

TEXTUAL CONCRETE SYNTAX



Textual Modeling Languages

- EBNF vs Ecore
- Xtext
- Bridging Xtext grammars and Ecore metamodels

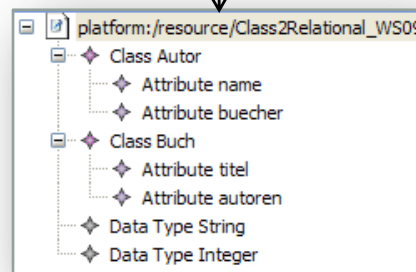
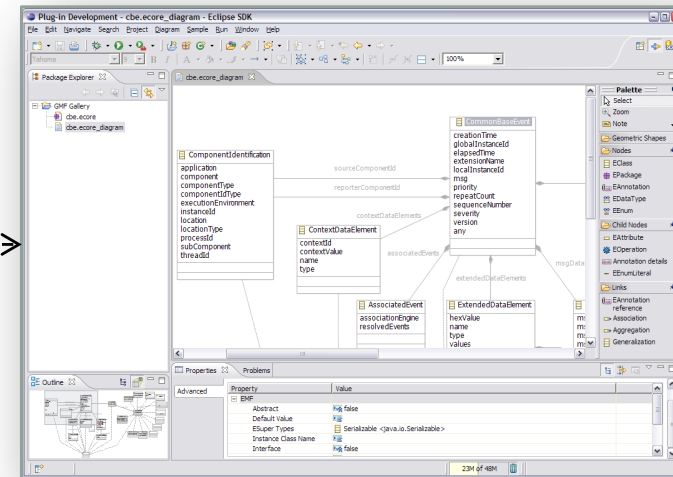
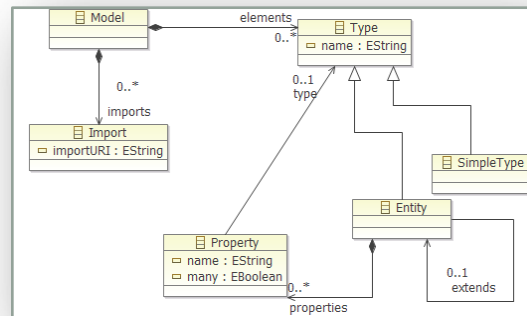


Textual Concrete Syntax

Concrete Syntaxes in Eclipse

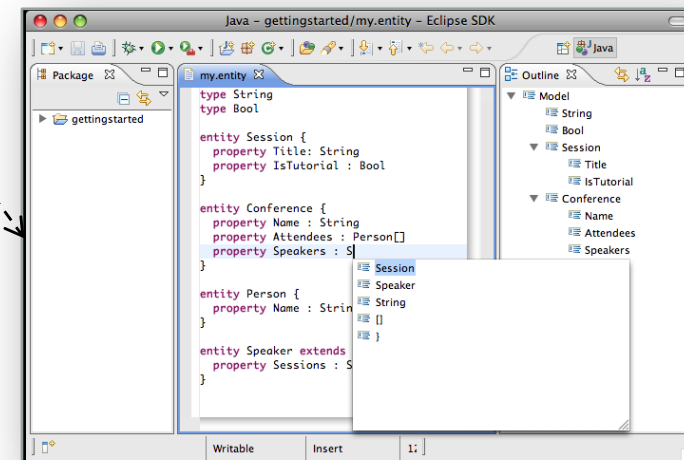
Graphical Concrete Syntax

Ecore-based Metamodels

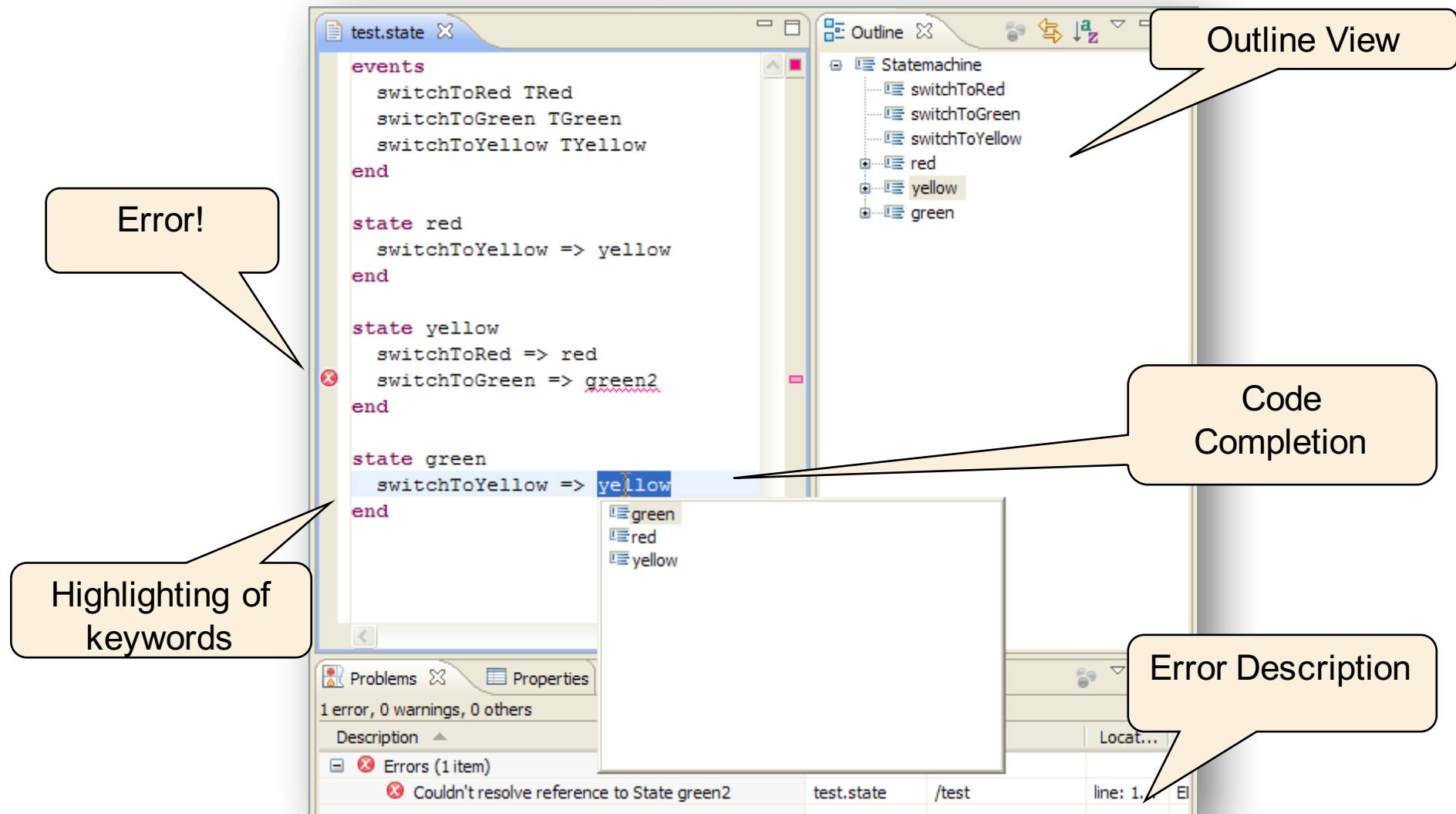


Generic tree-based
EMF Editor

Textual Concrete Syntax



Anatomy of Modern Text Editors



Textual Languages

Entity DSL

■ Example

```
type String
type Boolean
```

```
entity Conference {
  property name : String
  property attendees : Person[]
  property speakers : Speaker[]
}
```

```
entity Person {
  property name : String
}
```

```
entity Speaker extends Person {
  ...
}
```



Textual Languages

Entity DSL

▪ Sequence analysis

```
type String
type Boolean
```

```
entity Conference {
  property name : String
  property attendees : Person[]
  property speakers : Speaker[]
}
```

```
entity Person {
  property name : String
}
```

```
entity Speaker extends Person {
}
```

