How to Develop Eclipse Plug-ins

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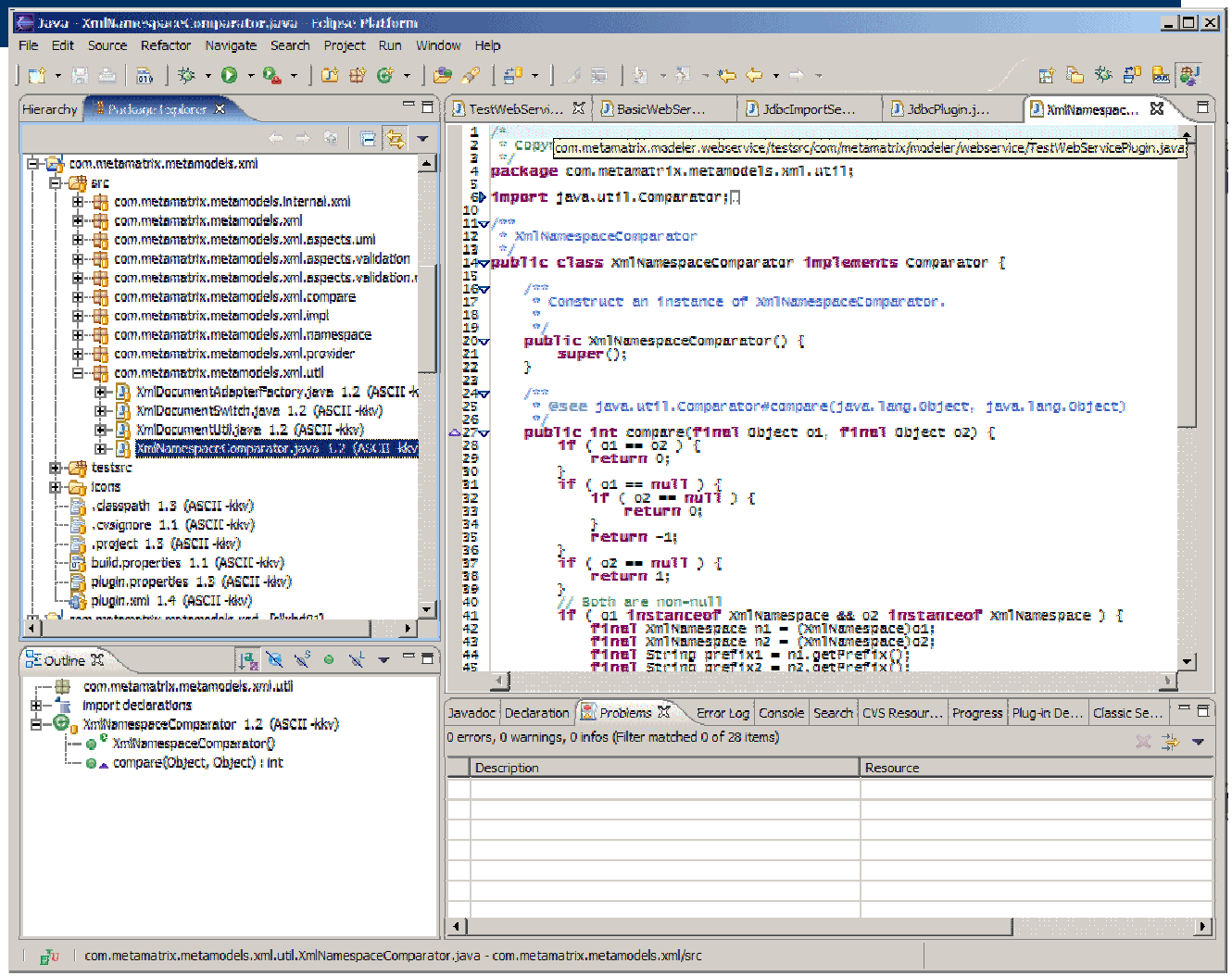
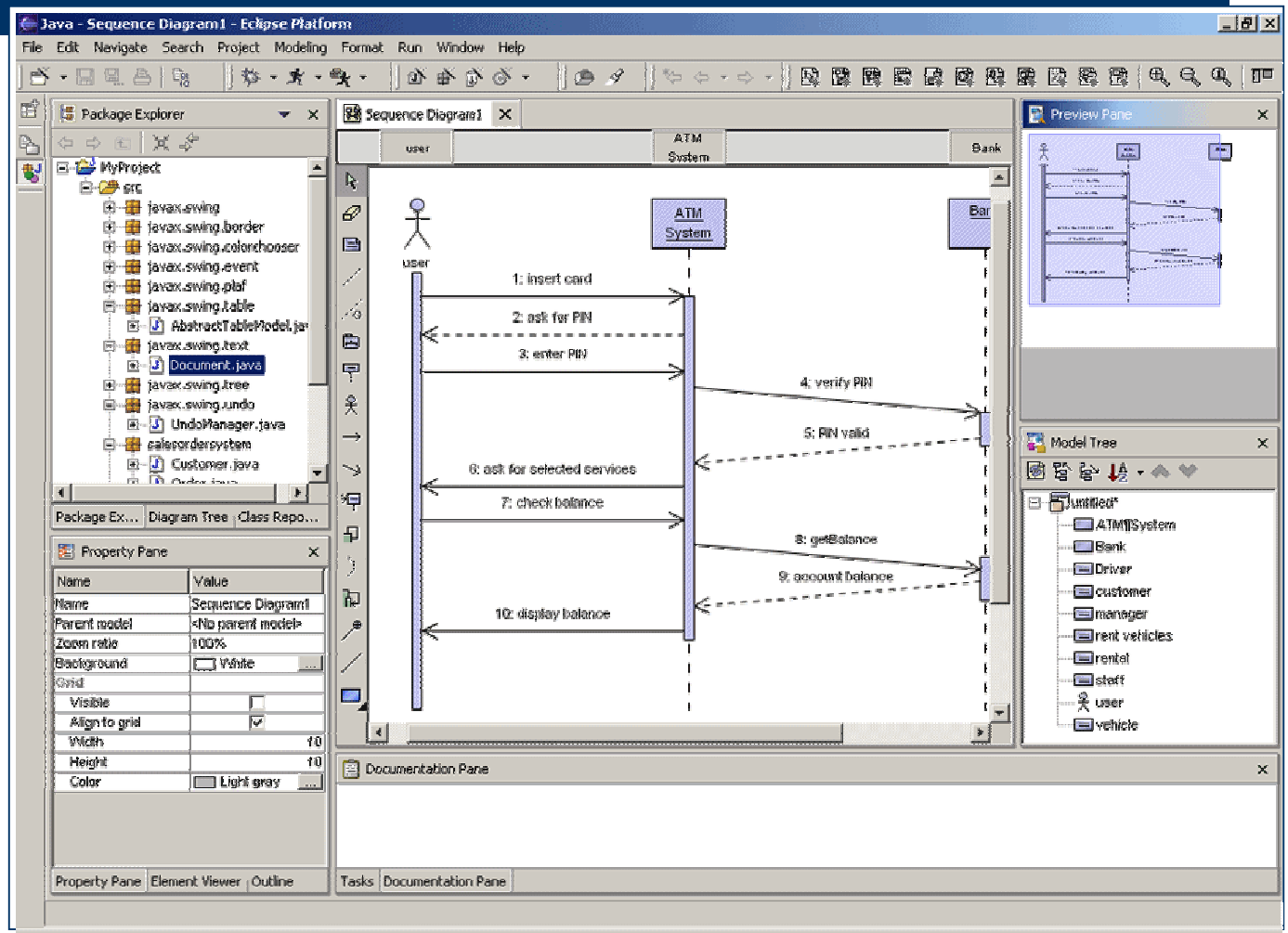
August 12, 2004

