Languages Workbenches Competition 2011

Essential

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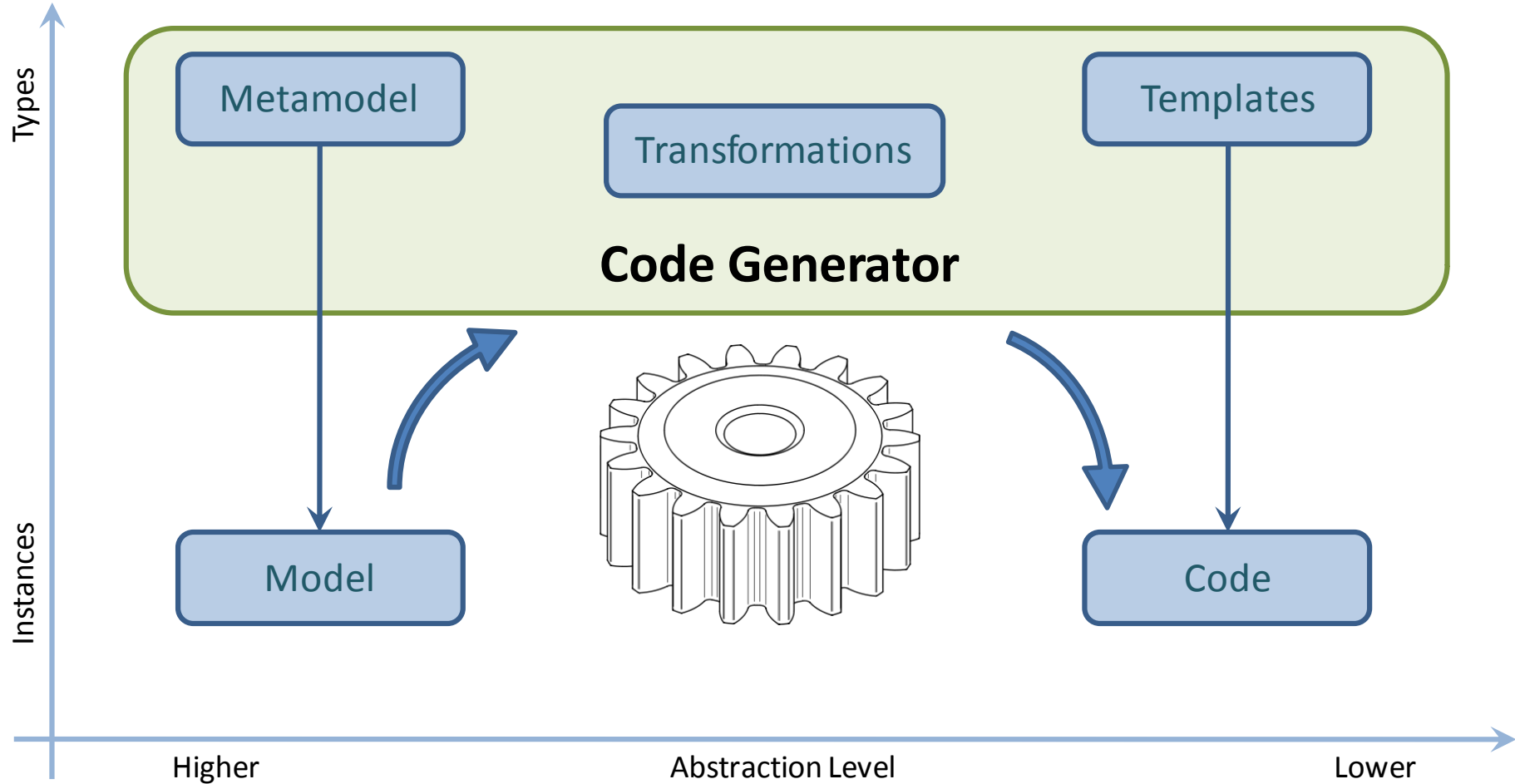- Primitives

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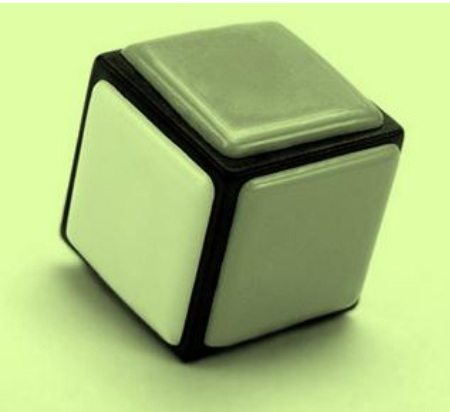
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Essential: Tool Design Goals

- Rapid prototyping of
  - Meta-models &
  - Code Generators

- Exploring the idea of
  - **Declarative Code Generation**
  - **Model interpretation**

- "Zero" model infrastructure friction
- Target language independence
- Minimalistic IDE
- Clear Separation of Concerns
- Easy integration in a Development Tool Chain
  - API and Command Line tools

Essential Primitives
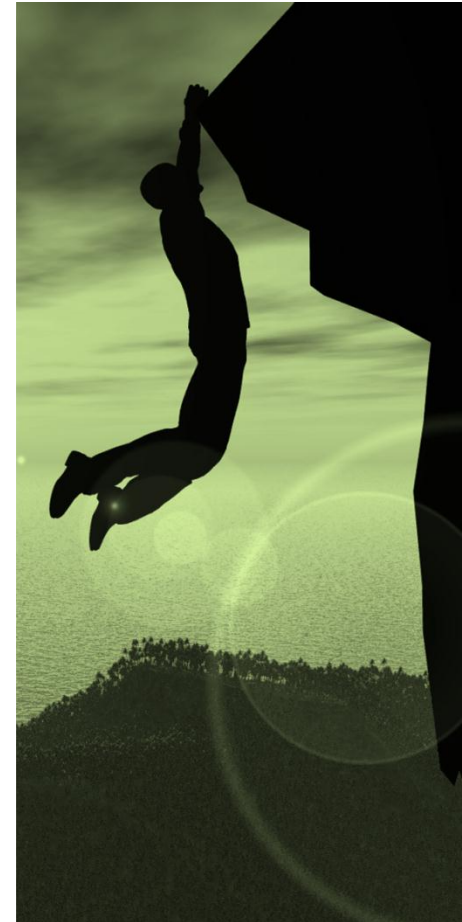
Essential Primitives

1. Meta-models
2. Models
3. Text templates
4. Transformations
   - Model to Text
   - Model to Model
5. Controllers

The Challenge: LWC2011

- Phase 0

- Phase 1

- Phase 2

Conclusions

- Essential is a DSL approach to MDD stressing Separation of Concerns

- Enjoyed facing the challenge

- Pleased to learn and share

Thank you!

¿Questions?

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