Legend:

- Keywords
- Scope borders
- Separation characters
- Reference
- Arbitrary character sequences



Textual Languages

Entity DSL

■ EBNF Grammar

Model := { Type };

Type := SimpleType | Entity;

SimpleType := 'type', ID;

Entity := 'entity', ID, ['extends', ID], '{', {Property}, '}';

Property := 'property', ID, ':', ID, ['[]'];

ID := ('a'..'z' | 'A'..'Z' | '_'), {('a'..'z' | 'A'..'Z' | '_' | '0'..'9')};

```
type String
type Boolean
```

```
entity Conference {
  property name : String
  property attendees : Person[]
  property speakers : Speaker[]
}
```

```
entity Person {
  property name : String
}
```

```
entity Speaker extends Person {
}
```



Textual Languages

Entity DSL

■ EBNF vs. Ecore

`Model := { Type };`

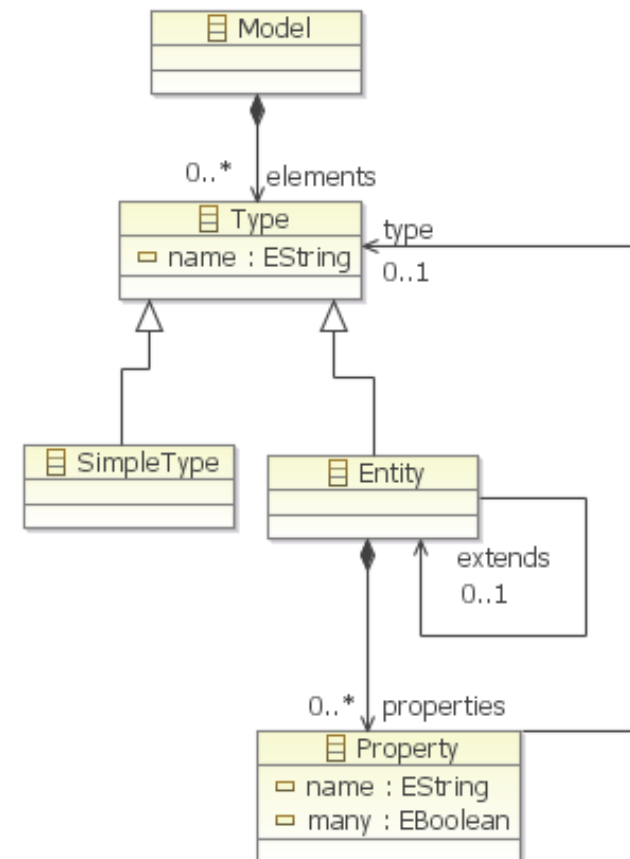
`Type := SimpleType | Entity;`

`SimpleType := 'type' ID;`

`Entity := 'entity' ID ['extends' ID]
{' {Property} '};`

`Property := 'property' ID ':' ID ['[]'];`

`ID := ('a'..'z' | 'A'..'Z' | '_')
{ ('a'..'z' | 'A'..'Z' | '_' | '0'..'9') };`



EBNF vs Ecore

Similarities

- Grammar
 - Non-terminals
 - Terminals
- Sentence (AST)
- EBNF
 - Definition of grammars
 - Auto-definable
- Compiler
- Metamodel
 - Object types
 - Data types
- Model representation
- MOF
 - Definition of metamodels
 - Auto-definable
- Code generation/model transformation

Differences

- Concrete syntax
- Only recursive structures
- Partial specification of abstract syntax: names
- Parser generation
- Abstract syntax: no literals
- References
- XML persistence and model-driven development technology
- Code generation

Textual Languages

Solutions to map grammars and metamodels

Generic Syntax

- Like XML for serializing models
- Advantage: Metamodel is sufficient, i.e., no concrete syntax definition is needed
- Disadvantage: no syntactic sugar!
- Protagonists: *HUTN* and *XMI* (OMG Standards)

Language-specific Syntax

- *Metamodel First!*
 - Step 1: Specify metamodel
 - Step 2: Specify textual syntax
 - For instance: *TCS* (Eclipse Plug-in)
- *Grammar First!*
 - Step 1: Syntax is specified by a grammar (concrete syntax & abstract syntax)
 - Step 2: Metamodel is derived from output of step 1, i.e., the grammar
 - For instance: *Xtext* (Eclipse Plug-in)
 - Alternative process: take a metamodel and transform it to an initial Xtext grammar!

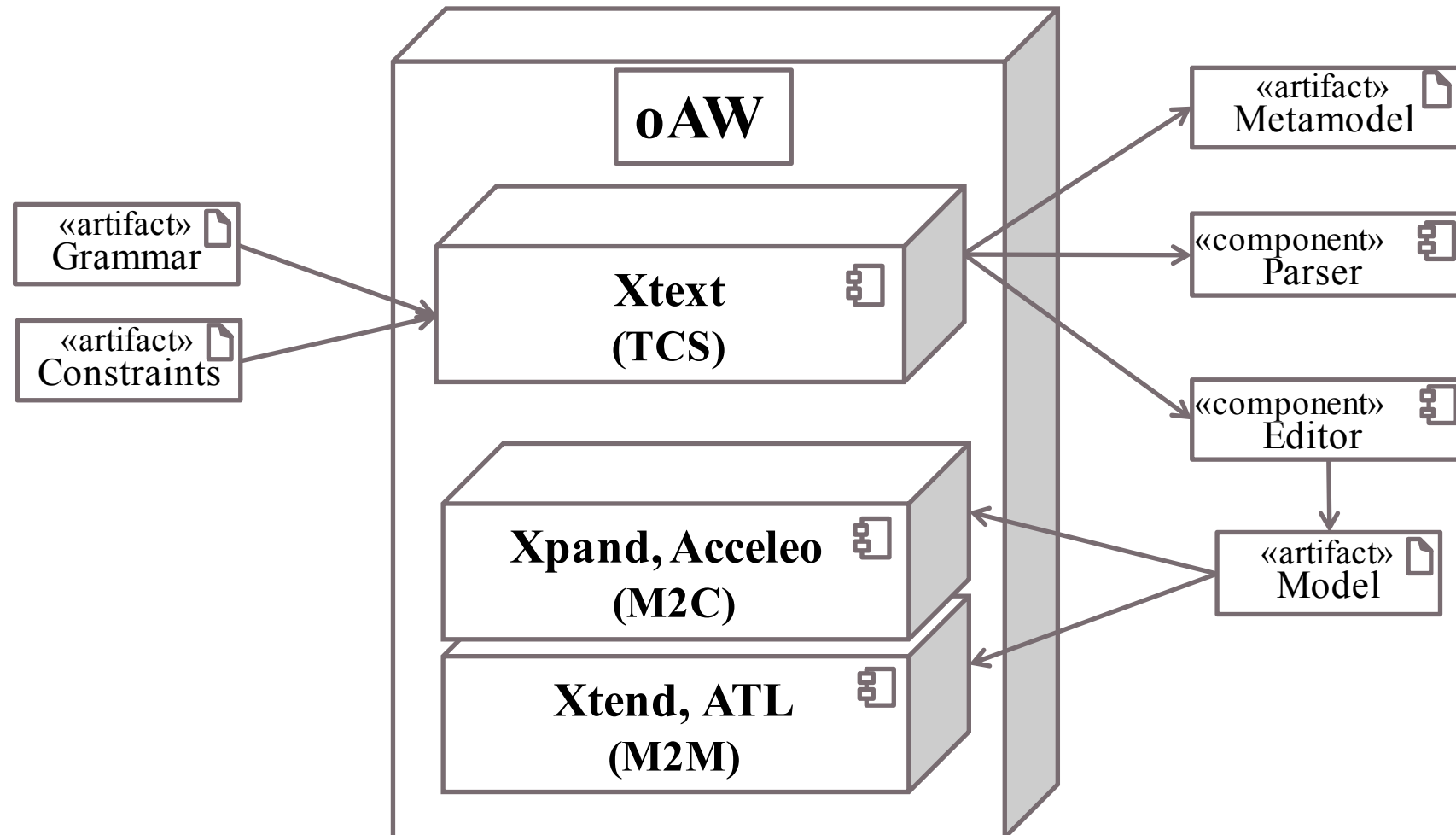


- **Xtext** is used for developing **textual domain specific languages**
- **Grammar** definition similar to **EBNF**, but with **additional features** inspired by **metamodeling**
- Creates **metamodel**, **parser**, and **editor** from grammar definition
- Editor supports **syntax check**, **highlighting**, and **code completion**
- **Context-sensitive constraints** on the grammar described in OCL-like language



