
Tigerseye User Manual

Version 0.0.1

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Introduction

The *TigersEye* Eclipse Plug-in is an IDE that strives to support easy creation of EDSLs. This guide describes how to install *TigersEye* for development, it shows the currently implemented features and show cases how to create and install a new language. *TigersEye* has been previously known as *Popart*, which has been developed by Yevgen Fanshil, Leonid Melnyk, Thorsten Peter, David Marx, Kamil Erhard and Tom Dinkelaker. The used examples are adjusted versions of their prior work.

Installation

This section describes the installation process for multiple use cases. One subsection describes the installation for the *TigersEye* plug-in for development. A further subsection describes the installation process of a language designed with *TigersEye*.

Installation for Development

The plug-in itself consists of multiple separate plug-ins and has further dependencies to third party plug-ins and libraries. It uses classes and extensions from the Groovy Plug-in and Eclipse's JDT plug-ins, makes some use of different apache.commons libraries and uses further libraries to process code. It's core dependency is an *Earley* parser and the *TigersEye* builder. The builder is currently included in the core plug-in. The following table shows the necessary plug-ins and the required versions, if any.

The next table lists further Eclipse projects relevant for the *TigersEye* development.

To set up an Eclipse workspace in order to run the *TigersEye* IDE the following steps must be performed.

1. Install the Groovy Feature into your Eclipse.
2. Copy all other plug-ins into your Eclipse workspace (usually you will check them out from a repository).
3. Perform a complete build of your workspace. It might be necessary to clean all projects before an error free build will be performed.

Once all plug-ins have been set up, *TigersEye* can be started using the predefined *Tigerseye_IDE* launch configuration. The configuration is located in the *TigerseyeConfiguration* project. It is possible that depending on the used operating system this launch configuration has to be adjusted. Alternatively a new Eclipse Plug-in configuration can be started with all available plug-ins active.

Plug-in name	Version	Description
de.tud.stg.tigerseye.eclipse.core	0.0.1	Core functionality.
de.tud.stg.tigerseye.eclipse.ui	0.0.1	User Interface functionality.
de.tud.stg.tigerseye.eclipse	0.0.1	Contains libraries and plug-ins used by multiple <i>TigersEye</i> plug-ins.
Groovy Eclipse Feature	2.1.1	Groovy Eclipse Plug-ins.
org.apache.commons.collections	-	Apache utility classes for collection handling.
org.apache.commons.io	-	Apache IO utility classes.
org.apache.commons.lang	-	Apache general language utility classes.
org.apache.log4j	[1.2 - 1.3)	Employed logging framework.
parlex	-	Earley parser, performs transformations.
slf4j-log4j12	-	Employed logging facade with log4j binding.

Table 1: Necessary Plug-ins

Project name	Description
TigerseyeConfiguration	Contains configuration related data.
documentation	Contains documentation resources.

Table 2: Further *TigersEye* related Eclipse projects

Installing a Language

To install a newly created language it is currently necessary to export it as a plug-in. As in the Examples section described the project can be converted into a plug-in project using the Eclipse PDE tools. It is then necessary to add the `de.tud.stg.tigerseye.eclipse` and the `de.tud.stg.tigerseye.eclipse.core` plug-ins as dependencies. The core plug-in provides the `dslLanguages` extension point. This point has to be extended by declaring what the language class of the exported language is. Optionally a user friendly name and a default file extension can be defined.

Since the language definition will typically be a Groovy file, of which the PDE Builder is not aware of, the default behavior when exporting a plug-in has to be adjusted. Two different approaches can be taken.

Using class Files Compiled in the Workspace

Instead of a specific source folder, which would be compiled during an export using the PDE Export Wizard, the binaries created during the development have to be included, so that they are available on the classpath of the exported language. This can be done in different ways:

- Assuming that the output folder for the class files is `bin`, the `bin` folder can be added to the `build.properties` file as value for the `build.includes` property and the entry `bin` has to be added to the `MANIFEST.MF` file as `Bundle-Classpath` entry (the default classpath is the root of the created jar file).
- Alternatively the binary folder can be specified as source folder, in which case the `MANIFEST.MF` does not have to be modified. The resulting `build.properties` file will look something like this:

```
source.. = src/,\
        bin/
bin.includes = META-INF/,\
            .,\
            plugin.xml
output.. = bin/
```

Using Groovy-specific Build Properties

When the Groovy plug-in is installed, additional properties for the `build.properties` file can be used to tell the PDE to include Groovy files during an export. Simply add the following three lines to your `build.properties` file:

```
sourceFileExtensions=*.java, *.groovy
compilerAdapter=org.codehaus.groovy.eclipse.ant.GroovyCompilerAdapter
compilerAdapter.useLog=true
```

The resulting build.properties file will look similar to this:

```
source.. = src/
bin.includes = META-INF/, \
               ., \
               plugin.xml, \
output.. = bin/
sourceFileExtensions=*.java, *.groovy
compilerAdapter=org.codehaus.groovy.eclipse.ant.GroovyCompilerAdapter
compilerAdapter.useLog=true
```

The additional entries will cause a compilation of Java *and* Groovy files. For general information about valid values for the build.properties file check out the Eclipse Help following the path [Plug-in Development Environment Guide > Reference > For more information about the Groovy specific build properties have a look at Andrew Eisenberg's Blog.](#)

Additional Remarks

Currently the *TigersEye* implementation (Version 0.0.1) assumes that languages can be found in an accessible folder. So the exported language has to be unpacked into the plugins folder of the target Eclipse installation before it is usable.

Examples

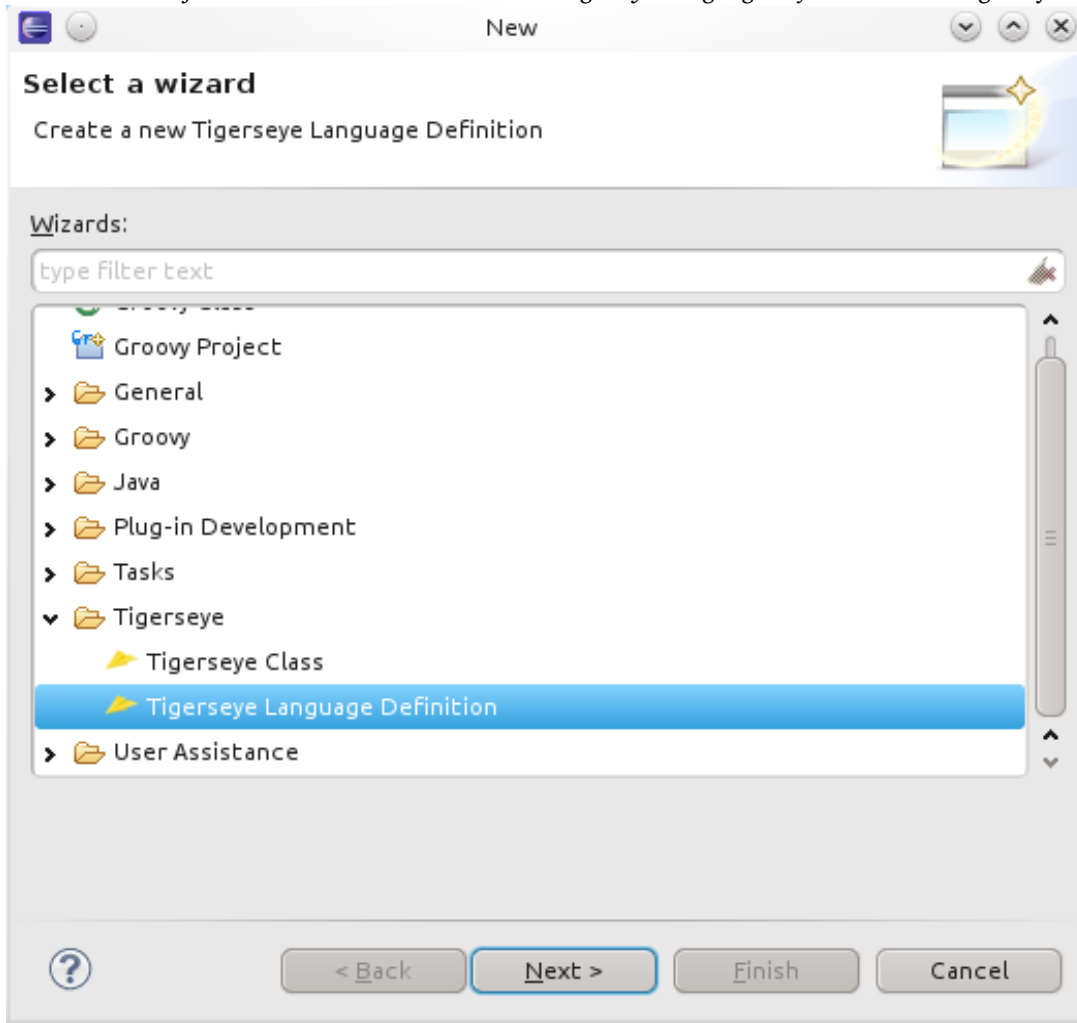
This section showcases typical use cases for the *TigersEye* IDE.

