

Stunner

What is Stunner?

- Stunner is a **modelling tool** that provides an interactive and rich environment for the authoring and simulation of **graph diagrams**
- Built on top of GWT, Uberfire, Errai & **HTML5 Canvas**

End user

- Modelling of semantically rich diagrams
- Different built-in types



Developer

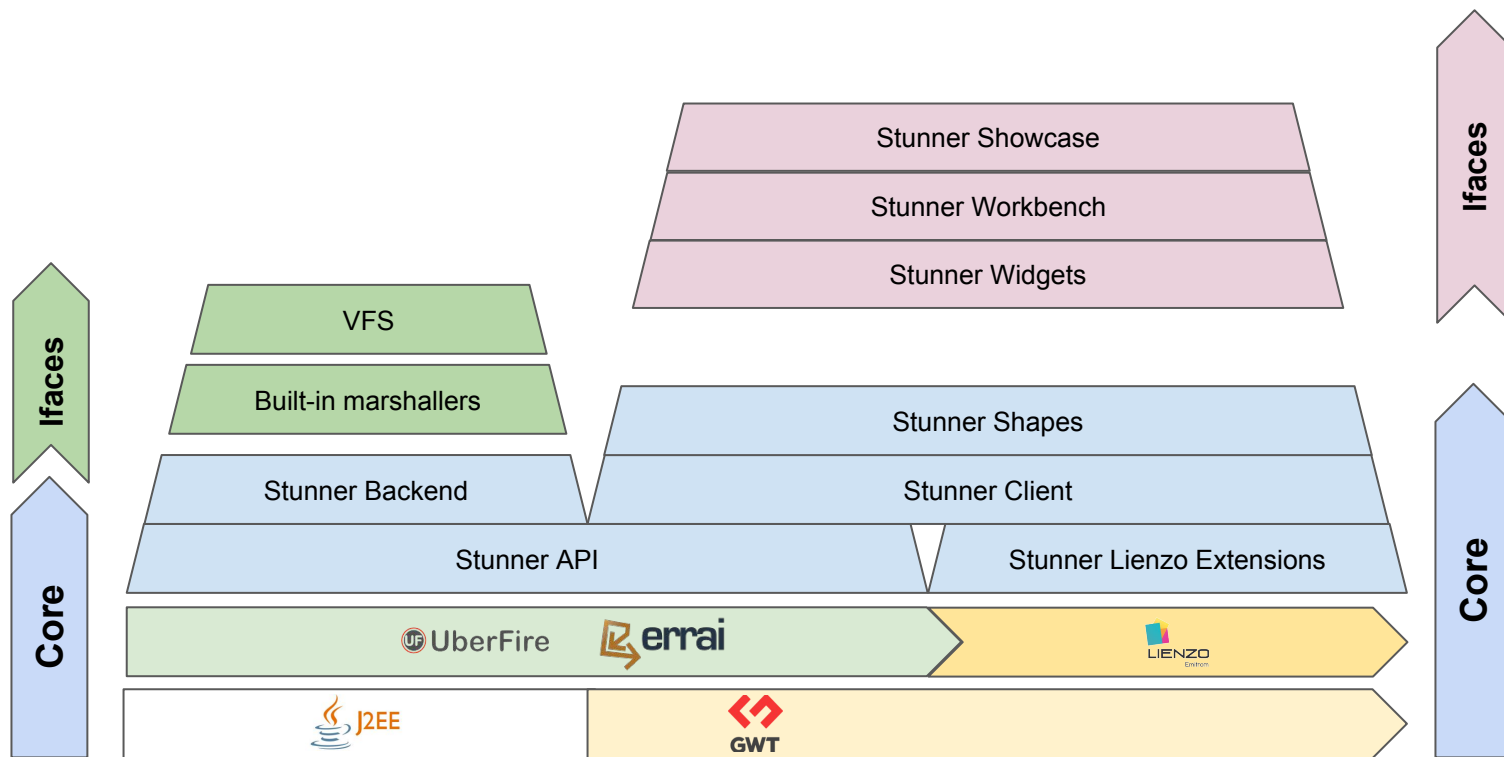
- POJO Annotation based
- Properties
- Rules
- Shapes
- Commands
- Controls



