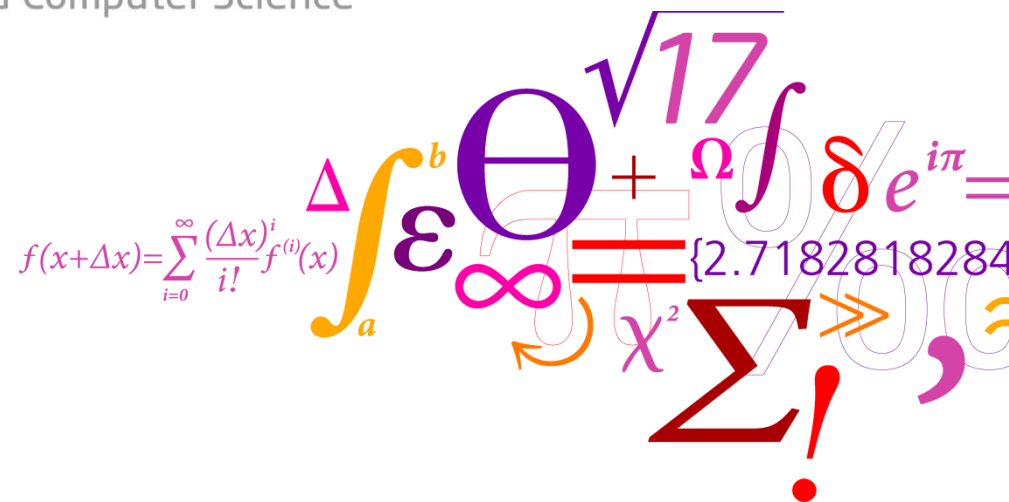


Model-based Software Engineering (02341, spring 2016)

Ekkart Kindler

DTU Compute

Department of Applied Mathematics and Computer Science



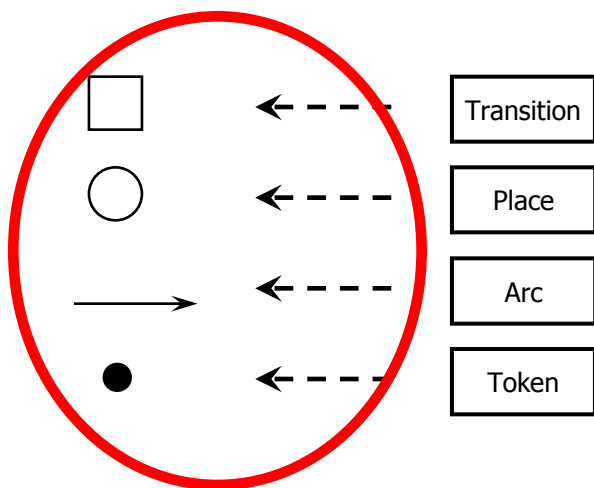
- DSL (singular):
A single domain specific language,
designed and realised according to some principles
and for a specific purpose or a specific domain

- DSLs (plural):
 - Discipline and principles for designing and realising a DSL
 - A technology or set of technologies for designing and realising a DSL (mostly from MBSE)
 - A way of "thinking" software design (idioms)

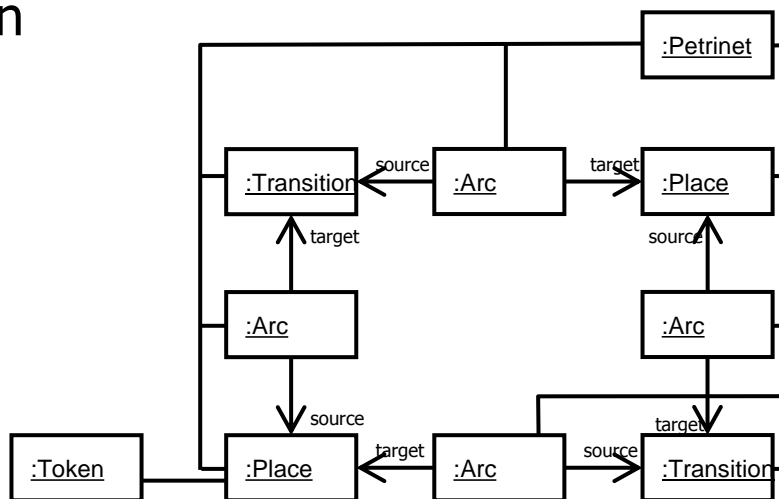
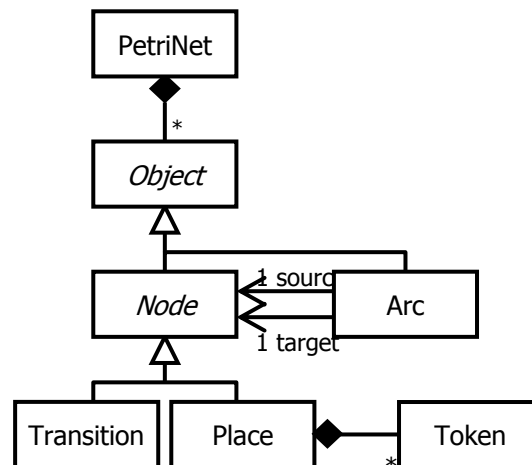
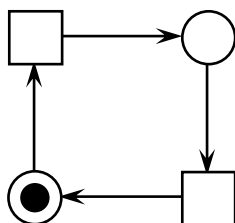
- **Abstract syntax** (see L01):
language concepts and their relation
(*API / domain model / framework*)
- **Concrete syntax** (see L01):
syntactical representation of concepts
(graphical or textual)
- **Semantics** (what it does):
Code generation or interpretation, which enacts
what an instance of the DSL says

Actually, there could be
different concrete
syntax for the same
abstract syntax

DSL Technologies
typically support the first
two steps; and might
help a bit with the last!



