

CamilleX Documentation

None

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1. 1. CamilleX User Manual

[CamilleX](#) new constructs (called `XMachines` and `XContexts`) for Event-B modelling. The new constructs are text files which are automatically translated into the corresponding Rodin's Event-B constructs (i.e., `Machines` and `Contexts`) accordingly. Facility for translating to and from Rodin's components to CamilleX components can be invoked manually. CamilleX is inspired by [Camille](#) text editor for Rodin and is based on [XText](#) technology, hence the name CamilleX.

- *Getting Started:*
- *Installation:* Information for installing the *CamilleX* feature.
- *Basic tutorial:* This tutorial provides a step-by-step walk-through working with CamilleX constructs.

2. Getting Started

2.0.1 2.1 Installation

[CamilleX](#) is available from the main Rodin update site (under `CamilleX` category). There are two versions of the feature, the standard version for users and the SDK version for software developers which include source code.

2.0.2 2.2 Configuration

Windows users must change the workspace text file encoding to *UTF-8*. This can be updated under the `Rodin Preferences General/Workspace` then in the `Text file encoding` section, select **Other: UTF-8**.

2.0.3 2.3 IMPORTANT

Currently, *CamilleX* not only supports *standard* Event-B machines and contexts, but also supports *Machine Inclusion* (for composition), and *Record* extension to the Event-B modelling language.

Since the *XContexts* and *XMachines* are compiled to the Rodin files, the corresponding Rodin contexts and machines will be **OVERWRITTEN**. Any changes in the Rodin files will not be lost.

DO NOT USE the *CamilleX* if you use modelling plug-ins that use the Rodin files as source such as *UML-B* state-machines and class-diagrams, as the additional modelling elements will be over-written.

