

Master's Thesis in Robotics, Cognition, Intelligence  
**Engineering a State Diagram Editor for Optimal  
Developer Experience**

**Ariola Lami**

Master's Thesis in Robotics, Cognition, Intelligence

# Engineering a State Diagram Editor for Optimal Developer Experience

## Entwicklung eines Zustandsdiagramm-Editors für optimale Entwicklererfahrung

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Submission Date:	October 26, 2021

# Eidesstattliche Erklärung

Ich versichere hiermit, dass ich diese Master's Thesis selbständig verfasst und nur die angegebenen Quellen und Hilfsmittel verwendet habe.

I confirm that this master's thesis is my own work and I have documented all sources and material used.

Munich, October 26, 2021

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ARIO LA LAMI

# Abstract

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# Acknowledgements

I would like to thank Michael Grupp for this L<sup>A</sup>T<sub>E</sub>X template.

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# Contents

<b>Eidesstattliche Erklärung</b>	<b>iii</b>
<b>Abstract</b>	<b>iv</b>
<b>Acknowledgements</b>	<b>v</b>
<b>1 Introduction</b>	<b>1</b>
1.1 First Section . . . . .	1
1.1.1 Subsection One . . . . .	1
1.1.2 Subsection Two . . . . .	1
1.2 Another Section . . . . .	3
<b>2 Related Work</b>	<b>5</b>
2.1 Concepts . . . . .	5
2.1.1 State Charts . . . . .	5
2.2 Similar Works . . . . .	5
2.2.1 Subsection One . . . . .	5
2.2.2 Subsection Two . . . . .	5
2.3 Algorithms used . . . . .	5
2.4 Where does my thesis stand . . . . .	5
<b>3 Methodology</b>	<b>6</b>
3.1 Implementation . . . . .	6
3.1.1 Components And Libraries Used . . . . .	6
3.2 Feature List . . . . .	6
3.2.1 Implemented . . . . .	7
<b>4 Discussion</b>	<b>8</b>
4.1 Results . . . . .	8
4.2 Other possible solutions . . . . .	8
4.3 Outlook . . . . .	8
<b>5 Conclusions</b>	<b>9</b>
<b>Appendix A</b>	<b>14</b>
1 Software Framework Documentation . . . . .	14

# 1 Introduction

## 1.1 First Section

### 1.1.1 Subsection One

Figure 1.1 shows a picture.

Citation of a book [1].

Let  $x$  and  $u$  be variables, then:

$$\frac{d}{dx} \left( \int_0^x f(u) du \right) = f(x) . \quad (1.1)$$

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### 1.1.2 Subsection Two

Figure 1.2 shows a plot generated with tikz and pgfplots.

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Figure 1.1: A figure with a caption

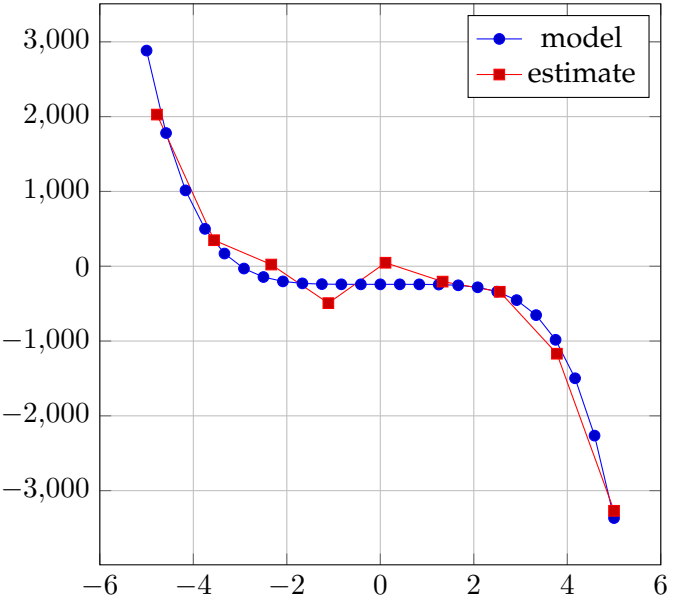


Figure 1.2: A tikz plot with a caption



1	2	3
4	5	6
7	8	9

Table 1.1: A table with numbers

Fusce mauris. Vestibulum luctus nibh at lectus. Sed bibendum, nulla a faucibus semper, leo velit ultricies tellus, ac venenatis arcu wisi vel nisl. Vestibulum diam. Aliquam pellentesque, augue quis sagittis posuere, turpis lacus congue quam, in hendrerit risus eros eget felis. Maecenas eget erat in sapien mattis porttitor. Vestibulum porttitor. Nulla facilisi. Sed a turpis eu lacus commodo facilisis. Morbi fringilla, wisi in dignissim interdum, justo lectus sagittis dui, et vehicula libero dui cursus dui. Mauris tempor ligula sed lacus. Duis cursus enim ut augue. Cras ac magna. Cras nulla. Nulla egestas. Curabitur a leo. Quisque egestas wisi eget nunc. Nam feugiat lacus vel est. Curabitur consectetur.