generate an editor



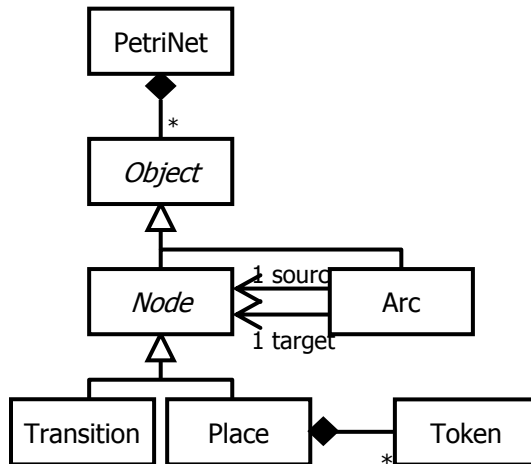
- A DSLs should help decrease redundancy and unnecessary work
- A DSL should help separating the variable or generic parts of a software product from parts which do not change
- A DSL should increase reuse
- A DSL should support abstraction from irrelevant technical details
- A DSL should emphasize the domain's idioms

- MBSE Technologies help implementing DSLs in a fast and efficient way (mostly concerning abstract and concrete syntax)
- Therefore, the terms MBSE and DSL are often used in the same context (and sometimes mixed up)

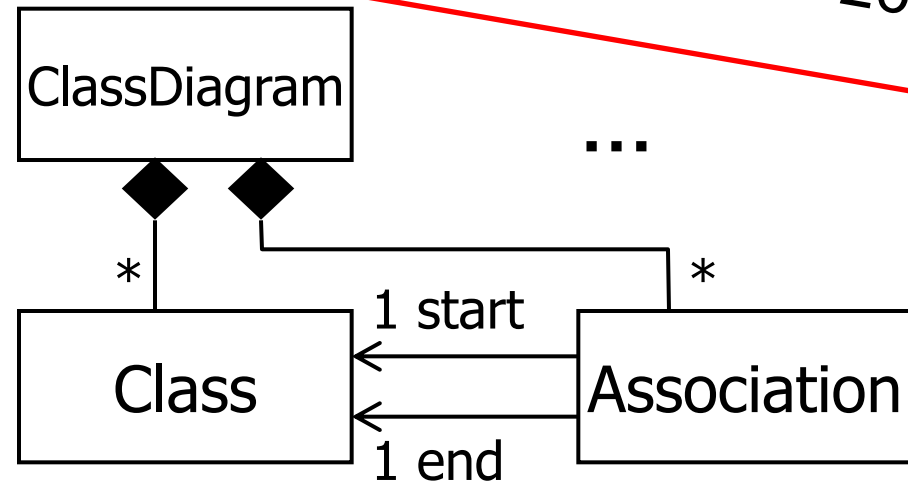
Meta-modelling (and MOF)

Meta-modelling is a
core part of DSL
design: Defining the
abstract syntax

Note: We will see later that this is **much more** involved (slide 26ff)!

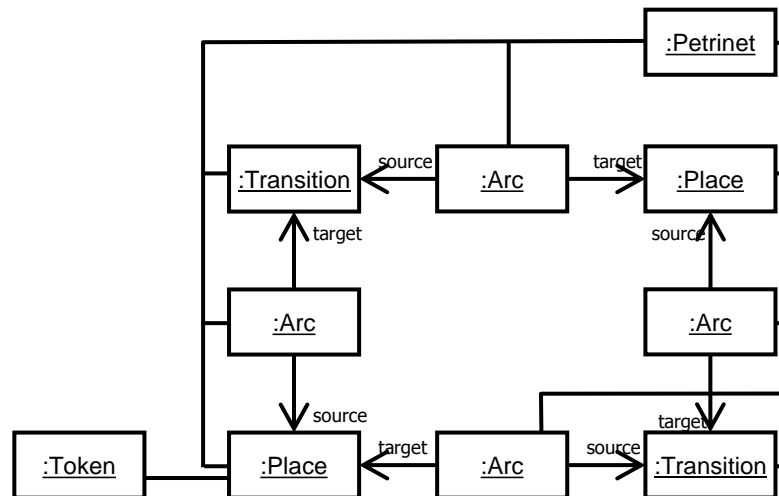
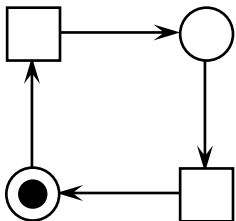
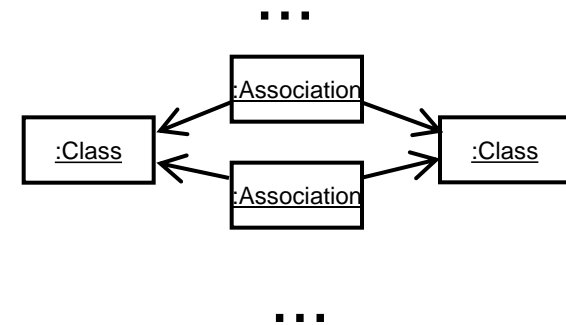
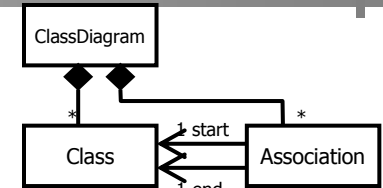
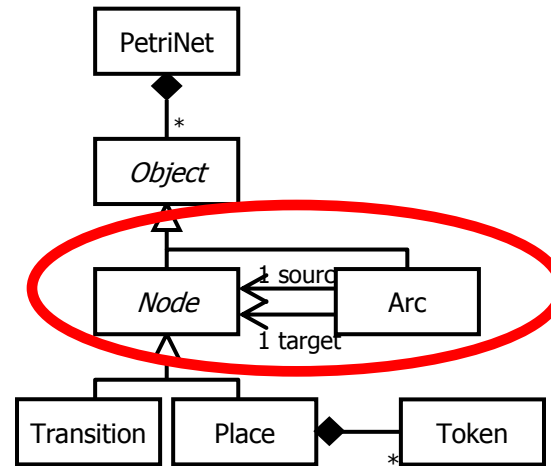