Creating a new Language Definition

The usage of the New Tigerseye Language Definition wizard will be explained by creating a Trivalent-DSL. A Trivalent logic DSL adds an unknown value U to the boolean values true T and false F. So that T&U is U and T|U is T and so on.

First create a new Java Project. This Project will contain the Trivalent language created by the *New Tigerseye Language* wizard. In this example a project called `de.tud.stg.tigerseye.examples.trivalent` will be created. In the context

menu of the Project choose **New > Other**. Choose *Tigerseye Language Definition* in the Tigerseye folder.



Each language definition consists of a Groovy class that defines all operations, literals and structured elements of the DSL. Type TrivalentDSL as the class name, de.tud.stg.tigerseye.examples.trivalent as the package and select Next.

Create new Tigerseye Language.

Tigerseye Language Definition

Create a new Tigerseye language definition.

Source folder:

Package:

☐ Enclosing type:

Name:

Modifiers: ☒ public ☐ default ☐ private ☐ protected
☐ abstract ☐ final ☐ static

Superclass:

Interfaces:

Which method stubs would you like to create?

☐ public static void main(String[] args)

☐ Constructors from superclass

☒ Inherited abstract methods

Do you want to add comments? (Configure templates and default value [here](#))

☐ Generate comments

Now add three new literals: T (true), F (false) and U (unknown). Set the type for every literal to Trivalent.

Keywords:

(L) F
(L) T
(L) U

Name: U
Type: Trivalent

Add Literal
Add Operation
Add Structured Eleme
Remove Keyword(s)

? < Back Next > Finish Cancel

When finishing the wizard these three classes and their super type Trivalent will be created. Notice that T, F and U extend Trivalent. The only operation will be an enhanced `println` which takes a String and a Trivalent expression and prints both. For example

```
puts("T|U: ",T|U)
```

produces

```
T|U: T
```

The return type will be void so we leave the `Return type:` field empty. For each operation you can choose if setting a breakpoint on a line containing this keyword should be possible. You can define parameters and their types in the

Parameter: section. Parameters are added by clicking on the + button.

Create new Tigersye Language.

New Tigersye Language Definition.

Create a new Tigersye language definition.

Keywords:

- (L) F
- (L) T
- (L) U
- (O) puts

Add Literal

Add Operation

Add Structured Eleme

Remove Keyword(s)

Name: puts

Return type:

Breakpoint possible: ☒

Parameter:

name	type
message	String
triExp	Trivalent

+ -

? < Back Next > Finish Cancel

Now add a repeat-statement. The following will simply print T: T ten times to standard out.

```
repeat(10) {  
    puts("T: ",T);  
}
```


The return type will be void and there is one parameter named n. Select explicit parameters.

Create new Tigerseye Language.

New Tigerseye Language Definition.
Create a new Tigerseye language definition.

Keywords:

- (L) F
- (L) T
- (L) U
- (O) puts
- (S) repeat

Name: repeat

Return type:

Breakpoint possible: ☐

Parameter: ☐ named parameters ☒ explicit parameters

name	type
n	int

Buttons: Add Literal, Add Operation, Add Structured Eleme, Remove Keyword(s), +, -

Navigation: ? < Back Next > Finish Cancel

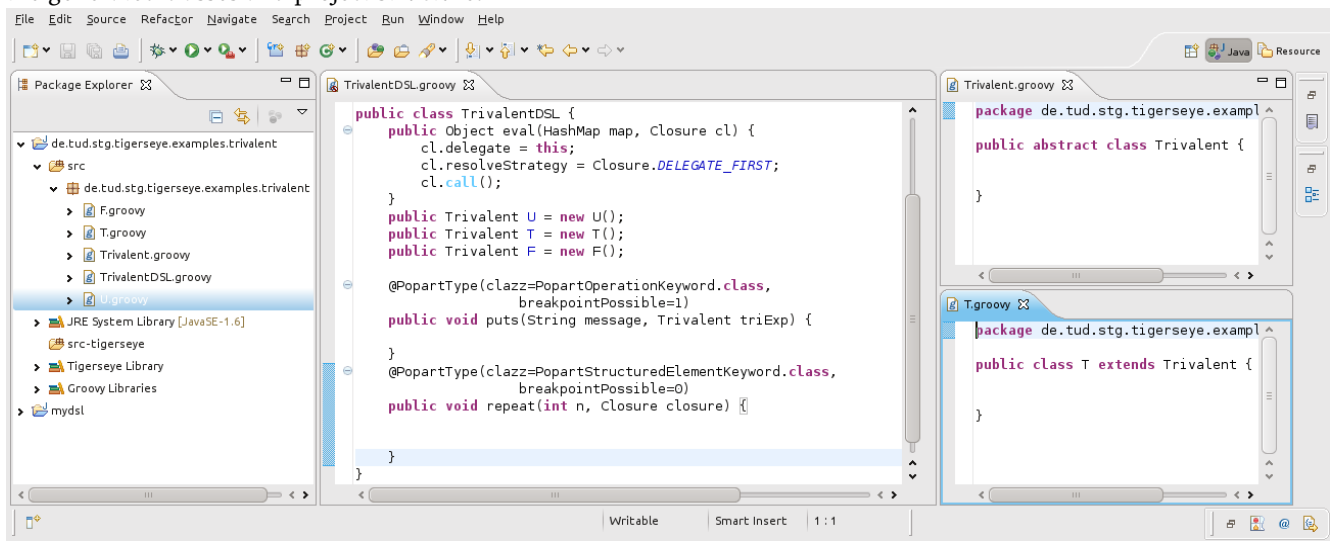
Again, you can choose if it should be possible to set a breakpoint on a line containing this keyword. After you select Finish a dialog will pop up asking you if you want to add the *Tigerseye* runtime libraries.

Add Tigerseye Nature

Do you want to add the Tigerseye runtime libraries?

Buttons: Yes, No

Usually you should say yes, since language definitions have dependencies to the runtime libraries. The next figure shows the generated classes and project structure.



For the new type `Trivalent` as well as for the literals `T`, `U` and `F` a separate Groovy class has been created. The language configuration is defined in the `TrivalentDSL` class.

