

Bouml start-up guide

1. Create a new project. Example “doublelist”
2. Click **Language** menu. Set as Figure-1

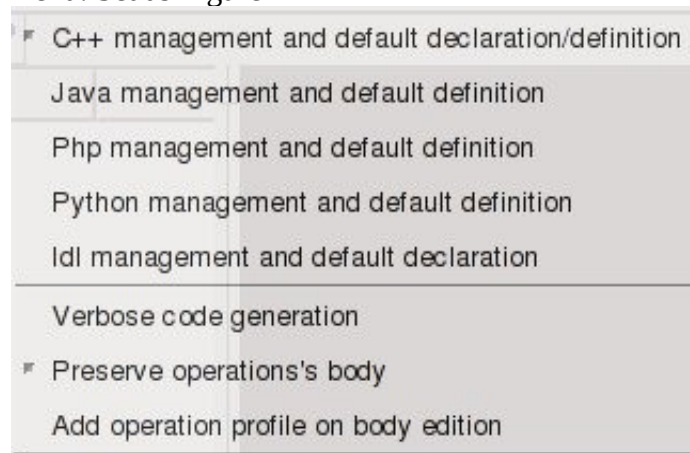


Figure-1: Languages menu

3. Right-click project name, pup up a context menu (Figure-2). Select **New package** and input package name, such as: “bbt”. Right-click package name, select **New class view**, input class view name, as “doublelist”

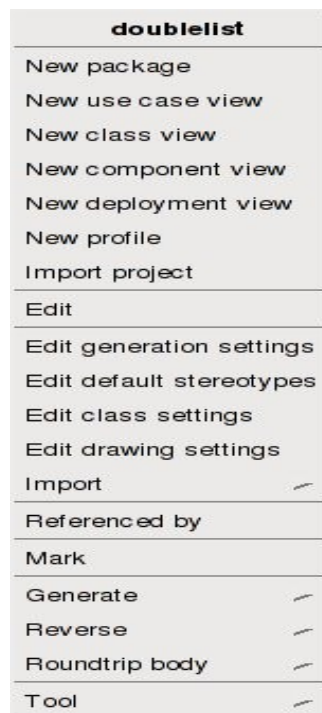


Figure-2: project context menu

- Right-click “doublelist” class view name, pop up a context menu (Figure-3), select **New class diagram**, input a new class diagram name, such as “doublelist”

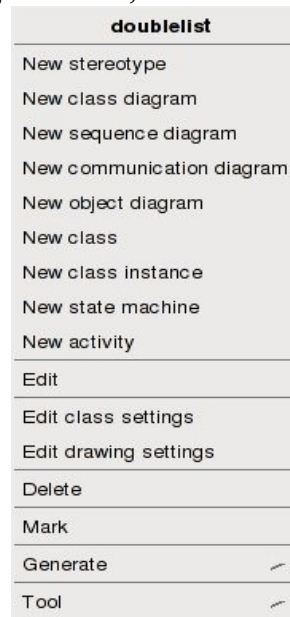


Figure-3: Class view context menu

- Double click your class diagram name, open it at right panel, and draw your class(Figure-4) .