UML model



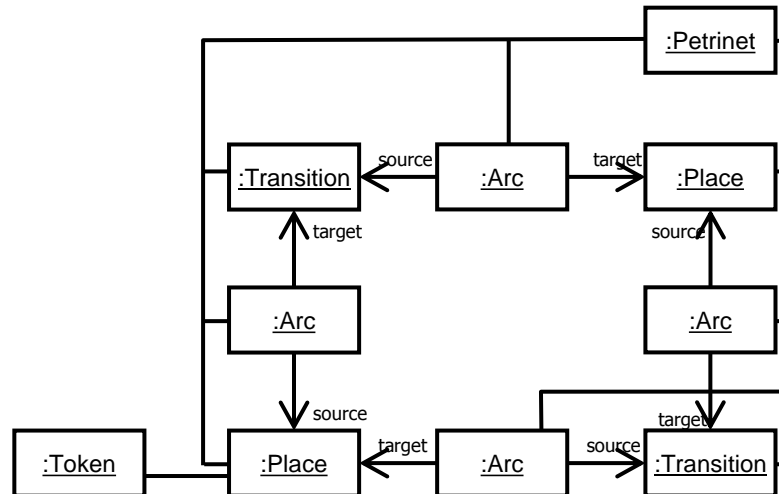
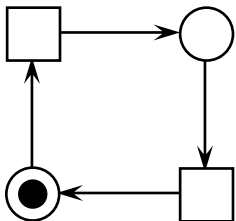
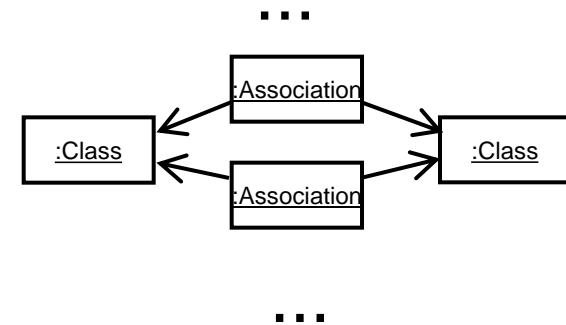
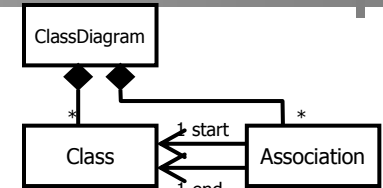
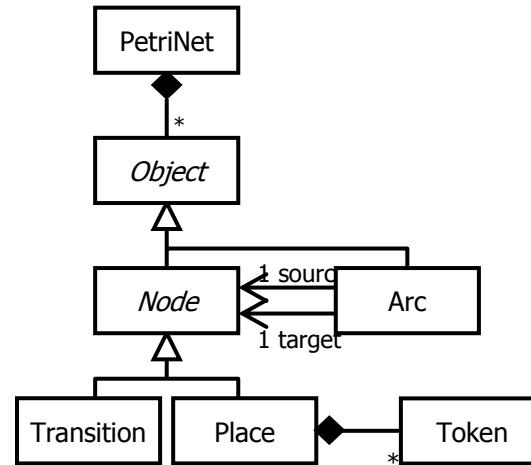
Meta-model for UML
(class diagrams)

Now, the term “meta” model makes sense!