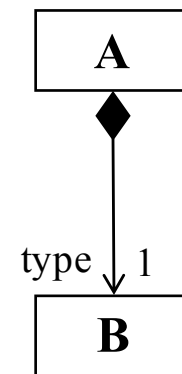
Xtext

Introduction



- **Xtext** grammar **similar** to **EBNF**
- But **extended** by
 - Object-oriented concepts
 - Information necessary to derive metamodels and modeling editors
- **Example**

`A: (type=B);`



- **Terminal rules**

- Similar to EBNF rules
- Return value is String by default

- **EBNF expressions**

- Cardinalities
 - ? = One or none; * = Any; + = One or more
- Character Ranges `\0'..'9'`
- Wildcard `\f'..'o'`
- Until Token `\/*' -> */'`
- Negated Token `\#' (!' #') * \#'`

- **Predefined rules**

- ID, String, Int, URI

▪ Examples

terminal ID :

```
('^')?('a'..'z'|'A'..'Z'|'_') ('a'..'z'|'A'..'Z'|'_'|'0'..'9')*;
```

terminal INT returns ecore::EInt :

```
('0'..'9')+;
```

terminal ML_COMMENT :

```
'/*' -> '*/';
```

- **Type rules**

- For each type rule a **class** is generated in the metamodel
- Class name corresponds to rule name

- **Type rules contain**

- Terminals -> *Keywords*
- Assignments -> *Attributes or containment references*
- Cross References -> *NonContainment references*
- ...

- **Assignment Operators**

- = for features with multiplicity 0..1
- += for features with multiplicity 0..*
- ?= for Boolean features



Examples

- Assignment

State :

'state' name=ID

(transitions+=Transition)*

'end';

- Cross References

Transition :

event=[Event] '=>' state=[State];

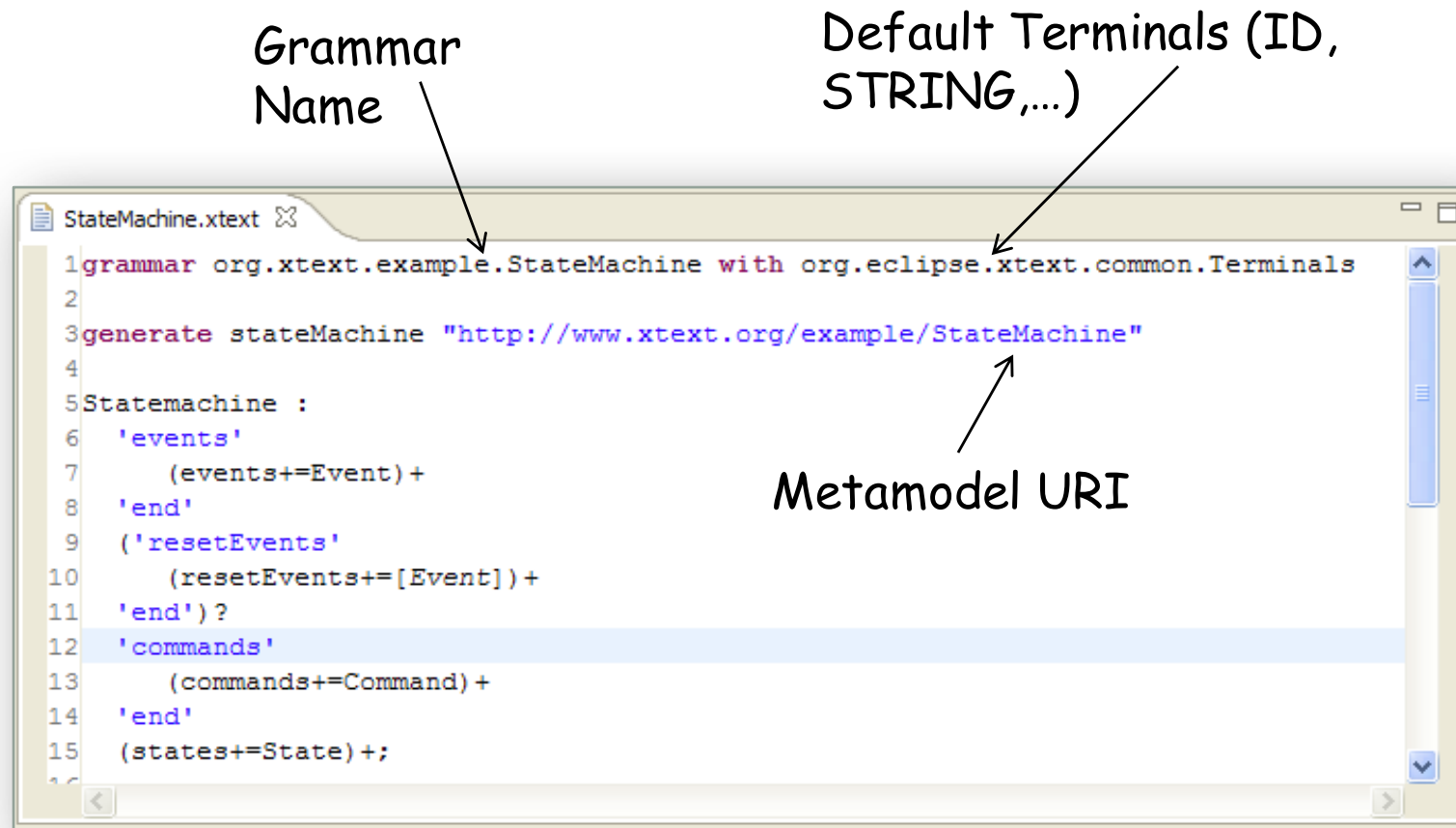


- **Enum rules**
 - Map Strings to enumeration literals
- **Examples**

```
enum ChangeKind :  
    ADD | MOVE | REMOVE  
    ;
```

```
enum ChangeKind :  
    ADD = 'add' | ADD = '+' |  
    MOVE = 'move' | MOVE = '->' |  
    REMOVE = 'remove' | REMOVE = '-'  
    ;
```