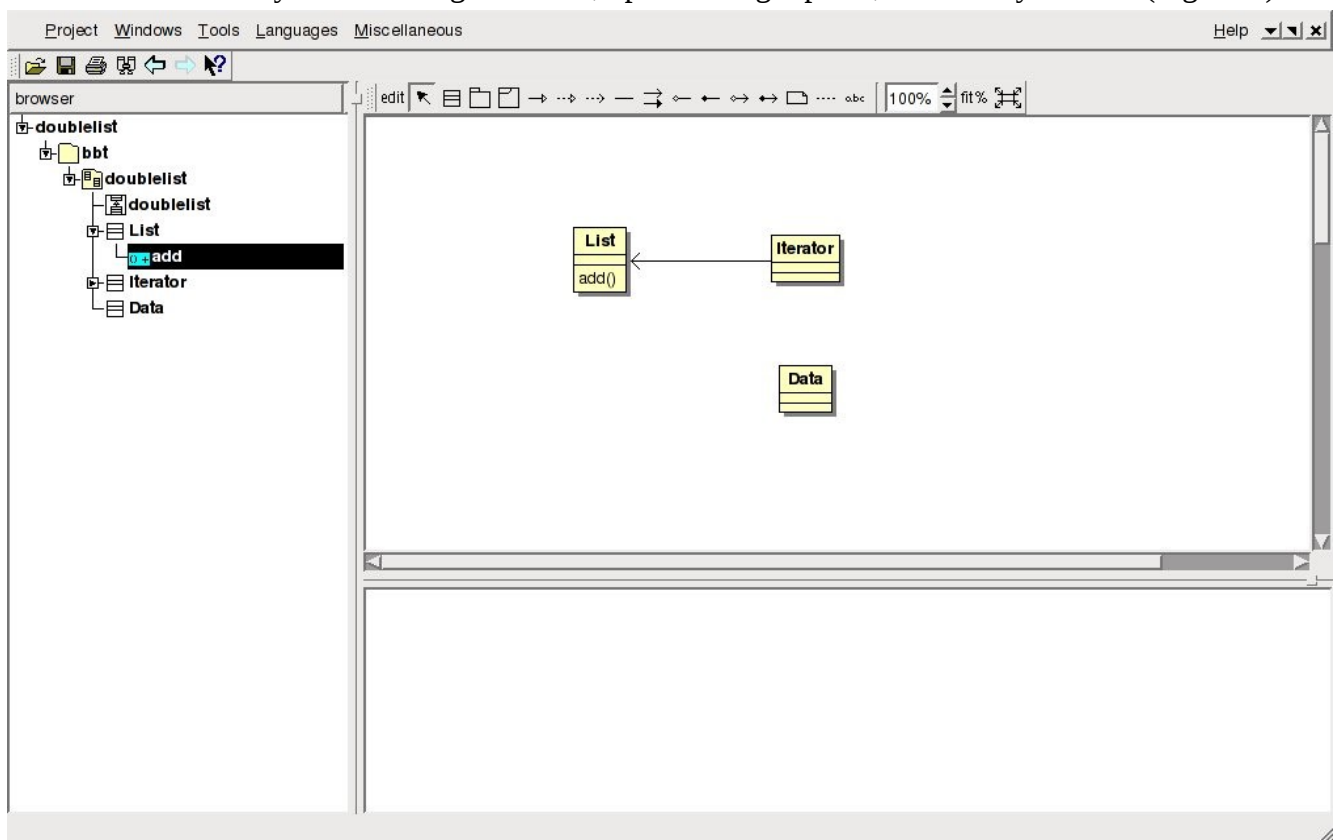


Figure-4: Class diagram

6. Right-click package name, select New deployment view (Figure-2), create a new deploy view. Give the new deployment a name such as “deploy”. Right-click deploy view name and select **New artifact** (Figure-5), create a new artifact, for example: list.