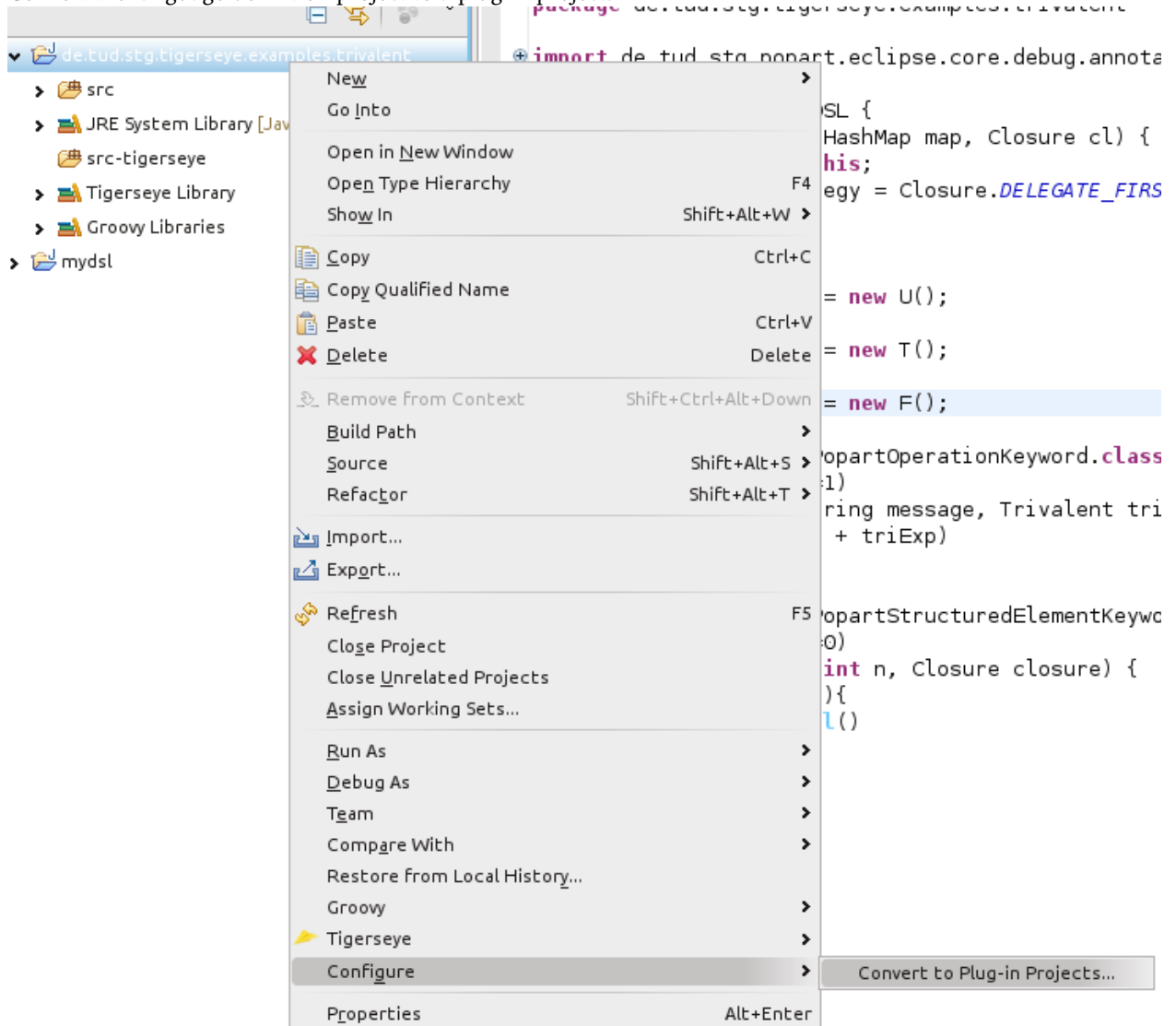
Deployment of a Language

This section shows how to deploy a *TigersEye* language to a plug-in project. This plug-in project will declare its dependencies to two plug-ins:

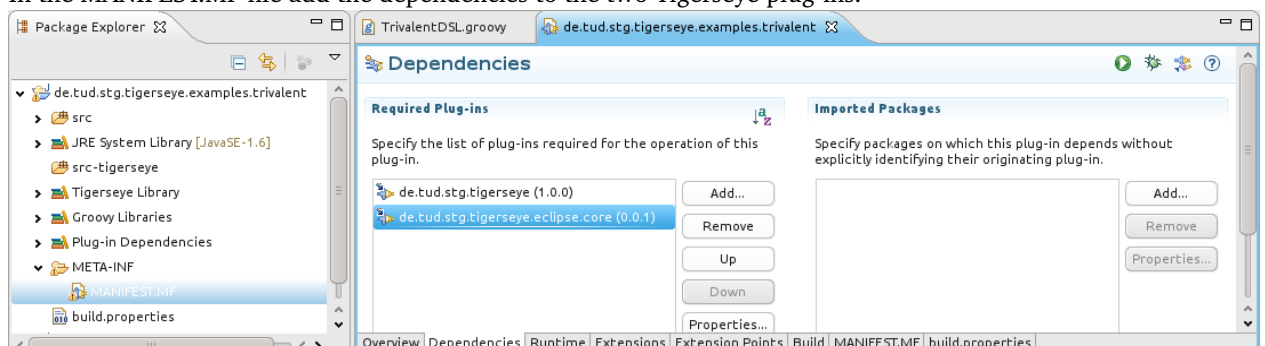
- `de.tud.stg.tigerseye`
- `de.tud.stg.tigerseye.eclipse.core`

The `de.tud.stg.tigerseye` plug-in provides the dependent on runtime libraries and the `de.tud.stg.tigerseye.eclipse.core` plug-in the extension which declares that this plug-in project actually provides a new language. The following steps have to be performed:

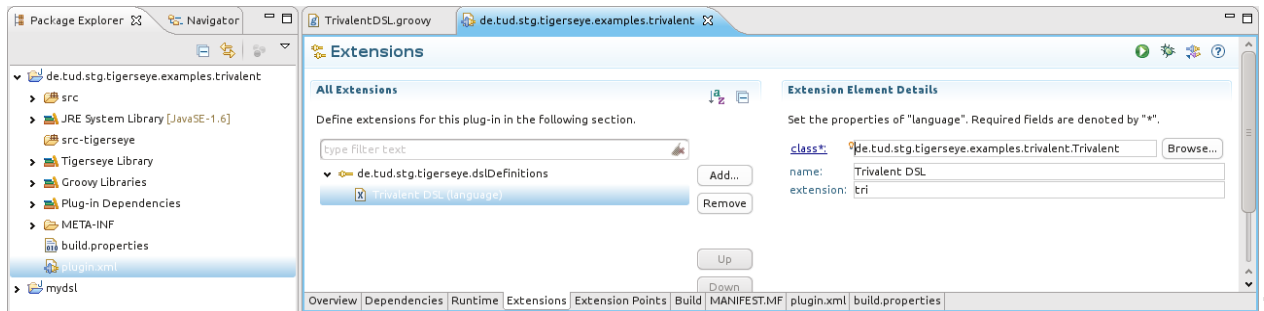
1. Convert the language definition project to a plug-in project.



2. In the MANIFEST.MF file add the dependencies to the two Tigerseye plug-ins.



3. Now open the plugin.xml and go the Extensions tab. Add the de.tud.stg.tigerseye.dslDefinitions extension point. On the extension point select New > language. There you can define the language class to be used. In this example de.tud.stg.tigerseye.examples.trivalent.Trivalent is used. Additionally you should define a user friendly name of your new language, e.g. *Trivalent DSL*. Optionally you can define the default extension identifying your language, such as tri. The following figure shows the configuration.



The extension field can later also be configured via the preference pages.

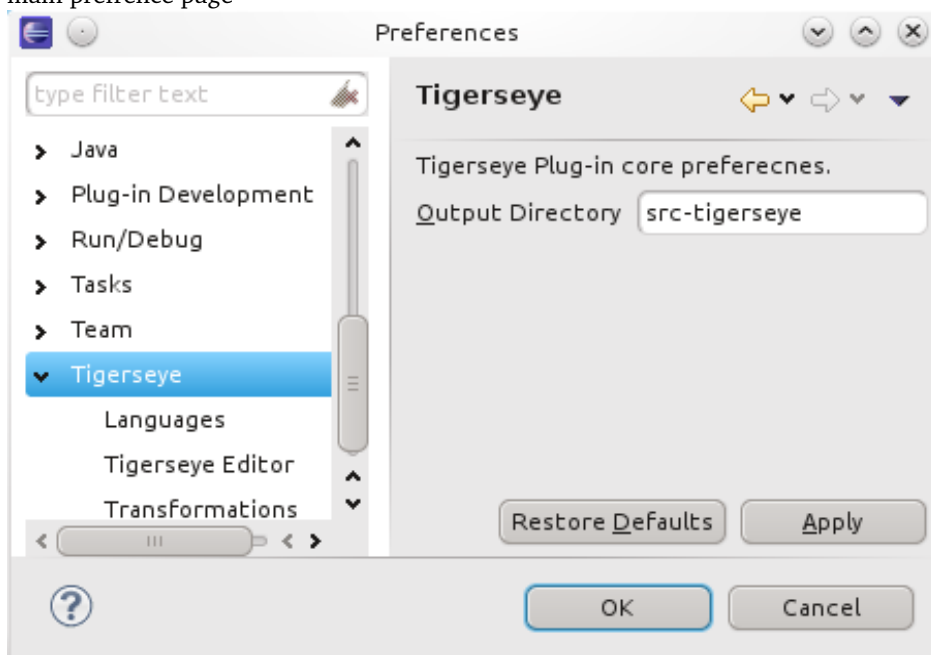
- Currently only the deployment for development is supported. A language can either be copied or linked inside the eclipse instance in which the plug-in is developed. The next time the Eclipse instance is started the language will be visible in the preference pages and can be used.