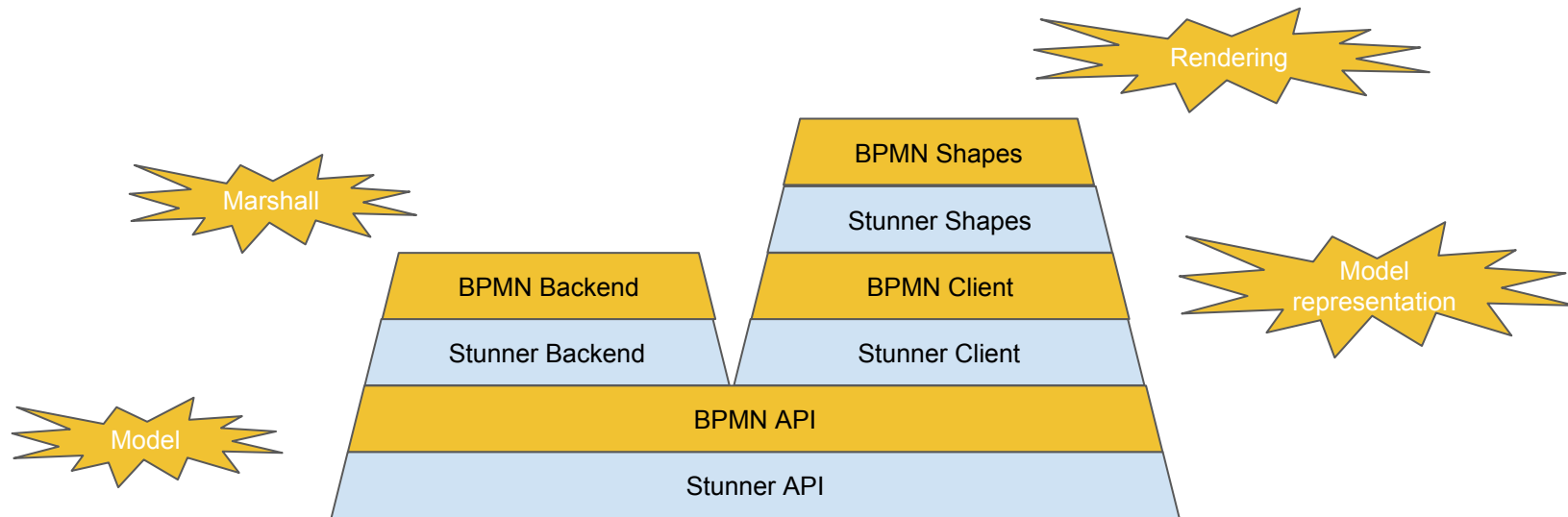
Key concepts

- Model
 - *Definitions* provide the structure, properties and roles of an entity or relationship
 - *Rules* provide the semantics for your relationships between entities
 - *Graphs* represent the interactions between entities and relationships to describe a real scenario or a concrete goal
- *Shapes* are the graphical representations of the definitions
- *Diagrams* are used to represent a graph on a *Canvas*
- Interfaces
 - Backend *Services*
 - Client *Screens, Canvas, Widgets*

Module Stack



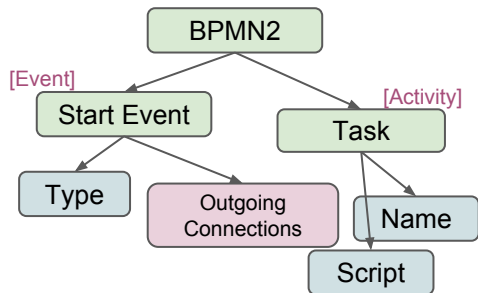
Module Stack - BPMN Set



API

Definition API

- Definitions, Definition Sets, Properties, Rules, Roles
- Annotated Java POJO approach

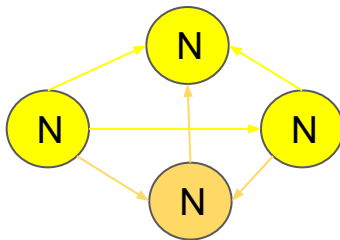


✖ Builders

✖ Adapters

Graph API

- Labeled property graph model
- Different contents/relationships
- Diagrams provide app/platform specific meta-data



✖ Processor

✖ Commands

Factory API

Rule API

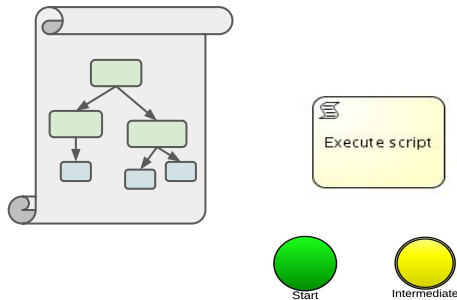
Command API

Services API

Client

Shape API

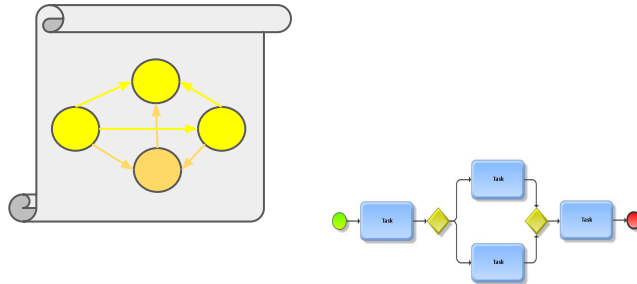
- Provide representations for *Definitions*
- Provide *Views*
- Shape *mutations*



- ✖ Factories
- ✖ Controls

Canvas API

- Provide canvas clients for drawing *Shapes*
- Display and handle the lifecycle of diagrams into a canvas



- ✖ Handlers
- ✖ Commands

Factory API

Command API

Rule API

Service API

Terminology

- ***Graph***

A graph is a collection of vertices (nodes) and relationships (edges) that connect them. Graphs represent entities as nodes and the ways in which those entities relate to the world as edges. This general-purpose, expressive structure allows the user to model all kinds of scenarios.

- ***Definition***

The definition of an entity that has a graphical representation. It is composed by a set of properties and the roles that the definition has in the graph. A definition can represent a node or an edge in the graph model

- **Definition Set**

A set of *Definitions* and rules that provides the graph assets and semantics

- ***Shape***

The graphical representation of a *Definition*.

- ***Shape Set***

A set of *Shapes* and different controls for handling the shapes in the graph