Eclipse Training
Program
2006

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Eclipse Training Program

Intitulé	Réf	Duration	Public	Goals	Pre requisite	Théorie /Pratique	Tarif*
Eclipse, a strategic tool for your company	E0	1d	Managers, Architects, Project Manager	• Presentation of Eclipse interests via demos and examples of uses.	None	Examples	490 €
Getting started with Eclipse, right practices	E1	2d	Developers, Project Manager	• Get started with Eclipse • Find out how to use Eclipse tools for a development project	Basic Programing knowledge with Java	40 / 60	790 €
Eclipse plugins Development	E2	3d	Developers and architects	• Understand the internal strucuture of Eclipse and Eclipse-based plugins • Find out about the developement of an Eclipse plugin	Advanced programing Java knowledge	40 / 60	1490 €
Eclipse RCP (Rich Client Platform)	E3	1d	Developers, Project Manager	• Understand RCP Notions • Learn how to develop an Eclipse RCP application	Eclipse plugins Development knowledge	40 / 60	490 €
Designing graphical editors with GEF	E4	2d	Developers, Project Manager	• Design graphical publishers with Eclipse • Optimize the architecture of these publishers.	Eclipse plugins Development knowledge	40 / 60	1190 €
EMF – Eclipse Modeling Framework	E5	2d	Architects, Project Manager	• Use EMF to develop Eclipse plugins • Metamodelisation role • Learn EMF Architecture	Advanced programing Java Knowledge	40 / 60	1190 €

* These prices are for one person and without VAT.

E0 : A STRATEGIC TOOL FOR YOUR COMPANY

Program

- Eclipse presentation
  - o Interests to Eclipse use
  - o Opensource uses
  - o Eclipse Project
  - o Eclipse principles

- Eclipse Architecture
  - o Eclipse IDE
  - o Rich Client

- Eclipse resources
  - o The community
  - o Ecosystem notion

- Eclipse : directions for use
  - o Components choice
    - ▪ Needs adequacy
    - ▪ Quality and Architecture
    - ▪ Project Vitality
    - ▪ Support existence
    - ▪ To look for support

  - o Release Management by project

Goals

- Find out about the strengths and interests of Eclipse in many application domains through demos and practical case studies.

Duration

- One day

Public

- Managers
- Architects
- Project Manager

Pre-requisite

- None

E1 : GETTING STARTED WITH ECLIPSE – RIGHT PRACTICES

Programme

- Eclipse presentation
    - Eclipse principles : Universal IDE, Functionalities, m, modular tool
    - Workspace
    - Workbench
    - Java perspective
    - Debugger
    - Eclipse setup et configuration

- Development tools setup
    - Team organization
    - Ant
    - CVS
    - Tests
        - Junit
        - Debugging
        - Profiling

    - Others useful plugins
        - UML plugins
        - Database plugins
        - Server plugins

    - Realizing a Java project with Eclipse
    - To install a deployment procedure

Goals

- Get started with Eclipse

- Find out how to use Eclipse tools for a development project

Duration

- 2 days

Theory / Practice

- 40 / 60

Public

- Developers

- Project Manager

Pre-requisite

- Basic Programing knowledge with Java

E2 : DEVELOPMENT OF ECLIPSE PLUGINS

Program

- The structure of Eclipse
    - o Architecture
    - o Structure of a plugin
    - o Plugins loading process
    - o Extension points
- Plugins Environment Development
    - o PDE Presentation (Plugin Development Environment)
    - o Tools
    - o File editor plugin.xml
    - o Internationalization
    - o Executing and debugging a plugin
    - o Deployment with ANT
- SWT
    - o Presentation
    - o Why SWT ?
    - o Components, Evenments, Layouts
    - o Examples
    - o Resources management
    - o Jface (Viewers, graphical resources, Tips)
- API Presentation
    - o Runtime
    - o Resources
    - o IDE
- Main extension points
    - o Notion
    - o Use
    - o Help
    - o Workbench (Actions, Editors, Perspectives, Wizards, preferences and properties)
- Creation of extension points
    - o Principles
    - o Declaration
    - o Definition
    - o Implementation
- Industrialization
    - o Notion of feature
    - o Update site
    - o Protection
    - o Automatic delivery

Goals

- Understand the internal Eclipse structure and Eclipse-based structure ;
- Find out about the development process of a plugin.

Duration

- 3 days

Théorie / Pratique

- 40 / 60

Public

- Developers
- Architects

Pre-requisite

- Advanced Programing Knowledge with Java

E3 : ECLIPSE RCP

Program

- RCP concepts
    - Eclipse RCP
    - Comparison with others technologies
    - Benefits and drawbacks of Eclipse RCP
- Eclipse RCP Architecture
    - Runtime
    - RCP composition
    - Global architecture
- Notions
    - Sights
        - Definition
        - Extension
        - Java
    - Perspectives
        - Definition
        - Extension
        - Java
    - Applications
        - Definition
        - Extension
        - Java
    - Products
        - Definition
        - Extension
- Production
    - Debugging
    - Making an executable
    - Delivery

Goals

- Understand RCP notions
    - Learn how to develop an application with Eclipse RCP

Duration

- 3 days

Theory / Practice

- 40 / 60

Public

- Developers
- Project Managers

Pre-requisite

- Advanced programing Java Knowledge

E4 : DESIGNING GRPAHICAL PUBLISHERS WITH GEF

Program

- Draw2D
    - o Architecture
    - o Principes
    - o Basis illustrations
    - o Examples
    - o Layouts
    - o Connection
- GEF
    - o MVC in GEF
    - o EditParts Controller
    - o EditParts Creation
    - o EditParts Hierarchy
    - o Update
    - o Event User Management
    - o Request and Command
    - o Edit policies
    - o Graphic tools management

The first day is dedicated to the tool presentation with a lot of technical examples.
The second day is dedicated to exercises and practice.

Goals

- Designing graphical publishers with Eclipse ;
- Optimize the architecture of these publishers.

Duration

- 2 days

Theory / Practice

- 40 / 60

Public

- Developers
- Project Manager

Pre-requisite

- To know how developing Eclipse plugins

E5 : EMF – ECLIPSE MODELING FRAMEWORK

Program

- EMF Presentation
    - Framework Positioning
    - o MDA Approach (Model Driven Architecture)
    - o Metamodelisation
    - o Eclipse and EMF

- Model Writing Technique
    - o Ecore modelisation concepts
    - o XMI writing
    - o UML modelisation
    - o Modelisation from EMF Tools pack
    - o Modelisation from a XML scheme

- EMF Generator Implementation
    - o What is generated ?
    - o EMF.edit Implementation generated
        - Orders, providers…
    - o EMF.editor Implementaiton generated
        - Tree, table, wizards, contributor action bar

- Main elements and their features
    - o Packages
    - o Classes
    - o Attributes
    - o Operations
    - o Associations
    - o Structures

- Code generation
    - o GenModel parametering
    - o To change generated code
    - o To change JET caliber from the generator
        - Heuristics
        - Models

Goals

- Using EMF to develop Eclipse plugins

- Metamodelisation role

- Know EMF Architecture

Duration

- 2 days

Theory / Practice

- 40 / 60

Public

- Architects
- Project Manager

Pre requisite

- Advanced development Java Knowledge

- Eclipse plugins Development

- Objet Modelisation