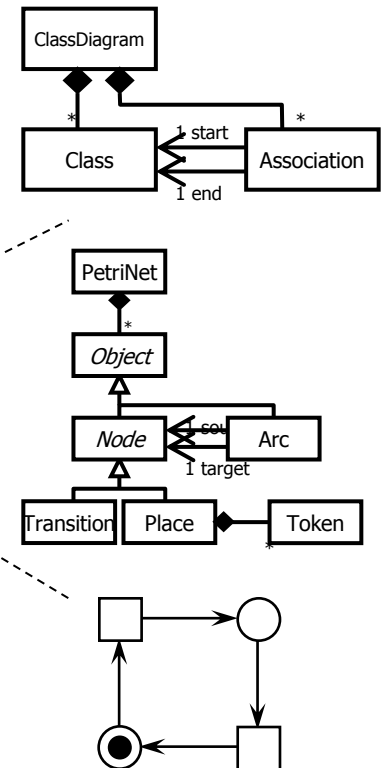
↑
is an
instance of

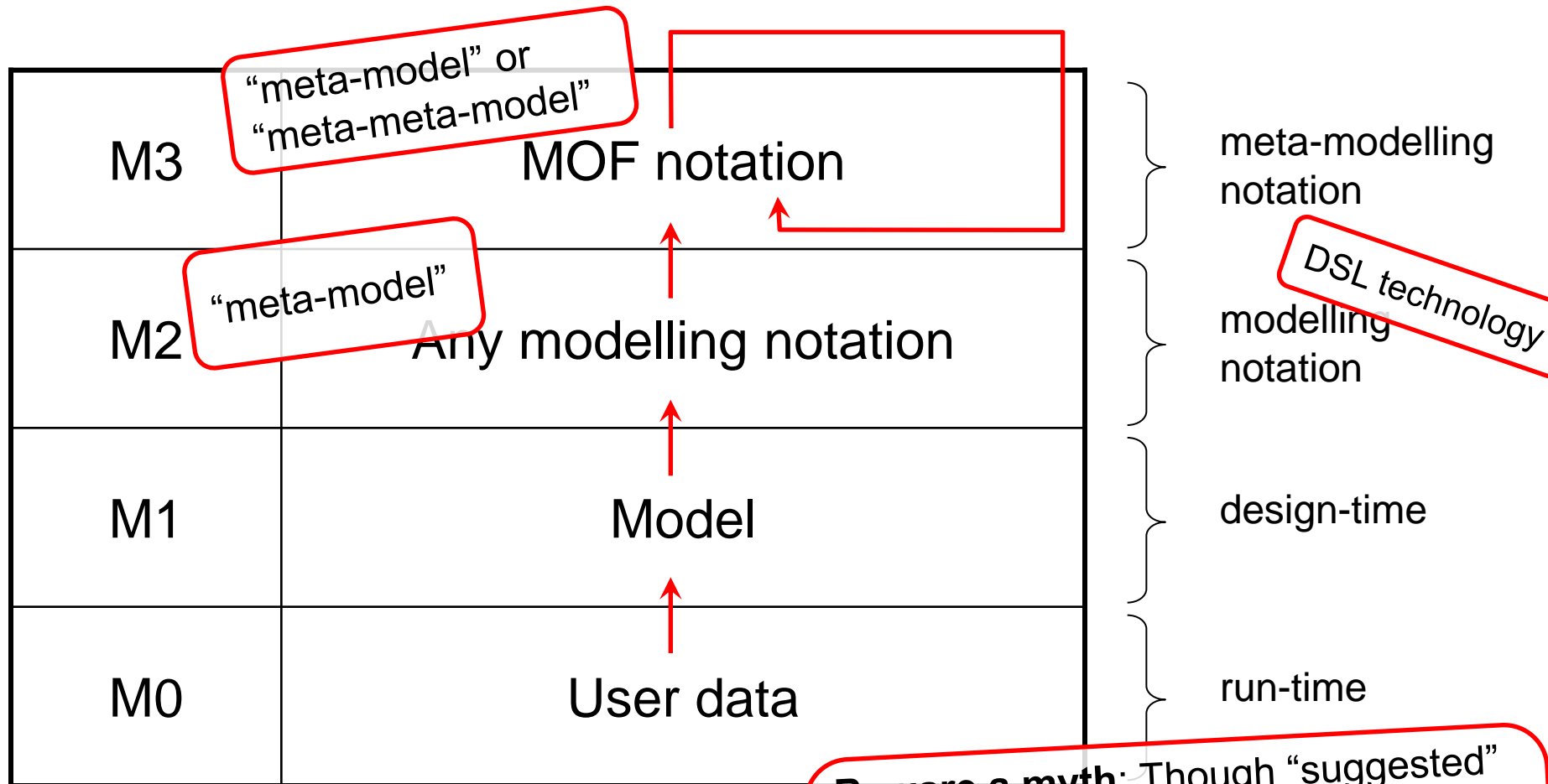
→
concrete syntax
reprs. for

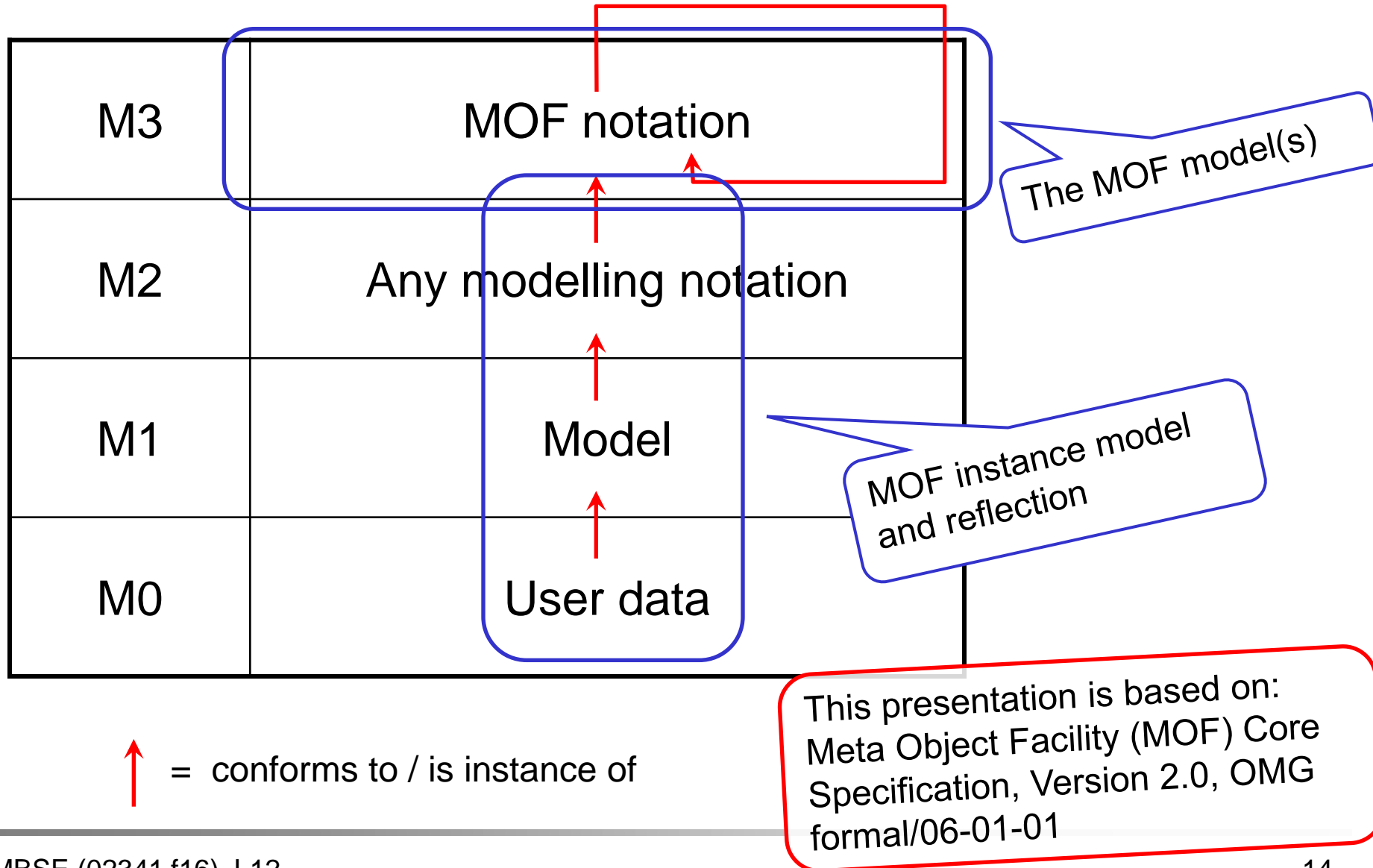


M2	Unified Modelling Notation
M1	Model
M0	User data