Features

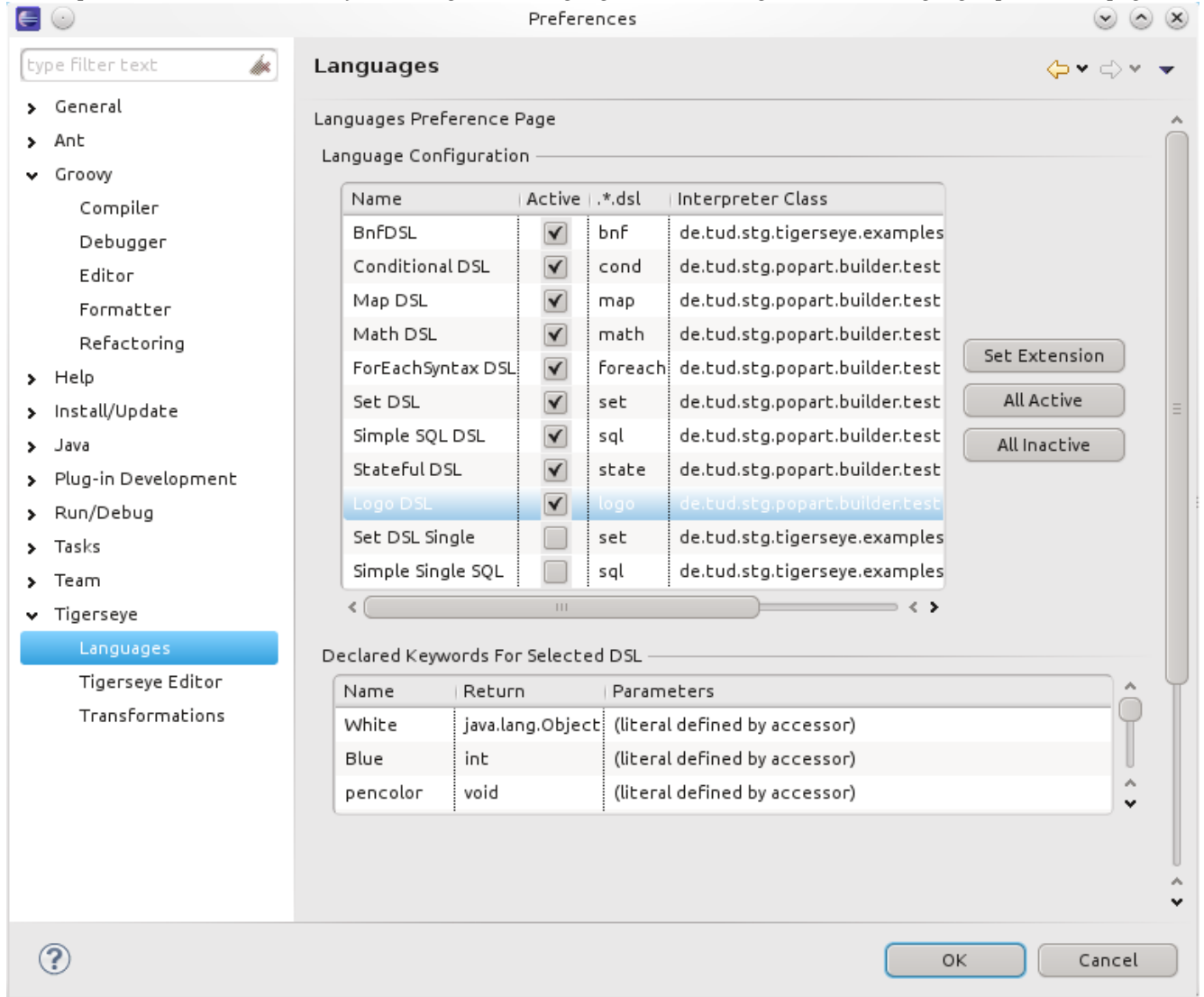
The current version of *TigersEye* provides the fundamental functionalities in order to be able to use it as a language workbench. New languages can easily be created and deployed. After a restart they can be used in projects that have the *TigersEye* nature. A *TigersEye* nature can easily be added and removed via the context menu. The installed DSLs can be configured through the preference pages, as well as the employed transformations. The editor is an extended version of the Groovy editor and provides keyword coloring for keywords of installed and activated DSLs.

Preferences

The preference pages are an important part of *TigersEye*, since they provide the configuration of registered DSLs. In the main preference page



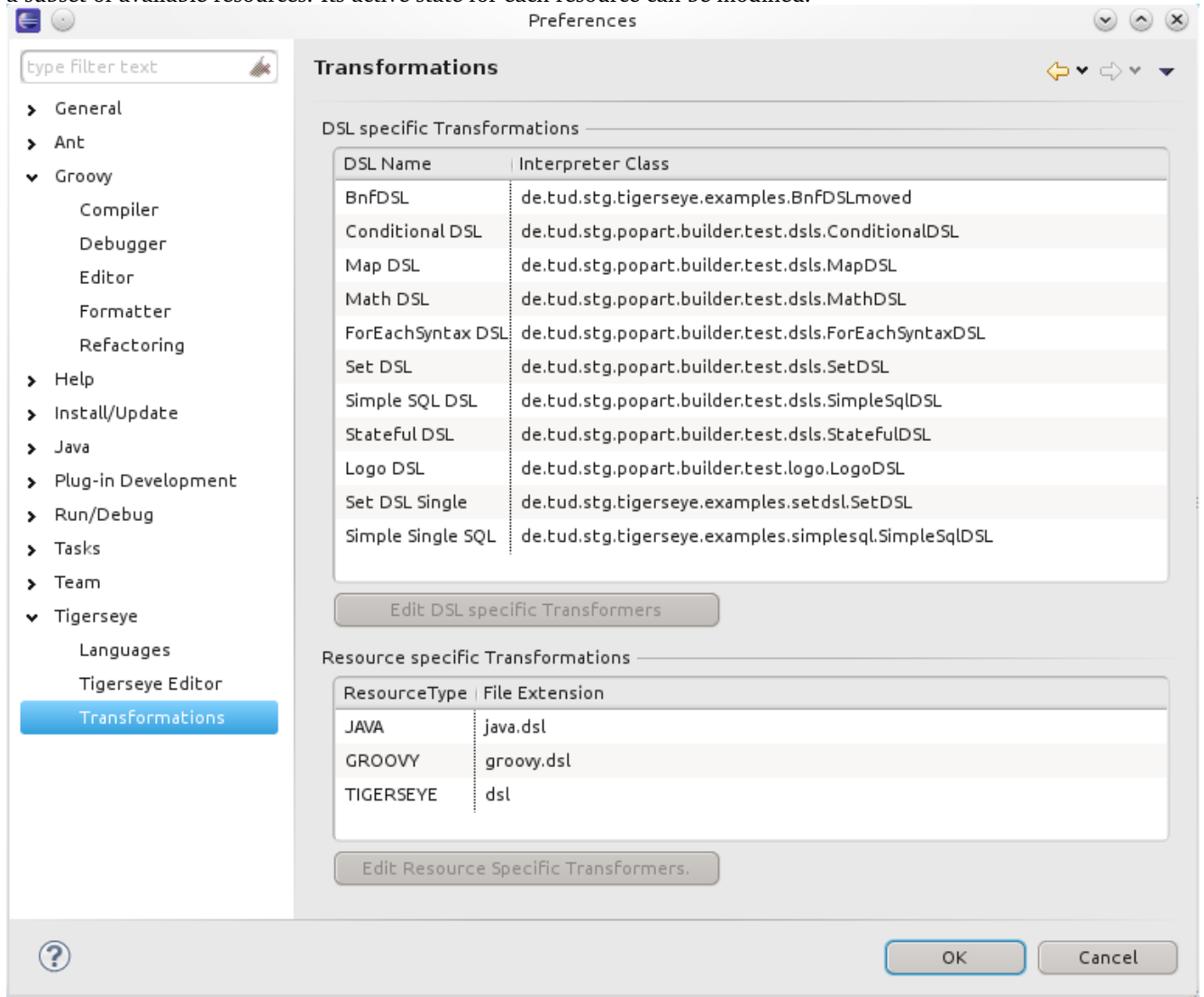
the output source folder can be adjusted. Registered languages can be configured on the languages preference page.



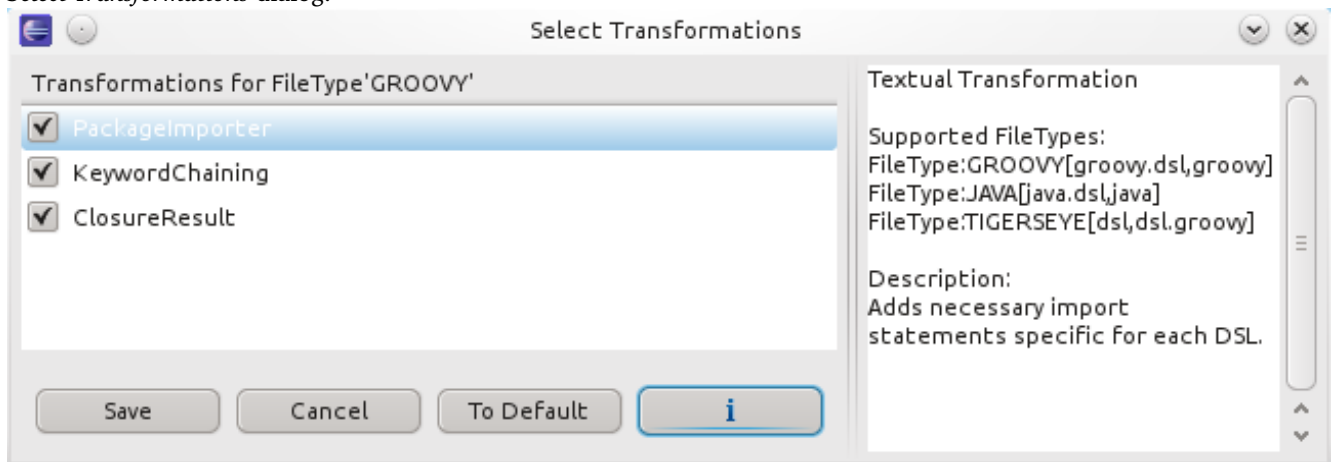
DSLs have to be set into activated state in order to use them. The extensions, that indicate which concrete DSL class is responsible for which files of the according extension can be adjusted in the Extensions column. When a DSL is selected its keywords are shown below in the *Declared Keywords of Selected DSL* table.