So Exactly What is Eclipse?

It’s an Outstanding and Free IDE …

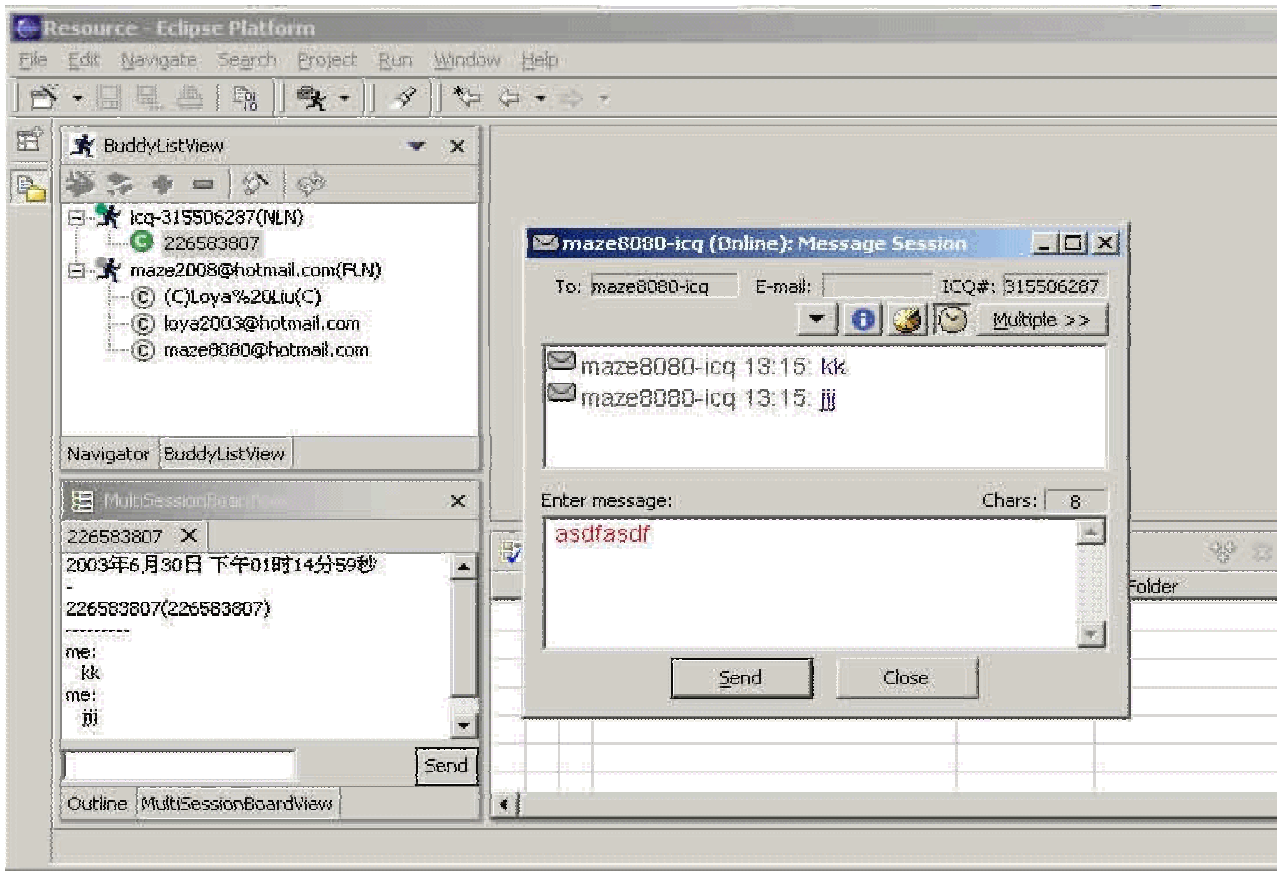


… Commercial Development Tools …



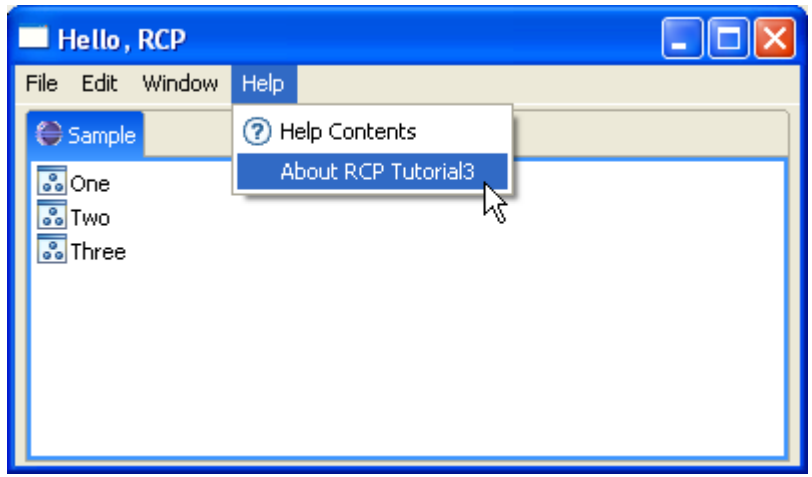
http://www.visual-paradigm.com

… Instant Messaging …