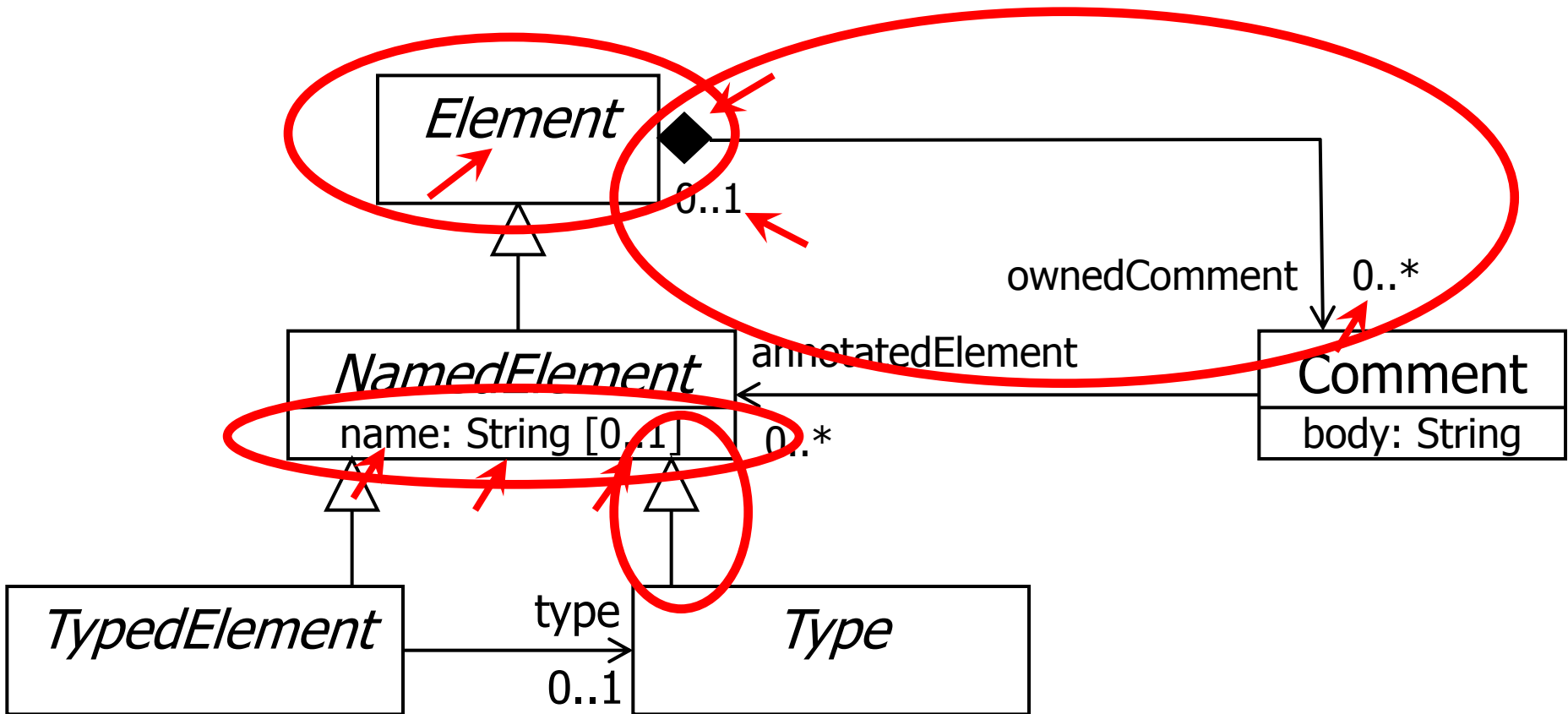
↑ = conforms to / is instance of



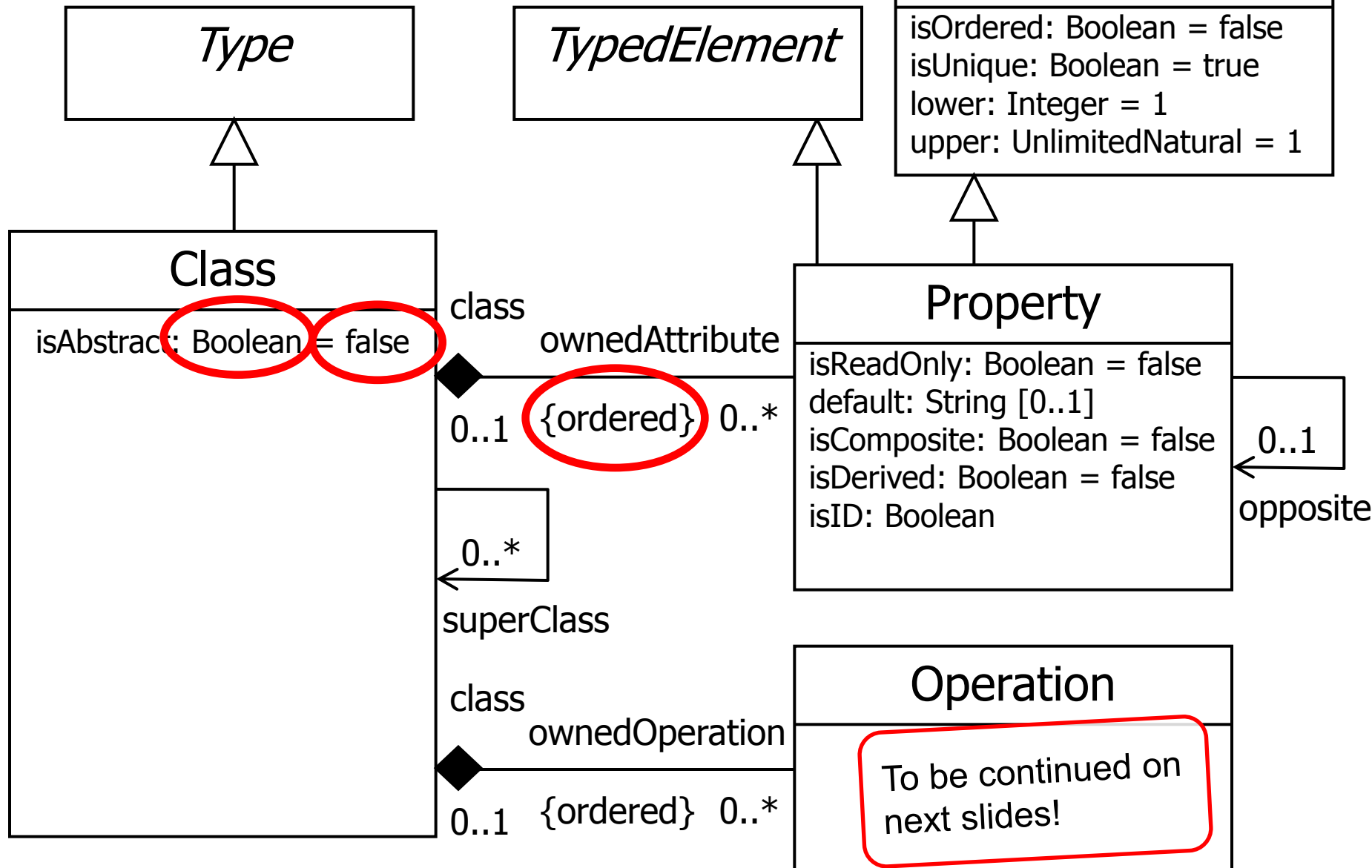




- EMOF as instance of itself
- Where are the different features of the EMOF model represented in EMOF

