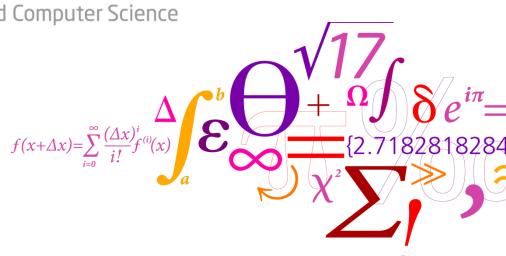


Model-based Software Engineering (02341, spring 2016)

Ekkart Kindler

DTU Compute

Department of Applied Mathematics and Computer Science

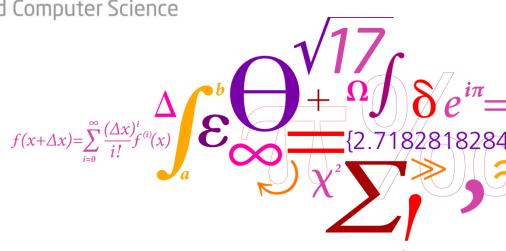




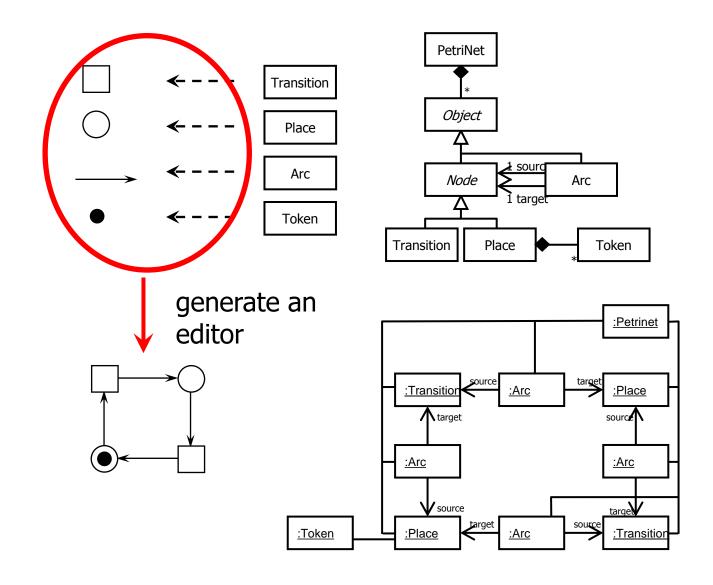
Tutorial 3: GMF

DTU Compute