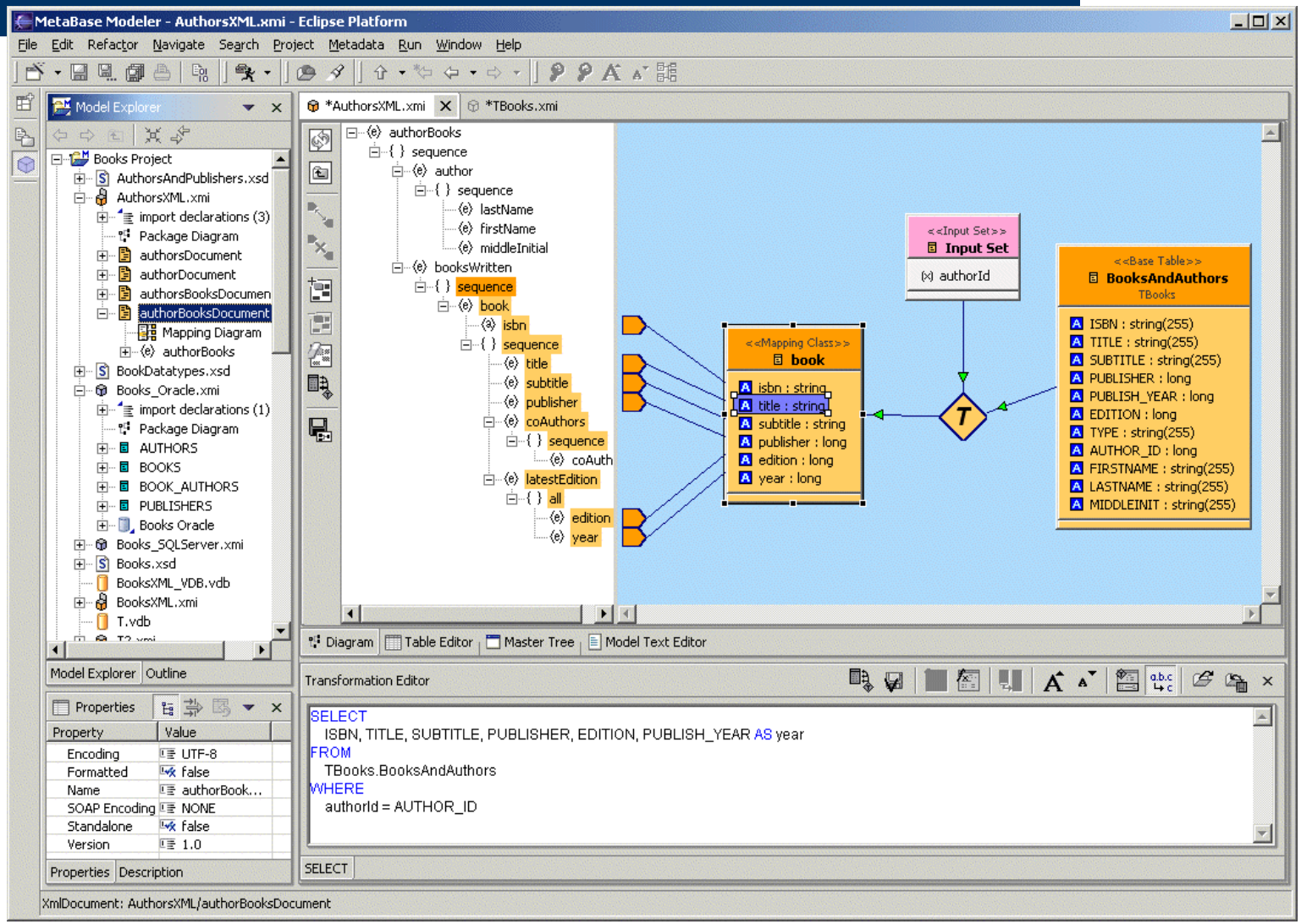
http://eimp.sourceforge.net

… Rich Clients …



http://dev.eclipse.org/viewcvs/index.cgi/~checkout~/org.eclipse.ui.tutorials.rcp.part1/html/tutorial1.html

… Branded Applications …



No, Really – What is Eclipse?

