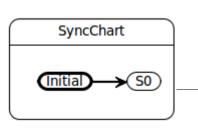# Structure Based Editing

1. In-place model2model transformations (Xtend)

```
Void addChoice(State source):
let choice = new State:
let opt1 = new State:
let opt2 = new State:
choice.setLabel("C1") ->
choice.setType
    (StateType::CONDITIONAL) ->
connectStates(source,choice) ->
connectStates(choice,opt1) ->
connectStates(choice,opt2) ->
source.parentRegion.
    innerStates.add(choice) ->
source.parentRegion.
    innerStates.add(opt1) ->
source.parentRegion.
    innerStates.add(opt2);
```

2. Configuration with extension points

```
<configuration>

 <transformations>
  addChoice (transformation)
    name="Add Choice"
     transformation="addChoice"
     keyboardShortcut=M1+K C
 </transformations>

 <menuContribution>
  menu:eclipse.ui.main.menu?after=window
    AddChoice (transformationCommand)
   toolbar:eclipse.ui.main.toolbar
    AddChoice (transformationCommand)
   popup:eclipse.ui.popup.any
    AddChoice (transformationCommand)
 </menuContribution>

</configuration>
```

3. Executing in Eclipse

Keyboard Shortcut

Menu Contribution