Figure-5: Deployment view context menu

7. Edit artifact attribute by double-click artifact name. Set stereotype to source (Figure-6)

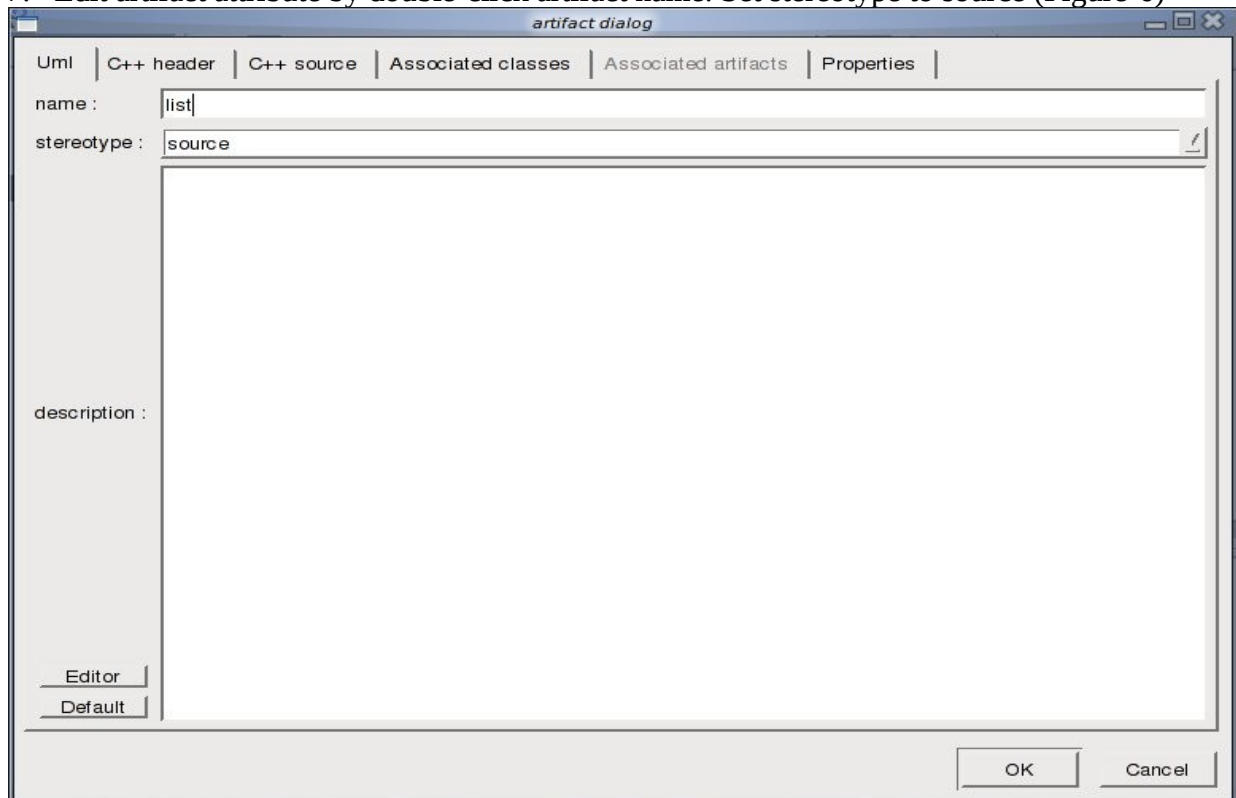


Figure-6: Artifact Stereotype

8. Set Associated class to what you want, and set C++ header, C++ source to **Default definition** (Figure-7,Figure-8,Figure-9).

