# The Whole Platform An Experience Report

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Outline

#### Outline

- The Whole Platform
- Creating the metamodel
- Using the metamodel
- Creating the bicycle computer mode model
- Other platform features
- Demo
- Lessons learned

- Eclipse-based language workbench
- Designed to be used for:
  - developing new languages
  - manipulating them using domain notations
  - transforming them using a generative model driven approach

Creating a new whole model

	New Whole Model	
<b>Whole Mo</b> Create a ne	del w Whole Model	W
Enter or sel	ect the parent folder:	
BicycleCon	puter/src/bicyclecomputer/lang	
🗢 🗁 sr	c	2
▽ 🖻	bicyclecomputer	
	Lang	
File name: ( Advanced	ModelExample1.xvvl	
Choose op	tions	
Language:	Actions	0
Template:	empty	0
Save As:	XML (Whole Template Builder)	0
?	< Back Next > Cancel	Finish

#### Bundled languages



Bundled languages

- modeling languages
- query and transformation languages
- data integration languages for grammars, XSD, RDB and Java libraries
- popular general-purpose languages such as Java, Objective C and XML

# Creating the metamodel

#### Entity Assist



# Creating the metamodel

#### Value Assist



# Creating the metamodel

Outline



# Creating the metamodel

#### Full meta model (part 1)

URI	http://lang.bicyclecomputer/Mode
Namespace	bicyclecomputer.mode
Model Name	BicycleComputerMode
Version	
Template Types	•

#### abstract Expression extends •

#### • ModeName: String types Expression

#### • Mode extends •

Modifiers	Feature	Opposite	Туре
•	name		ModeName
optional	display		Expression
optional	valid		Expression
•	init		NumericExpression
•	value		Expression

#### Modes: Mode[unique] types -

#### BinaryExpression extends Expression

Modifiers	Feature	Opposite	Туре
0	exprl		Expression
•	expr2		Expression
	operator		<b>BinaryOperator</b>
		S	

BinaryOperator: String types •

# Creating the metamodel

Full meta model (part 2)

BinaryOperator: String types									
• NumericExpression: double types Expression									
RationalExpression extends Expression									
Modifiers Feature Opposite Type									
•	numerator 🛛							press	ion
	denomi	nator				Intege	erEx	press	ion
IntegerExpression: int types Expression									
• Ternary	Express	sion e	xte	nds	E>	pressi	on		
Modifiers	Feature	ature Oppo				/pe			
•	exprl		•	Expression					
•	expr2				Expression				
•	condit	ion		Expression					
<ul> <li>LastValueExpression extends Expression</li> <li>StringExpression: String types Expression</li> <li>StringCatenationExpression extends Expression</li> </ul>									
Modifiers	Feature	Oppos	site	Тур	е				
•	exprl		Expression						
expr2 Expression									
Integer	CastEx	oressi	on	ext	en	ds Expr	ess	ion	
Modifiers	Feature	Oppos	site	Тур	e				
•	value		•	Exp	re	ssion			

# Creating the metamodel

Storage formats

- XWL\*
- ► Java\*
- Generated XML schema
- Grammars

# Creating the metamodel

#### Storage formats: XWL



# Creating the metamodel

Storage formats: XML Schema

= Environment ^	
Schema xmlns: ==http://lang.bicyclecomputer/Mode xmlns: xsd=http://www.w3.org/2001/XMLSchema targetNamespace="http://lang.bicyclecomputer/	/Moc
□ ↔ restriction base="xsd:string"	
- ← <> element name="mode" type="Mode"	
→ E <> sequence	
- ⊟ <> element name="name" type="ModeName"	
- □ <> group minOccurs="0" ref="Expression"	
- ⊖ <> group minOccurs="0" ref="Expression"	
- □ <> element name="init" type="NumericExpression"	
⊖ <> group ref="Expression"	
→ E <> sequence minOccurs="0" maxOccurs="unbounded"	
⊂ ⇔element ref="mode"	
	<u> </u>