- Universal platform for integrating tools
- Platform for functionally-rich applications (“rich client”)
- Architecutre that is open, extensible, and based on plug-ins

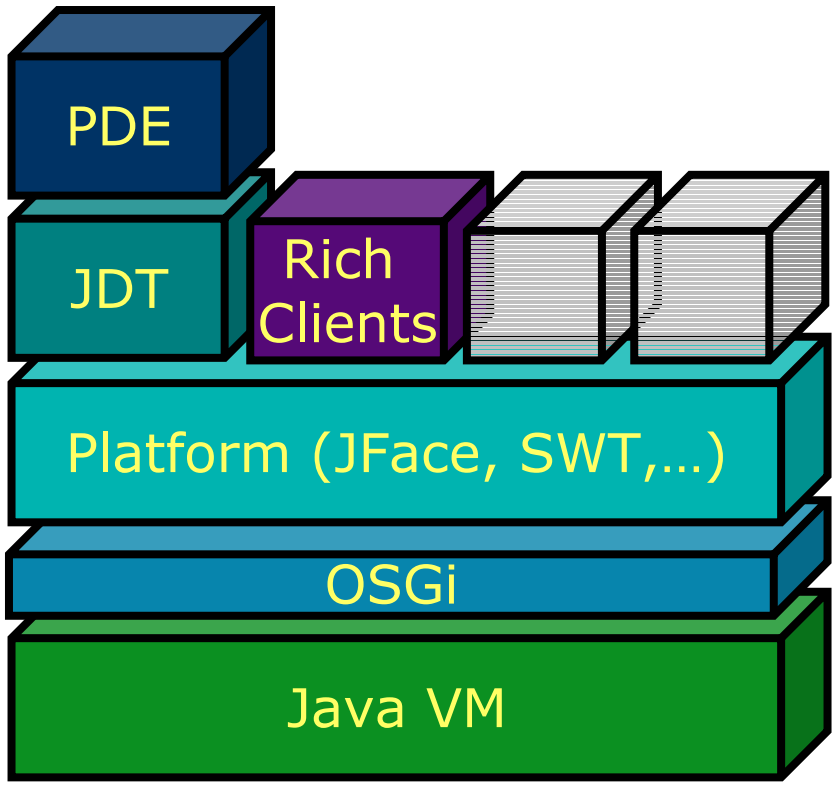
Plug-in development environment

Java development tools

Eclipse Platform

Open Services Platform

Standard Java2 Virtual Machine



Other tools

A Bit of Eclipse History

- In 1990's, tools weren't integrated & didn't work together
  - Many types of resources (e.g., JSPs, XML, HTML, Java …)
  - Didn't understand each others data
- Meanwhile, IBM recognized the success function had changed:
  - No longer was: "Who can build the best IDE?"
  - Was now: "How do you provide a truly integrated set of tools?"
- So Eclipse was born – a project to create a universal tool platform
  - Started in 1999
  - Open sourced in 2001
  - 2.0 shipped June 2002
  - 3.0 shipped June 2004

So? What makes Eclipse Different?

Eclipse is "***platform-centric***", not "tool-centric"

- Tool boundaries (as visible to user) disappear
- Platform has many standard and reusable interface components for performing common functionality
  - file management, repository integration, editors, view management, etc.
- Tools can be added at any time – and (with 3.0) they can be added even while running!
- Tool developers focus on their domain rather than "plumbing", and rely upon other tools built by experts in other domains

How does Eclipse Work?

- When you want to build a new tool, you “teach” Eclipse about your tool rather than bolt on a monolithic “thing” on top of Eclipse
- You then write plug-ins that hook into plug-in points
- The result is users don’t see a new tool added to their environment, they instead see new capabilities that the platform is now able to perform
  - These new capabilities appear in places that make sense
  - Categories of capabilities can be turned off and on by user

Essential Eclipse Terminology

- **plug-in** – *[noun]* The smallest unit of functionality that describes itself and its capabilities using a manifest file; the unit of packaging and management.
- **extension point** – *[noun]* A well-defined point in the system that can be extended (implemented) by plug-ins.
- **extension** – *[noun]* A component in a plug-in that provides the contracted functionality defined by an extension point, usually by providing a class that implements the interface.
- **registry** – *[noun]* A list of installed and enabled plug-ins, the extension points they define, and the extensions they provide; in 3.0, this is OSGi.

