
        edge.target = t.parent.equivalent();
        edge.target ::= t.parent;
}

rule Tree2Node
transform t : Tree!Tree
to n : Graph!Node {

guard : UserInput.confirm ("Transform tree " + t.label + "?", true)

n.label = t.label;
var target : Graph!Node ::= t.parent;
if (target.isDefined()) {
        var edge = new Graph!Edge;
        edge.source = n;
        edge.source = n;
        edge.target = target;
}
}
```

### $\mathbf{EWL}$

```
wizard ClassToSingleton {
    // The wizard applies when a class is selected
    guard : self. isTypeOf(Class)

title : "Convert " + self.name + " to a singleton"

do {
    // Create the getInstance() operation
    var gi : new Operation;
    gi.owner = self;
    gi.owner = self;
    gi.visibility = VisibilityKind#vk_public;
    gi.ownerScope = ScopeKind#sk_classifier;
    // Create the return parameter of the operation
    var ret : new Parameter;
    ret.type = self;
    ret.kind = ParameterDirectionKind#pdk_return;
    gi.parameter = Sequence{ret};

// Create the instance field
    var ins : new Attribute;
    ins.name = "instance";
    ins.type = self;
    ins.visibility = VisibilityKind#vk_private;
    ins.ownerScope = ScopeKind#sk_classifier;
    ins.ownerScope = ScopeKind#sk_classifier;
    ins.ownerScope = ScopeKind#sk_classifier;
    ins.ownerScope = ScopeKind#sk_classifier;
    ins.ownerScope = ScopeKind#sk_classifier;

// Attach the <<singleton>> stereotype
    self.attachStereotype("singleton");

// Ty to find an existing stereotype (name : String) {
    var stereotype : Stereotype;

// Try to find an existing stereotype with this name
    stereotype = Stereotype.ilInstances.selectOne(s|s.name = name);

// If there is no existing stereotype
// with that name, create one
if (not stereotype = Stereotype.ilDefined()){
    makeatletter
    \listeet(style=etl, #1)%
    \( \text{ \t
```

### EGL

```
1 [% for (i in Sequence {1..5}) { %]
2 i is [%=i%]
3 [% } %]
5 [% for (c in Class.all) { %]
6 [%=c.name%]
7 [% } %]

1 [% c.declaration(); %]
2 [% operation Class declaration() { %]
3 [%=self.visibility%] class [%=self.name%] {}
4 [% } %]

1 [%=c.declaration()%]
2 [% @template
3 operation Class declaration() { %]
4 [%=self.visibility%] class [%=self.name%] {}
5 [% } %]
```