Department of Applied Mathematics and Computer Science



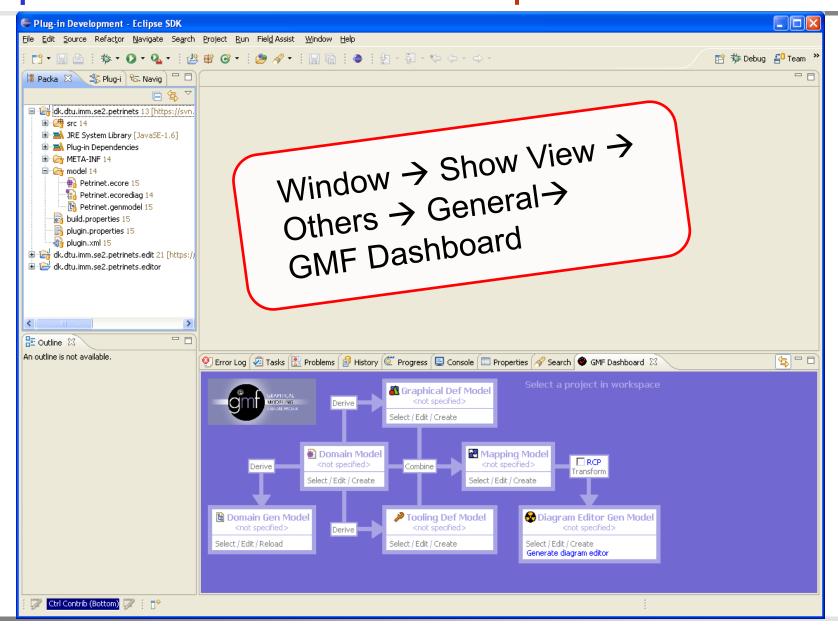




Open GMF Dashboard

DTU Compute

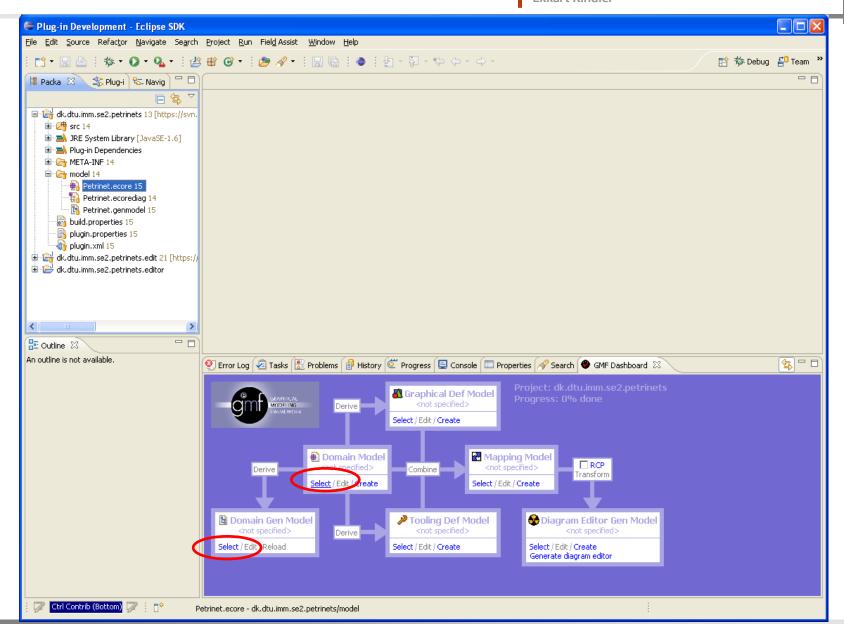


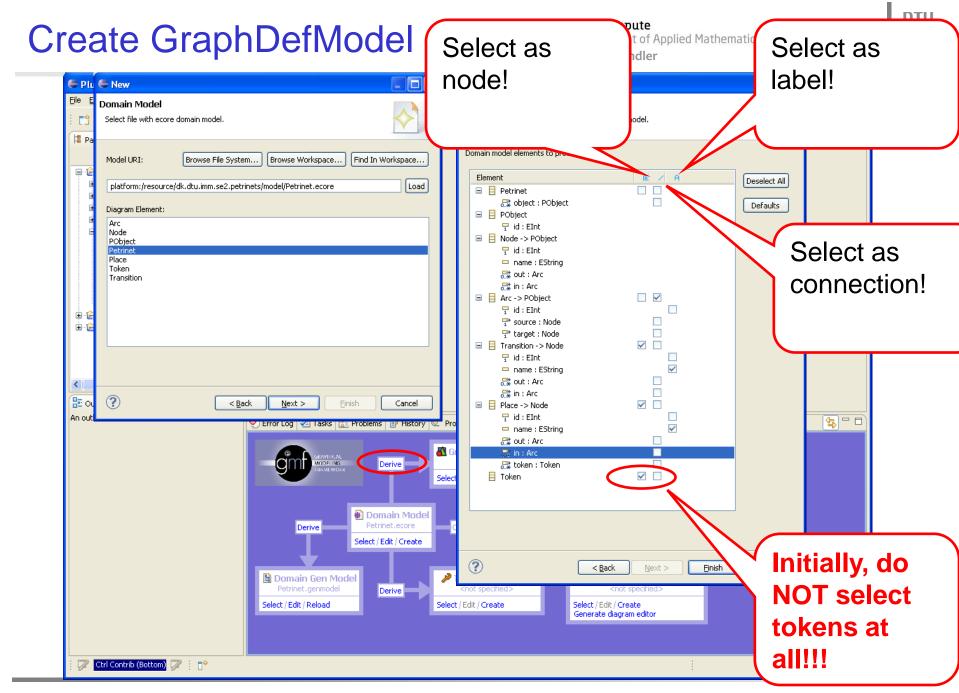


Select Model and Genmodel

DTU Compute



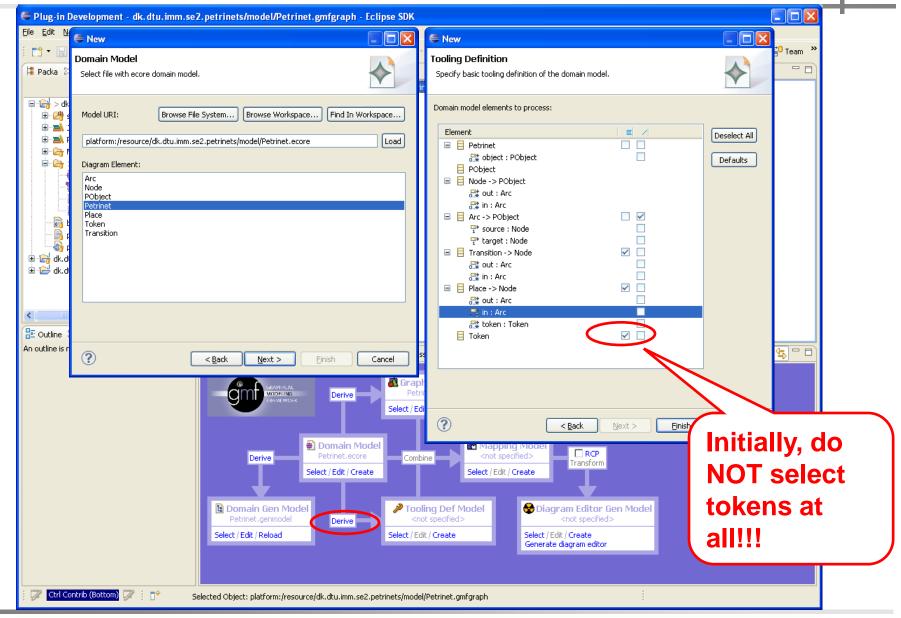


