

CPSC 5011: Object-Oriented Concepts

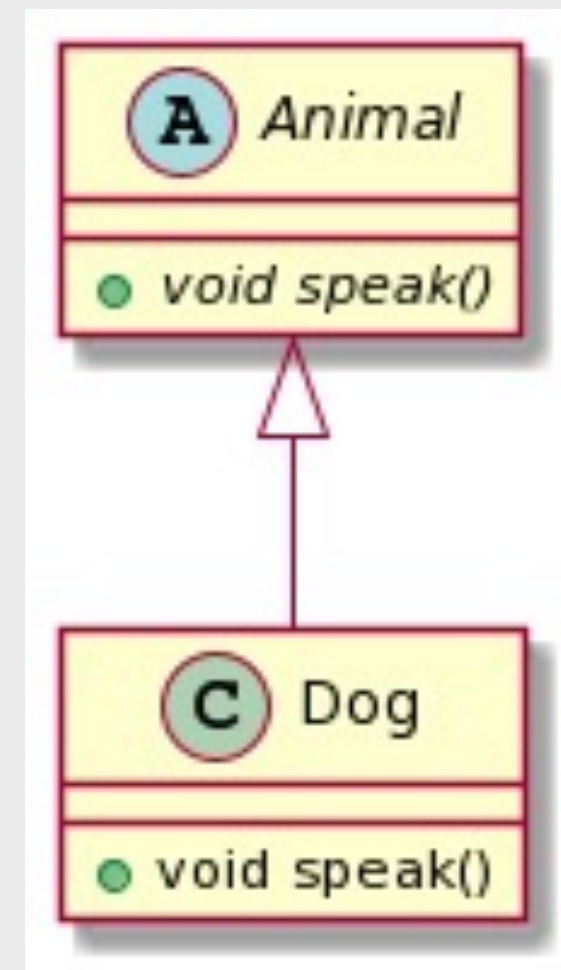
Text-to-Diagram Tools
(A Brief Digression)



Text-to-Diagram

- (My term, not industry)
- Like a compiler that generates images, not apps

```
@startuml  
  
abstract class Animal {  
  {abstract} + void speak()  
}  
  
class Dog {  
  + void speak()  
}  
  
Animal <|-- Dog  
  
@enduml
```



- PlantUML can do all* of UML
- Decent syntax
- Obnoxious runtime (have to run a server) (!!!)
- BUT has good plugins for IntelliJ, vscode, etc.

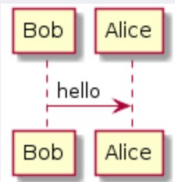
PlantUML online

- Plantuml.com
- ...click on “Online Server” on the left
- Type in code and click “Submit”

```
@startuml
Bob -> Alice : hello
@enduml
```

<http://www.plantuml.com/plantuml/png/SyfFKj2rKt3CoKnELR1Io4ZDoSa70000> [Decode URL](#)

[Submit](#) [Switch layout](#) [View as PNG](#) [View as SVG](#) [View as ASCII Art](#) [Back to PlantUML](#)



```
sequenceDiagram
    participant Bob
    participant Alice
    Bob->>Alice: hello
```

PlantUML for class diagrams

- @startuml → @startuml
- Class syntax can be simple or very detailed →
abstract class Animal {
 {abstract} + void speak()
}
- Lines and arrows after class declarations →
class Dog {
 + void speak()
}
- @enduml → Animal <|-- Dog
@enduml

Bottom line: doesn't have to be “good” Java—
use this as pseudo code *and* get a diagram!

Code-generating your UML

- Several IntelliJ plugins available for Java --> PlantUML
 - (All have quirks)
- My approach
 - Using a language lib (ANTLR)...
 - ...plus a pre-existing Java grammar...
 - Write a program to “hook” parts of the language to extract classes, interfaces, members, etc.