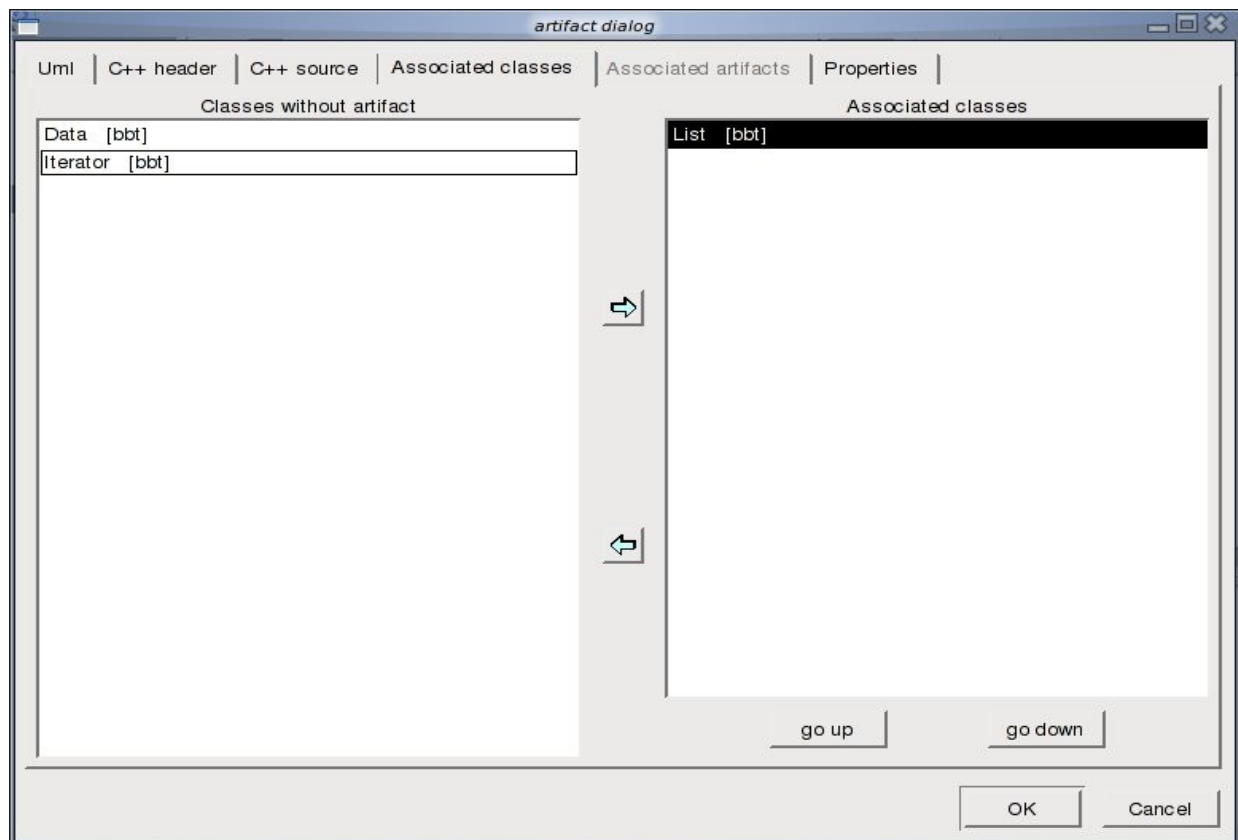


Figure-7: Associated classes

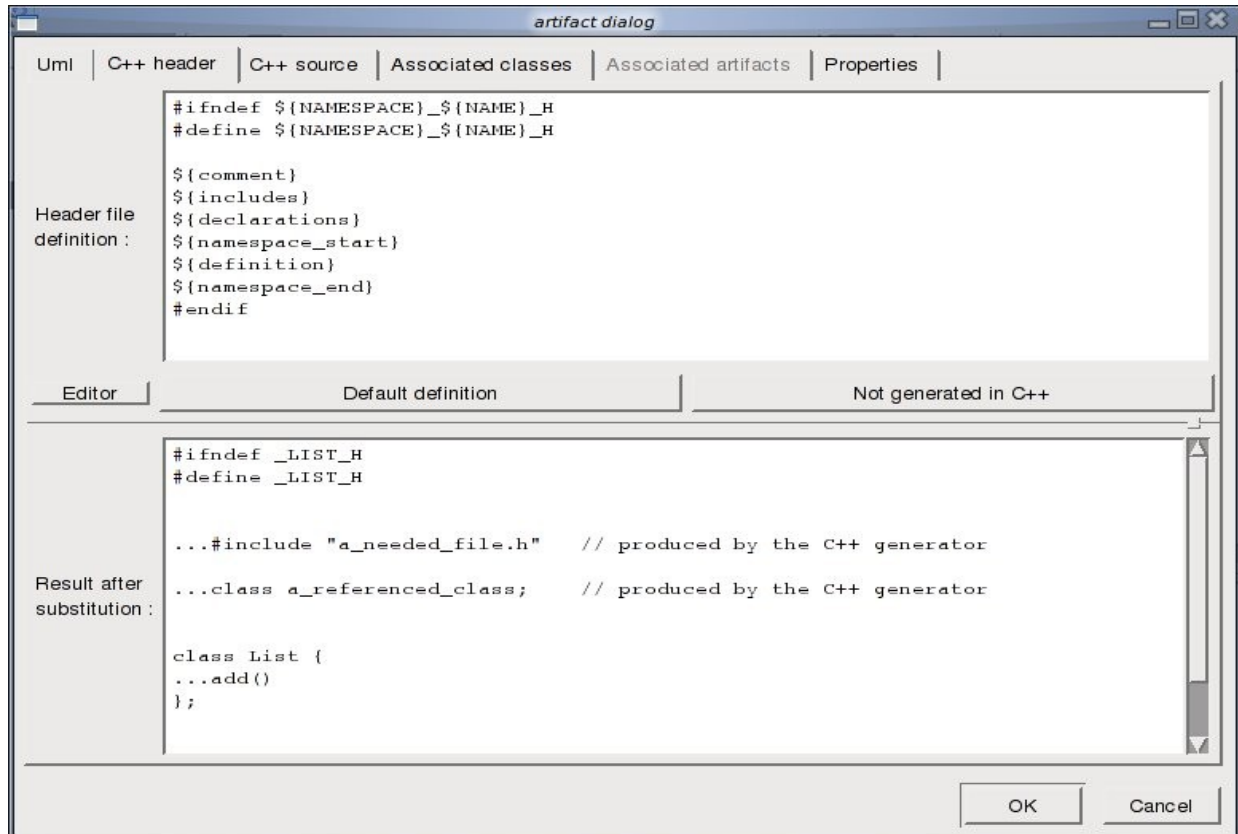


Figure-8: C++ header

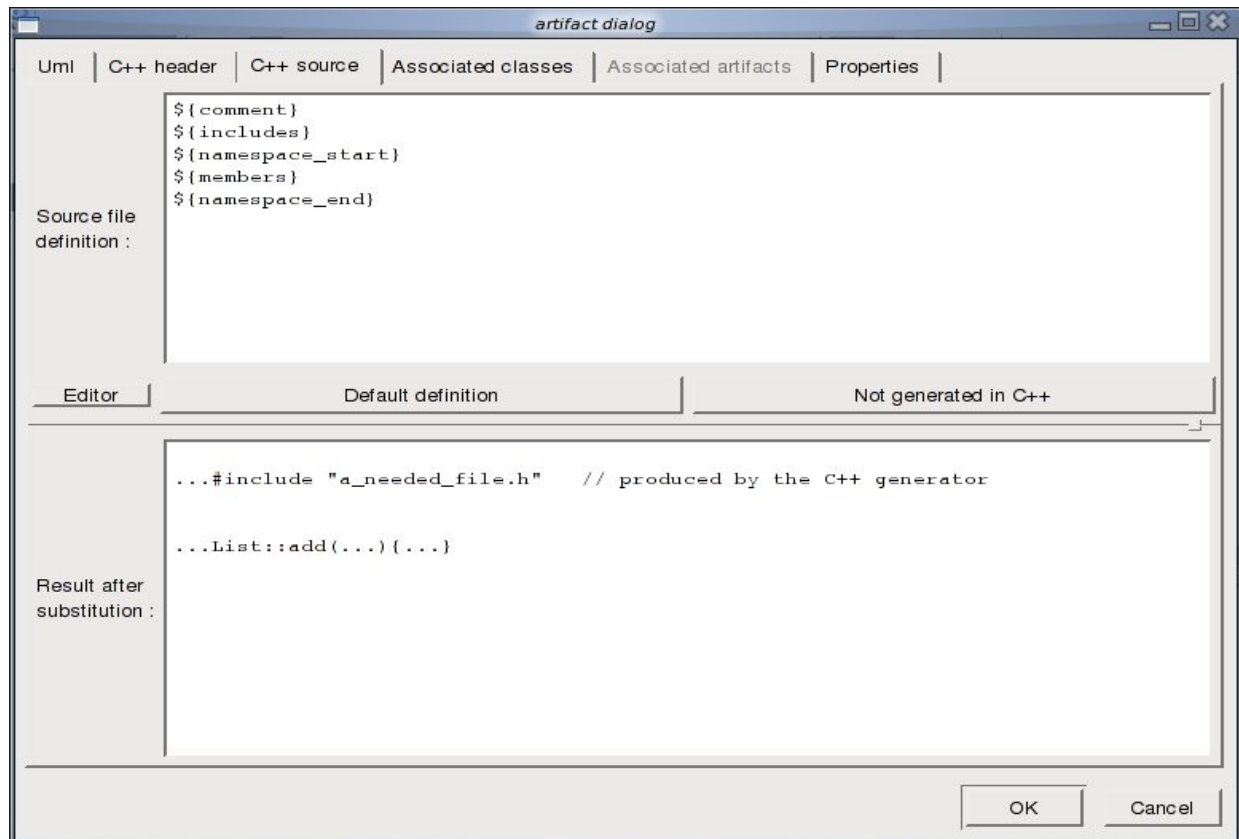


Figure-9: C++ sources

9. Right-click project name (Figure-2), select **Edit generation settings**. In **Directory** tap (Figure-10), set **C++ root dir** to your source code directory.