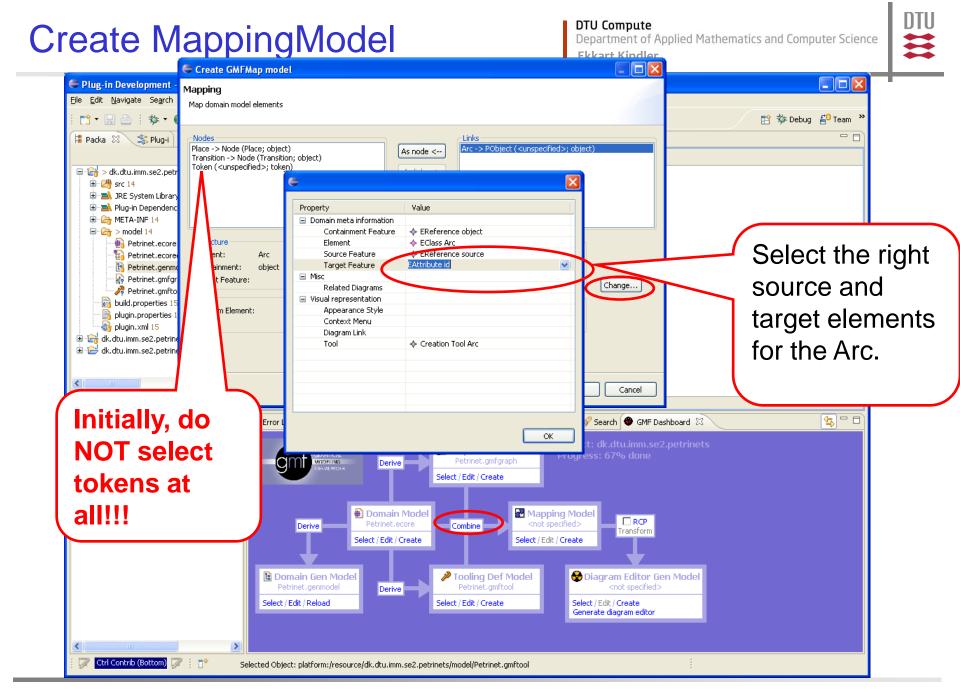


Create ToolingDefModel

DTU Compute



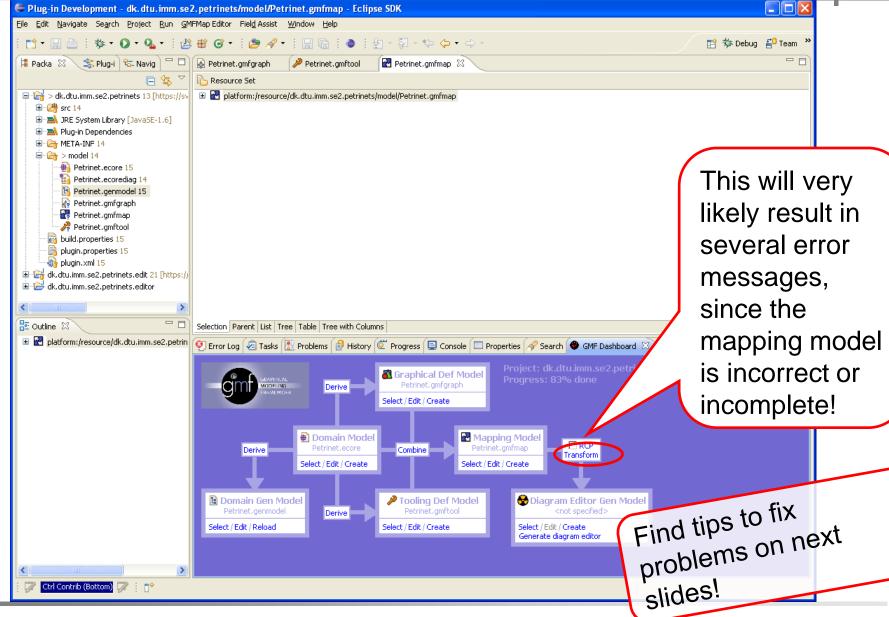




Create GraphGenmodel

DTU Compute

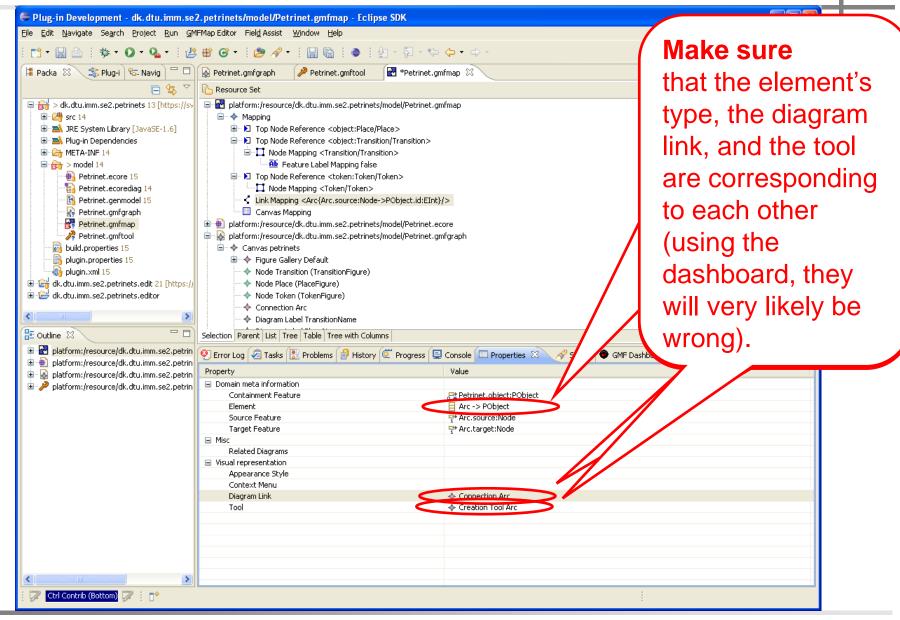




In .gmfmap: Align graphics, tool and type

DTU Compute

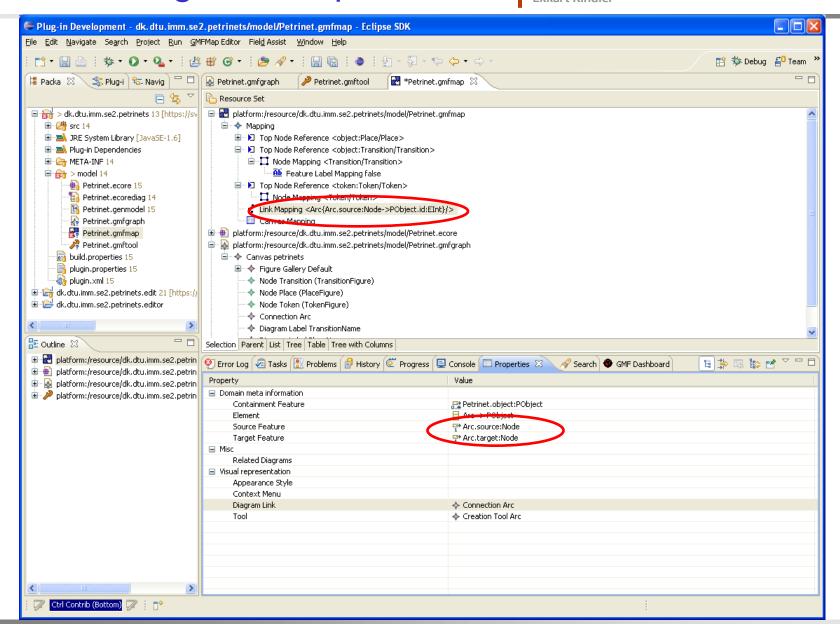