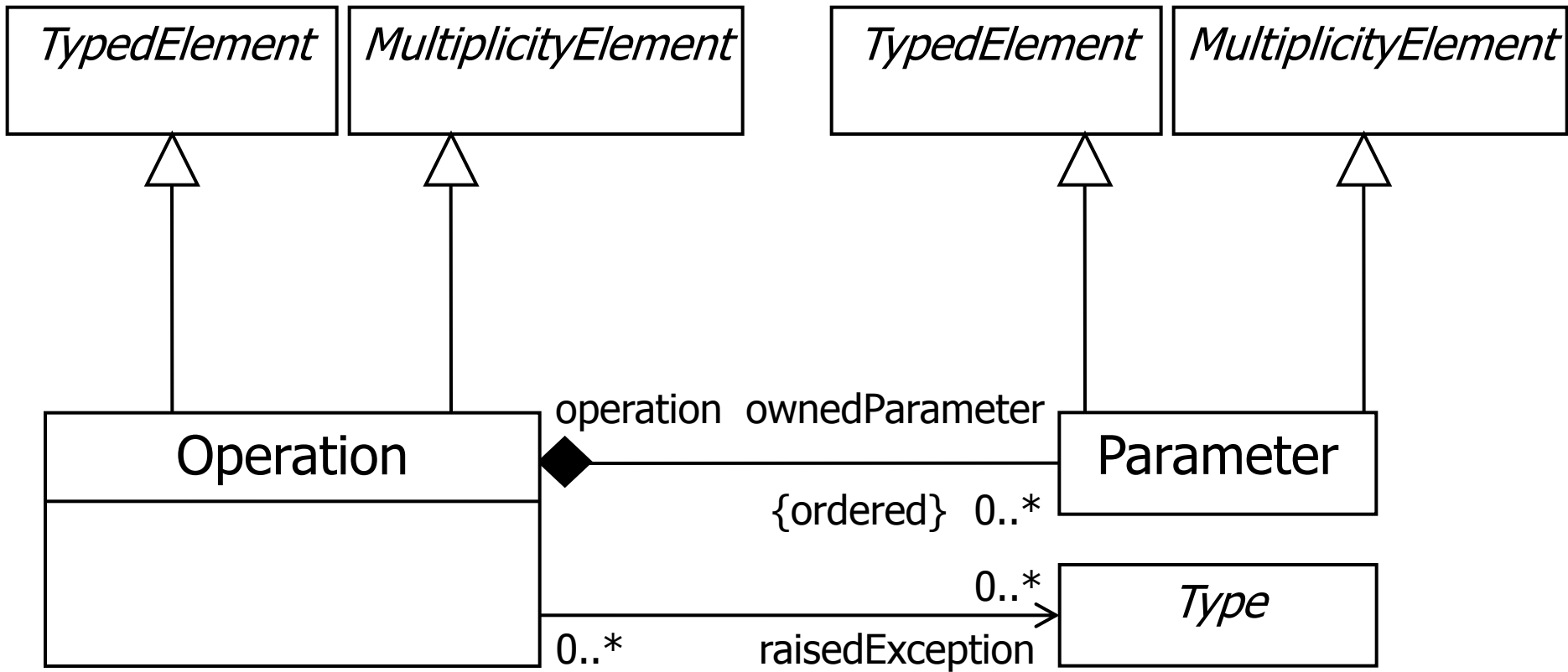


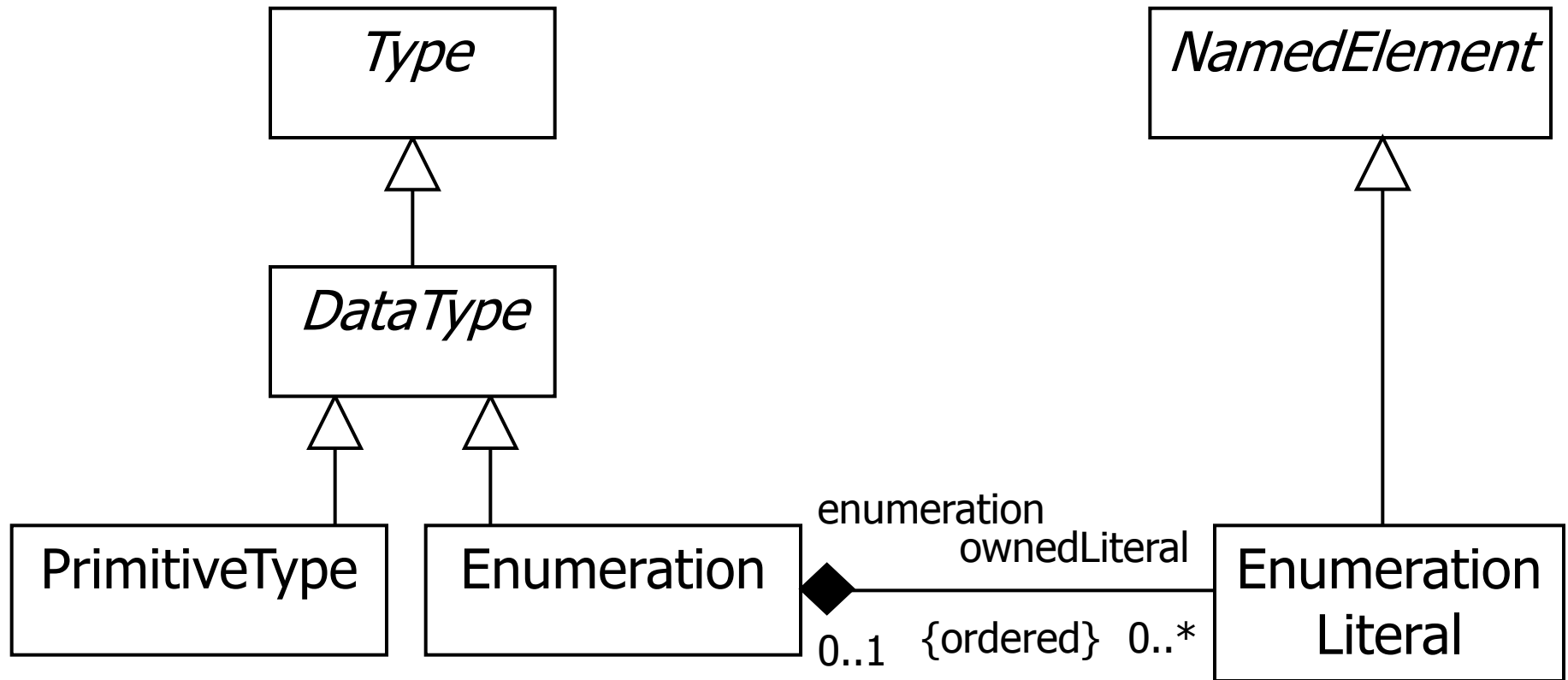