2.1 Basic Tutorial

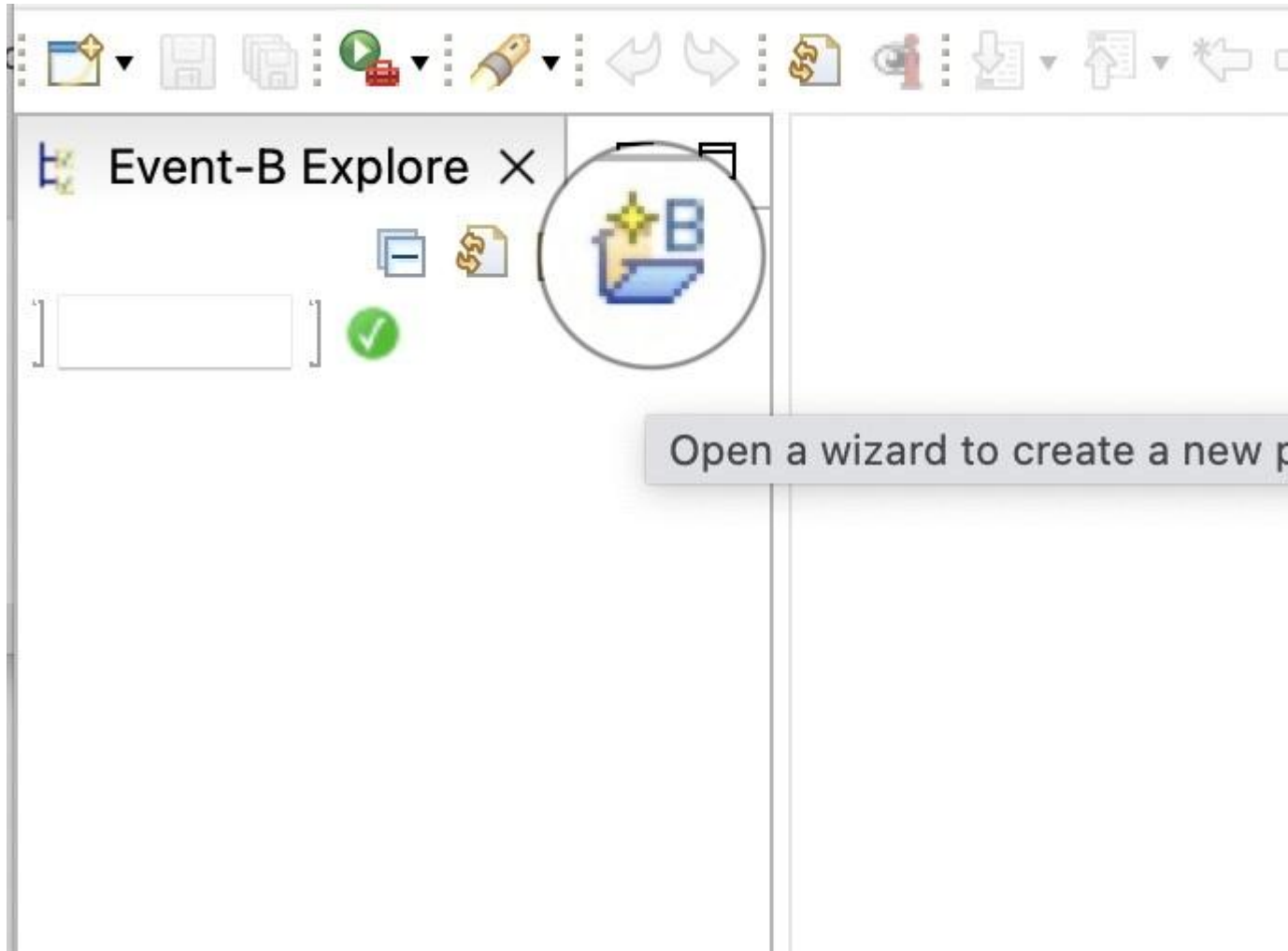
2.4.1 Task 1. Create an Event-B Project

Introduction

The purpose of this task is to create an Event-B project for the CamilleX constructs.

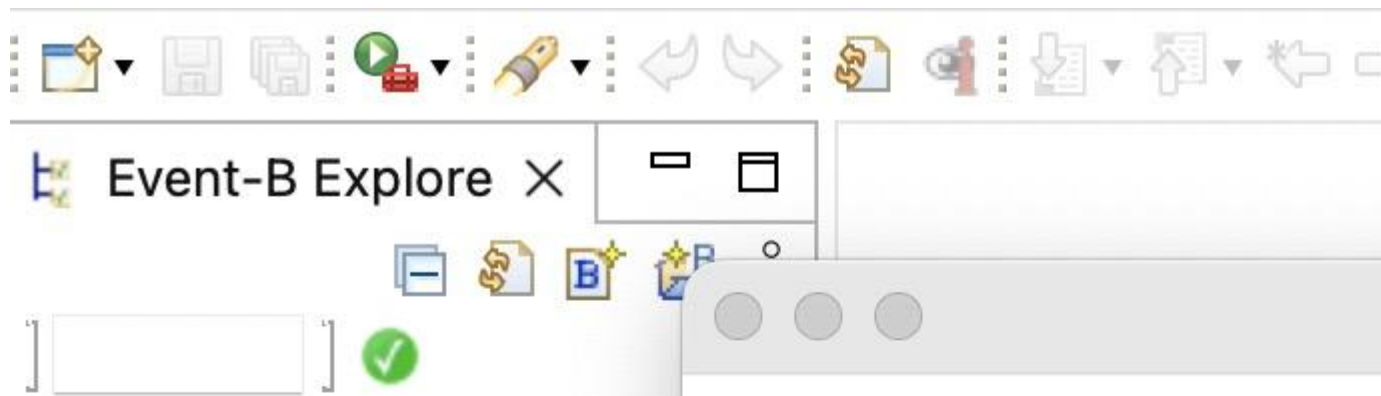
Step 1. Create a New Event-B Project Named club

- Click on the new Event-B project button on the *Event-B Explorer*.