Some changes in MapModel

DTU Compute

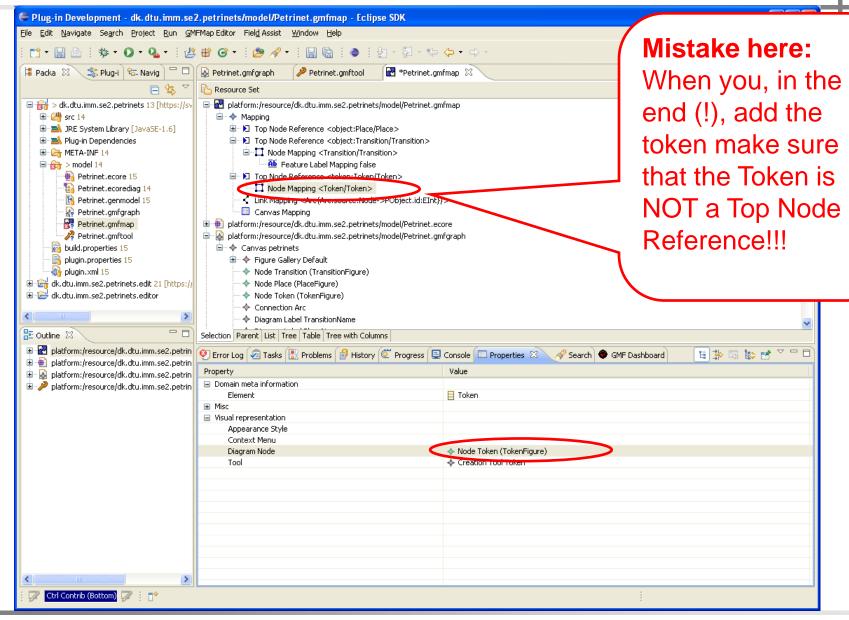




Some changes in MapModel

DTU Compute

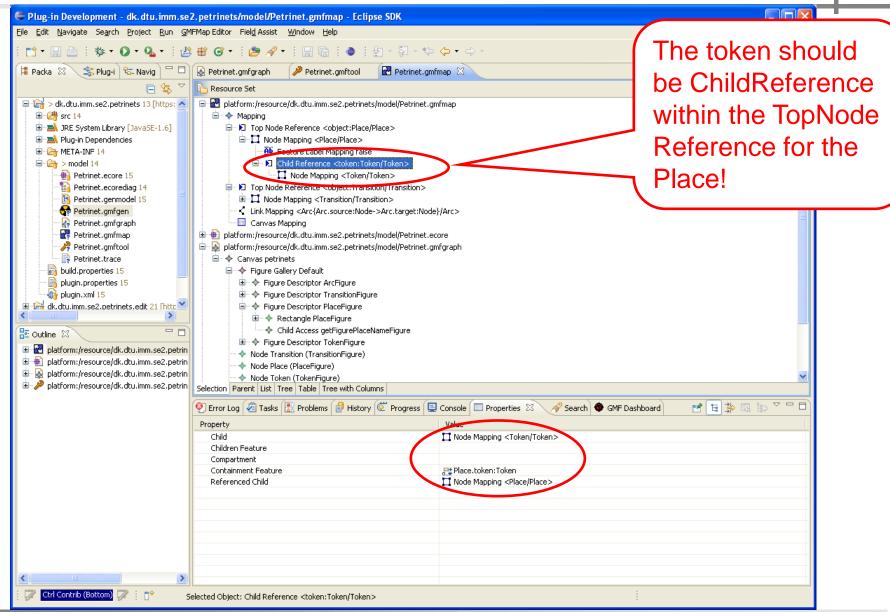




Make Token a Child Reference

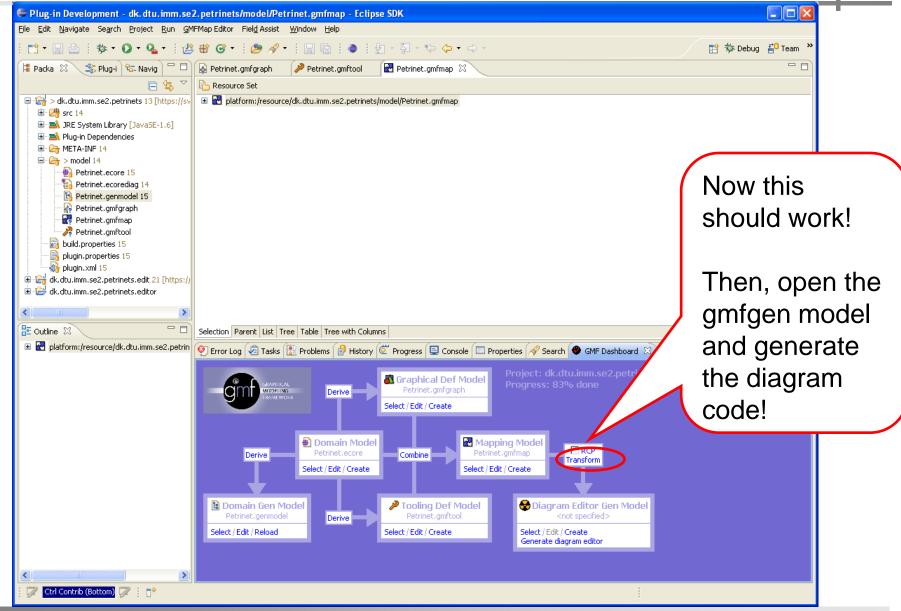
DTU Compute





Select Model and Genmodel

