

# 50. Round-Trip Engineering for the Consistency of Megamodels

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<http://st.inf.tu-dresden.de/teaching/most>

Version 15-0.5, 30.01.16

1) Single-source principle

2) Code generation techniques

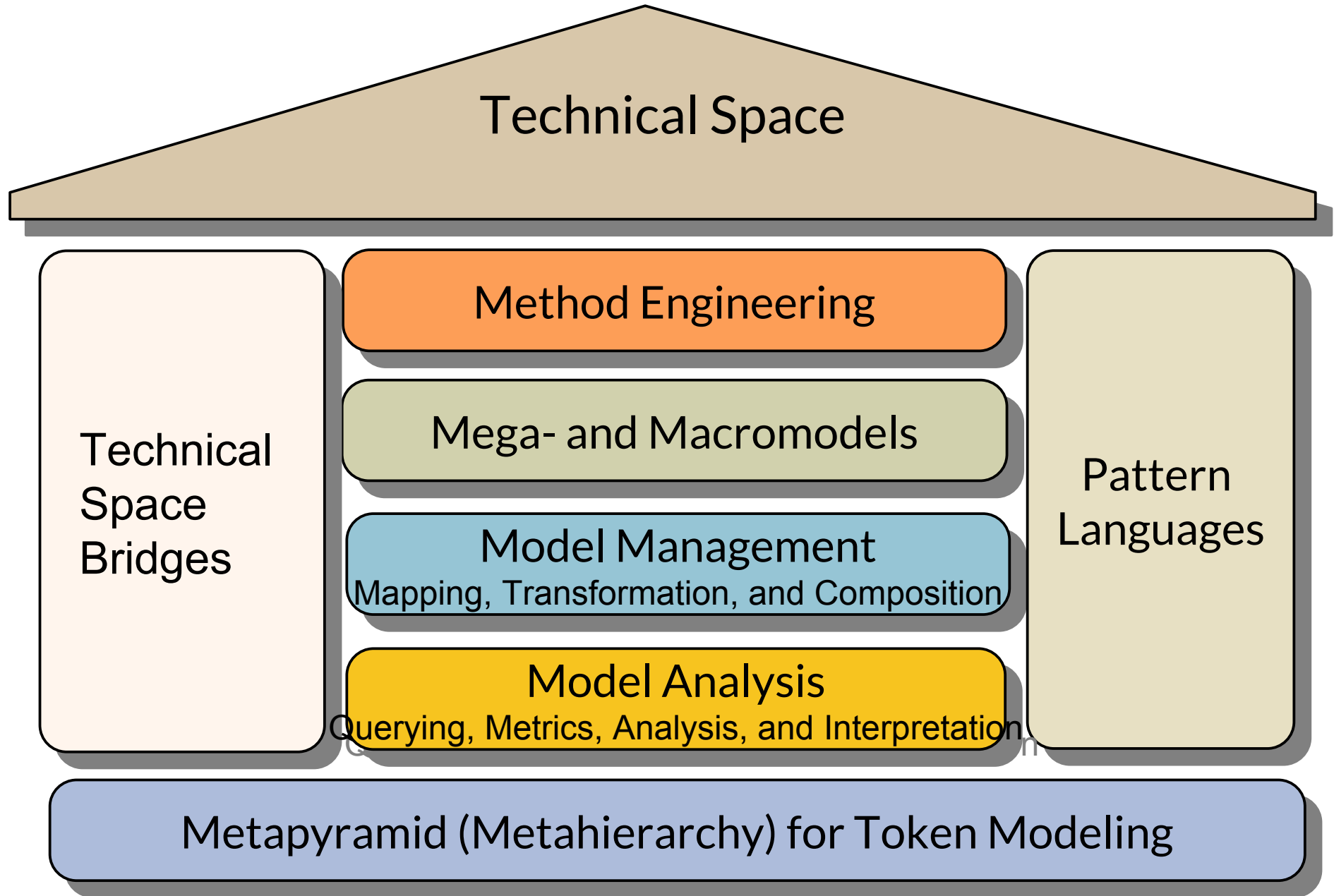
- Template-based Code generation

3) Re-parsing

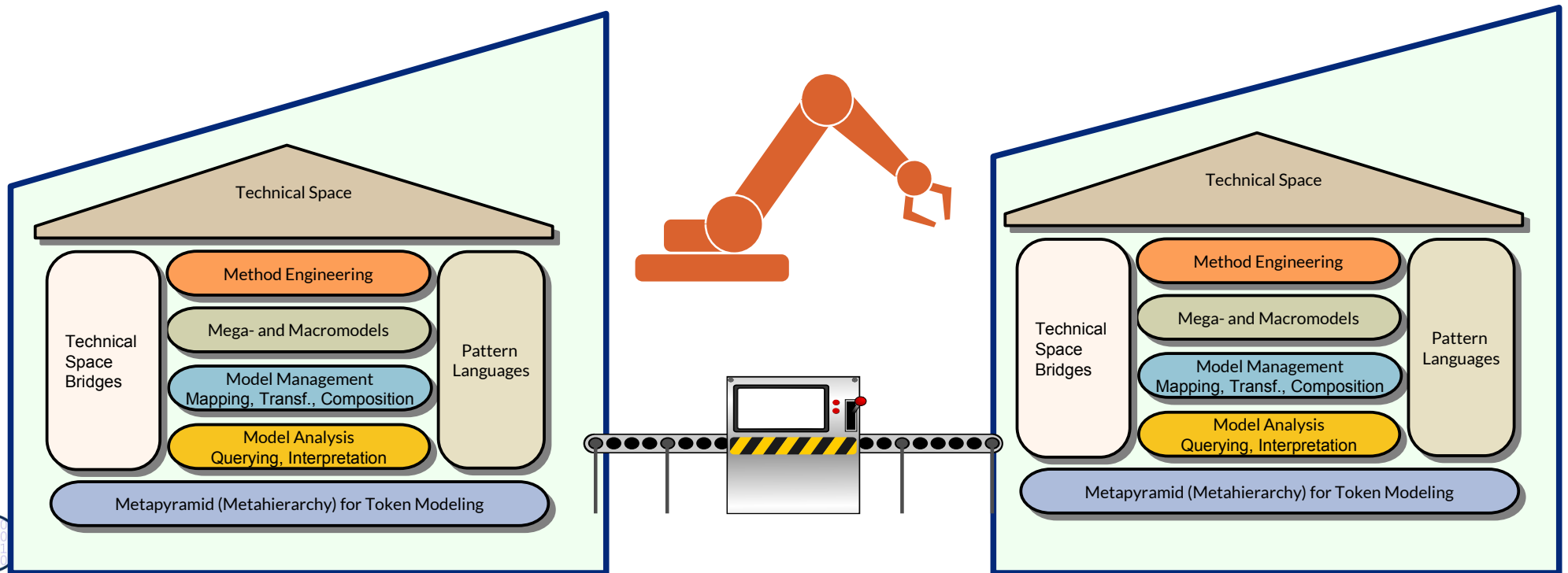
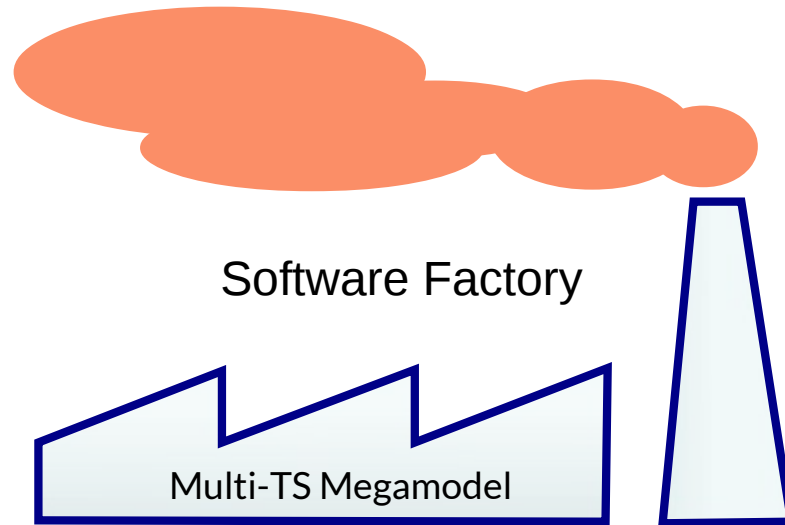