In the transformations preference page used transformations can be configured. A transformation usually only supports

a subset of available resources. Its active state for each resource can be modified.

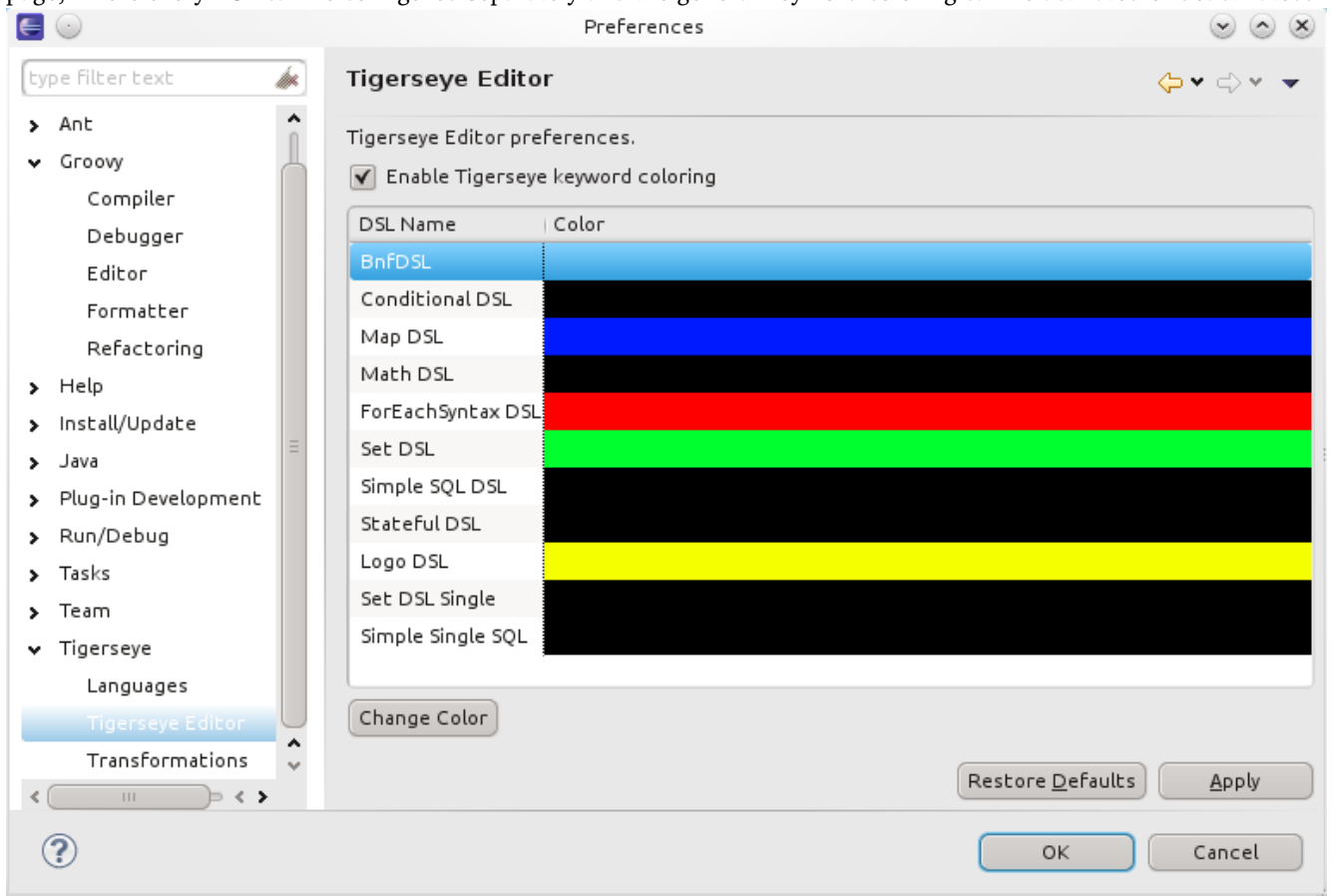


For each resource and DSL different transformations might be available and active. These can be configured using the *Select Transformations* dialog.



The dialog also shows additional informations about the currently selected transformation in a tray window that can be opened clicking on the additinal information button.

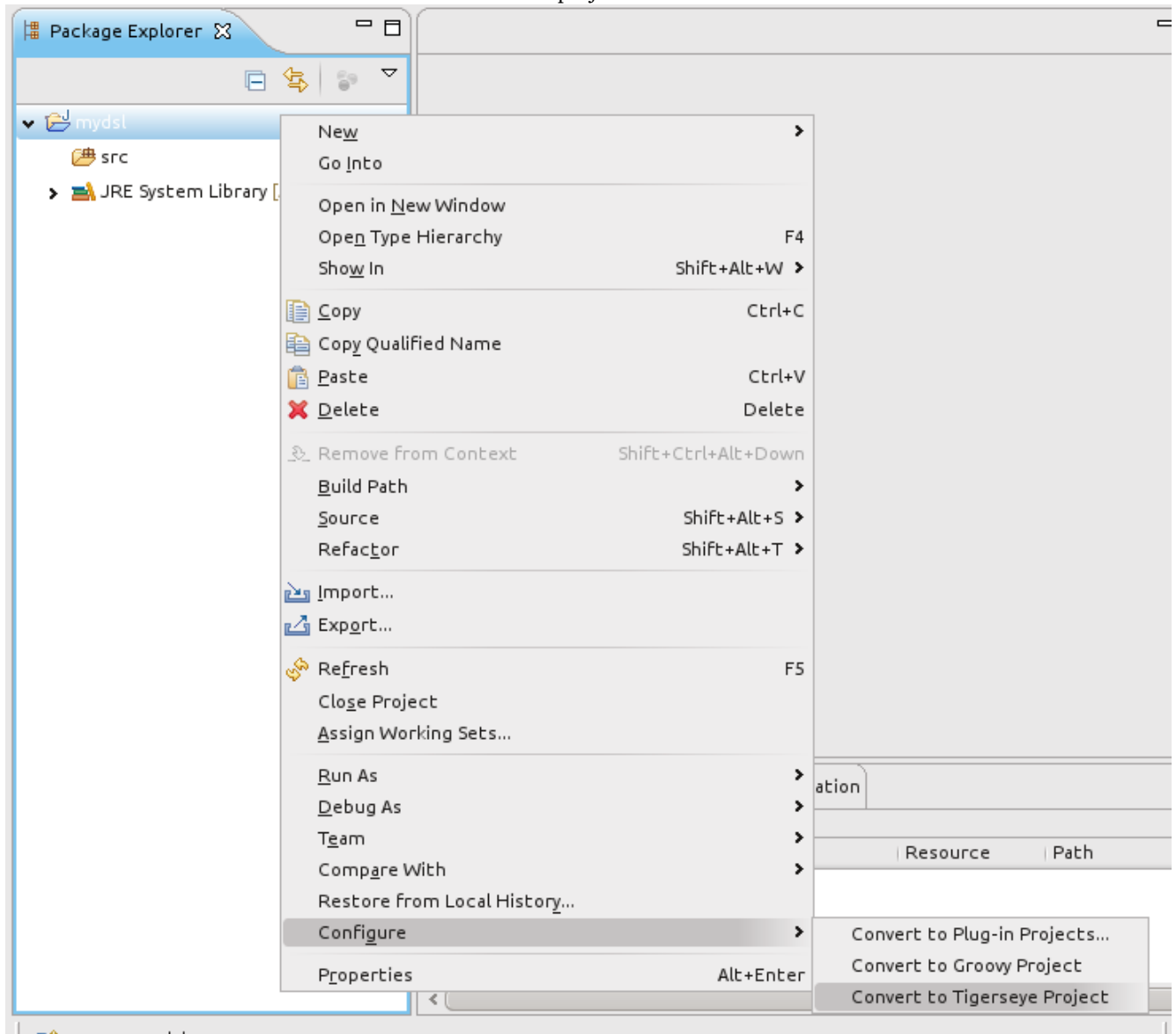
The editor provides keyword coloring for active DSLs. The colors can be configured using the *Tigerseye Editor* preference page, where every DSL can be configured separately and the general keyword coloring can be activated or deactivated.