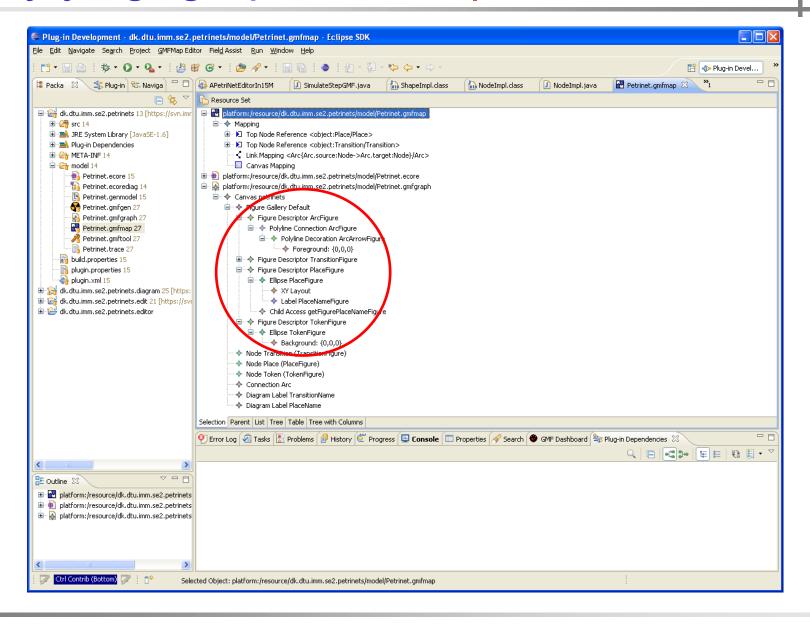


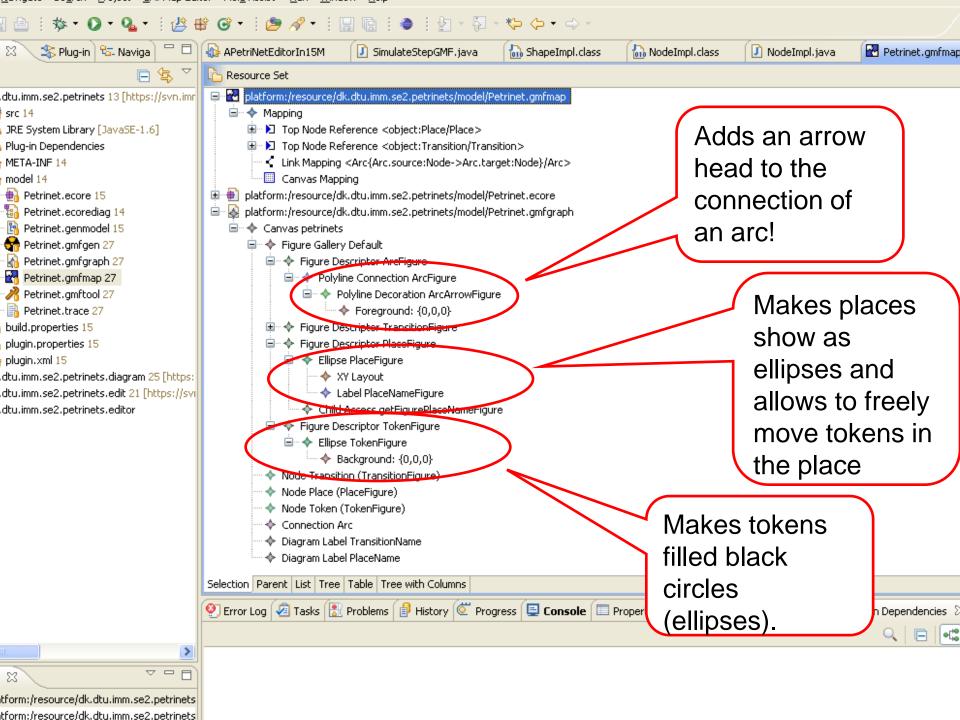


"Nicyfying" graphics

DTU Compute



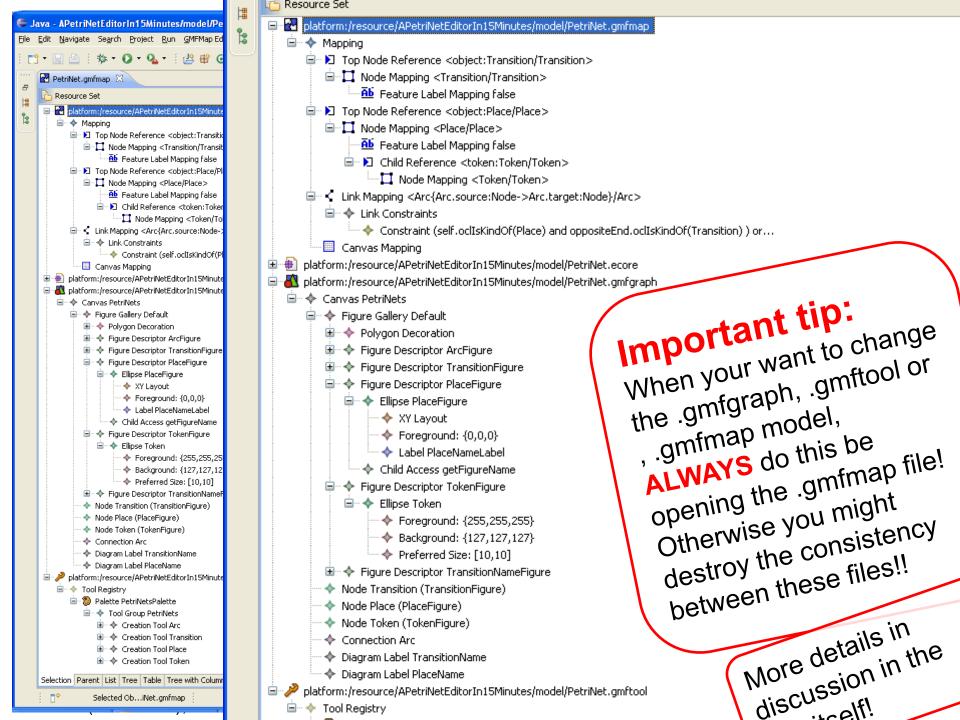






- Graph model (.gmfgraph):
 Defining the graphical elements and appearance of the Petri net
- 2. Tooling model (.gmftool):

 Defining the tools in the toolbar (basically)
- Mapping model (.gmfmap):
 Mapping the model elements to the graphical ones (and the tools)
- Generator model (.gmfgen):
 Some information for code generation (similar to EMF .genmodel)





- 1. Create a simple graphical editor on top of your Petri net model (ignore tokens for now)!
 - a) Create the different GMF models with the help of the GMF Dashboard
 - b) Have a look at the generated files (and fix possible errors)
 - C) Generate the code for the graphical editor and check whether it works
- 2. The GMF Dashboard does not allow you (in a straight-forward way) to make places show as ellipses. Change the gmfgraph model manually to make places show as ellipses!
- 3. Add tokens to the editor: To this end, change the files .gmfgraph, .gmftool, and .gmfmap (in the .gmfmap tokens a "submapping" of the mapping for places (see slides 11/12).