EMOF Classes



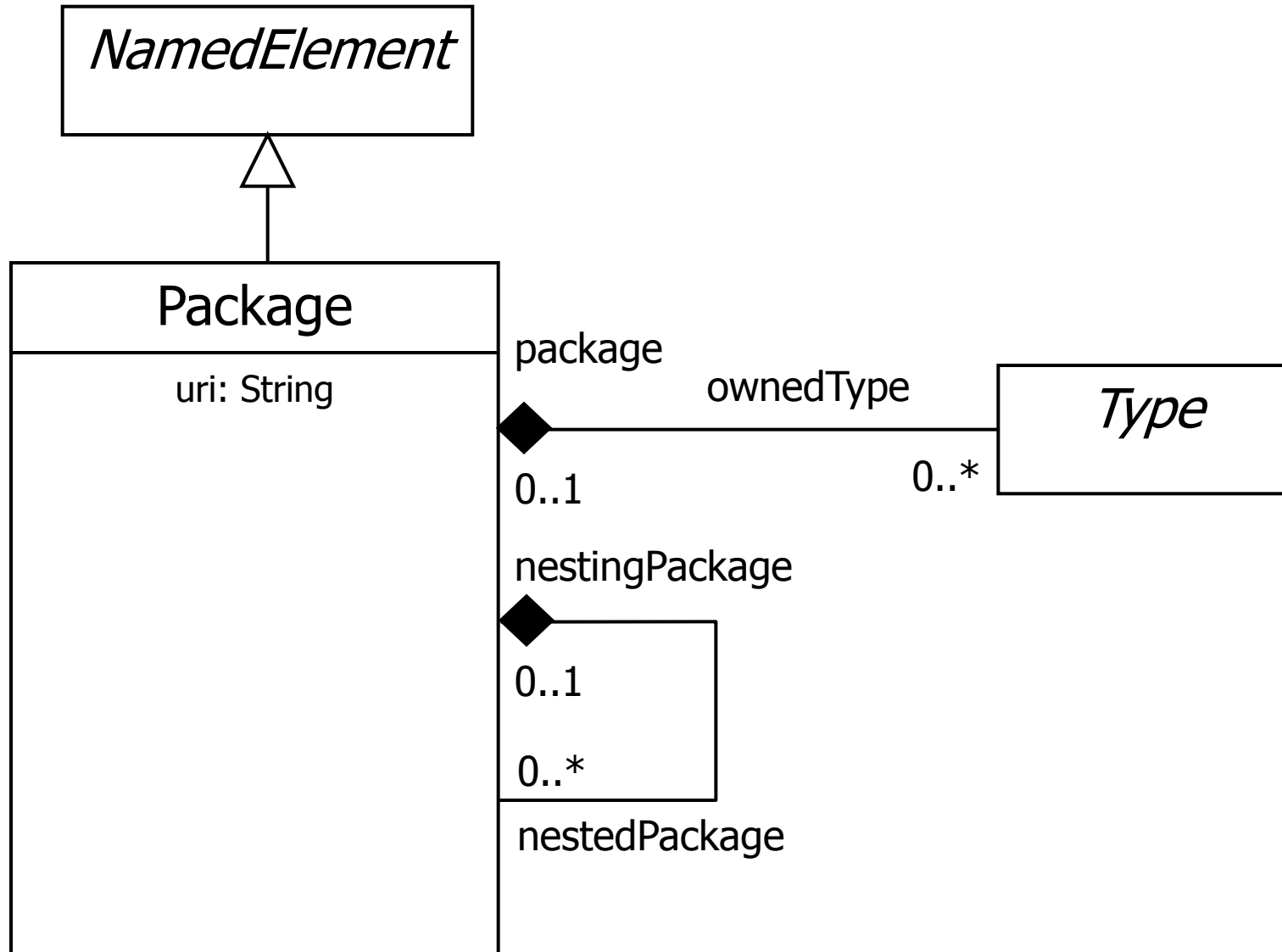
Additional constraints (e.g.):