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concept  
Exzellenz aus  
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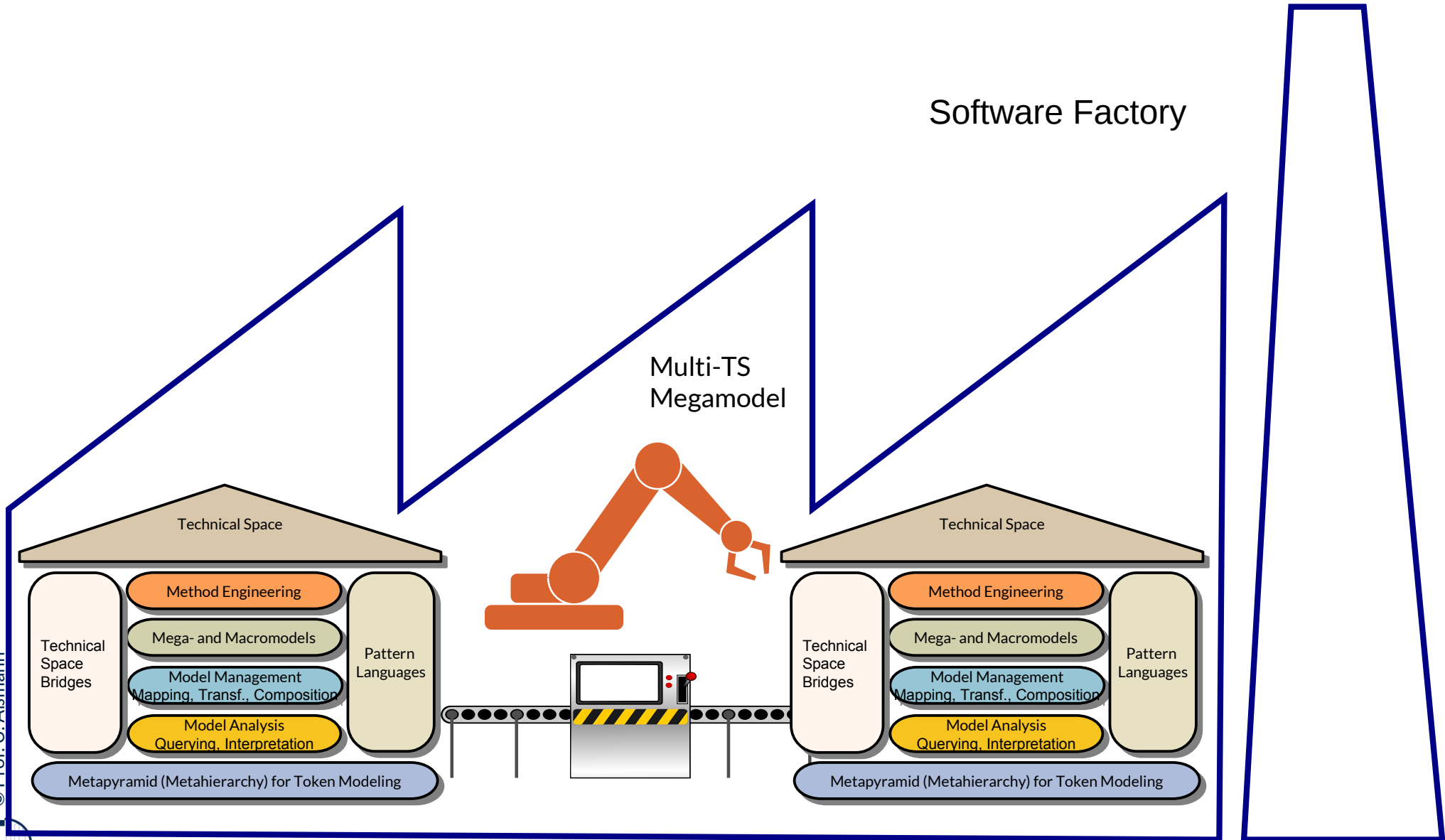
# Q10: The House of a Technical Space



# Q11: A Software Factory's Heart: the Multi-TS Megamodel



# Q12: A Software Factory's Heart: the Multi-TS Megamodel



- ▶ <http://www.codegeneration.net/>
- ▶ [www.programtransformation.org](http://www.programtransformation.org)
- ▶ [http://www.codegeneration.net/tiki-read\\_article.php?articleId=65](http://www.codegeneration.net/tiki-read_article.php?articleId=65)
- ▶ Paul Bassett. Frame-based software engineering. IEEE Software, 4(4):9-16, 1987.
  - <http://doi.ieeecomputersociety.org/10.1109/MS.1987.231057>
- ▶ Chris Holmes, Andy Evans. A review of frame technology. University of York, Dept. of Computer Science, 2003  
<ftp://www-users.cs.york.ac.uk/reports/2003/YCS/369/YCS-2003-369.pdf>
- ▶ Daniel Weise and Roger Crew. Programmable syntax macros. In Proceedings of the ACM SIGPLAN '93 Conference on Programming Language Design and Implementation, pages 156-165, Albuquerque, New Mexico, June 23-25, 1993.
- ▶ Optional
  - Völter, Stahl: Model-Driven Software Development, AWL 2005.

# 50.1 Model2Code Translation (Code Generation)

Transforming models into code (Programmüberführung)