■ Xtext Grammar Definition

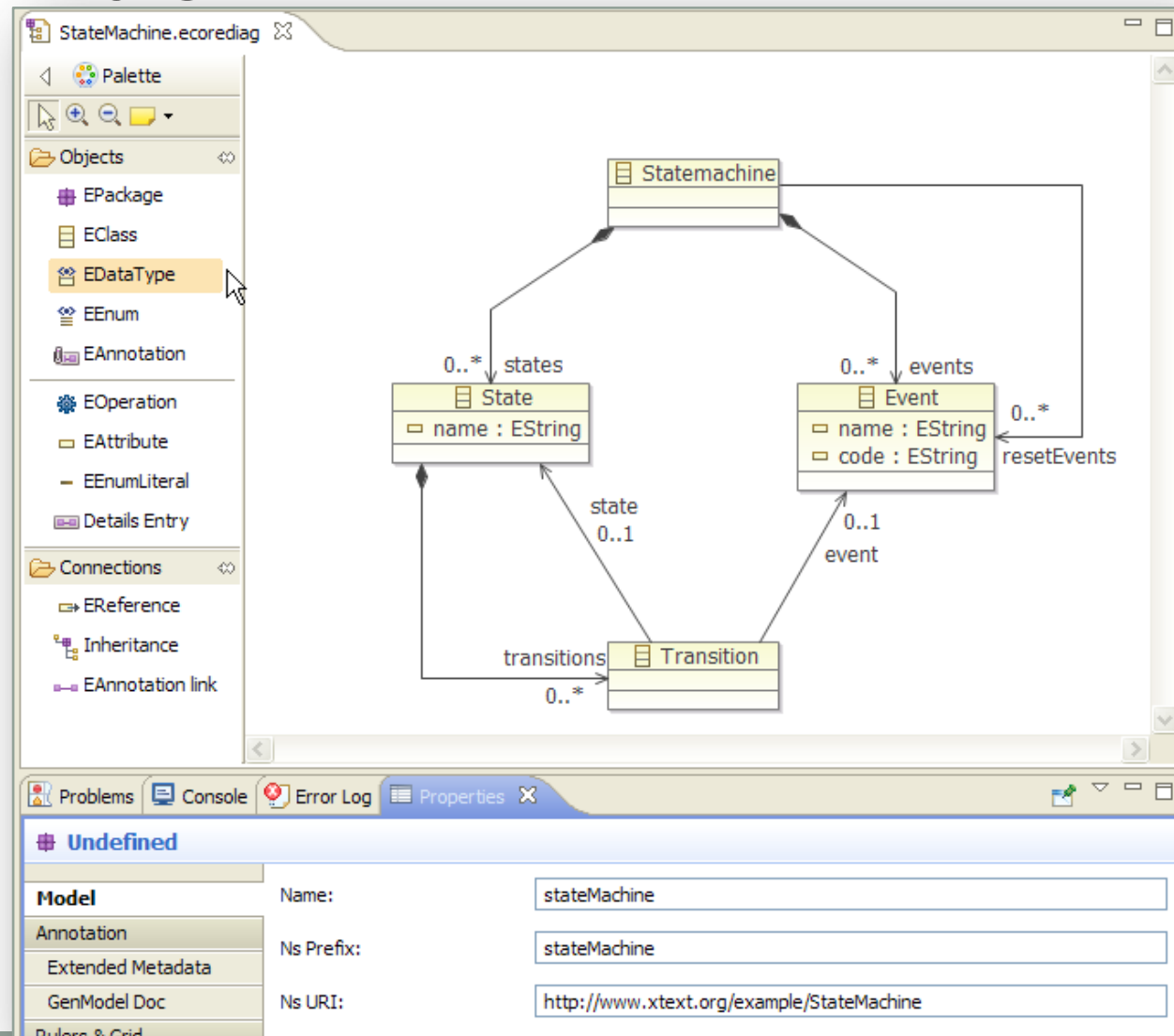


- **Xtext Grammar Definition for State Machines**



```
1 grammar org.xtext.example.StateMachine with org.eclipse.xtext.common.Terminals
2
3 generate stateMachine "http://www.xtext.org/example/StateMachine"
4
5 Statemachine :
6   'events'
7     (events+=Event)+
8   'end'
9   ('resetEvents'
10     (resetEvents+=[Event]) +
11   'end')?
12   (states+=State)+;
13
14 Event :
15   name=ID code=ID;
16
17 State :
18   'state' name=ID
19     (transitions+=Transition)*
20   'end';
21
22 Transition :
23   event=[Event] '=>' state=[State];
24
25
```

- **Automatically generated Ecore-based Metamodel**



Generated DSL Editor

The screenshot displays the Xtext IDE interface with several callouts highlighting key features:

- Outline View:** A panel on the right showing a hierarchical tree of the DSL elements, including `Statemachine`, `switchToRed`, `switchToGreen`, `switchToYellow`, `red`, `yellow`, and `green`.
- Error!:** A red 'x' icon in the left margin indicates a compilation error.
- Highlighting of keywords:** Keywords like `events`, `end`, `state`, and `switchTo` are highlighted in pink in the source code.
- Code Completion (Ctrl+Space):** A dropdown menu is shown below the cursor, offering suggestions for `green`, `red`, and `yellow` to complete the `switchToYellow =>` statement.
- Error Description:** The **Problems** panel at the bottom shows a single error: "Couldn't resolve reference to State green2".

```
test.state
events
  switchToRed TRed
  switchToGreen TGreen
  switchToYellow TYellow
end

state red
  switchToYellow => yellow
end

state yellow
  switchToRed => red
  switchToGreen => green2
end

state green
  switchToYellow => yellow
end
```

Example #1: Entity DSL

Entity DSL Revisited

Example Model

```
type String
type Bool

entity Conference {
  property name : String
  property attendees : Person[]
  property speakers : Speaker[]
}

entity Person {
  property name : String
}

entity Speaker extends Person {
  ...
}
```

EBNF Grammar

```
Model := { Type };

Type := SimpleType | Entity;

SimpleType := 'type' ID;

Entity := 'entity' ID ['extends' ID]
        '{ {Property} }';

Property := 'property' ID ':' ID ['[]'];

ID := ('a'..'z'|'A'..'Z'|'_'|
       {'('a'..'z'|'A'..'Z'|'_'|'0'..'9'})
```



Example #1

From EBNF to Xtext

EBNF Grammar

```
Model := { Type };

Type := SimpleType | Entity;

SimpleType := 'type' ID;

Entity := 'entity' ID ['extends' ID]
        '{' {Property} '}';

Property := 'property' ID ':' ID ['[]'];

ID := ('a'..'z' | 'A'..'Z' | '_' )
      (('a'..'z' | 'A'..'Z' | '_' | '0'..'9'));
```

Xtext Grammar

```
grammar MyDsl with
org.eclipse.xtext.common.Terminals
```

```
generate myDsl "http://MyDsl"
```

```
Model : (elements+=Type)*;
```

```
Type: SimpleType | Entity;
```

```
SimpleType: 'type' name=ID;
```

```
Entity : 'entity' name=ID
        ('extends' extends=[Entity])? '{'
        properties+=Property*
        '}';
```

```
Property: 'property' name=ID ':'
          type=[Type] (many?='[]')?;
```



Example #1

How to specify context sensitive constraints for textual DSLs?

■ Examples

- Entity names must start with an Upper Case character
- Entity names must be unique
- Property names must be unique within one entity

■ Answer

- Use the same techniques as for metamodels!

Xtext Grammar

```
grammar MyDsl with  
org.eclipse.xtext.common.Terminals
```

```
generate myDsl "http://MyDsl"
```

```
Model : elements+=Type*;
```

```
Type: SimpleType | Entity;
```

```
SimpleType: 'type' name=ID;
```

```
Entity : 'entity' name=ID  
      ('extends' extends=[Entity])? '{'  
      properties+=Property*  
      '}';
```

```
Property: 'property' name=ID ':'  
         type=[Type] (many?='[]')?;
```



Example #1

How to specify context sensitive constraints for textual DSLs?

