Eclipse RCP Part XV – e4 application model

Automotive Financial Services Insurance Life Science & Healthcare Public Sector Telecommunications & Media Travel & Logistics Utilities Automotive Financial Services Insurance Life Science & Healthcare Public Sector Telecommunications & Media Travel & Logistics Utilities Automotive Financial Services Insurance Life Science & Healthcare Public Sector Telecommunications & Media Travel & Logistics Utilities Automotive Financial Services Insurance Life Science Healthcare Public Sector Telecommunications & Media Travel & Logistics Utilities Automotive Financial Services Life Science & Healthcare Public Sector Telecommunications & Media Travel & Logistics Utilities Automotive Financial Services Insurance Life Science & Healthcare Public Sector Telecommunications & Media Travel & Logistics Utilities Automotive Financial Services Insurance Life Science & Healthcare Telecommunications & Media Travel & Logistics Utilities Automotive Financial Services Insurance Life Science & Healthcare Public Sector Telecommunications & Media Travel & Logistics Utilities Automotive Financial Services Insurance Life Science & Healthcare Public Sector Telecommunications & Media Travel & Logistics Utilities Automotive Financial Services Insurance Life Science & Healthcare Public Sector

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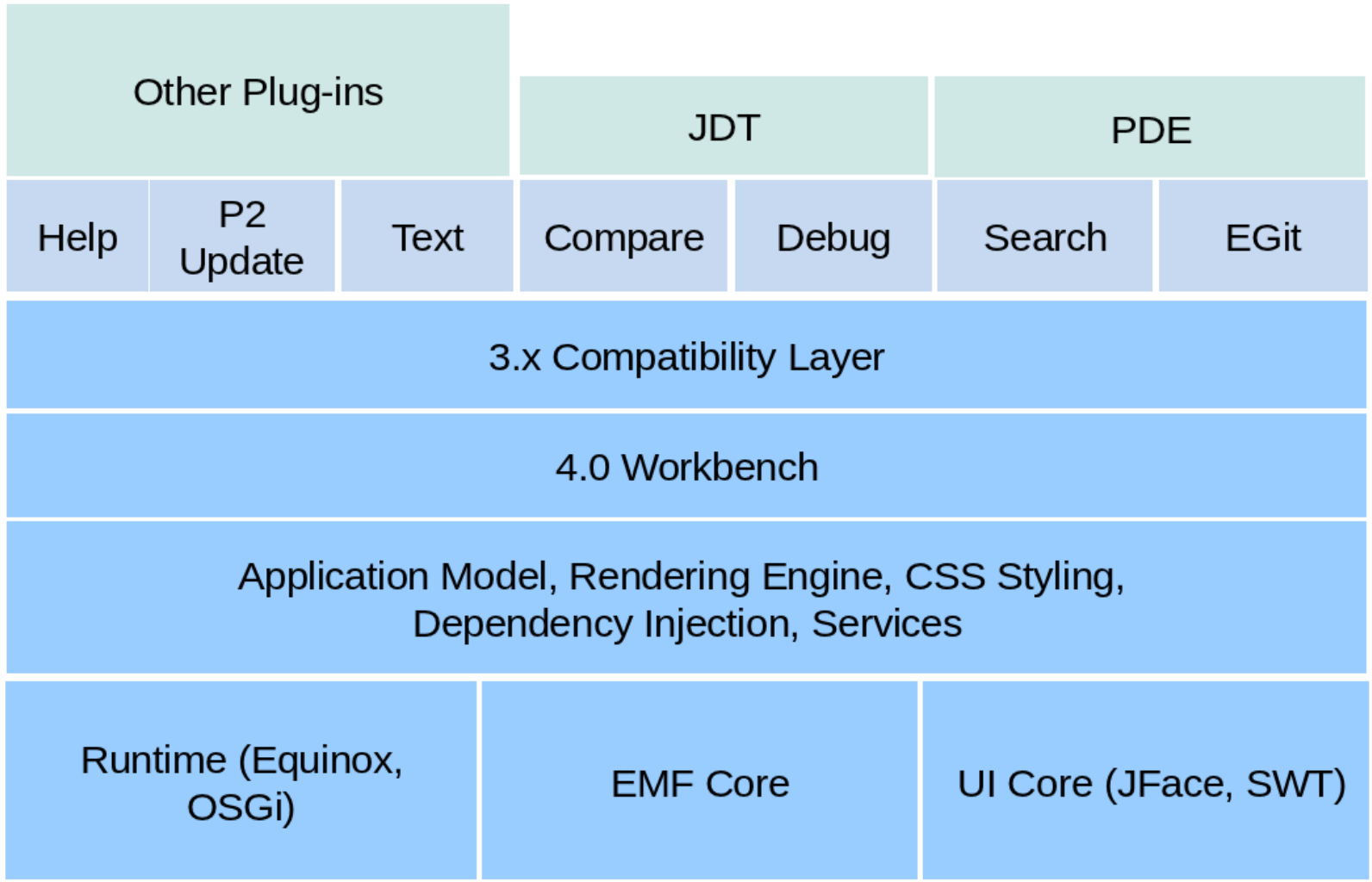
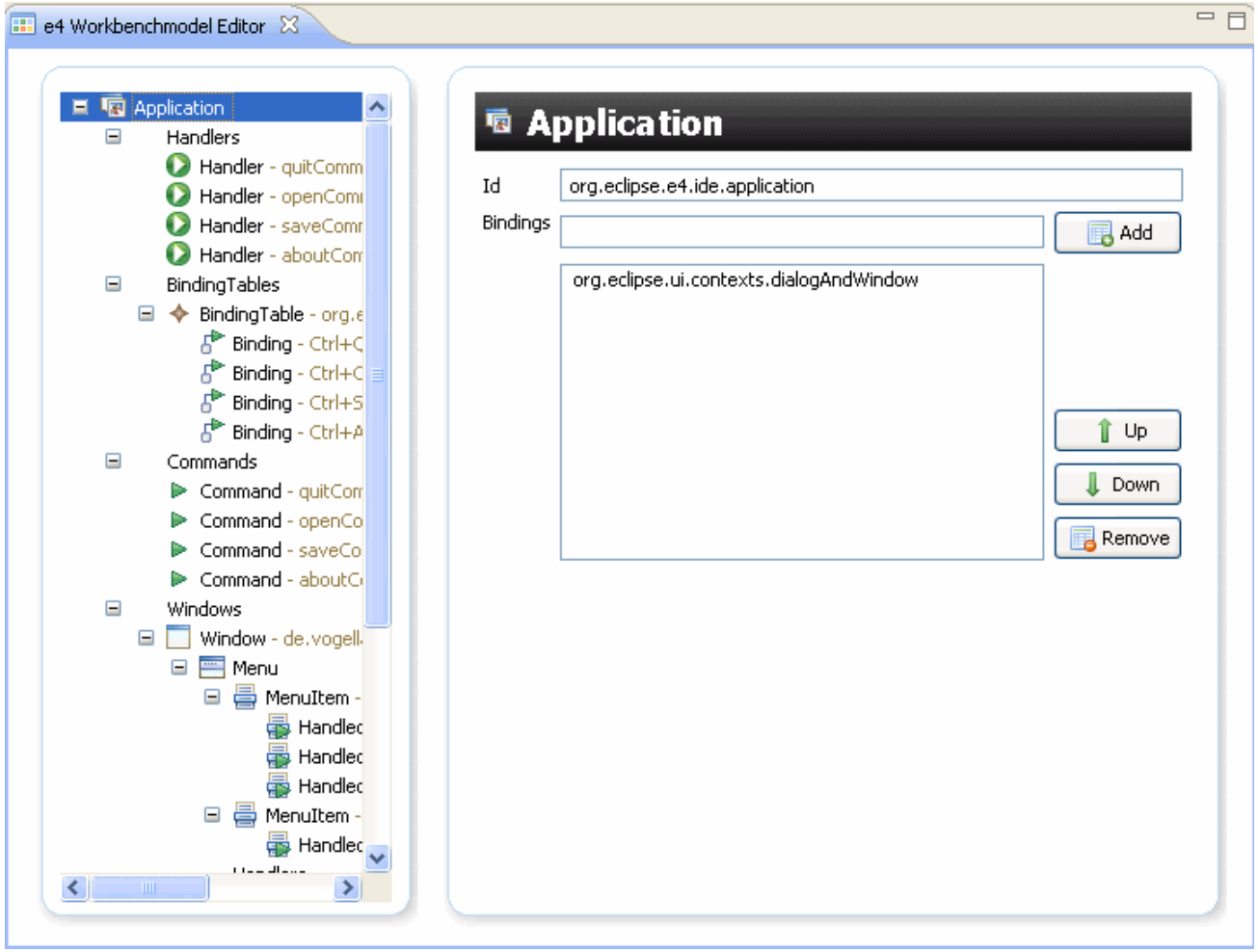
Eclipse 4 Architecture