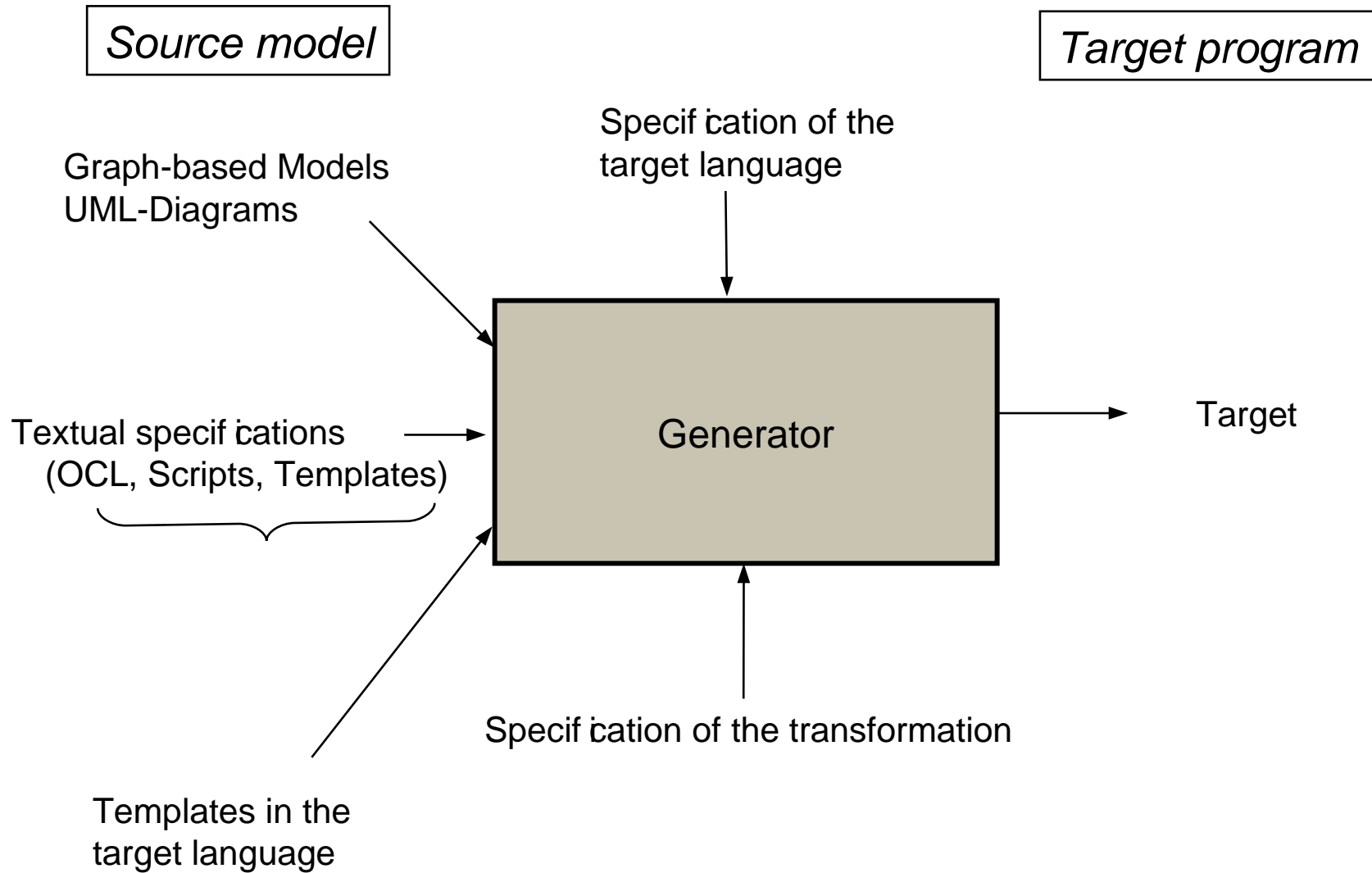


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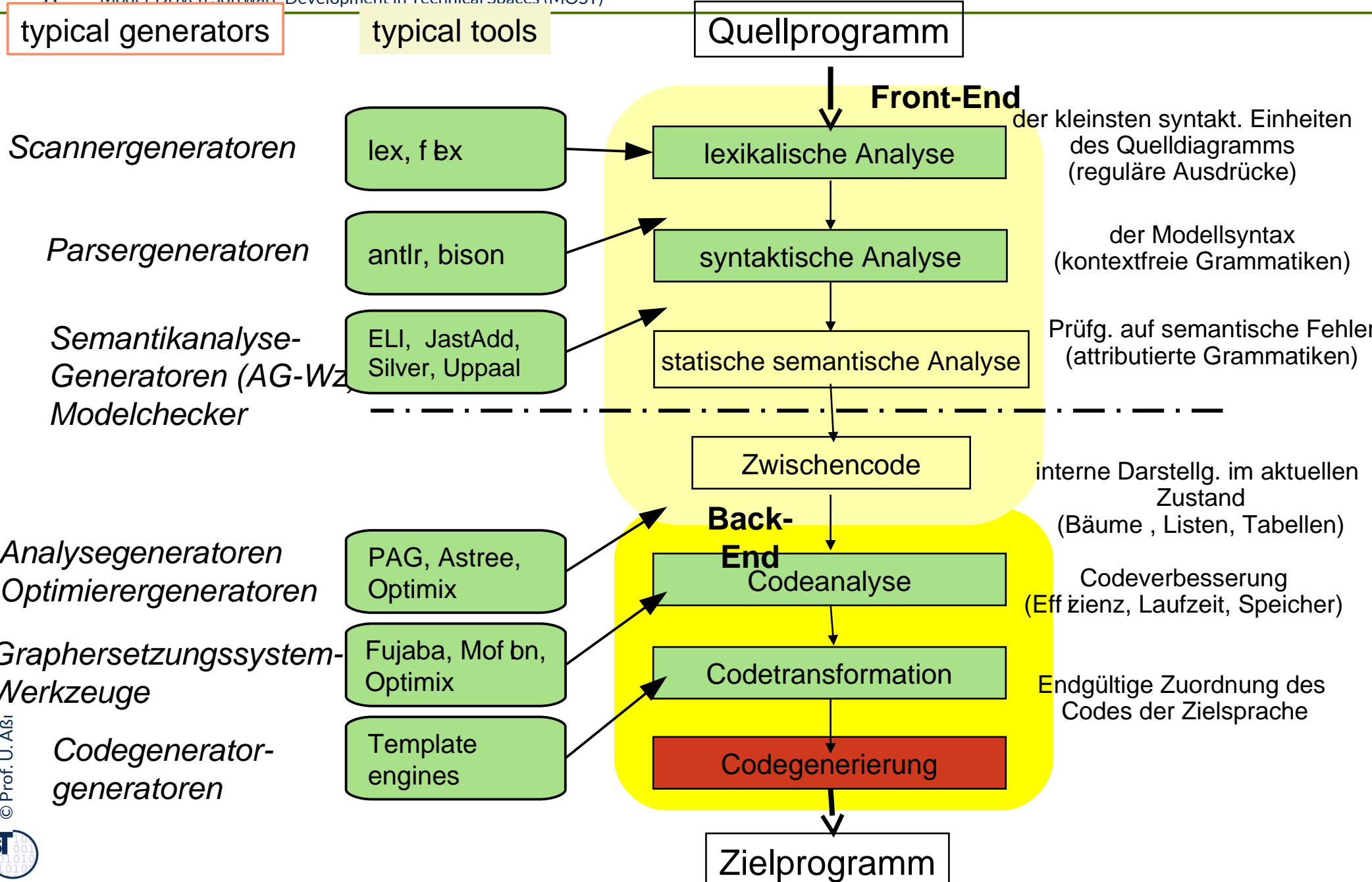
# CASE-Code-Generators

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Model-Driven Software Development in Technical Spaces (MOST)