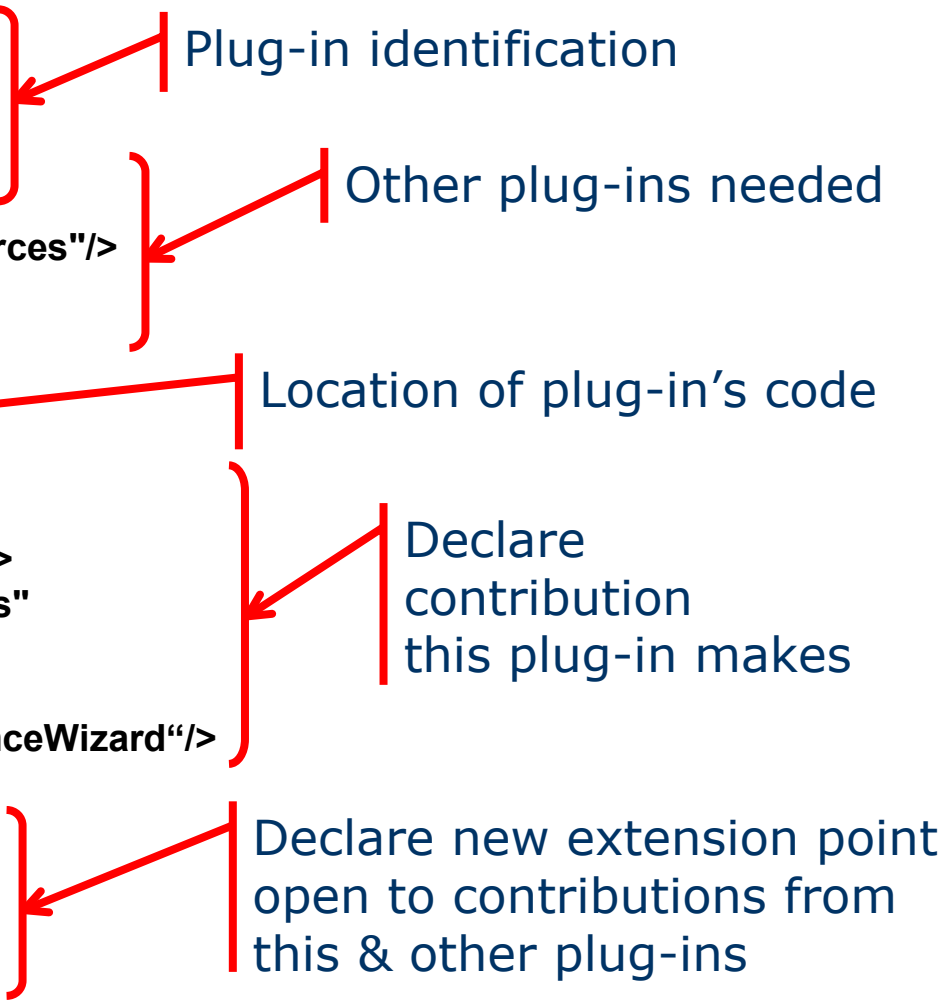
Eclipse Plug-in Architecture

- Each plug-in
  - Contributes extensions to 1 or more extension points
  - Optionally declares new extension points
  - Depends on a set of other plug-ins
  - Contains Java code libraries and other files
  - May export Java-based APIs for downstream plug-ins
  - Typically lives in its own plug-in subdirectory

- Details spelled out in the **plug-in manifest**
  - Manifest declares contributions
  - Code implements contributions and provides API
  - plugin.xml file in root of plug-in subdirectory

Eclipse Plug-in Manifest (plugin.xml)

```
<plugin
    id = “com.example.tool"
    name = “Example Plug-in Tool"
    class = "com.example.tool.ToolPlugin">
 <requires>
    <import plugin = "org.eclipse.core.resources"/>
    <import plugin = "org.eclipse.ui"/>
 </requires>
 <runtime>
    <library name = “tool.jar"/>
 </runtime>
 <extension
    point = "org.eclipse.ui.preferencepages">
   <page id = "com.example.tool.preferences"
     icon = "icons/knob.gif"
     title = “Tool Knobs"
     class = "com.example.tool.ToolPreferenceWizard“/>
 </extension>
 <extension-point
    name = “Frob Providers“
    id = "com.example.tool.frobProvider"/>
</plugin>
```