EMF Introduction

- Live demo

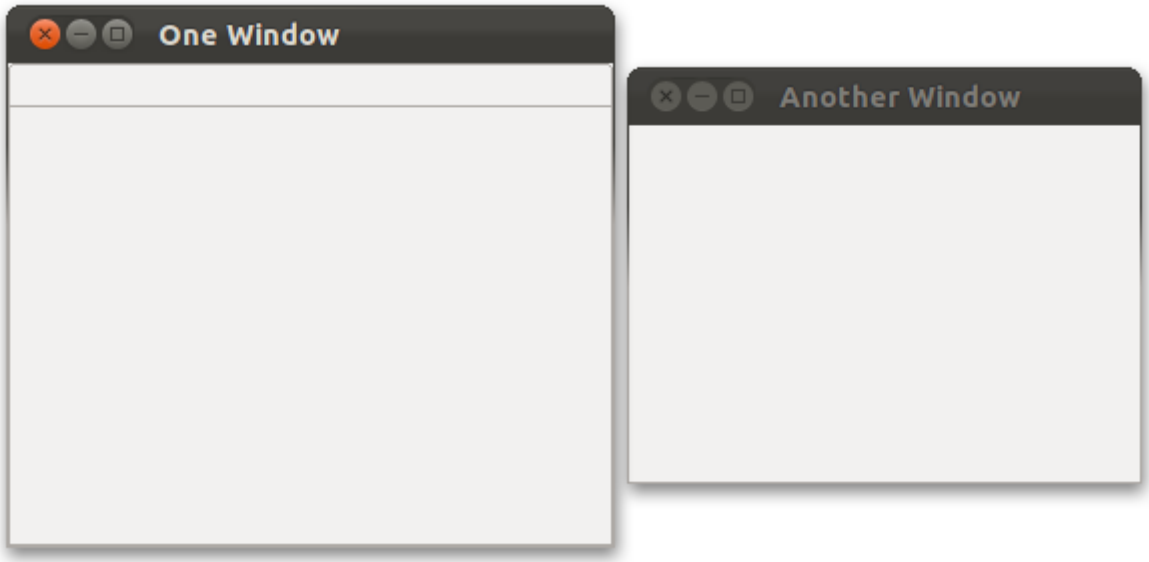
E4 application model



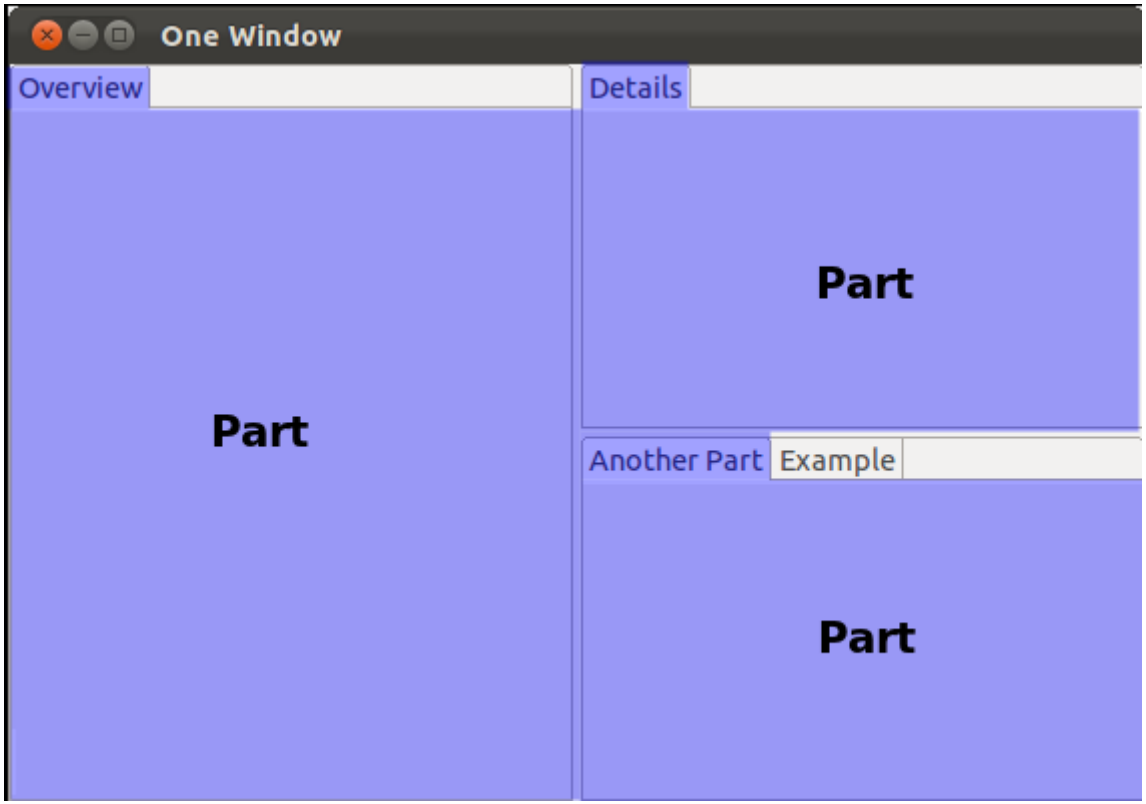
Live-Editor

- Alt-Shift-F9 to invoke live editor
- Live demo