# Phases of a Tool and its Generators





# Kinds of Code Generators

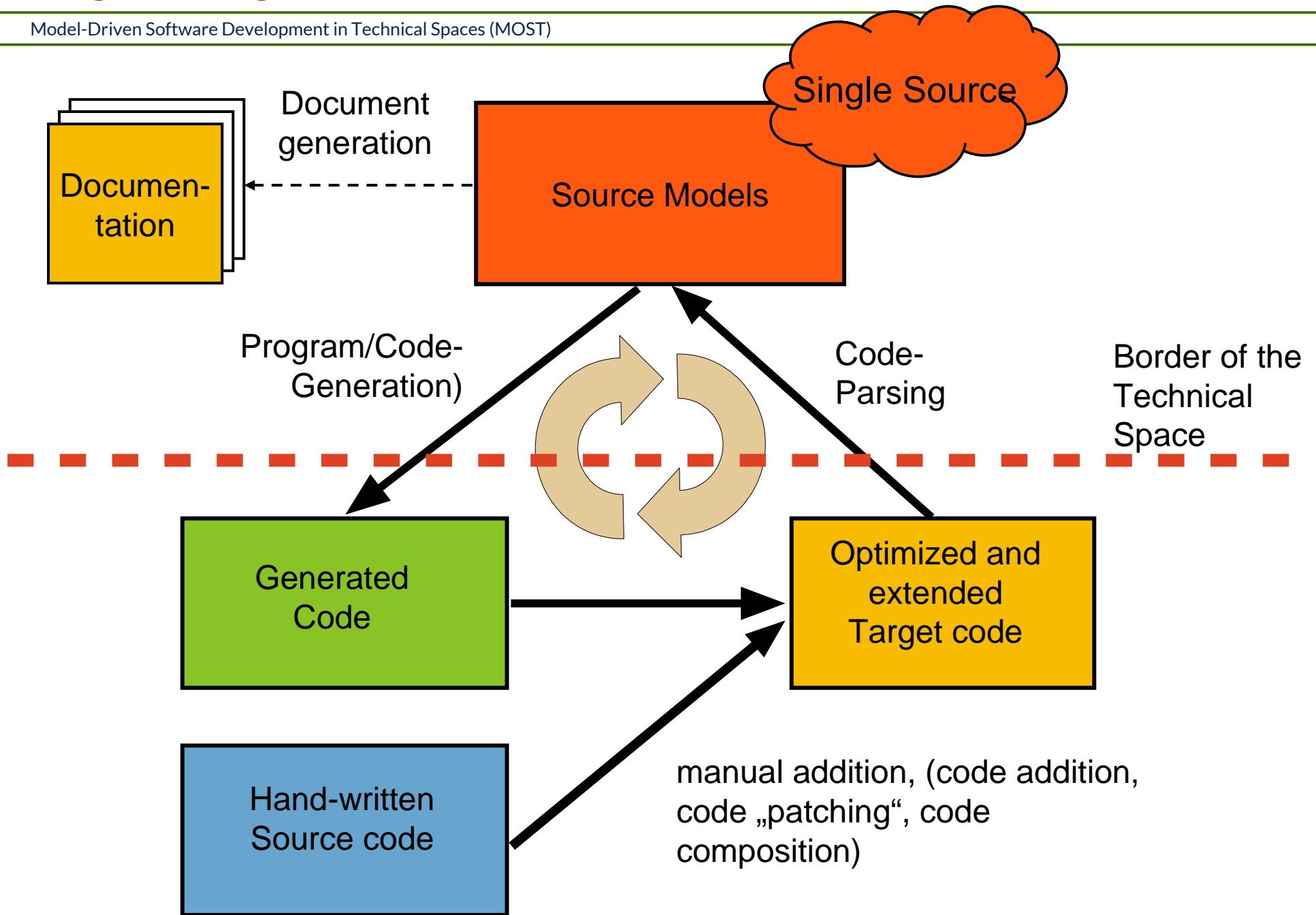
- ▶ A **code selector** is a transformation system (term, link trees, graphs) covering the input models with rules (**code coverage**) transforming the model elements once
- ▶ A **code scheduler** orders instructions in an optimized manner
  - Code scheduling runs after code selection
- ▶ **Metaprogramming code generators:**
  - A **template expander** generates code by filling code templates with *inset snippets*
  - An **invasive fragment composer (invasive software composition)** composes templates in a typed and wellformed way (⊛ CBSE)



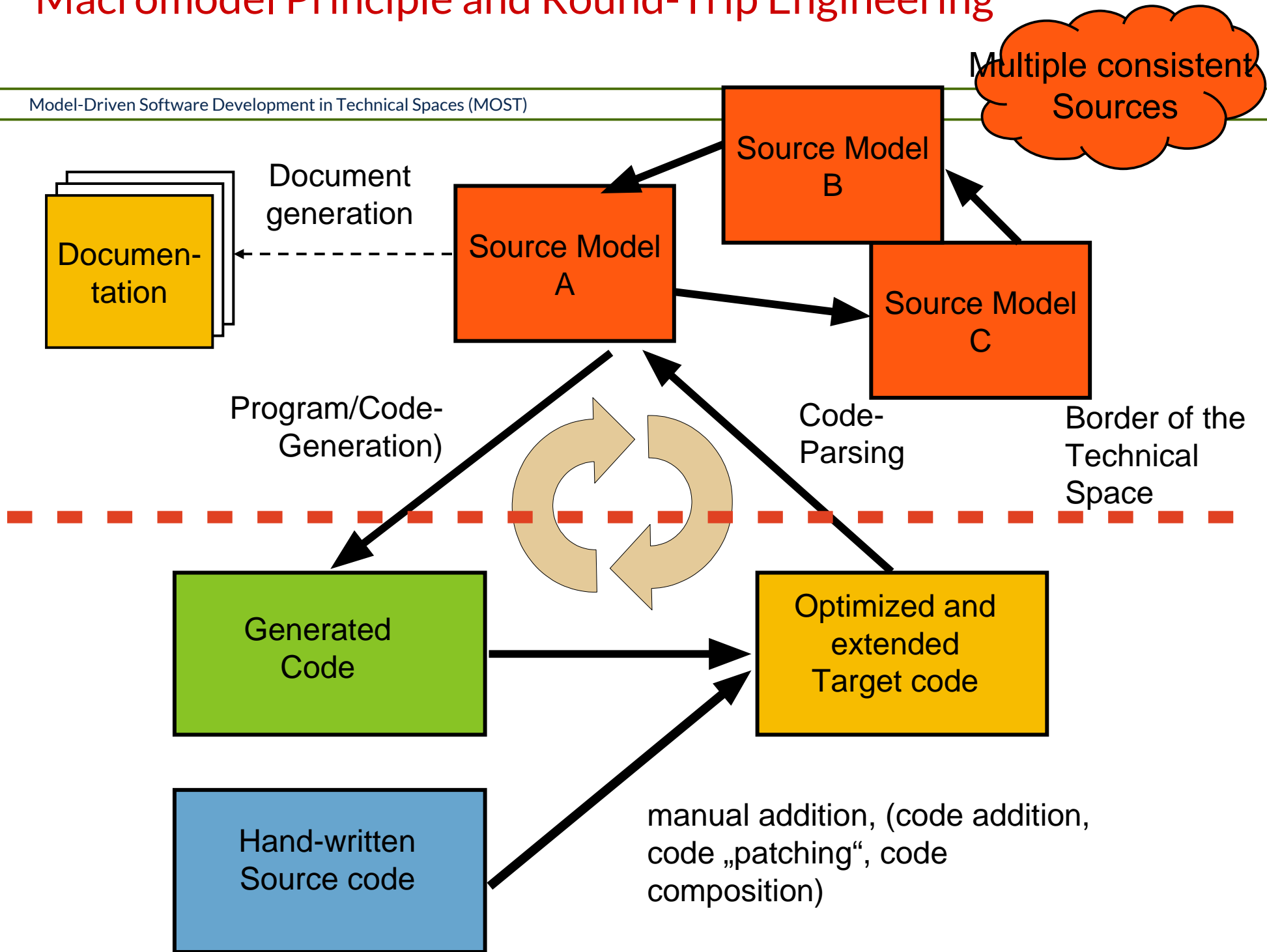
## 50.1.1 Single-Source Principle and Macromodels



# Single-Source-Principle, Code Addition, and Round-Trip Engineering



# Macromodel Principle and Round-Trip Engineering



# Single Source Principle and Macromodel Principle

- ▶ **A Single-Source-Technology** with automatic synchronisation and consistency between one model (single source), code, tests
  - 1997 introduced by Peter Coad in the Together-CASE-tool, now in all CASE tools
- ▶ **A Macromodel technology** with automatic synchronisation and consistency between ALL models, code, tests, and documentation (all models of a megamodel)
- ▶ Technically, the Single-Source-Principle and the Macromodel principle needs **Round-Trip-Engineering** (RTE) between ModelWare and GrammarWare, to achieve
  - **Model-to-code synchronisation** with
    - **Codegeneration** into several programming languages
    - **Template-based codegeneration** inserts code snippets into code templates
    - **Code reparsing** of the changed source code into models
  - **Model-to-model synchronization** with
    - **Bidirectional transformations** (with TGG)
    - **View based transformations** (with SUM)

# Round-Trip Engineering in Together (Coad)

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Model-Driven Software Development in Technical Spaces (MOST)