Add and Remove Nature

TigersEye has additional requirements which will be imported when adding the *TigersEye* nature to a project. The project must have at least the Java nature otherwise the transformation to a *TigersEye* project is not possible. Following figure

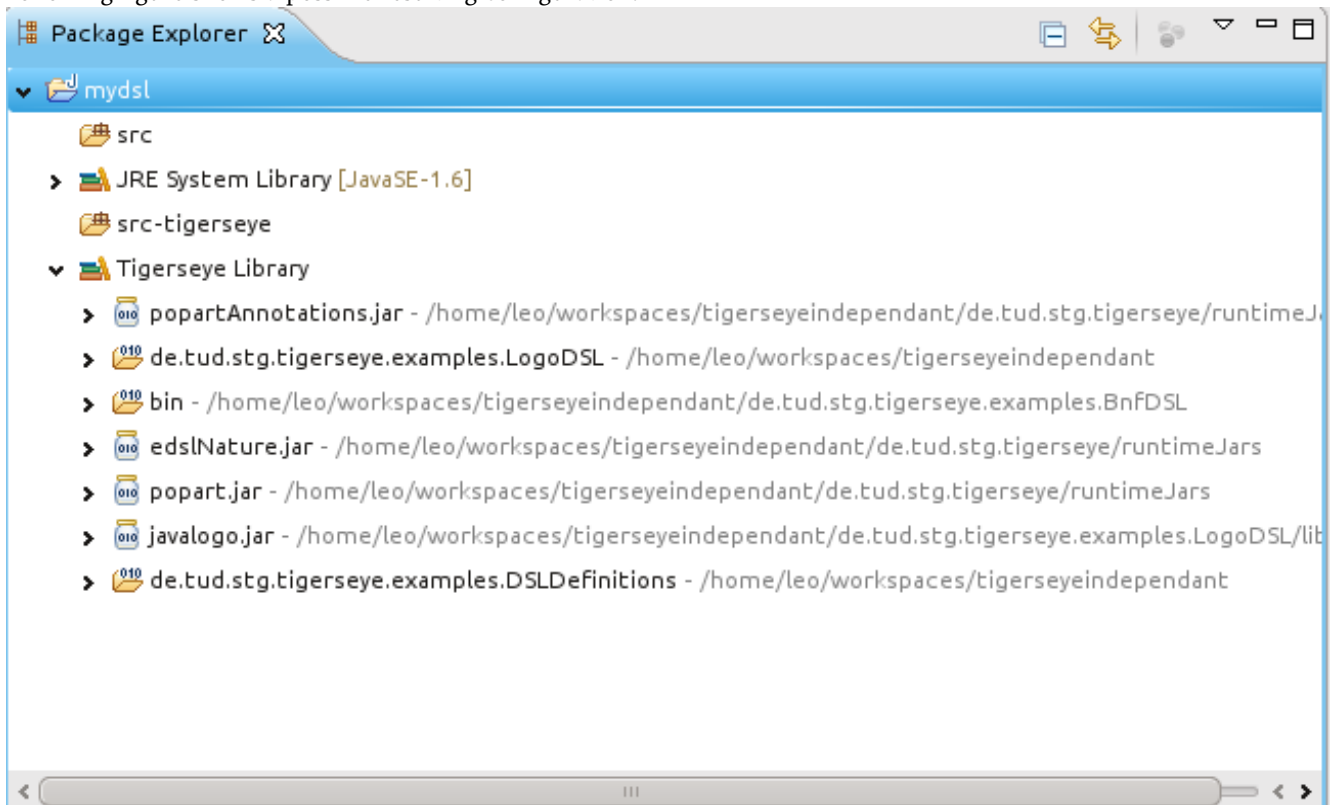
shows the available context menu to add the nature to a project.



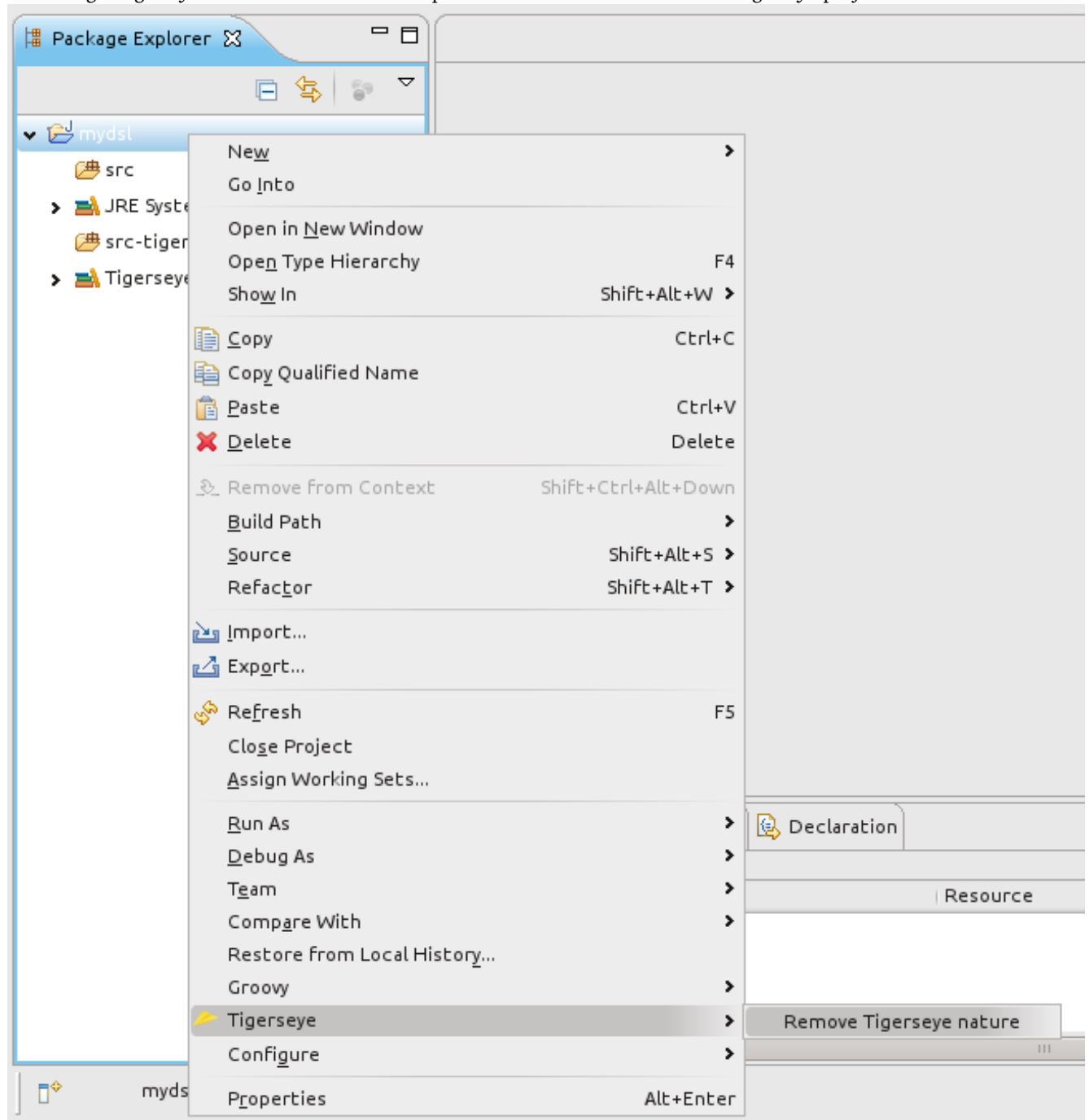
This will do two things:

1. A separate source folder will be created into which the translated DSL files will be put (here: `src-tigerseye`).
2. A new class path container will be added which contains the runtime libraries (`popartAnnotations.jar`, `popart.jar`, `edslNature.jar`) and the libraries of registered DSLs as well as their dependencies. For example `de.tud.stg.tigerseye.examples.LogoDSL` and `de.tud.stg.tigerseye.examples.DSLDefinitions`. Additionally the `GroovyNature` will be added if not already configured.

Following figure shows a possible resulting configuration.