Using Eclipse to Develop Plug-ins

- The Plug-in Development Environment (PDE) is comprised of additional plug-ins (on top of Java Development Tools, or JDT):
  - ***Editors*** for plug-in related files
  - ***Views*** to find dependencies, extensions, extension points, etc.
  - ***Wizards*** to help create various files and associated projects
  - ***Builders*** to “compile” plug-in artifacts
  - ***Self-Hosting*** to run/debug the Eclipse platform
  - ***Tools*** to assist in packaging and deployment

Let’s make some plug-ins …

Part 1: Create a simple plug-in

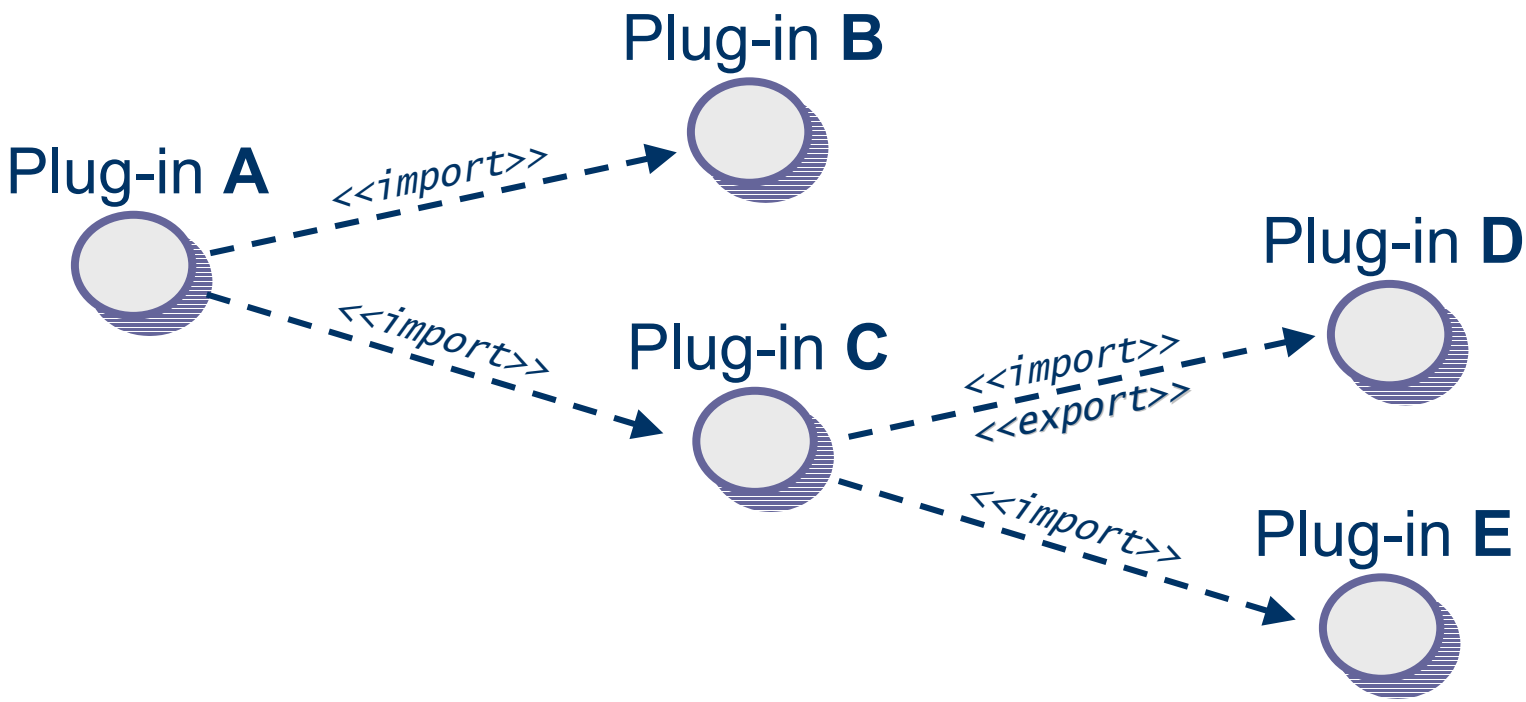
- Single action placed on toolbar and menu
- Second action (ordering)
- Actions on views
- Add a New File wizard
- Add a custom perspective
- Work with multiple plug-ins
  - Separate functionality into non-UI and UI plug-ins
  - Add dependencies (via imports)
  - Change view action to execute non-UI logic