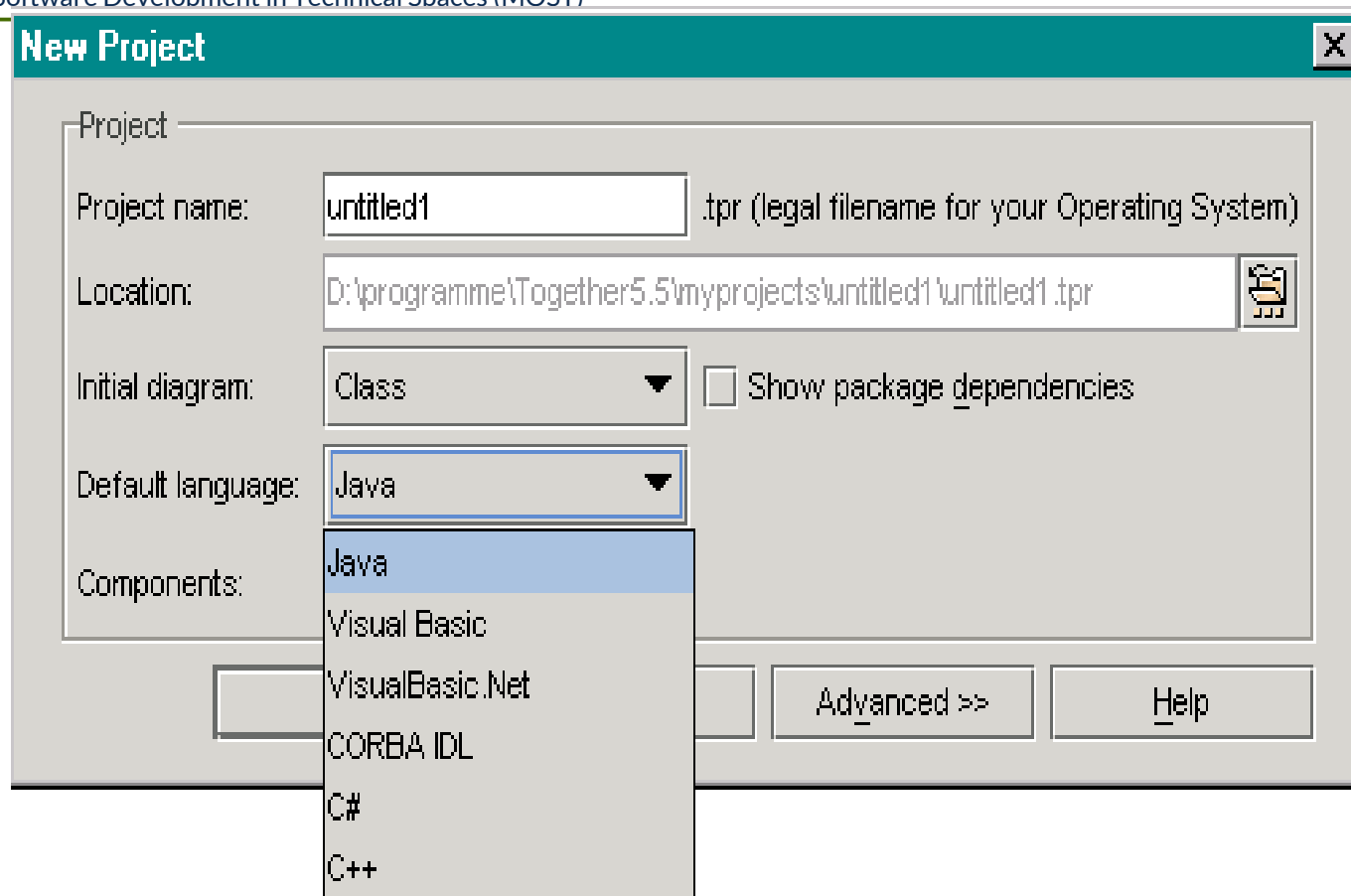
- ▶ Single-Source-Technology with automatic synchronisation and consistency between UML model, code and documentation
- ▶ Supported Programming Languages: Java, Visual Basic, VisualBasic.Net, CORBA IDL, C++, C#
  - Synchronisation by reparsing of generated, modified and extended code
- ▶ Round-trip Engineering:
  - Changes of class diagrams will be transformed to code
  - Changes of code reparsed to class diagrams
  - Reverse Engineering of entire projects

[http://www.borland.com/downloads/download\\_together.aspx](http://www.borland.com/downloads/download_together.aspx)

# Code Generation in Different Languages in Together

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Model-Driven Software Development in Technical Spaces (MOST)



- Basierend auf den Rollen: Business Modeler, Designer, Developer und Programmierer werden Sichten auf Arbeitsbereich automatisch konfiguriert (View-Management).
- Das Einbinden von Patterns, Templates und vorgefertigten source-basierten Frameworks (Komponenten incl. EJBs) wird unterstützt.
- Zur Qualitätssicherung werden Metriken und Audits angeboten.

# Together Screenshot

The screenshot displays the Together IDE interface. On the left, a project tree shows a package named 'Demo' containing two classes: '<default>' and 'Teilnehmer'. Below the tree is the 'Properties of <default>' inspector, which shows the diagram type as 'Class Diagram' and lists various properties like name, package, and stereotype.

The main workspace shows a UML class diagram with two classes: 'Person' and 'Teilnehmer'. The 'Person' class has a private attribute '-attribute1:int' and a public operation '+operation1:void'. The 'Teilnehmer' class also has a private attribute '-attribute1:int' and a public operation '+operation1:void'. A solid line with an open arrowhead points from 'Teilnehmer' to 'Person', indicating inheritance.

At the bottom of the workspace, the corresponding Java code is shown in a text editor. The code is as follows:

```
/* Generated by Together */  
  
public class Teilnehmer extends Person {  
    public void operation1() {  
    }  
  
    private int attributel;  
}
```

The text editor tab is labeled 'Teilnehmer.java'. At the bottom of the IDE, a message reads 'Press Ctrl+Enter to finish editing and close Inspector'.