1.2 Another Section

Numbers are shown in table 1.1

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bilia Curae; Pellentesque sit amet pede ac sem eleifend consectetur. Nullam elementum, urna vel imperdiet sodales, elit ipsum pharetra ligula, ac pretium ante justo a nulla. Curabitur tristique arcu eu metus. Vestibulum lectus. Proin mauris. Proin eu nunc eu urna hendrerit faucibus. Aliquam auctor, pede consequat laoreet varius, eros tellus scelerisque quam, pellentesque hendrerit ipsum dolor sed augue. Nulla nec lacus.

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## 2 Related Work

### 2.1 Concepts

#### 2.1.1 State Charts

-what are UML state charts (Citing from 2002 integrated formal methods book « Contributions for Modelling UML State-Charts in B) start citation « State charts are diagrams are UML diagrams for modelling dynamic aspects of systems. UML state-charts focus on the event-ordered behaviour of an object, a feature which is specially useful in modelling a reactive system » end citation

State of the art (Citing from 2002 integrated formal methods book « Contributions for Modelling UML State-Charts in B )

This section recalls essential points in the work of Meyer, Nguyen and Lano for modelling UML state-charts in B. Those works are based on the UML state-chart concepts inherited from OMT state-chart [21]: state, sequential sub state, concurrent sub state, transition, action and non deferred event. Each of such elements is modelled by a derivation scheme. The B derivation of UML state-charts is integrated in the B derivation of class diagrams.

– Check out the paper below referenced from the citation above J. Rumbaugh, M. Blaha, W. Premerlani, F. Eddy, and W. Lorensen. Object-Oriented Modeling and Design. Prentice Hall Inc. Englewood Cliffs, 1991.

– Cool paper about model driven engineering (Citing from 2002 integrated formal methods book « Model driven engineering )

« start citing – Model Driven Engineering (MDE) is wider in scope than MDA. MDE combines process and analysis with architecture. end citing »

### 2.2 Similar Works

#### 2.2.1 Subsection One

#### 2.2.2 Subsection Two

### 2.3 Algorithms used

### 2.4 Where does my thesis stand

## 3 Methodology

### 3.1 Implementation

#### 3.1.1 Components And Libraries Used

- Golden layout component - version 3 - written with ts - Support for vueJS - had a hard time setting up, but I made it work setup: installed vue-golden-layout created a Composable Hook to make golden layout work for the current
- Add a header - Add a sidebar container for the sl-vue-tree adding the sidebar component
- Creating the file explorer component - considering quasar framework - Not sure if its the right choice for the current setup - based on VueJS , open-source - state of the art - capacitor docs - gerat framework - cross-platform native runtime that makes it easy to build modern web apps - successor to Apache Cordova and Adobe PhoneGap - Oriented to cross platform apps including mobile apps (not really the case for this application)
- - I need a tree viewer instead of a file explorer - Checking out tree viewer libraries - [sl-vue-tree] [vue-awesome]
- 

### 3.2 Feature List

- Outline Feature - When activated a popup window shows up with the complete diagram Also shows which part of the diagram you are viewing - Layers - Zoom (zoom in zoom out , detail zooming) - Hide/ show - Undo redo - Delete - Positioning (To Front to back) - Connections /Waypoints
  - Cognitive Load of learning - scroll through the toolbar - Favorites toolbar
  - Explorer - different views on the side - git debugger project management file explorer - Conversion - Different versions of the same object Usually power of 2 ( Preview in levels)
  - Visualize hierarchy in depth show it in layers Layer you focus on
- Display of information - desktop / tablet mode - Styling - fill color , stroke color, shadow
- filled color background with a border - specific rules are fixed for the user - principles of material design (use this concepts for the design) - Editor theme -Different types of edges - How do we draw connectors - if its on screen (drag and drop) - if its not on the viwepoint Join edge tool -> drag and drop Pop up with the text input (unique identifiers for each)
- Editing space (Canvas) fixed or infinite canvas - Serialization - Parallel States / different files for each chart - opening multiple files at the same time - Create different features based on the fact we have diff files - Combine - Copy paste feature - Relation between file

and canvas - Right click on the file - copy file - copy diagram - Paste in editor - paste in context - Delete - select - press delete - open console - ctrl+c

- shortcuts -

- Clear interface - Color codes for different parts to select the context - Architecture to implement/ create support new tools - group tools into collections

-

### **3.2.1 Implemented**

- Layout tool ( golden layout library )

## 4 Discussion

### 4.1 Results

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### 4.2 Other possible solutions

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### 4.3 Outlook

## 5 Conclusions

# List of Figures

1.1	A figure with a caption . . . . .	2
1.2	A tikz plot with a caption . . . . .	2



# List of Tables

1.1 A table with numbers . . . . . 3

# Listings

1	Example code snippet . . . . .	14
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# Bibliography

- [1] Richard I. Hartley and Andrew Zisserman. *Multiple View Geometry in Computer Vision*. Cambridge University Press, second edition, 2004.

# Appendix A

## 1 Software Framework Documentation

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Listing 1: Example code snippet

```
1 #include <iostream>
2
3 // Hauptfunktion
4 int main() {
5     std::cout << "hello world" << std::endl;
6
7     return EXIT_SUCCESS;
8 }
```