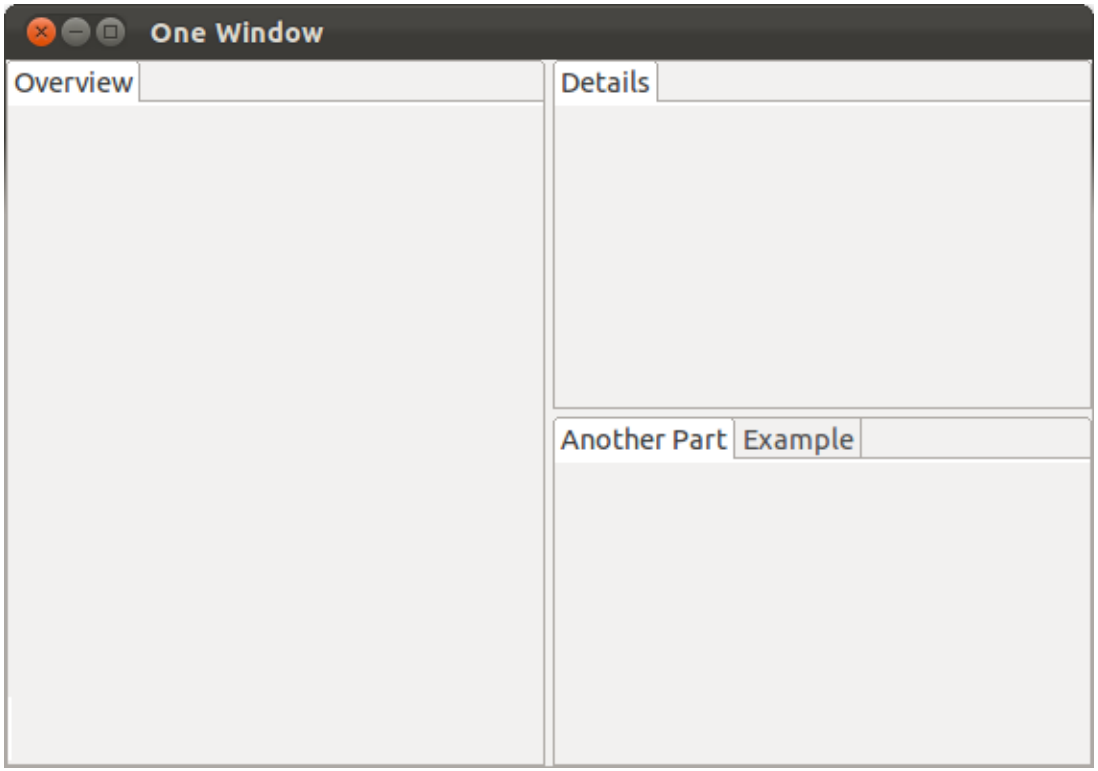
Important model elements - Windows



Important model elements – Parts

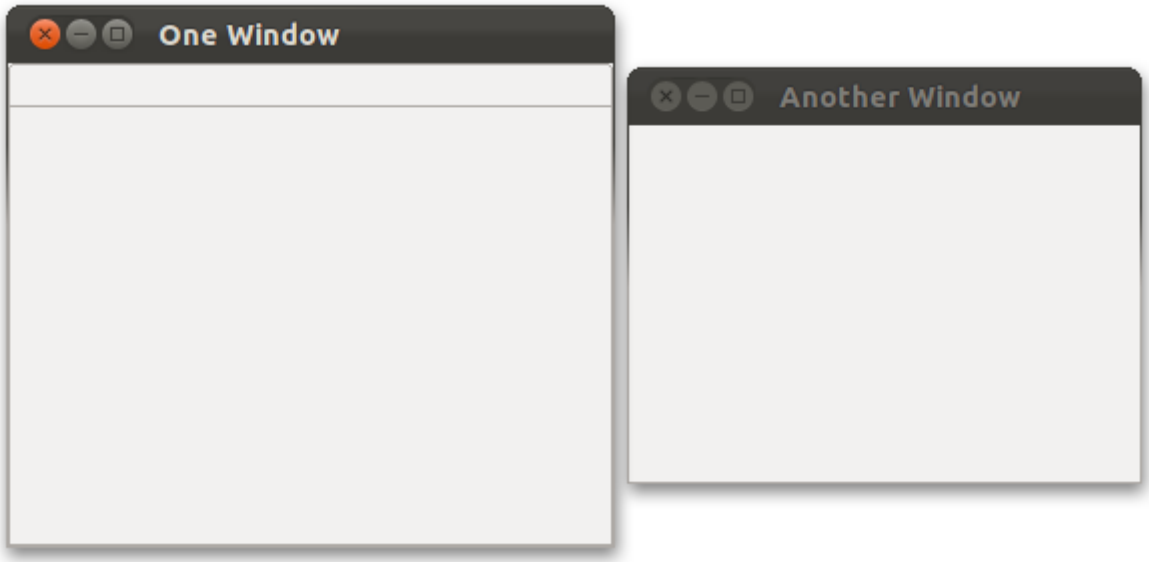


Important model elements – PartStacks and PartSashContainers



- PartSashContainer
  - Part Stack
    - Part - Overview
  - PartSashContainer
    - Part Stack
      - Part - Details
    - Part Stack
      - Part - Another Part
      - Part - Example