Working with multiple plug-ins …

Eclipse Plug-in Activation

- Contributions processed without plug-in activation
  - Example: Menu constructed from manifest info for contributed items
- Plug-ins are activated *only as needed*
  - Example: Plug-in activated only when user selects its menu item
  - Scalable for large base of installed plug-ins
  - Helps avoid long start up times
- Each plug-in gets its own Java class loader
  - Loads its own resources
  - Delegates to required plug-ins for their resources
  - Restricts class visibility to exported APIs
- Each plug-in can have a single Java class that will be called by the platform to signal lifecycle changes (e.g., startup, shutdown)

Plug-in Dependencies



- If a plug-in (C) ***exports*** a plug-in that it imports (D), then the exported plug-in (D) is available to any plug-in (A) that imports the first (C)

So, what's the Catch?

- A plug-ins doesn't always explicitly "know" about other plug-ins at compile-time
- A plug-in can *dynamically* discover extensions of an extension point it knows about and knows how to use
  - The plug-in must import the plug-in with the extension point
  - The plug-in does *not* have to import plug-ins with the extensions

  This decoupling is one of the architectural characteristics that help to make possible real tool integration, even when the tools don't know about each other!
- But this is when the classloader nightmares can happen!
  - Error messages usually don't describe the real problem, since usually fail to load a class that needs the missing class

Part 2: Multiple plug-ins

- Separate functionality into non-UI and UI plug-ins
- Add dependencies (via imports)
- Change view action to execute non-UI logic

Building and Deploying …

Deploying Eclipse Plug-ins

- A **feature** groups plug-ins into installable chunks
  - Feature manifest references the plug-ins
- Features have version identifiers
  - major.minor.service
  - Multiple feature versions can be installed at same time
- Features are downloadable and installable via web
  - Use the Platform's Update Manager
  - Find and install new features (and their plug-ins)
  - Find and install updates to already existing features

Part 3: Deploying and Installing

- Create deployable artifacts
  - Feature plug-in(s)
  - Update site plug-in
  - Export plug-in projects
  - Export feature project(s)
  - Copy site.xml to location
- Install via Update Manager
  - Start new Eclipse
  - Find and install plug-ins (will prompt to restart)

Rich Client Platform …

Rich Client Platform

- Enables use of the Platform to create feature-rich client applications
  - Complete freedom in what the UI looks like – you do *not* have to start with the “basic IDE”
  - Still able (but not required) to use the parts of the Platform you need – e.g., SWT, JFace, etc.

- Eclipse 3.0 uses OSGi
  - Plug-ins can be downloaded before they are run
  - Plug-ins can be selectively loaded and unloaded
  - Plug-ins can even be added after startup without having to restart

Part 4: Rich Client Platform

- The “smallest possible” Eclipse application …

Other Topics …

Internationalization

- Eclipse has integrated support for internationalization
  - Patterns for managing resource bundles (for plugin.xml and for code)
  - Wizards to externalize strings
  - Builder options to identify non-externalized strings
  - Can create plug-in fragments that add new locale-specific bundles to an installation

Branding

- Eclipse licensing allows for unlimited distribution
  - See http://www.eclipse.org/legal for all the details
- Built-in capabilities to create branded products with custom
  - Splash screen
  - About dialog
  - Program executable

Questions?

Resources

1. http://www.eclipse.org
2. http://www.eclipseplugincentral.org
3. Shavor, et al., “The Java Developer’s Guide to Eclipse”, Addison-Wesley, NY, 2003

References

1. “A Different Shade of Blue”, Dave Thompson, IBM, presentation given at EclipseCon 2004
2. http://www.eclipse.org/eclipse/presentation/eclipse-slides.html
3. Shavor, et al., “The Java Developer’s Guide to Eclipse”, Addison-Wesley, NY, 2003