## Creating the metamodel

Storage formats: XML Mapping

	= Environment 📤			
		http://lang.bicyclecomputer/Mode xmlns: xs	d=http://www.w3.org/2001/XMLSchema targetNamespace="h	ttp://lang.bicyclecomputer/Moc
	🖃 MappingStrategy 🕨		·	
	namespace	http://lang.bicyclecomputer/Mode		
	schemaLocation	BicycleComputerMode.xsd		
	synthesized	true		
	elementsFormQualified	true	×	
	mappings	■ RootMapping ▼		
		name modeName		
		entityType ModeName		
		🖻 RootMapping 🔻		
		name mode		
		entityType Mode		
		⊟ ElementMapping ₹		
		contextEntityType Mode		
		name name		
		entityType ModeName		
		featureType name		
		⊟ ElementMapping ▼		
		contextEntityType Mode		~
<		u.		>

## Using the metamodel

Generate Java code

#### Generate Java code

- creates classes required to create in-memory representations of models conforming to the metamodel
- the Whole platform provides a library to load XWL- or Java-persisted models directly into a Java program

#### Create a model transformation

- transform models conforming to the metamodel into anything
- query-based approach
- generate target-model fragments in response to entities in source-model
- several target models can be used in a single transformation

## Using the metamodel

Generate Java code



## Using the metamodel

#### Transform to Java code



## Creating the model

Create the new BicycleComputerMode model



### Creating the model Full model (part 1)

Hodes					
name	display		valid	Init	value
IROTATIONS	•		0	0.0	LastValueExpression
IDURATION	•		•	0.0	LastValueExpression
WHEELSIZE	•		•	0.0	LastValueExpression
SPEED	- String	CatenationExpression -	•	0.0	BinaryExpression
	expr1	IntegerCastExpression			expr1 🖻 BinaryExpression 🍼
	expr2	value BinargEspression * expr1 SFEED expr2 3.6 operator *			exprl IROTATIONS expr2 WHEELSIZE operator * expr2 IUNRATION operator /
ELAPSED	- String	CatenationExpression 7	0	0.0	BinaryExpression
	expr1	IntegerCastExpression *			expr1 LastValueExpression
	vaite	value 🖸 BinaryExpression 🍼			expr2 IDURATION
		expr1 E BinaryExpression * expr1 ELAPSE0 expr2 3600.0 operator  \$ 0 operator /			operator  +
	expr2	StringCatenationExpression			
		expr1 🗄 TernaryExpression 🔻			
		expr1 :0 expr2 : condition © BinaryExpression *			
		expr1 🗄 BinaryExpression 🔻			
		expr1 BinaryExpression expr1 ELAPSED			

### Creating the model Full model (part 2)



#### Creating the model Full model (part 3)

ALXSYEED       Image: CastExpression *         ALXSYEED       Image: CastExpression *         exp1       Image: CastExpression *         exp2       ke/r         exp1       StringCatenationExpression *         exp2       ke/r         exp1       StringCatenationExpression *         exp2       StringCatenationExpression *         exp2       StringCatenationExpression *         exp2       StringCatenatinExpression *						value	BinaryExp expr1 expr2	ELAPSED	*					
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Image: sep: 2     imag				exp	n1 MAXSPEE	D							condition	BinaryExpression
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esp2     is http://isite/isi			100000	operato	ar 🕷									expr2 LastValueExpression
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expr1 DistingExpression * expr2 LastValueEpression expr2 LastValueEpression operator * expr2 LastValueEpression operator * expr2 LastValueEpression operator * expr2 LastValueEpression				value	🖻 BinaryEx	xpressio	n "							expr2 WHEELSIZE
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expr2 000000.0 operator * expr2 0000.0 operator * expr2 05tringCatemationExpression * expr2 05tringCatemationExpression *							expr1 TRIP						expr2	LastValueExpression
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expri indi								expr1	1000.0					
								exprz	\$					

### Creating the model Full model (part 4)



# Other platform features

- Debugging
- Testing
- Model validation
- Model normalization
- Versioning
- Deployment



Demo

#### Demo

The bicycle computer simulator

Bicycle Compu	te _ 🗆 ×						
<b>20</b> km/hr							
ELAPSED 0:00:12							
<u>m</u> ode	<u>s</u> tart/stop						
<u>r</u> eset							

#### Lessons learned

- ► The Whole platform focuses on generic editors
- All metamodels and models are created equal
- Graphical editors are very expressive
  - Following tutorials can be very tricky
  - How do I input that symbol?
- It is convenient to separate language structure from syntax
- Documentation for the platform is very sparse
  - Primarily one document (their submission to the Language Workbench Competition 2011)
  - Several screencasts are available, but hard to follow