Important model elements - windows



Referring to project artefacts from the application model

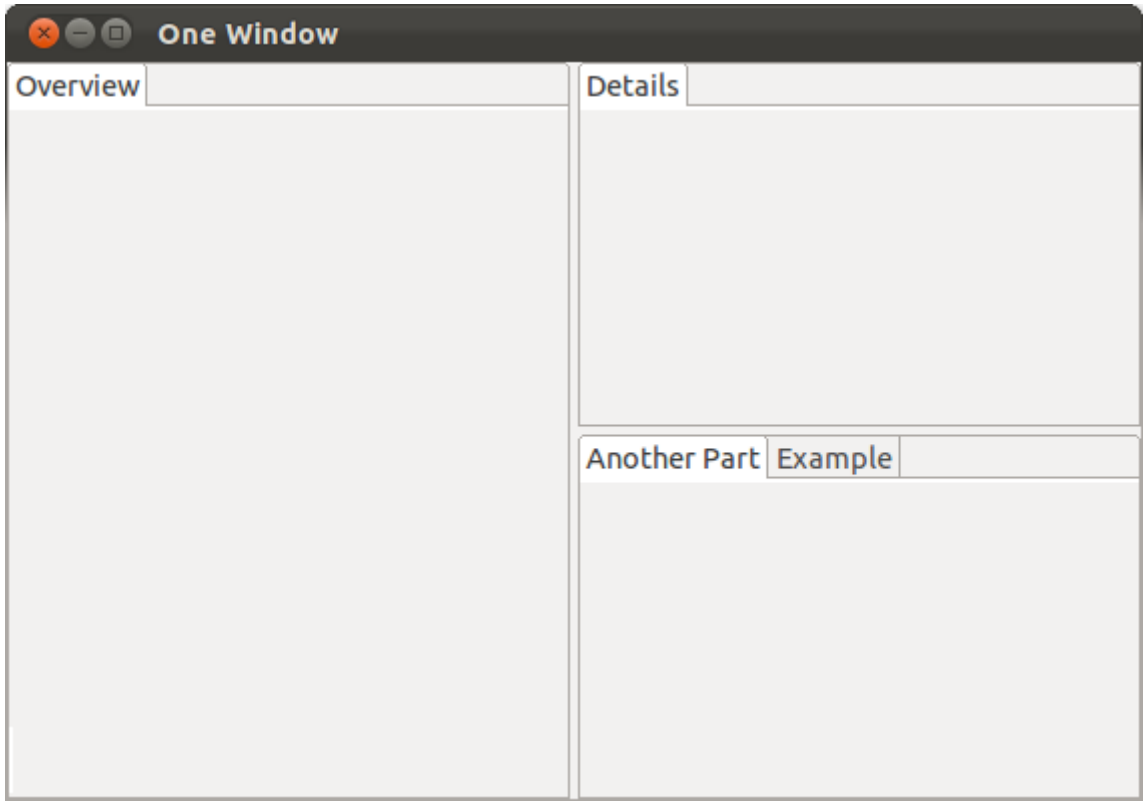
Pattern	Description
bundleclass://Bundle-SymbolicName/ package.classname Example: bundleclass://test/test.parts.MySavePart	Used to identify Java classes. It consists of the following parts: "bundleclass://" is a fixed schema, Bundle-SymbolicName as defined in the *MANIFEST.MF* file, and the fully qualified classname.
platform:/plugin/Bundle-SymbolicName/ path/filename.extension Example: platform:/plugin/test/icons/save_edit.gif	Identifier for a resource in the plug-in. "platform:/plugin/" is a fixed schema, followed by the Bundle-SymbolicName of the *MANIFEST.MF* file, followed by the path to the file and the filename.

Naming conventions

Object	Description
Project Names	The plug-in project name is the same as the top-level package name.
Packages	For plug-in containing lots of user interface components use sub-packages based on the primary purpose of the components. For example the `com.example` package may have the `com.example.parts` and `com.example.handler` sub-package.
Class names for model elements	Use the primary purpose of the model element as a suffix in the class name. For example a class which represents a Part which displays `Todo` objects, might be called `TodoOverviewPart`.
IDs	Define clear rules for naming IDs in plugin.xml. IDs should always start with the top-level package. If appropriate use the sub-package of the implementing class also. The remainder of the ID should be descriptive for the purpose of the component. For example: "com.example.parts.todolist". ID should be only lower cases (some Eclipse projects also use camelCase for the last part of the ID).

Lab

- Create an e4 application containing these empty views



Vielen Dank für Ihre Aufmerksamkeit

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