**Workspaces video #1**

(slide 1)

xtUML Editor is comprised of a set of plug-ins integrated into the Eclipse Development Environment.

Eclipse uses two key organizational concepts projects and workspaces, which we will discuss now.

(slide 2)

* A project is the fundamental unit of organization in Eclipse. Most operations require the context of a project.
* A workspace holds one or more related projects.

When you launch xtUML Editor you are immediately presented with a workspace selection dialog, like the one shown here.

You can, of course, specify any directory structure you desire. Here I have chosen to create a workspace named “GPS\_products”. I will then create GPS-related projects under this workspace after I launch xtUML Editor.

I intend to store all of my workspaces under “C:\development”, but there is no requirement to do so. You may store other workspaces in other folders on disk. But be careful. Do not nest one workspace inside of another one.

(Slide 3)

Another word of advice: if you intend to use git for your Revision Control System, do not create your xtUML Editor workspace under the git repository. Keep them separate. Eclipse has tools to easily import projects from one or more git repositories into the workspace. Similarly, when cloning a git repository, do not clone it into the workspace. Clone it into a completely separate location on disk. We will discuss this again in the lesson on configuration management.

**Workspaces video #2**

(Video starts showing desktop)

Now that we understand workspaces and projects, let’s start xtUML Editor.

(Video: double-click icon, launch on workspace C:\development\GPS\_products, welcome screen shows)

As we discussed previously, a project is the fundamental unit of organization in Eclipse. Most operations require the context of a project. So, let’s create a new project in the workspace.

(Video shows the new xtUML Project process)

xtUML Editor includes some sample projects. These projects are available via the Welcome page. Let’s add the example GPS Watch project now.

(Video clicks Quick Start and GPS Watch, Project comes up)

Now, let’s go over a few key terms about the development environment itself.

* The workbench is the outermost container of an Eclipse-based user interface. It holds all the tools being used at a given time.
* An individual tool panel is called a view. Here you can see views such as Model Explorer, Properties, and Palette. Views can be resized and moved around within the workbench.
* Editors let you manipulate a resource directly, for example a source file, or model elements, such as attributes, activities, and descriptions. Here you see the text editor showing the README. We can expand the model and open xtUML canvas editor. (Video: Show this)
* A perspective contains a group of related views and editors. Right now we are in the xtUML Modeling perspective. You can switch between perspectives to quickly access various task-centered groupings of functionality within the context of a single project or workspace. (Video: Show switching to Git Repository Exploring perspective.)
* There are also built-in perspectives designed for target language coding such as the C/C++ and Java perspectives. (Video: Open Java perspective)

(Video: Click button to switch back to xtUML Modeling)

When you view or enter a xtUML model, you do so from within the xtUML Modeling perspective. As described above, a perspective is just a task-centered collection of views and editors. The xtUML Modeling perspective provides views and editors that center around modeling in xtUML.