(The same wizard can be invoke through the menu `File -> New -> Event-B Project`)

- From the pop-up dialog, enter `Club` as the `Project name`



New Event-B Project

This wizard creates a new

Project name:

☐ Add project to working s

Working set:

- Click `Finish` to confirm the creation of the project.

New Event-B Project

This wizard creates a new (empty) Event-B Project in

Project name:

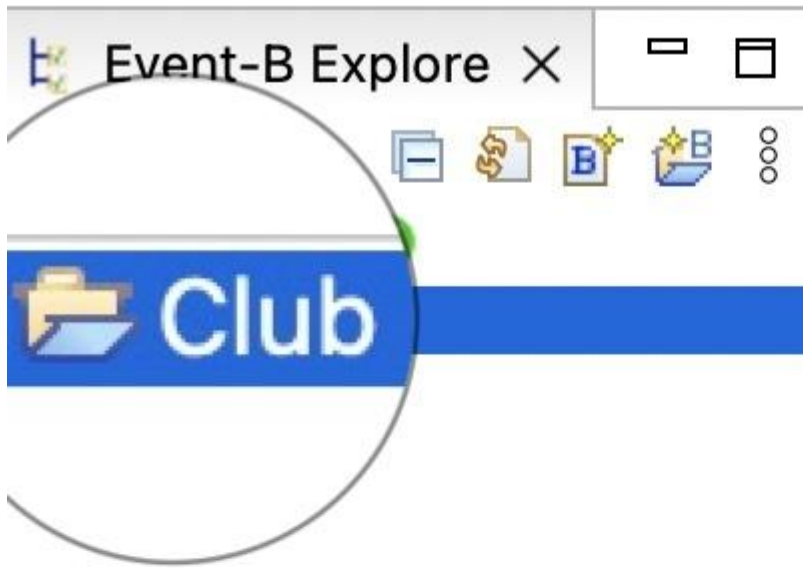
☐ Add project to working sets

Working set:



Conclusion

By now, the project `club` should be visible in the *Event-B Explorer*.