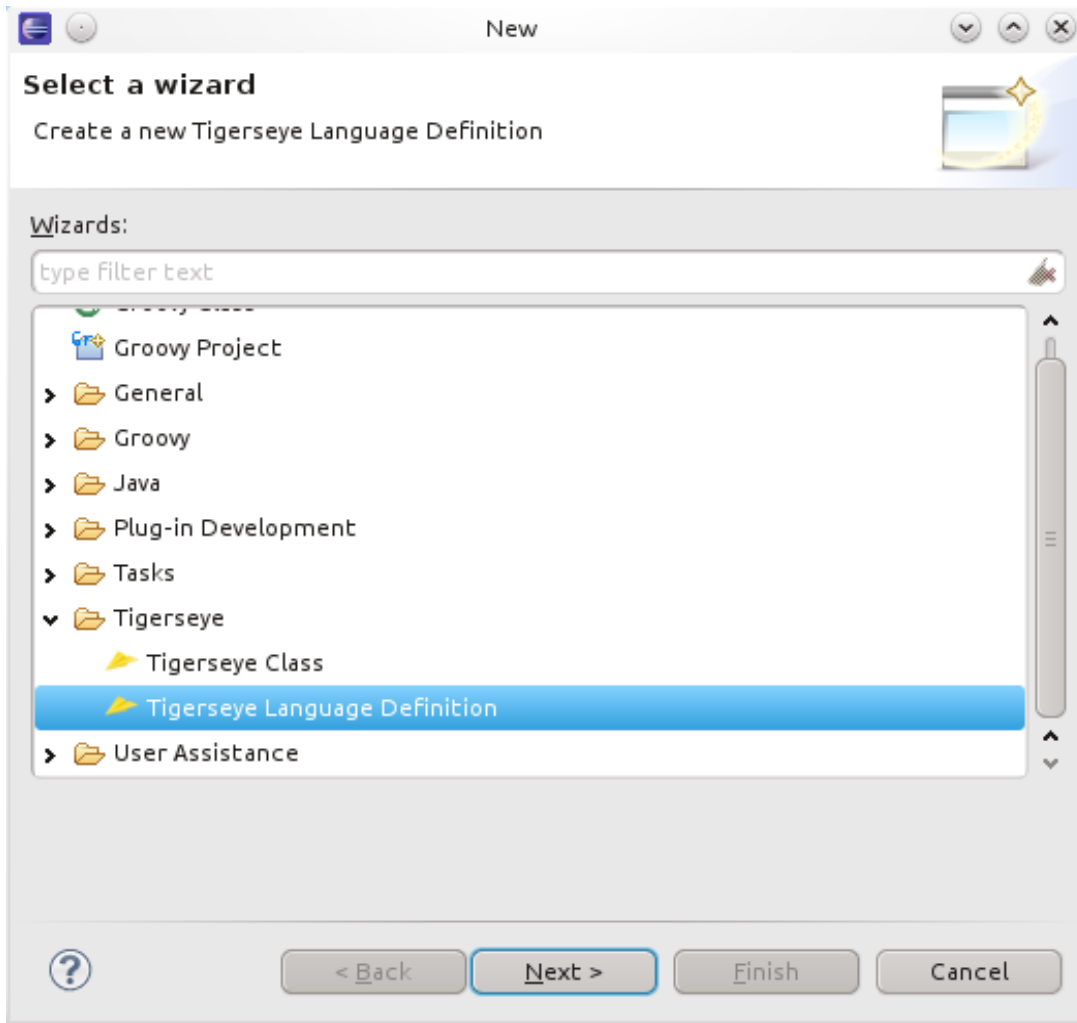


Removing a *Tigerseye* nature can also be accomplished via the context menu of a *Tigerseye* project.



Language Definition Wizard

A new language can be created using the *Tigerseye Language Wizard*. The Wizard can be accessed via **File > New > Other**



The next figure shows the first page of the Wizard.

Create new Tigerseye Language.

Tigerseye Language Definition

<default> package is not allowed for language definitions.

Source folder:

Package: (default)

☐ Enclosing type:

Name:

Modifiers: ☒ public ☐ default ☐ private ☐ protected
☐ abstract ☐ final ☐ static

Superclass:

Interfaces:

Which method stubs would you like to create?


☐ public static void main(String[] args)

☐ Constructors from superclass

☒ Inherited abstract methods

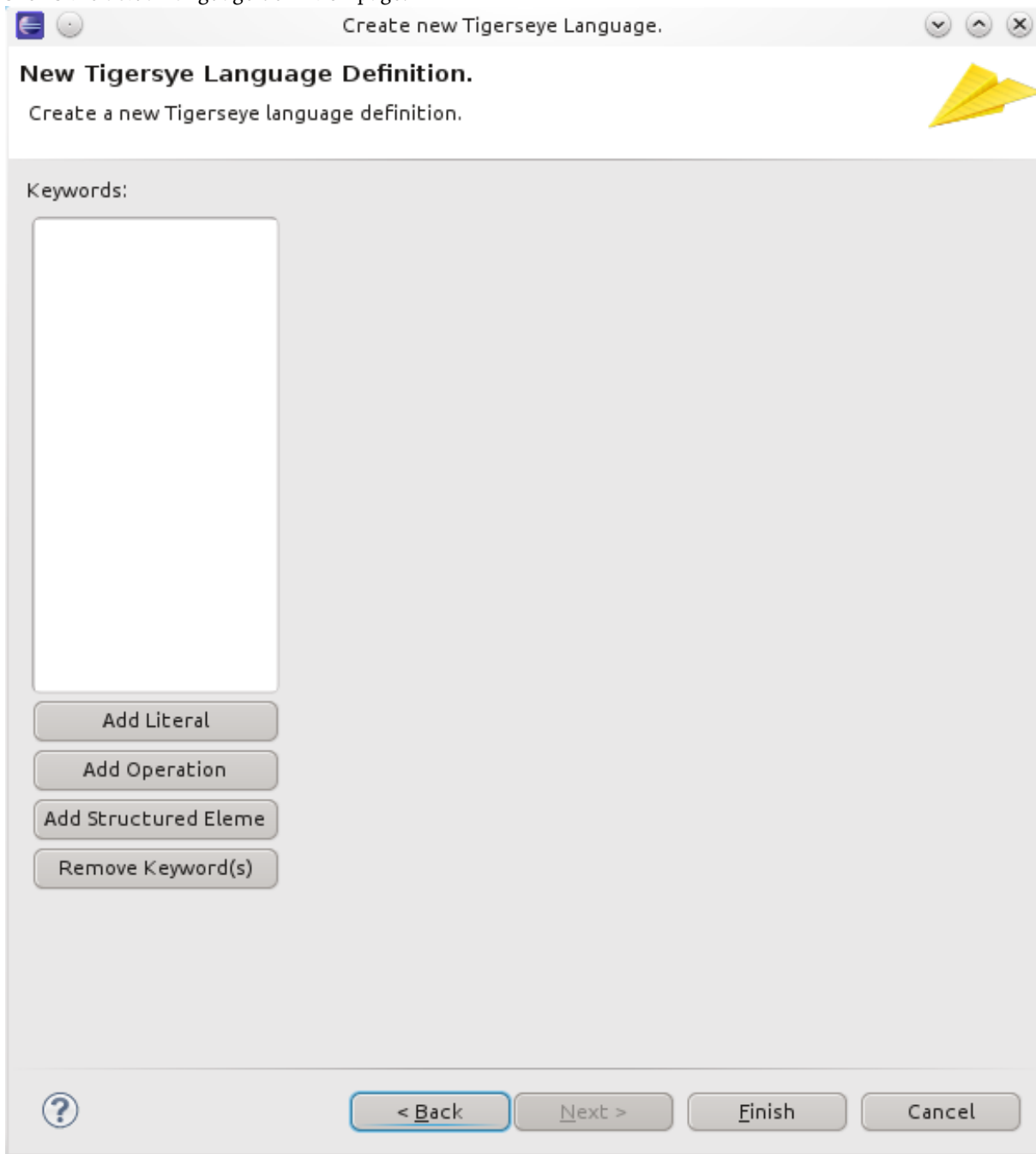
Do you want to add comments? (Configure templates and default value [here](#))

☐ Generate comments



There the name of the main language class can be defined. As shown the default package is not a valid package for a language definition, since this will cause problems when trying to use the language within a Java class. The next figure

shows the actual language definition page.



The screenshot shows a window titled "Create new Tigerseye Language." with standard window controls (minimize, maximize, close) in the top right. The main heading is "New Tigerseye Language Definition." followed by the instruction "Create a new Tigerseye language definition." A yellow paper airplane icon is in the top right corner. Below the heading is a section labeled "Keywords:" containing a large, empty rectangular text area. To the left of this area are four buttons: "Add Literal", "Add Operation", "Add Structured Eleme", and "Remove Keyword(s)". At the bottom of the window is a row of four buttons: a help button (question mark icon), "< Back", "Next >", and "Finish". The "< Back" button is highlighted with a blue border.

On the language definition page the different literals, operations and structured elements can be added. In Section Examples the usage of the wizard is showcased.