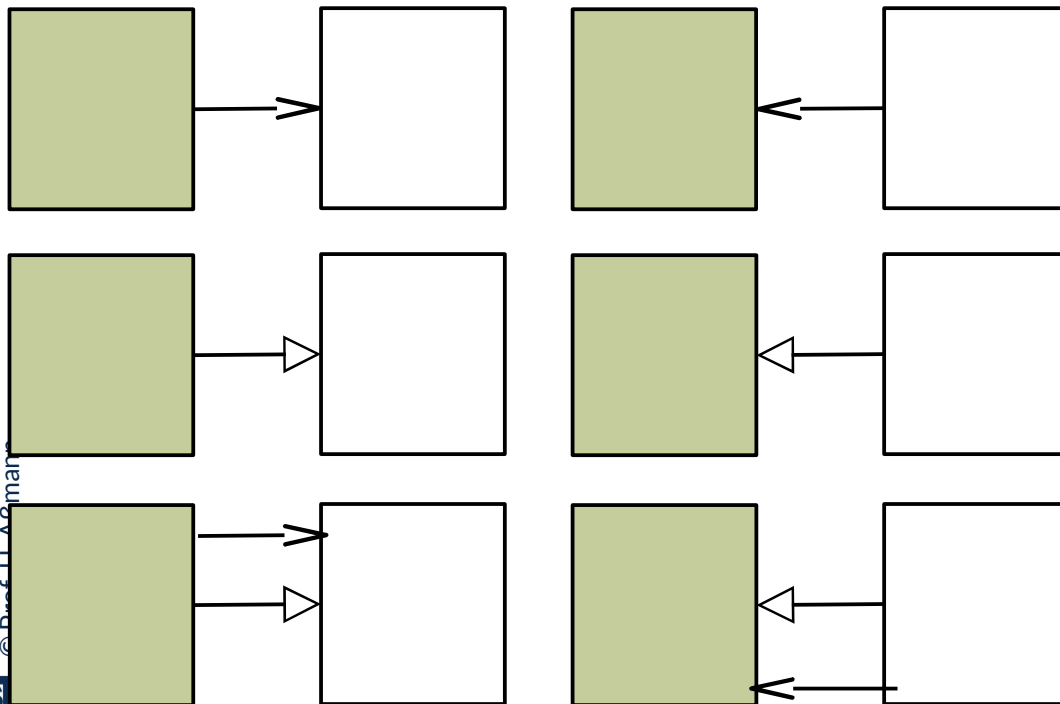


## 50.2 Technologies for Code Generation



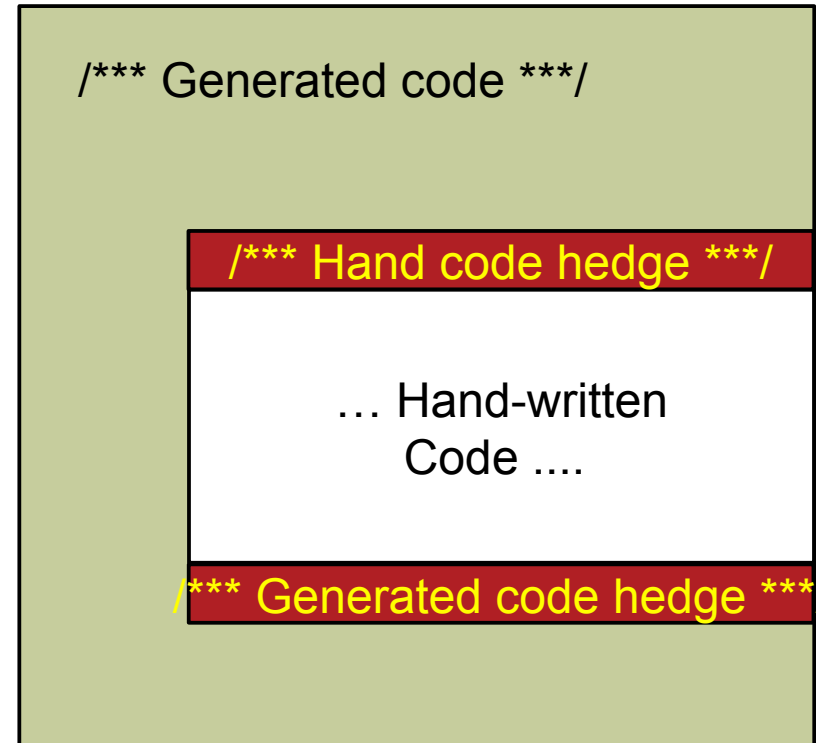
# Composition of Separated Hand-Written and Generated Code

- ▶ **In separate files:**
- ▶ Coupling by implementation pattern [Völter/Stahl]
- ▶ Use class composition like delegation, TemplateMethod, Composite, Decorator, etc



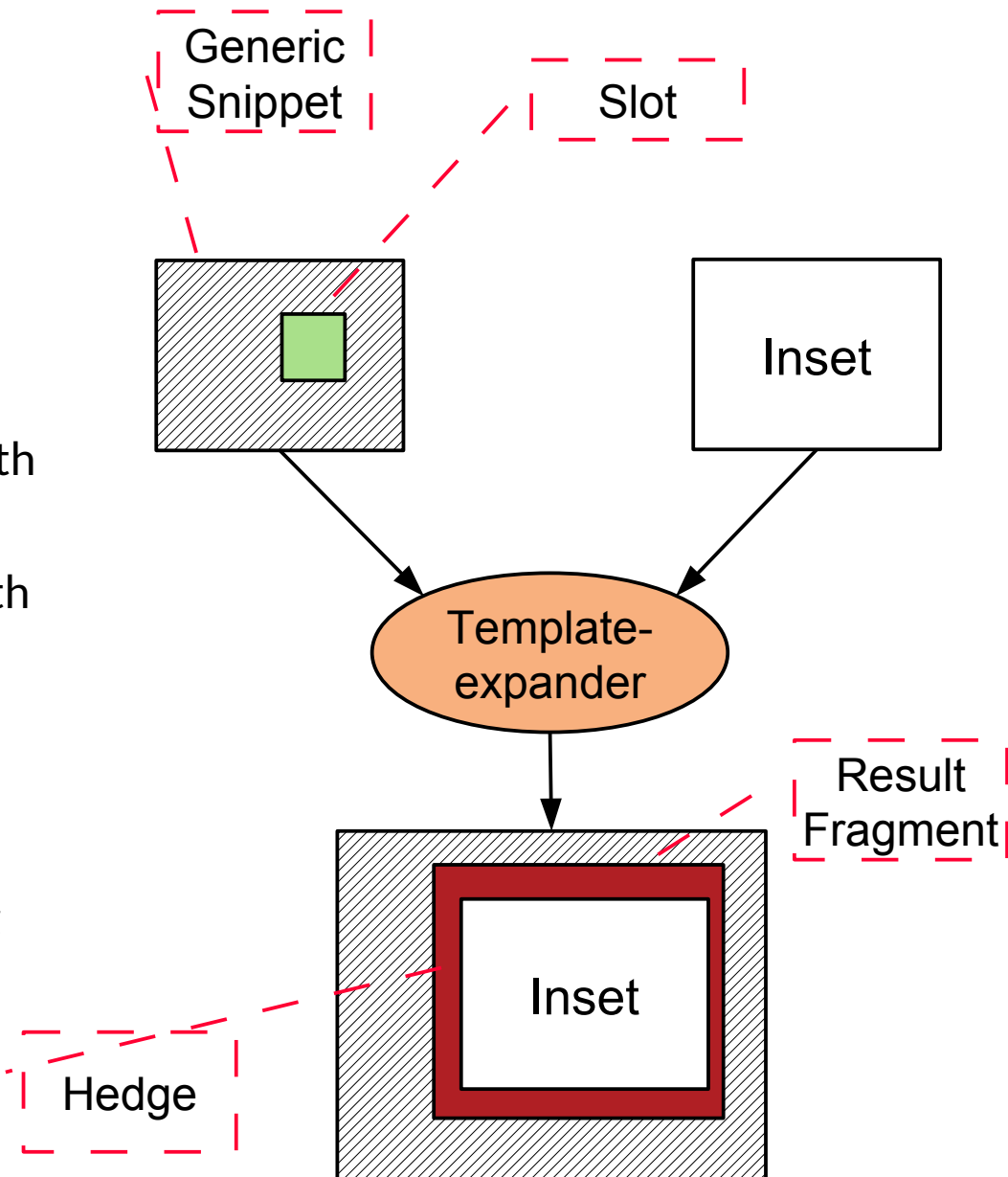
**In one file:**

Coupling with **hedges** (Trennmarkierung)



# Snippet Programming

- ▶ **A fragment (snippet)** is a incomplete sentence of a language, derived from a nonterminal of the grammar, or described by a metaclass
- ▶ A **generic fragment (template, form, frame)** is a fragment with **slots (holes, code parameters, variation points)**, which can be *bound (filled, expanded)* with an **inset fragment** to a **result fragment**
- ▶ A **extensible fragment** is a fragment with **hooks (extension points)**, which can be *extended* to a fragment
- ▶ **Generic programming** is programming with generic fragments (templates).
- ▶ **Invasive programming** is programming with generic and extensible fragments (templates with hooks)



