```
package family

language FSM {
    syntax "platform:/resource/puzzle.examples.overlap.fsm.metamodel/models/fsm.ecore"

    with fsmaspects.StateMachineAspect
    with fsmaspects.StateAspect
    with fsmaspects.TransitionAspect
    with fsmaspects.TriggerAspect
    with fsmaspects.FinalStateAspect
    with fsmaspects.ExpressionAspect
    with fsmaspects.LiteralAspect
    with fsmaspects.IntegerLitAspect

    exactType FsmMT
}

language Logo {

    syntax "platform:/resource/puzzle.examples.overlap.logo.metamodel/models/logo.ecore"

    with logo.InstructionAspect
    with logo.PrimitiveAspect
    with logo.BackAspect
    with logo.ForwardAspect
    with logo.LeftAspect
    with logo.RightAspect
    with logo.PenDownAspect
    with logo.PenUpAspect

    exactType LogoMT
}

language Flowchart {

    syntax "platform:/resource/puzzle.examples.overlap.flowchart.metamodel/models/flowchart.ecore"

    with flowchart.FlowchartAspect
    with flowchart.NodeAspect
    with flowchart.ArcAspect
    with flowchart.ActionAspect
    with flowchart.StartAspect
    with flowchart.EndAspect
    with flowchart.DecisionAspect

    exactType FlowchartMT
}
```

Puzzle	▶	Analyze Family
Team	▶	Extract Reusable Modules
Compare With	▶	

file:///Users/dmendeza/workspaces/puzzle/examples/fsm-logo-flowchart/puzzle.examp ▾

Puzzle Metrics

A Tool for Analyzing Potential Reuse in sets of Domain-Specific Languages
1st Report: Identifying commonalities

Logo

9 metaclasses

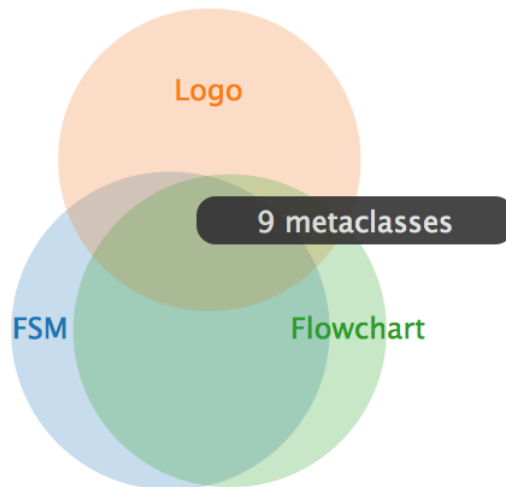FSM   Flowchart

FSM   Flowchart   Logo

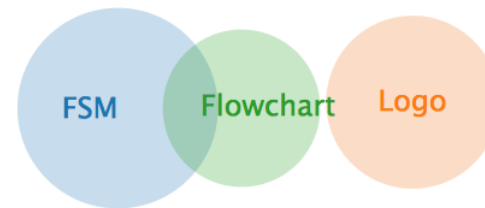**Figure 1.**
Syntactic overlapping

Figure 2.
Semantic overlapping

Puzzle Metrics

A Tool for Analyzing Families of Domain-Specific Languages

4th (b) Report: Family's membership

PseudostateKind: [FSM]

Arc: [Flowchart] Flowchart: [Flowchart]

Pseudostate: [FSM]

StateMachine: [FSM]

End: [Flowchart] NamedElement: [FSM, Flowchart] Trigger: [FSM]

Node: [Flowchart]

AbstractState: [FSM]

FinalState: [FSM]

Start: [Flowchart]

State: [FSM]

Action: [Flowchart] Transition: [FSM]

Decision: [Flowchart]

Program: [FSM, Flowchart]

Constraint: [FSM, Flowchart] Wait: [FSM, Flowchart]

Statement: [FSM, Flowchart]

Loop: [FSM, Flowchart]

ConsoleOutput: [FSM, Flowchart] Conditional: [FSM, Flowchart]

Println: [FSM, Flowchart]

RelationalConstraint: [FSM, Flowchart] ParameterCall: [Logo]

Assignation: [FSM, Flowchart]

Parameter: [Logo] While: [Logo]

Print: [FSM, Flowchart]

VarDecl: [FSM, Flowchart] ProcDeclaration: [Logo]

ProcCall: [Logo] If: [Logo]