The *New Tigerseye Class Wizard* enables easy creation of new DSL classes.

Tigerseye Class
Create a new Tigerseye class

Source Folder: mydsl/src Browse...

Package: (default) Browse...

☐ Enclosing type: Browse...

Name:

Modifiers: ☒ public ☐ default ☐ private ☐ protected
☐ abstract ☐ Create Script ☐ static

Superclass: java.lang.Object

Interfaces:

Which method stubs would you like to create?

☐ public static void main(String[] args)

☐ Constructors from superclass

☒ Inherited abstract methods

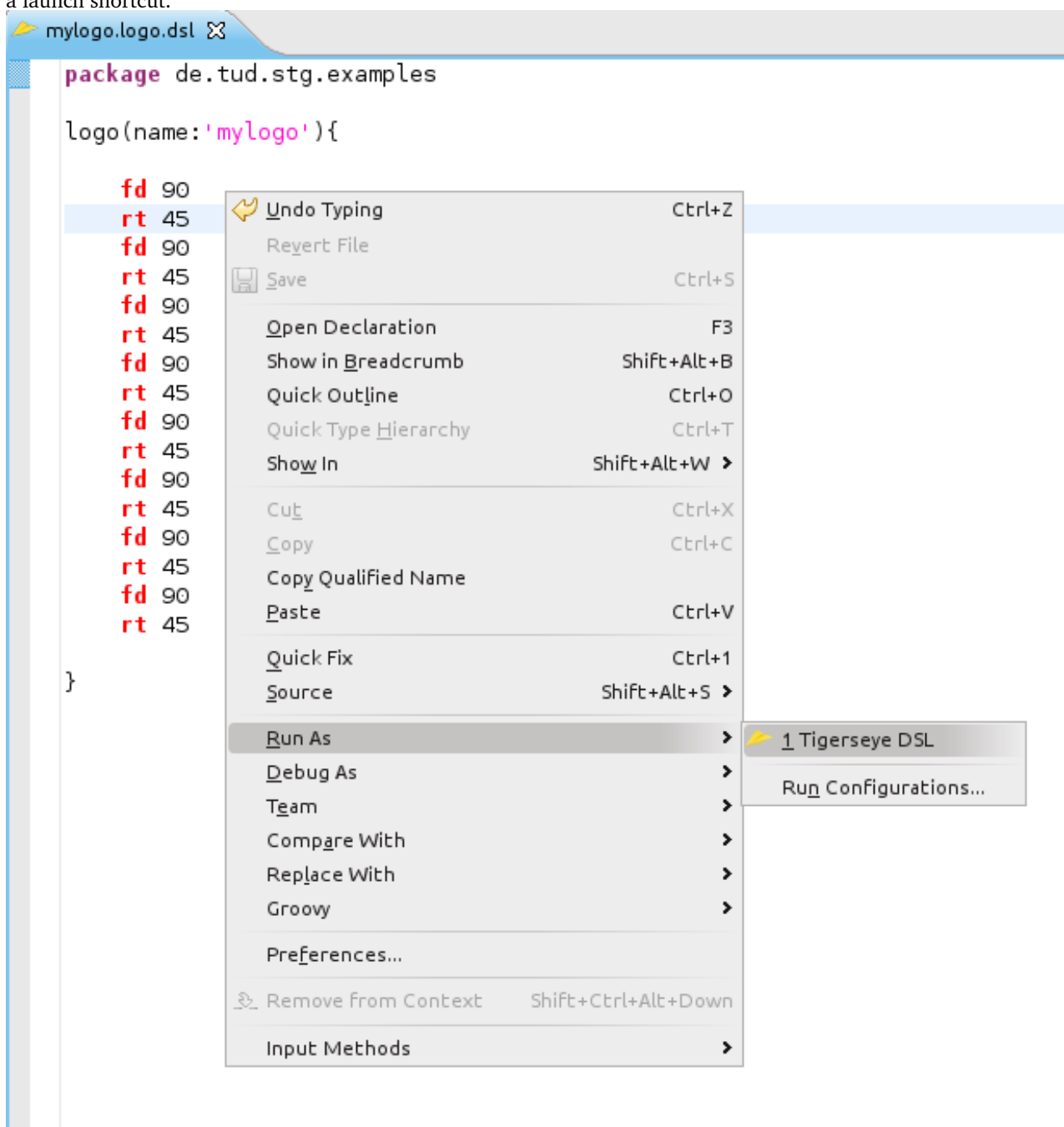
Do you want to add comments? (Configure templates and default value [here](#))

☐ Generate comments

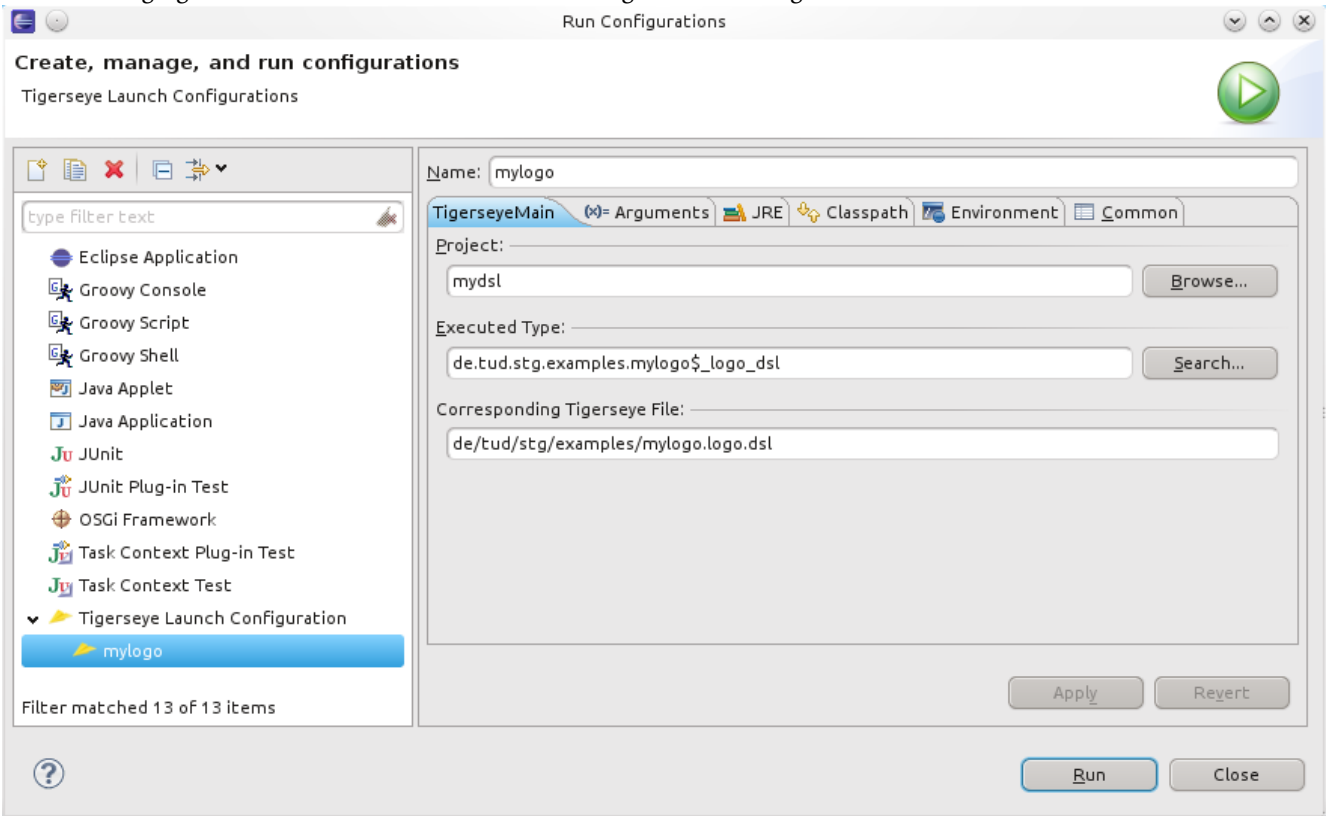
? < Back Next > Finish Cancel

It is basically a version of the *Groovy Class Wizard*. Not all modifiable areas have influence on the generated code. The useful fields for generation are Source folder, Package, Name and the DSL extension.

A DSL can be launched using a *launch shortcut* or via the *Run Configurations* dialog. The next figure shows a launch using a launch shortcut.



The following figure shows the launch via the Run Configurations Dialog.



In the Run Configurations Dialog a new launch can be configured or a previous launch adjusted. On the Tigerseye tab the project from which a DSL will be launched as well as the DSL file to launch can be chosen. When using the launch shortcut the Groovy default launch configuration is assumed, which will set additional classpath properties. Later these can be modified using this dialog.

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