Java grammar

```
normalClassDeclaration
    :      classModifier* 'class' identifier typeParameters?
        superclass? superinterfaces? classBody
    ;

superclass
    :      'extends' classType
    ;

superinterfaces
    :      'implements' interfaceTypeList
    ;

interfaceTypeList
    :      interfaceType (',' interfaceType)*
    ;

classBody
    :      '{' classBodyDeclaration* '}'
    ;

classBodyDeclaration
    :      classMemberDeclaration
    |      instanceInitializer
    |      staticInitializer
    |      constructorDeclaration
    ;
```

Code-generating your UML

ANTLR uses the Visitor pattern so you can grab just the parts you care about.

```
public class ClassExtractor : Java9ParserBaseVisitor<bool>
{
    public Dictionary<string, ClassDef> ClassDefs { get; } = new();

    public ClassDef CurrentClass { get; set; }

    public override bool VisitNormalClassDeclaration(...) { ... }

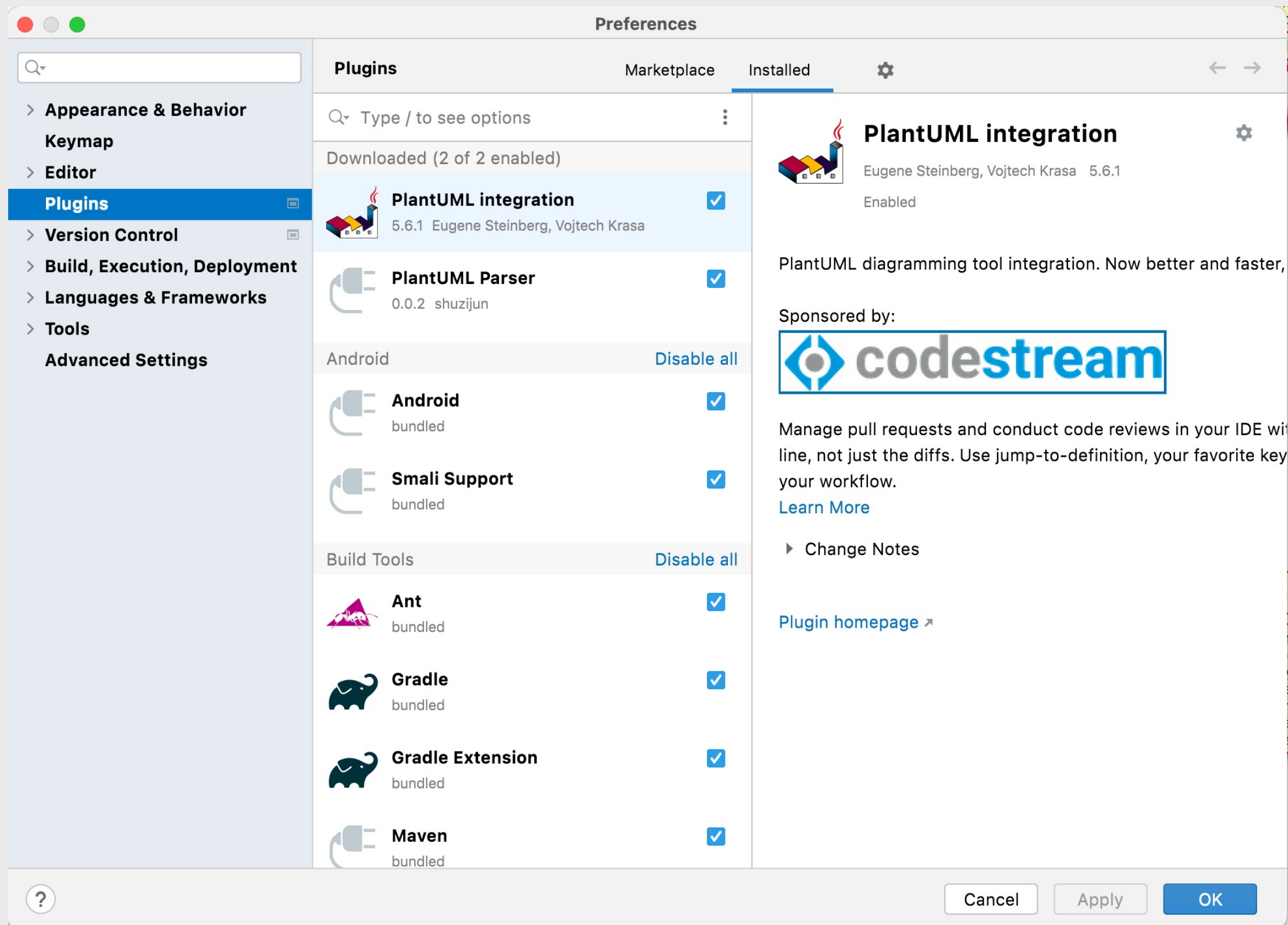
    public override bool VisitNormalInterfaceDeclaration(...) { ... }

    public override bool VisitEnumDeclaration(...) { ... }

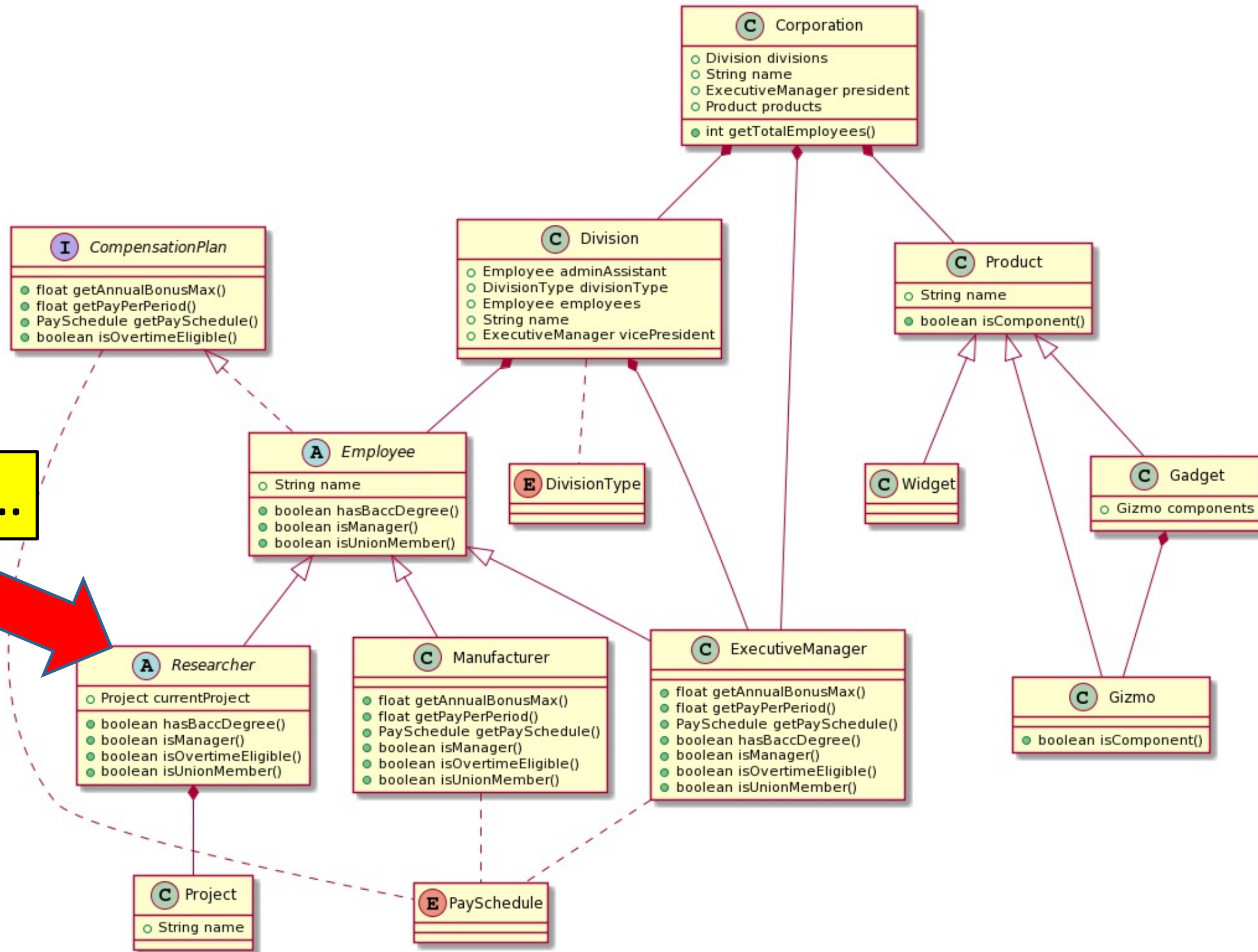
    public override bool VisitMethodHeader(...) { ... }

    public override bool VisitFieldDeclaration(...) { ... }
}
```


PlantUML plugin for IntelliJ



Final result



Demo...

JavaPlantUmlGenerator

- Github repo:
<https://github.com/stephen-riley/JavaPlantUmlGenerator>
- ANTLR generates 55,000 lines of code
- Our part is ~200 😊