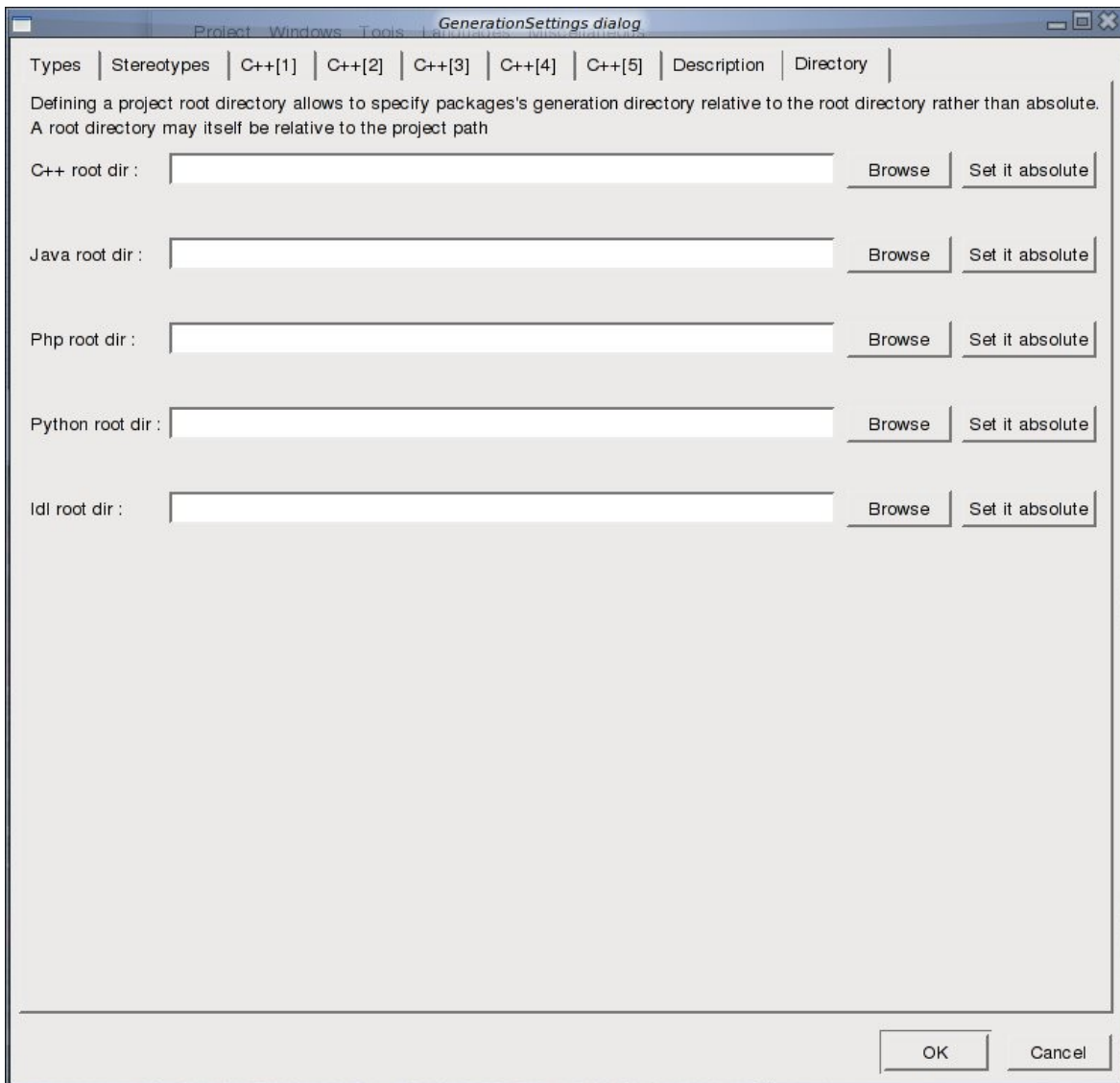


Figure-10. Edit generation Settings

- Right-click artifact name. Select **Generate** (Figure-11) and select **C++** to generate code in your source code directory.



Figure-11: Artifact context menu