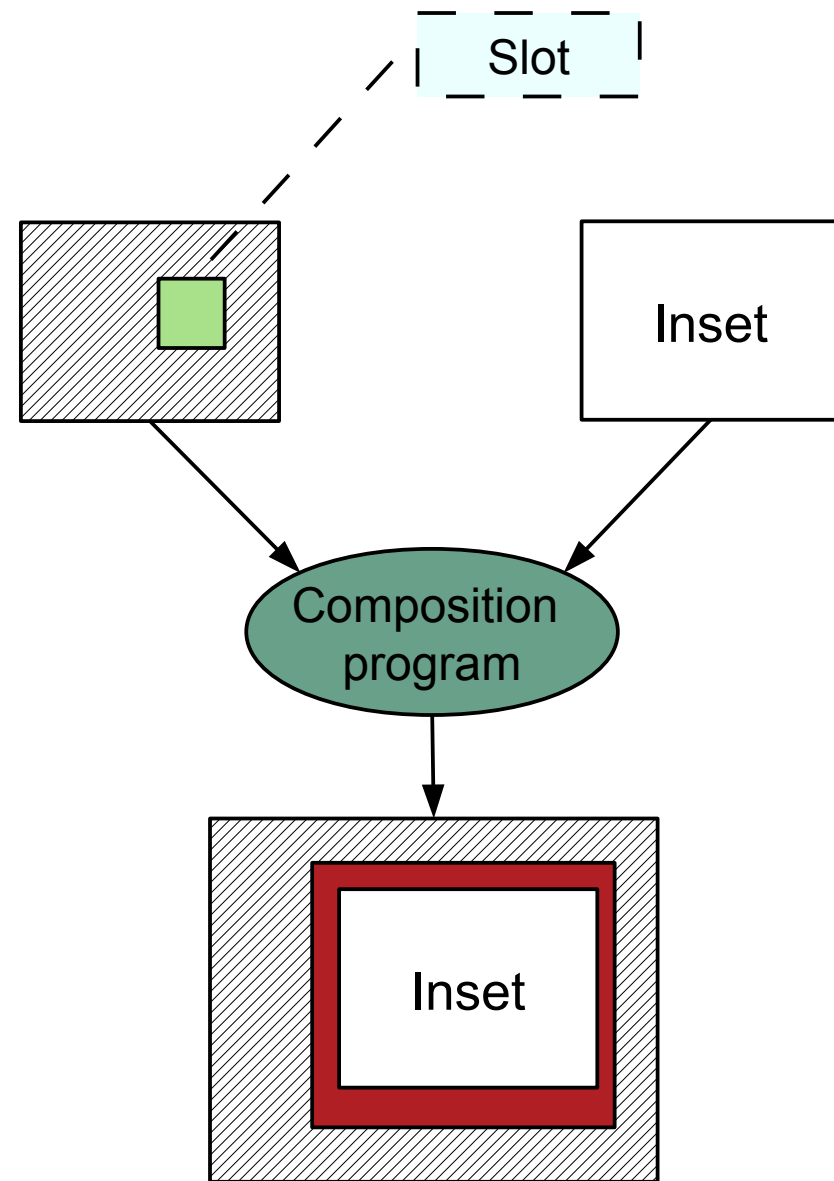
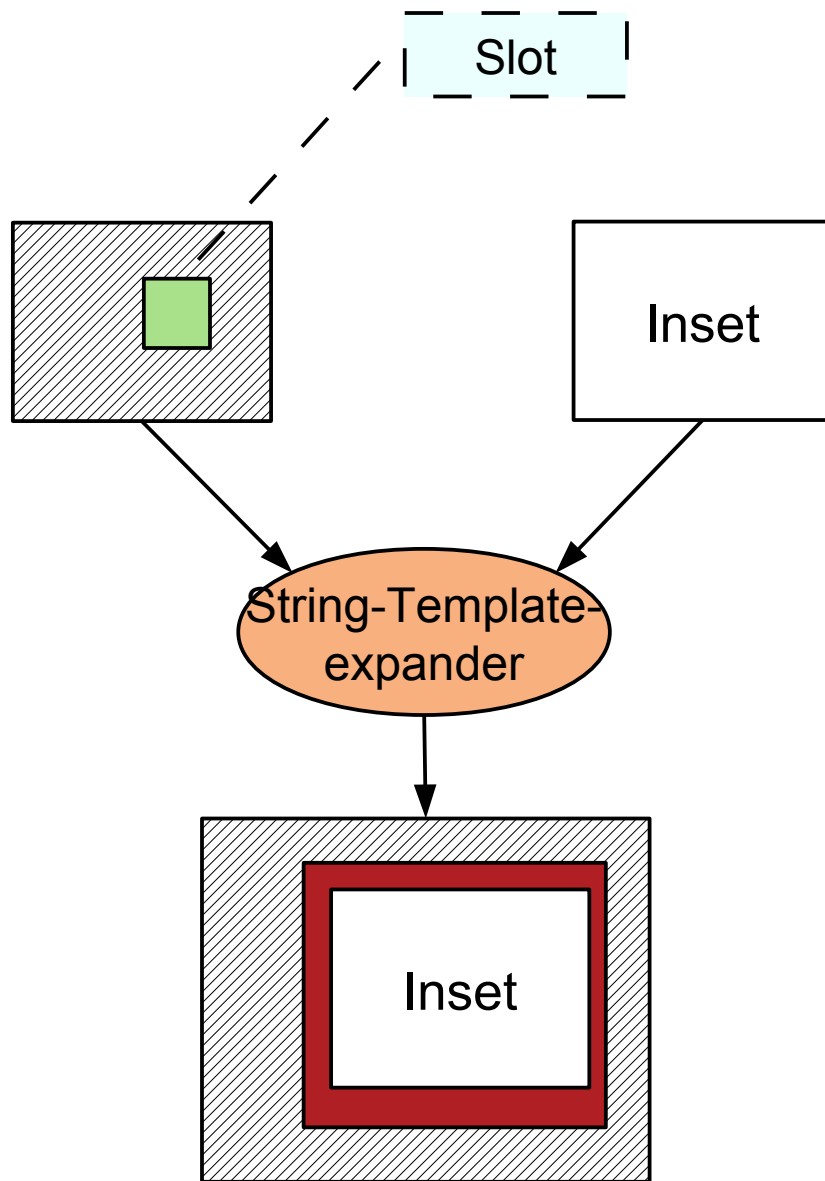
## 50.2.1 Template-based Code Generation (Schablonenbasierte Programmüberführung)



# Template Expansion by Composition of Insets

### Coupling by string expansion

### Coupling by composition program



# Slots are Marked by Hedges

- ▶ **Hedges** are delimiters that do not occur in the base nor in the slot language
- ▶ **Slot hedges** are template2slot hedges marking the transition from the code language to the slot language
- ▶ **Inset hedges** are metaprogramming2code hedges marking the transition from the metaprogramming language to the code language

```
// code hedges << >>
Template (superclass:CLASS, t:TYPE) {
    class Worker extends << superclass >>
    {
        <<t>> attr = new <<t>>();
        <<t>> getAttr();
        void setAttr(<<t>>);
    }
}
```

# Tools for Untyped Template Expansion

- ▶ **Frame processing** was invented in [P. Bassett] as an *untyped string template expansion technology*, universal for all textual languages [Holmes/Evans]
  - Frame processing is the main technology for web engineering today: it organizes reuse of page templates
  - The original frame processor used \$ as a hedge symbol for slots (slot variables)
- ▶ **Macro processing** is not much different
  - Because only slot variables hold insets, macro parameters correspond to slot variables
- ▶ XML template engine XVCL [Jarzabek] is an XML-controlled frame processor
  - <http://sourceforge.net/projects/fxvcl/files/XVCL%20Specification/Version%202.10/>
- ▶ String template engines in use today
  - Apache Velocity <http://velocity.apache.org/>
  - Parr's template engine StringTemplate
  - Jenerator for Java <http://www.voelter.de/data/pub/jeneratorPaper.pdf>