2.4.2 Task 2. Create an XContext

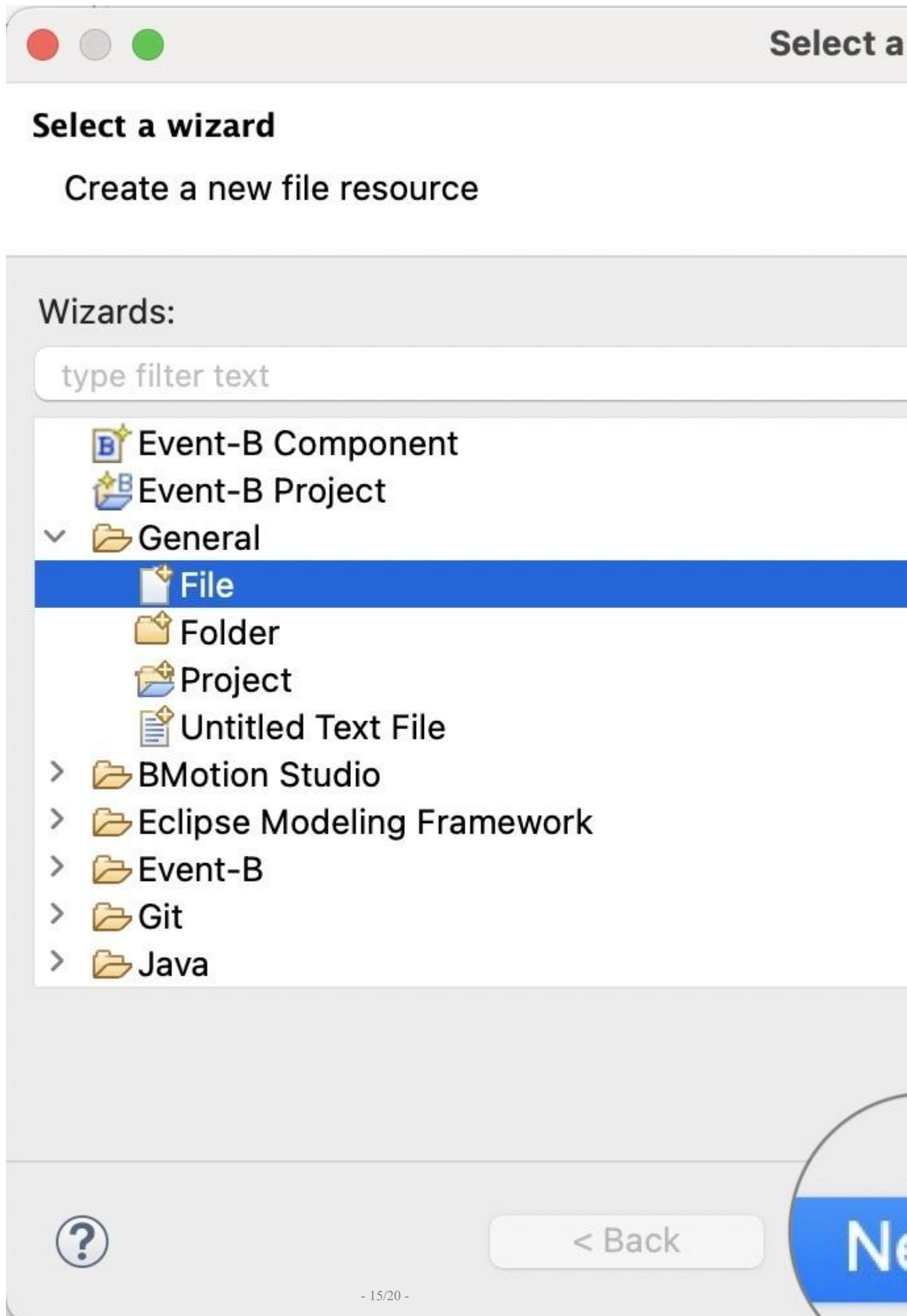
Introduction

The purpose of this task is to create a simple XContext within the newly created project.

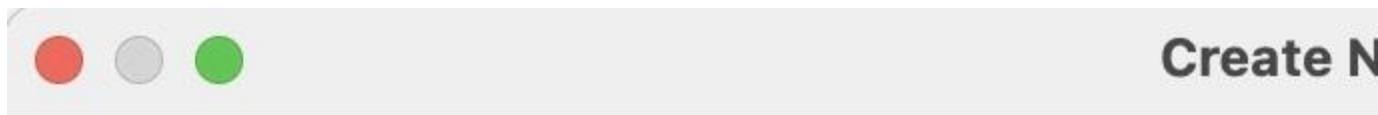
Step 1. Create a New XContext Named `coursesCtx.bucx`

- Use the menu `File -> New -> Other` to open the `Select a wizard` dialog.

- On the pop-up Select a wizard dialog, navigate to General -> File, click Next.



- On the `Create New File` dialog, choose `Club` project as the parent folder, and put `coursesCtx.bucx` as the `File name`. The file extension `.bucx` is important to indicate that the file is an *XContext*. Click `Finish` to confirm the file creation.



File

Create a new file resource.

Enter or select the parent folder:

Club



Club

File name:

Advanced >>




- **Important:** A pop-up dialog will be displayed asking to convert the `Club` project to an *XText* project, please answer **Yes**

File


Create a new file resource.

Enter or select the parent folder:

Club

Configur

 Do you want to convert 'Club' to an Xtext project?

☐ Remember my decision

Next >

File name:

coursesCtx.bucx

Advanced >>

(If you miss this step, you can invoke it via right click on the `Club` project from the *Event-B Explorer* and `Configure -> Convert to XText Project`). The new created file `coursesCtx.bucx` will be opened automatically in an editor. It has some error markers and we will fix this in the next step.