- Examples
 1. Entity names must start with an Upper Case character
 2. Entity names must be unique within one model
 3. Property names must be unique within one entity

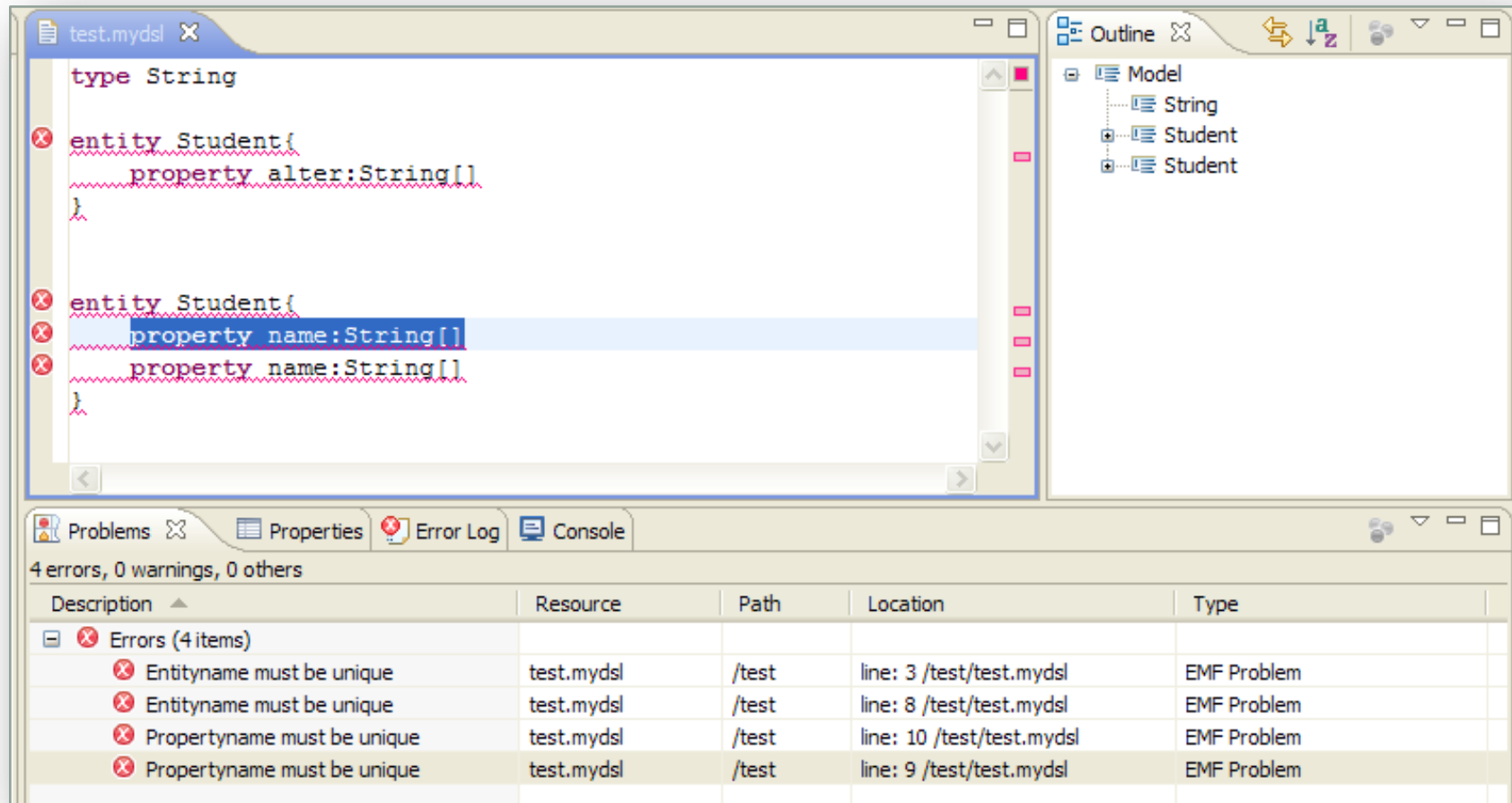
- Solution shown in Check language (similar to OCL)
 1. **context** myDsl::Entity
WARNING "Name should start with a capital":
name.toFirstUpper() == name;
 2. **context** myDsl::Entity
ERROR "Name must be unique":
((Model)this.eContainer).elements.name.
select(e|e == this.name).size == 1;
 3. **context** myDsl::Property
ERROR "Name must be unique":
((Entity)this.eContainer).properties.name.
select(p|p == this.name).size == 1;



Example #1

When to evaluate context sensitive constraints?

- Every edit operation for cheap constraints
- Every save operation for cheap to expensive constraints
- Every generation operation for very expensive constraints



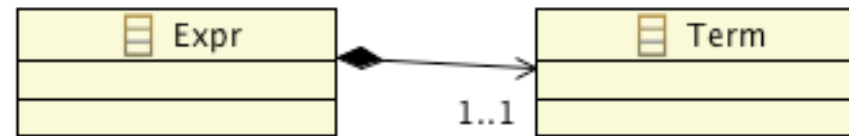
Bridging Xtext Grammars to Metamodels

- ✓ Production of a metamodel (M2)
 - Mapping a EBNF-based grammar into a MOF-based metamodel
- ✓ Optimization of the metamodel
- ✓ Production of a program transformer (M1)
 - Mapping a well-formed program into a metamodel-conformant model

EBNF To MOF (1)

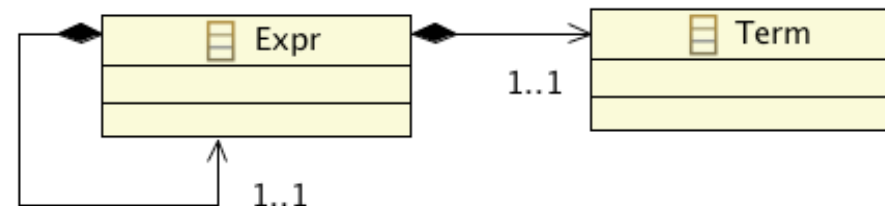
✓ Production

- Both sides are mapped into classes and connected with a composition.
 - $Expr = Term$;



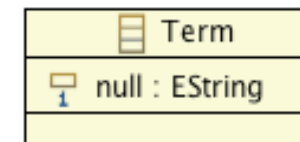
✓ Non-terminal

- Two classes and a association between them.
 - $Expr = Expr , '+' , Term$;



✓ Terminal defined by a regular expression

- Attribute
 - $Term = ID$;

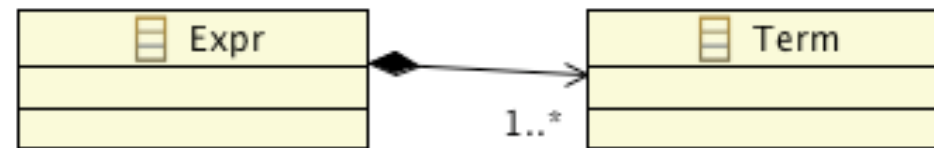


✓ Terminals are removed

EBNF To MOF (2)

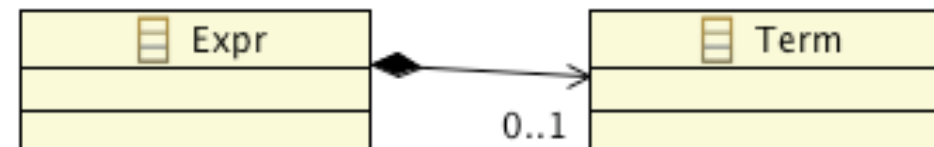
✓ Repetition

- Resulting association is one to many
 - $Expr = Term , \{ + , Term \} ;$



✓ Option

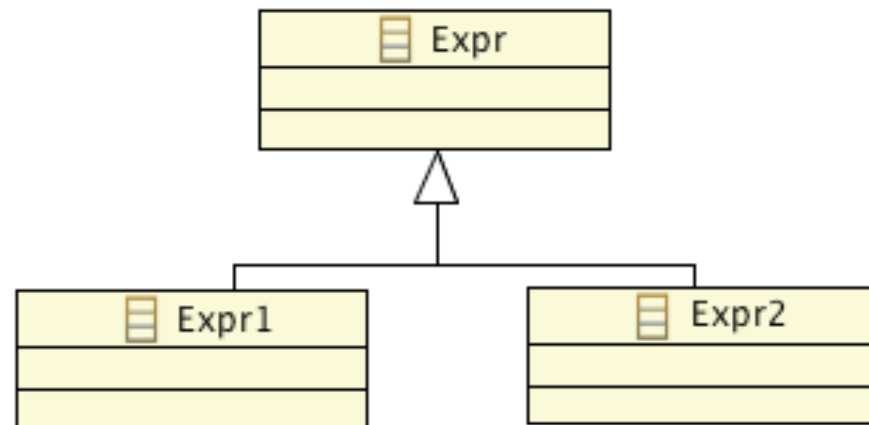
- Resulting association has upper bound one
 - $Expr = [Term] ;$



EBNF To MOF (3)

