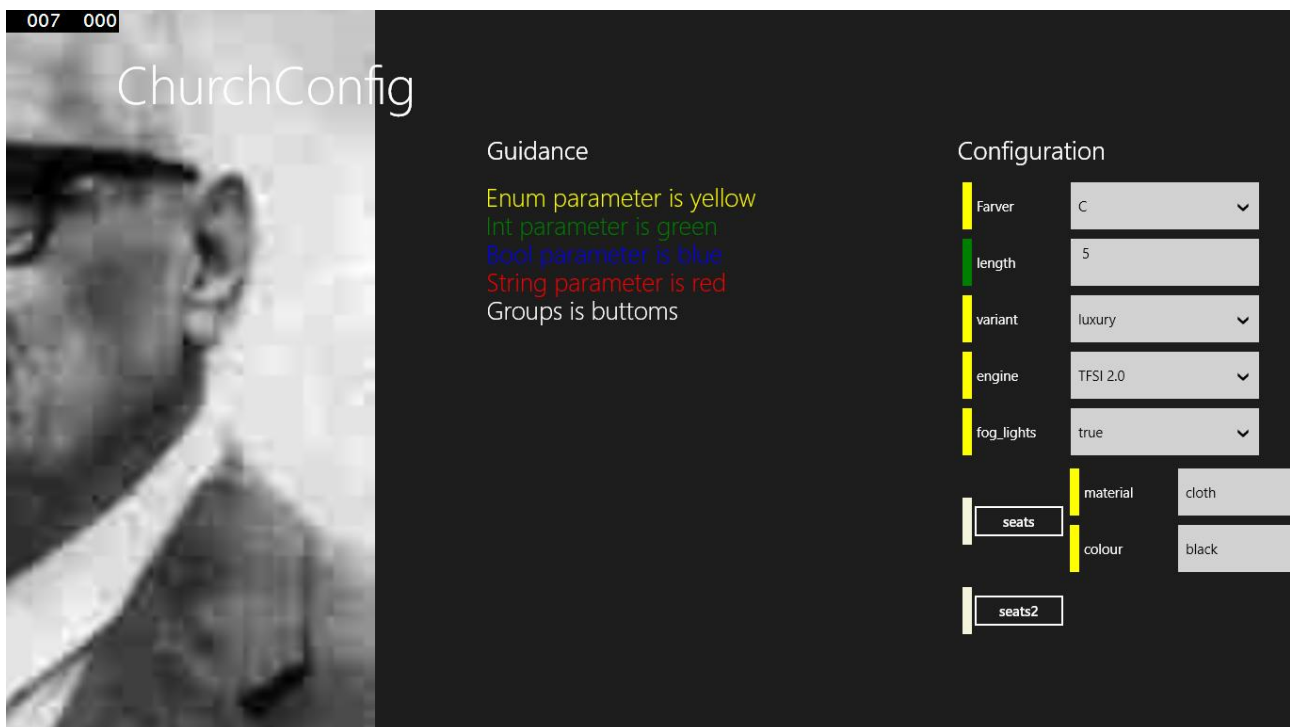


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## Configurator App(Windows store app)

Image of the CS configurator application with the 'VW' test configuration



<https://github.com/smdp2015/project/tree/master/Smdp2015DotNetClient>

FileDescription

ChurchConfig / Configuration / Configurator.cs – generated code  
ChurchConfig / Configuration / CommonConfig.cs – BaseClasses to the generated code  
ChurchConfig / ConfigControl.xaml – configurator usercontrol  
ChurchConfig / HubPage.xaml – Application mainpage

## Code generator

<https://github.com/smdp2015/project/tree/master/dk.itu.smdp2015.church.configurator.syntax/src/dk/itu/smdp2015/church/generator/CSGenerator.xtend>

All in one file.

```
30 class CSGenerator implements IGenerator {
31     var groupParameterClasses = new LinkedList<String>
32     var parameterInstance = new LinkedList<String>
33     var confBuilder = new LinkedList<String>
34
35     override doGenerate(Resource resource, IFileSystemAccess fsa) {
36         for (e : resource.allContents.toIterable.filter(typeof(Configurator))) {
37
38             var generated = new StringBuilder
39             generated.append(''using System.Collections.Generic;
40 using ChurchConfig.Configuration;
41 namespace ChurchConfig.Configuration
42 {
43     ''')
44
45             generated.append(compile(e));
46
47             for (s : groupParameterClasses) {
48                 generated.append(s.toString)
49             }
50
51
52             for (s : confBuilder) {
53                 generated.append(s.toString)
54             }
55             generated.append("}") //end namespace
56             fsa.generateFile("Configurator.cs", generated)
57         }
58     }
59 }
```

The generator collects codes in three linkedLists.

- GroupParameterClasses contains generated Groupparameter classes.
- parameterInstance contains parameter instantiation.
- confBuilder contains code to create the configuration instance.

# Code generation output

## Structure of the generated code

1.

```
/// <summary>
/// Parametergroup seats
///
/// </summary>
public class seatsGroupParameter : GroupParameter
{
    public string Name { get; set; }

    /// <summary>
    /// parameter material
    /// 1
    /// </summary>
    public EnumeratedParameter material { get; set; }

    /// <summary>
    /// parameter colour
    /// the seal colour
    /// </summary>
    public EnumeratedParameter colour { get; set; }
}
```

All group parameters are classes, because they all are different from each other.

```
public static class ConfigurationBuilder
{
    public static Configurator Build()
    {
        var Farver = new EnumeratedParameter
        {
            Name = "Farver",
            Description = "FarveDesc1",
            SelectableValues = new List<string> { "A", "B", "C" }
        };
        Farver.IsVisible = () => true;
        Farver.Validate = () => true;

        var engine = new EnumeratedParameter
        {
            Name = "engine",
            Description = "",
            SelectableValues = new List<string> { "TFSI 1.2", "TFSI 1.4", "TFSI 2.0" }
        };
        engine.IsVisible = () => true;
        engine.Validate = () => engine.SelectableValues.Exists(x => x == engine.Value) || variant.Value == "sport";

        var carConfig = new carConfigGroupParameter
        {
            Name = "carConfig",
            Farver = Farver,
            length = length,
            variant = variant,
            engine = engine,
            fog_lights = fog_lights,
            seats = seats,
            seats2 = seats2,
        };
        carConfig.IsVisible = () => true;
        carConfig.Validate = () => true;

        var model = carConfig;
        return new Configurator(model);
    }
}
```

In the static build method, all "value parameters" is created with baseclasses. The base classes is defined in CommenConfig.cs.

All parameters and parametergroups are instantiated so validation and Isvisible methods can reference other parameters. They are all in global scope.

The static method ConfigurationBuilder.Build() creates an instance of the configuration model.