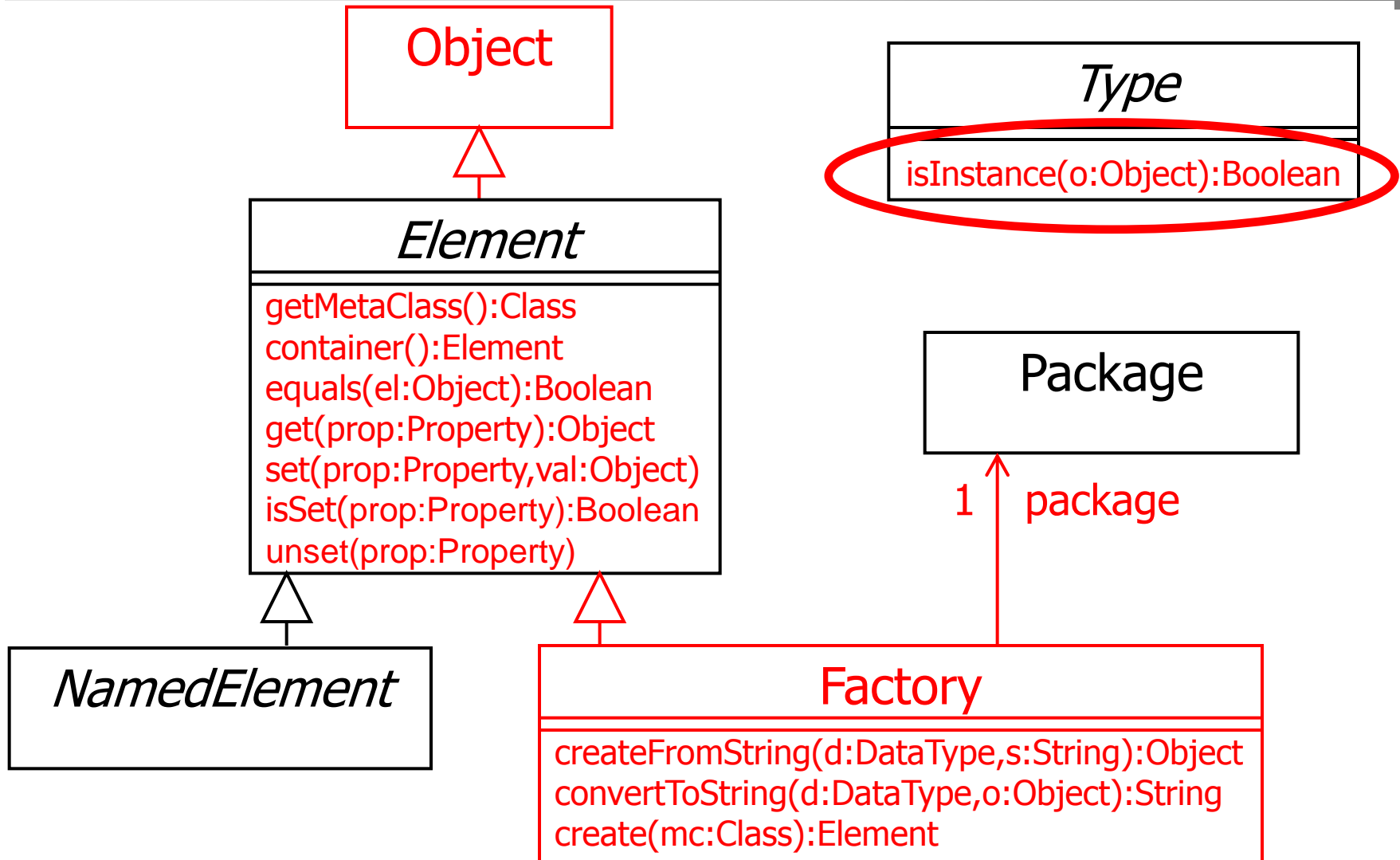
- opposite properties are properly paired
- no cycles in inheritance structure
- an object can be contained in at most one container





- Boolean
- String
- Integer
- UnlimitedNatural (* for "infinity")



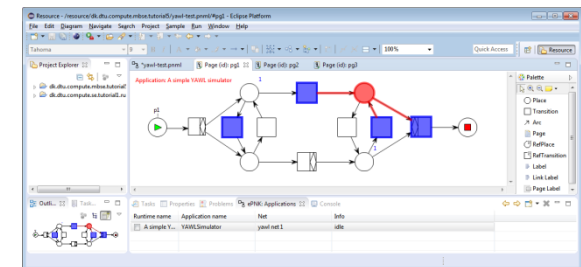
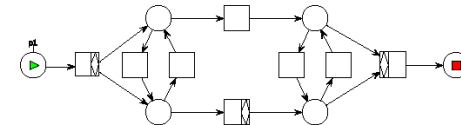
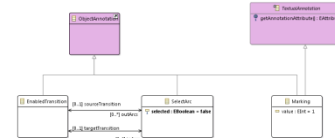
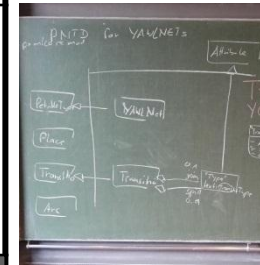
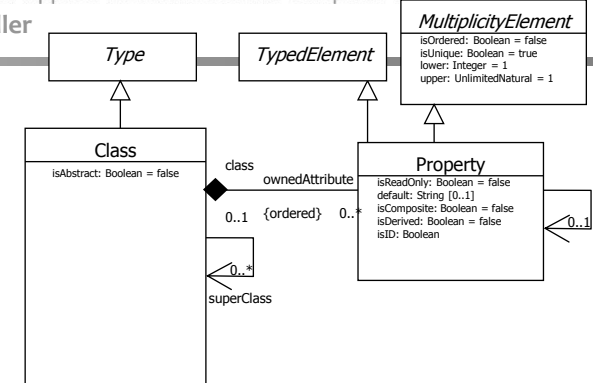


For properties with more than one value, there exist `ReflexiveCollection` and `ReflexiveSequence` (similar to Java Collections)!

MOF in our project

M3	Ecore (~ EMOF)
M2	ePNK and YAWL meta models + Annotation model (runtime simulator)
M1	YAWL model
M0	YAWL case (instance of a simulation)

↑ = conforms to / is instance of



MOF in our project

M3	Ecore (~ EMOF)	
M2	ePNK and YAWL meta models	Annotation model (runtime simulator)
M1	YAWL model	
M0	YAWL case (instance of a simulation)	



= conforms to / is instance of

Technically the runtime model instances jump one conceptual level

Not a technical (Java / OO) instance; just a conceptual instance of YAWL

Feel the consequences
of wrong models.

In addition to models and automatic code generation, MBSE provides techniques for structuring/extending (big) software (framework behind the scenes):

- Factories
- Interfaces
- Listeners / observers
- Commands
- Handlers
- Extension points

- Customizing code generation
- Defining own code generators
(defining model to text transformations M2T)
- Transforming a model into another model
(class diagram to database scheme, M2M)
- Other MBSE technologies (e.g. Microsofts Entity Framework)
- Techniques for developing embedded DSLs

- Guest lecture by Rasmus Petersen from Netcompany:

How does Netcompany use models