✓ Alternative

- Each alternative non-terminal is mapped to a subclass of the class that corresponds to the non-terminal *Expr*.
 - *Expr* = *Expr1* | *Expr2* ;



Refactoring of the Metamodel

✓ References

- Turn containment references into regular references when needed

✓ Names

- Add names to structural features

✓ Pull up structural features

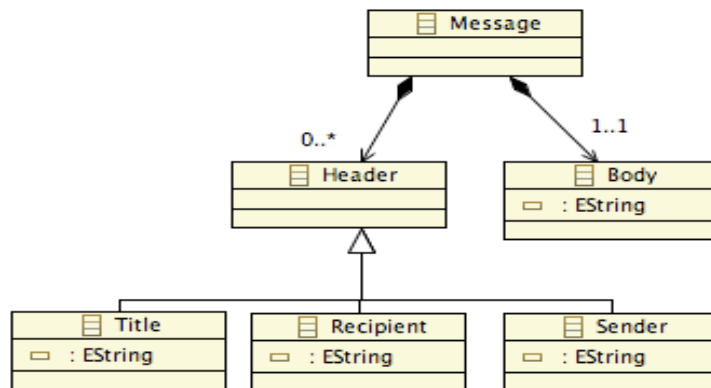
- Attributes and references should not be duplicated in subclasses of the same class
- They have to be pulled up in the class hierarchy

Obtaining the Metamodel from the Grammar

```
send message
to "ab@le.ac.uk"
from "ba@le.ac.uk"
subject "hello"
{
  Hello world!
}
```

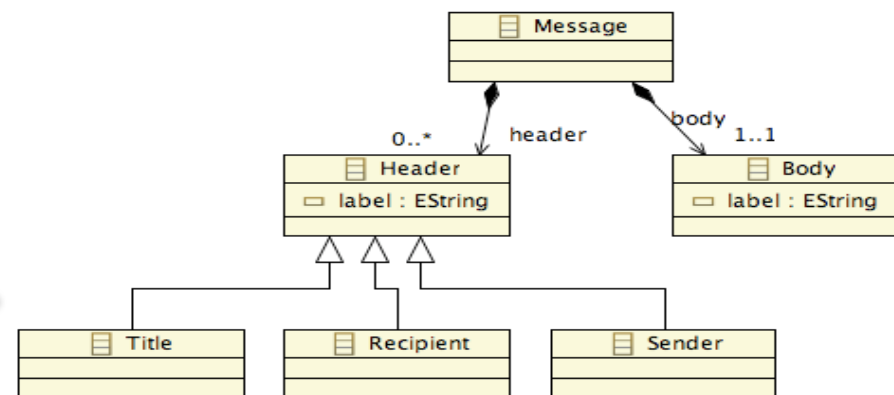
```
Message = 'send message', { Header }, '{', Body, '{' ;
Header   = Title | Recipient | Sender ;
Recipient = 'to', ID ;
Sender    = 'from', ID ;
Title     = 'subject', ID ;
Body      = ID ;
```

textual representation
of a model



generated metamodel

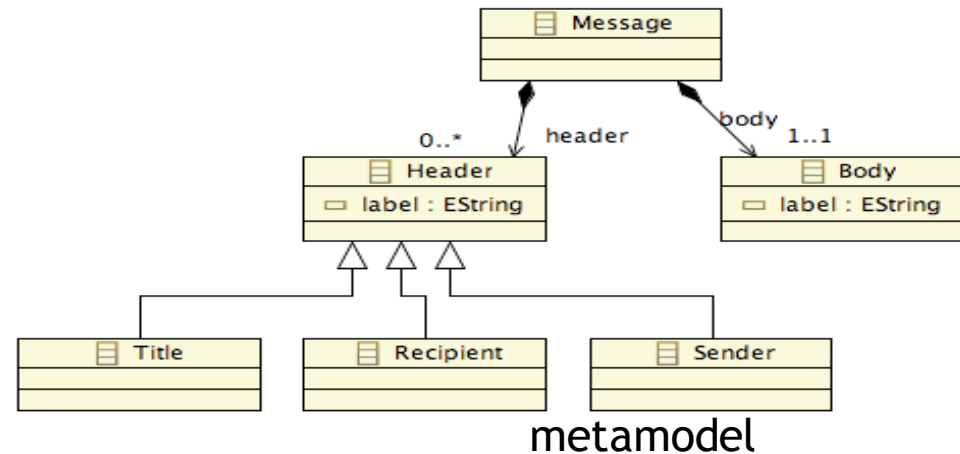
EBNF grammar



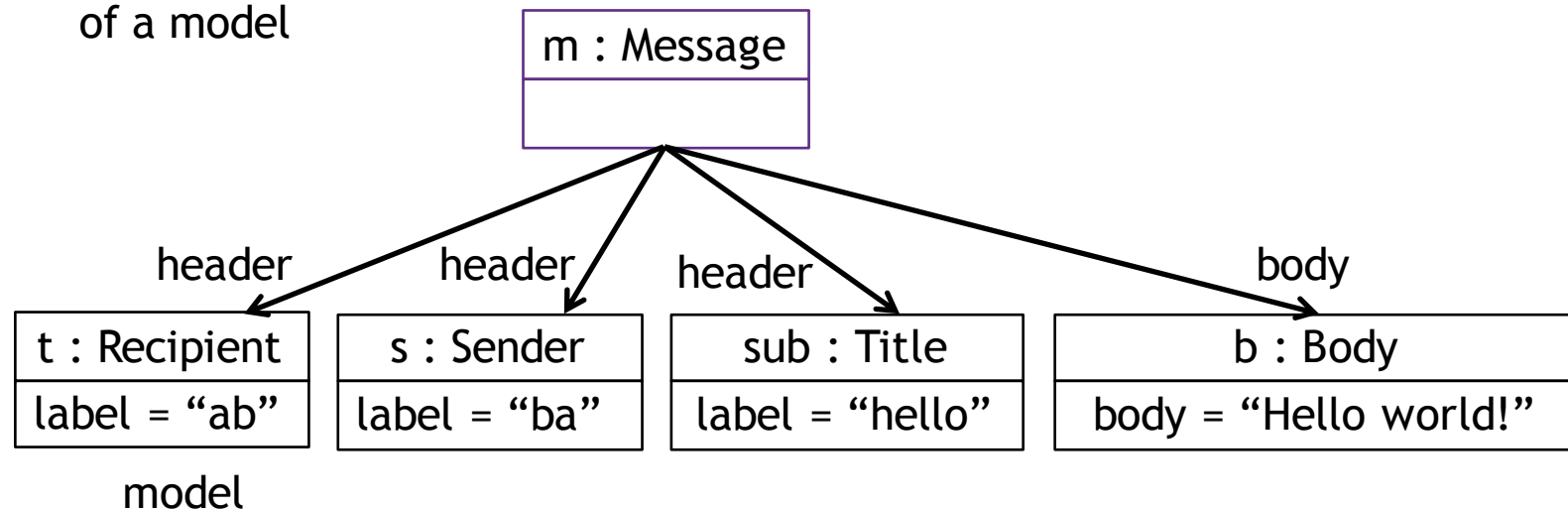
optimized metamodel

Obtaining the Model from a Program

```
send message
to "ab"
from "ba"
subject "hello"
{
  Hello world!
}
```