# Velocity String Template Language

- ▶ Velocity Template Language (VTL) is a frame processing language with metaprograms in slots
- ▶ {#, \$} are slot hedges
- ▶ < (from XML) is the inset hedge

```
<html>
<body>
#set( $foo = "Velocity" )
Hello $foo World!
</body>
</html>
```

```
<HTML>
<BODY>
Hello $customer.Name!
<table>
#foreach( $mud in $mudsOnSpecial )
  #if
  ( $customer.hasPurchased($mud) )
    <tr>
      <td>
        $flogger.getPromo( $mud )
      </td>
    </tr>
  #end
#end
</table>
```





# Velocity Template Language

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Model-Driven Software Development in Technical Spaces (MOST)

- ▶ Velocity Template Language (VTL) is a simple scripting language in the spirit of TCL
- ▶ It has control structures (if, switch, foreach), assignments (set), and macros

<http://velocity.apache.org/engine/releases/velocity-1.7>

```
#macro( inner $foo )
  inner : $foo
#end

#macro( outer $foo )
  #set($bar = "outerlala")
  outer : $foo
#end

#set($bar = 'calltimelala')
#outer( "#inner($bar)" )
```

**Problem: the result of string template expansion may not be syntactically correct, nor well-formed, target language (error-prone)**

# Typed Template Expansion

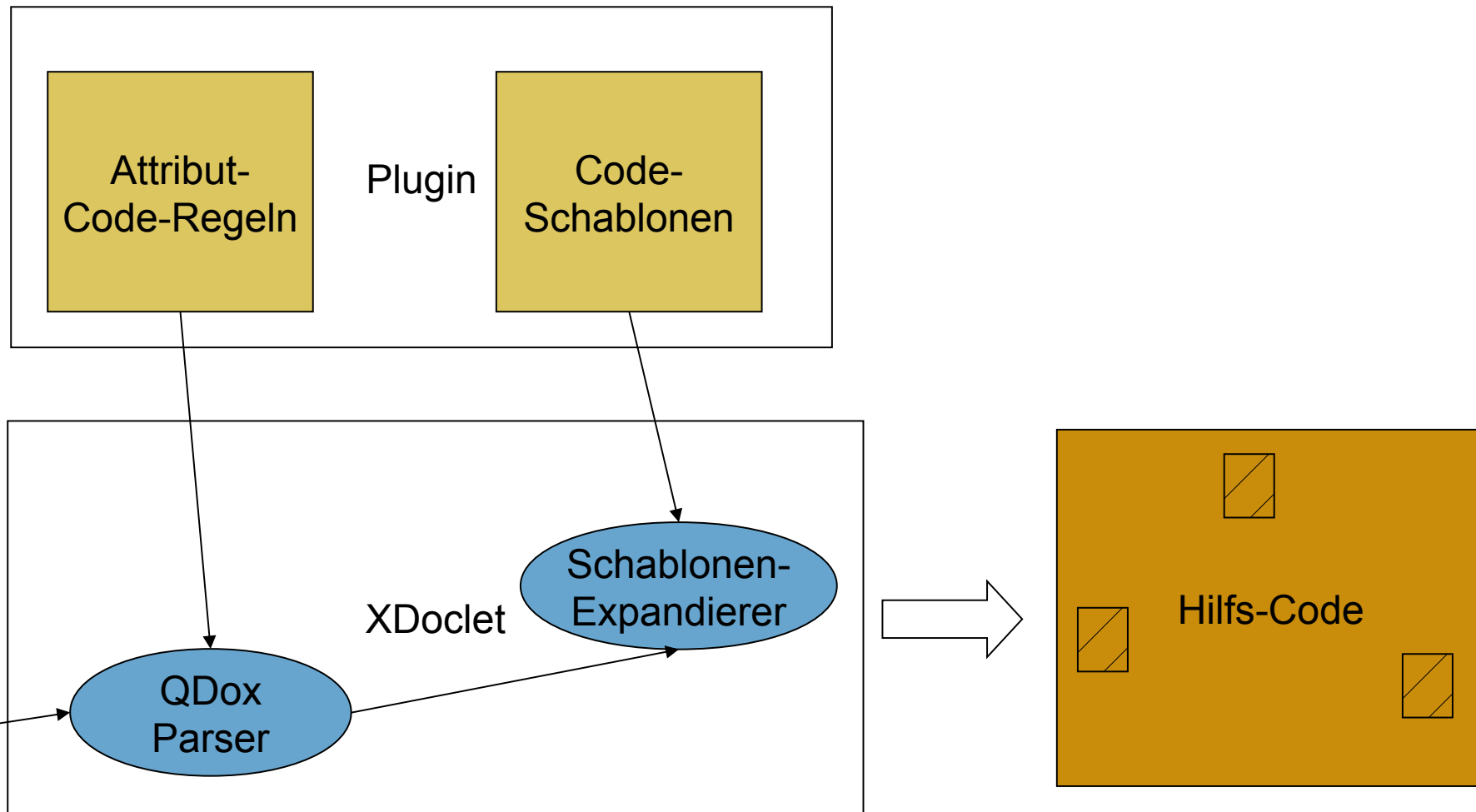
- ▶ Metamodel-controlled template engines
  - Open Architecture Ware's Scripting language
- ▶ Invasive Softwarekomposition bietet volltypisierte Schablonenexpansion (siehe CBSE)
  - Getypte Schablonen-Expansion und -erweiterung
  - Kann für beliebige Programmiersprachen instantiiert werden
  - <http://www.the-compost-system.org>
  - <http://www.reuseware.org>

# Semantic Macros

- ▶ **Semantic Macros** are metaprogramming procedures which are typed parameters and results.
  - They allow for type-safe static metaprogramming.
- ▶ Examples:
  - Scheme

# Xdoclet (xdoclet.sf.net)

- ▶ Xdoclet wandelt Attribute (Metadaten) in Code um
  - Schablonen-gesteuerte Codegenerierung



# Slot Markup Languages

- ▶ are special reuse languages

## 50.3 Code Modification and Reparsing (Codemodifikation und -rückführung)



# Example of Code Reparsing Technique

- ▶ Code-Reparsing in Fujaba:

[http://www.fokus.fraunhofer.de/en/fokus\\_events/motion/ecmda2008/\\_docs/rs01\\_t03\\_ManuelBork\\_EMCDA2008\\_slides.pdf](http://www.fokus.fraunhofer.de/en/fokus_events/motion/ecmda2008/_docs/rs01_t03_ManuelBork_EMCDA2008_slides.pdf)

- ▶ Parallel Parsing of Template and Generated Code, with comparison to resolve indeterministic situations of re-parsing

# Vorgehen der Coderückführung

- ▶ **Aufgabe:** Erkennen geänderter „Code“-Teile und Rückführung in die Entwurfsmodelle
- ▶ **Prinzip:** Die modifizierte Quellcodedatei stammt in jedem Fall aus der Single-Source-Spezifikation eines CASE-Tools, in die der geänderte Programmcode zurückgeführt werden soll
  - Kennzeichnungen der Single Source-Spezifikation sind noch vorhanden.
  - Strukturierung der Quellcodefiles ist so, dass Abschnitte erkennbar sind und ihnen eindeutig die Objekte der Entwurfsspezifikation zugeordnet werden können, beispielsweise durch:
    - Trennmarkierungen (-kommentare oder -attribute, hedges) zwischen den Abschnitten (Markup) wird zum Erkennen der Grenzen benutzt
    - Vorhandensein von „Code“-Teilen als zielsprachenspezifische Freiräume (hooks)
    - Weitere Rückführinformationen gegebenenfalls aus dem Quellfilekopf oder -kommentaren

**Quelle:** Lempp, P., Torick R. J.. Software Reverse Engineering: An Approach to Recapturing Reliable Software; 4th Ann. Joint Conf. on Softw. Quality and Productivity, Crystal City, VA, March 1-3, 1988



- ▶ **Trace hedges** are hedge symbols inserted by a template expander to demarcate the template from the inset.

# The End