textual representation
of a model

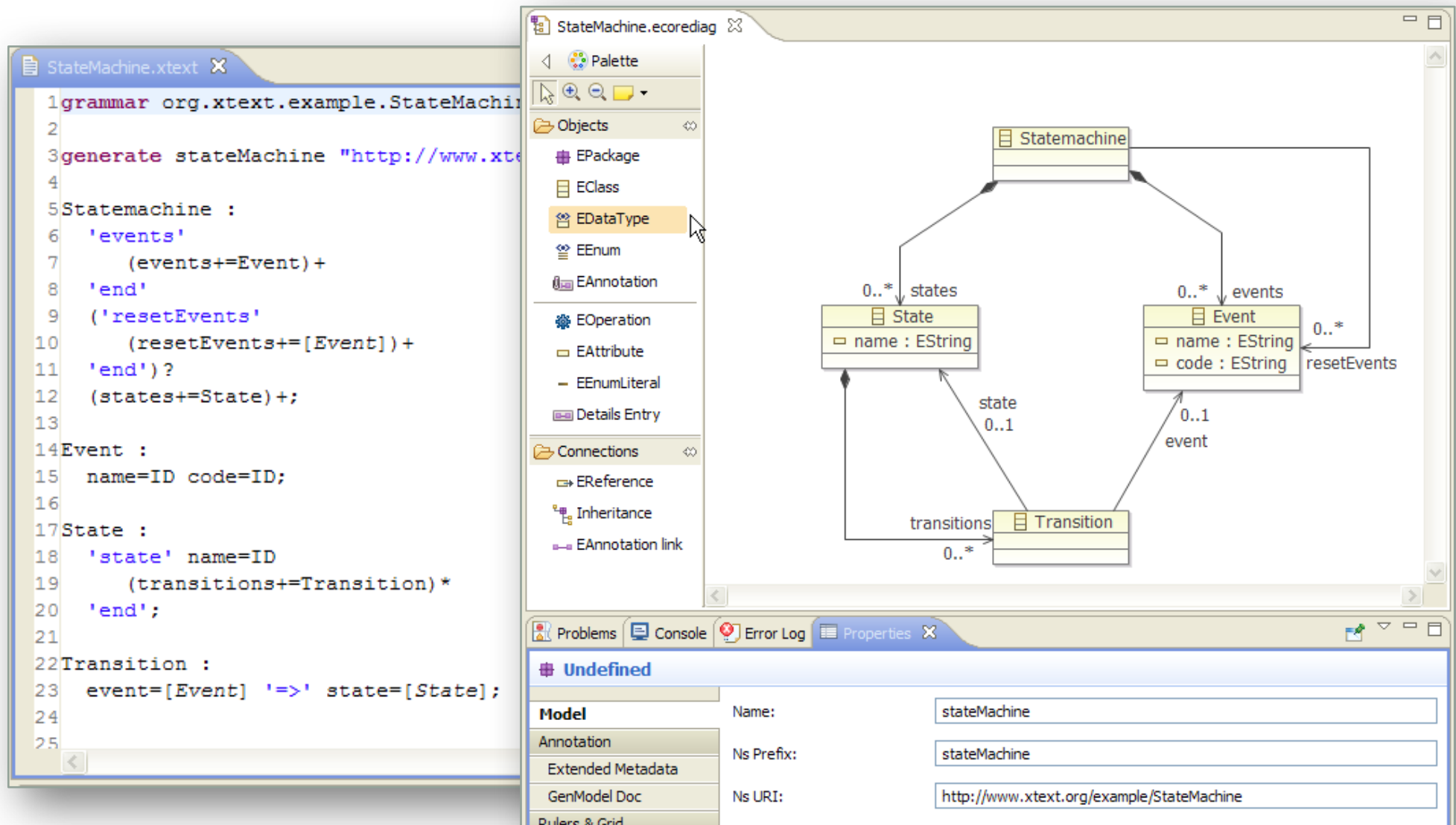


- **Xtext Grammar Definition for State Machines**



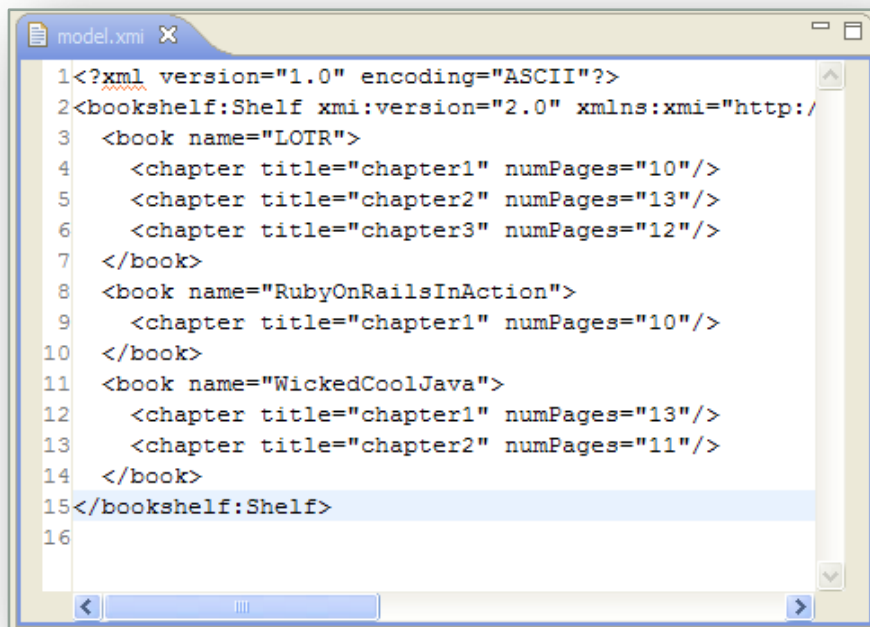
```
1 grammar org.xtext.example.StateMachine with org.eclipse.xtext.common.Terminals
2
3 generate stateMachine "http://www.xtext.org/example/StateMachine"
4
5 Statemachine :
6   'events'
7     (events+=Event)+
8   'end'
9   ('resetEvents'
10     (resetEvents+=[Event]) +
11   'end')?
12   (states+=State)+;
13
14 Event :
15   name=ID code=ID;
16
17 State :
18   'state' name=ID
19     (transitions+=Transition)*
20   'end';
21
22 Transition :
23   event=[Event] '=>' state=[State];
24
25
```

Example #1: State machines

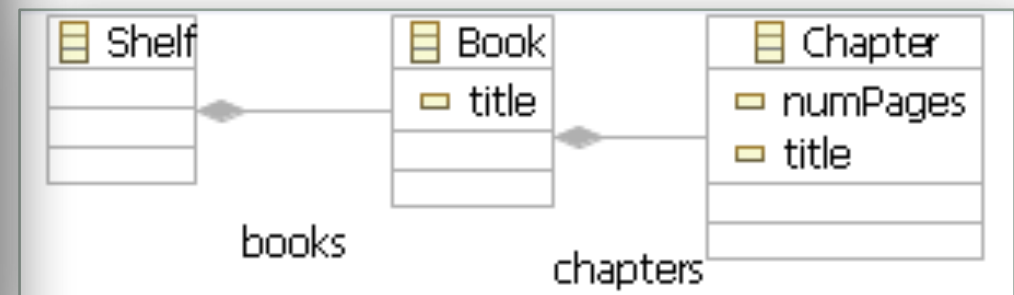


Example #2: Bookshelf (Homework)

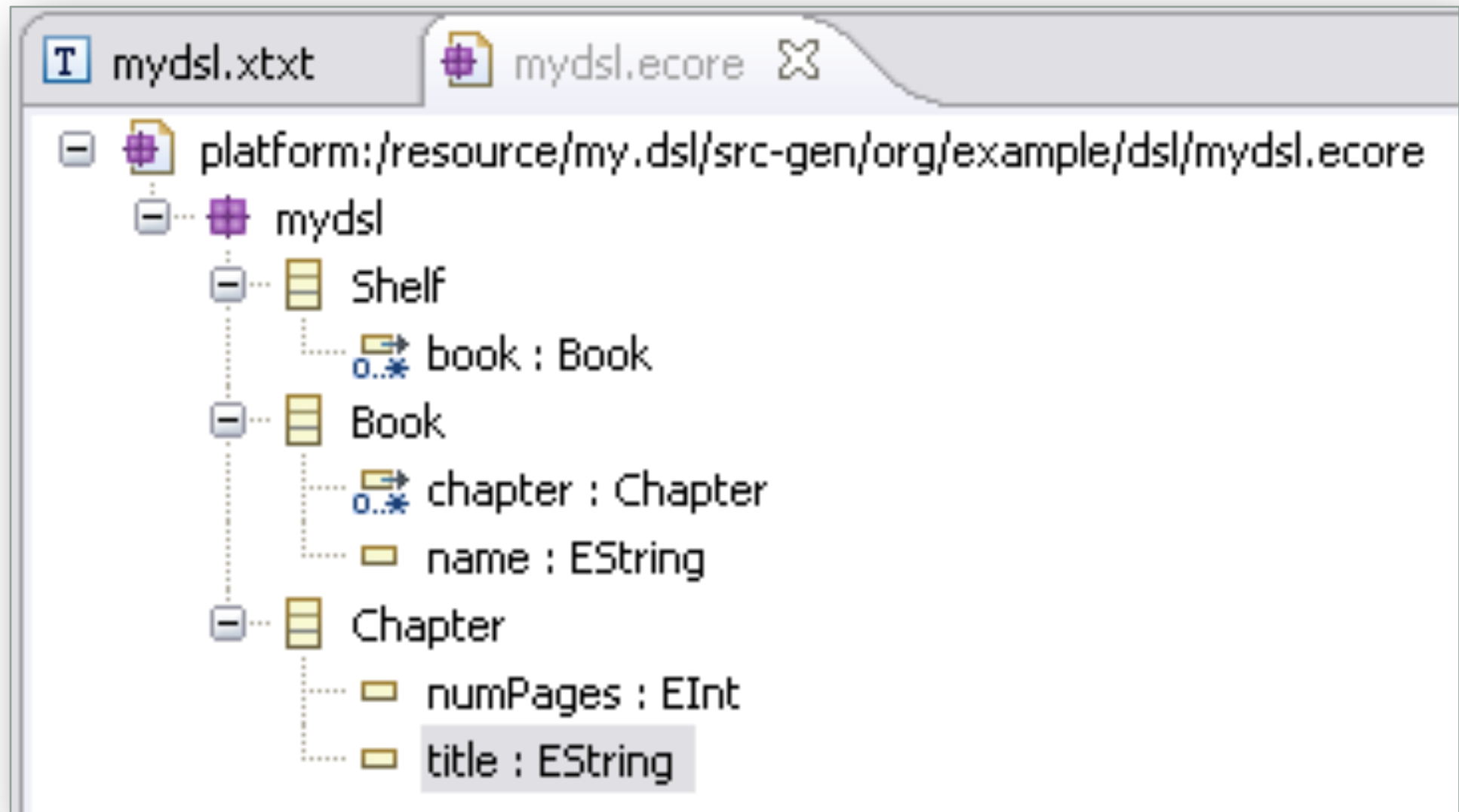
- Edit “Bookshelf” models in a text-based fashion
- **Given:** Example model as well as the metamodel
- **Asked:** Grammar, constraints, and editor for Bookshelf DSL



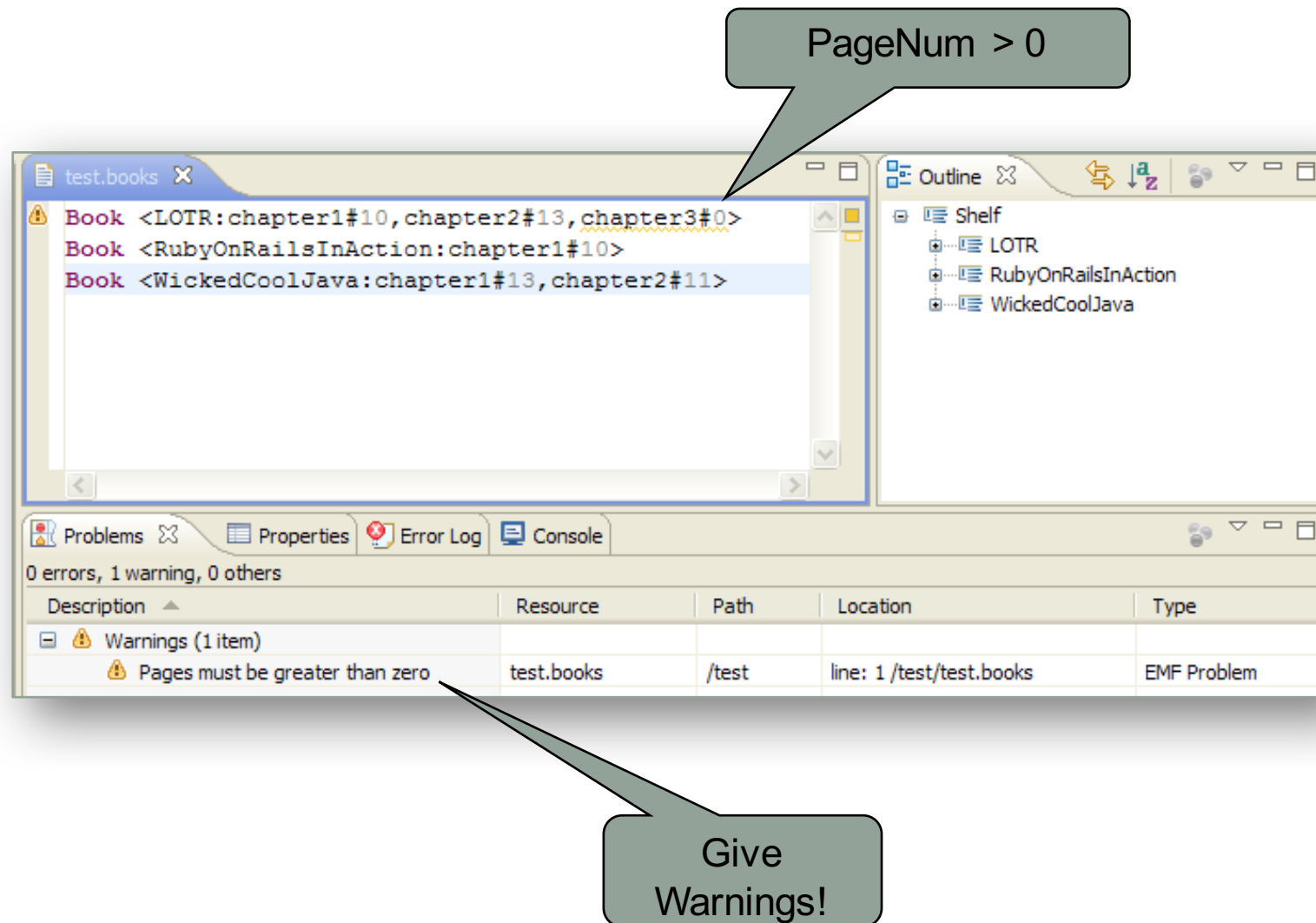
```
1<?xml version="1.0" encoding="ASCII"?>
2<bookshelf:Shelf xmi:version="2.0" xmlns:xmi="http://
3  <book name="LOTR">
4    <chapter title="chapter1" numPages="10"/>
5    <chapter title="chapter2" numPages="13"/>
6    <chapter title="chapter3" numPages="12"/>
7  </book>
8  <book name="RubyOnRailsInAction">
9    <chapter title="chapter1" numPages="10"/>
10 </book>
11 <book name="WickedCoolJava">
12   <chapter title="chapter1" numPages="13"/>
13   <chapter title="chapter2" numPages="11"/>
14 </book>
15</bookshelf:Shelf>
16
```



Example #2: Metamodel Details



Example #2: Editor



Wrapping up

- Xtext can generate web editors that can be integrated in cloud systems
 - more sophisticated interfaces
- For example, we can model GraphQL syntax in an Xtext and parse GraphQL queries





MORGAN & CLAYPOOL PUBLISHERS

MODEL-DRIVEN SOFTWARE ENGINEERING IN PRACTICE. CHAPTERS 6, 7

Marco Brambilla,
Jordi Cabot,
Manuel Wimmer.
Morgan & Claypool, USA, 2012.

www.mdse-book.com

www.morganclaypool.com

