

## 31. Documentation as Synchronized Dependent Model in a Macromodel

### Documentation Generation as App for RAG

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- 1) Tasks
- 2) Template-Driven Documentation Tools
- 3) Literate Programming
- 4) Elucidative Modeling and Documentation Tools
- 5) Web-based API Documentation Generators

mehr code examples mit xcerpt und EMod

## References

- ▶ D. E. Knuth, Literate Programming, The Computer Journal, Volume 27, Issue 2, 1984, Pages 97–111, <https://doi.org/10.1093/comjnl/27.2.97>
- ▶ D. Cordes and M. Brown, "The literate-programming paradigm," in Computer, vol. 24, no. 6, pp. 52-61, June 1991, doi: 10.1109/2.86838.
- ▶ Kurt Nørmark. Elucidative programming. Nordic Journal of Computing, 2000. Citeseer: <http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.408.2506&rep=rep1&type=pdf>
- ▶ C. Wilke, A. Bartho, J. Schroeter, S. Karol, U. Aßmann. Elucidative Development for Model-Based Documentation and Language Specification (Extended Version). Technische Universität Dresden. Institut für Software- und Multimediaetechnik. Technical Reports TUD-FI12-01-Januar 2012, ISSN 1430-211X.
  - <http://nbn-resolving.de/urn:nbn:de:bsz:14-qucosa-83442>
- ▶ Andreas Bartho. Elucidative Modeling. PhD thesis, Technische Universität Dresden, Fakultät Informatik, May 2014.
  - <http://nbn-resolving.de/urn:nbn:de:bsz:14-qucosa-208060>
  - <https://www.linkedin.com/pub/andreas-bartho/ba/922/8a4?trk=pub-pbmap>

# Interesting

- ▶ <https://www.writethedocs.org/> is a conference for documentation practitioners
- ▶ <https://waset.org/software-implementation-and-software-documentation-conference>



## 31.1 Tasks of Documentation Tools

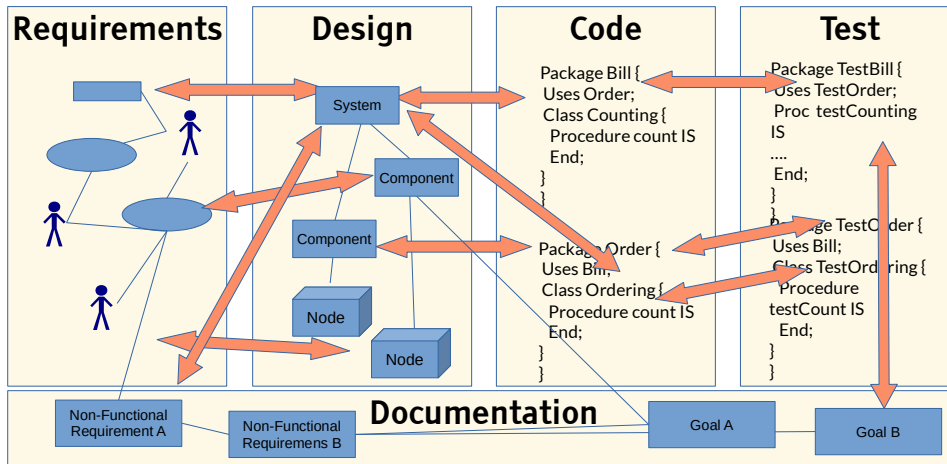
[http://en.wikipedia.org/wiki/Software\\_documentation](http://en.wikipedia.org/wiki/Software_documentation)

## Q12: The ReDoDeCT Problem and its Macromodel

5

Model-Driven Software Development in Technical Spaces (MOST)

- ▶ The **ReDoDeCT problem** is the problem how requirements, documentation, design, code, and tests are related (→ V model)
- ▶ Mappings between the Requirements model, Documentation files, Design model, Code, Test cases
- ▶ A **ReDoDeCT macromodel** has maintained mappings between all 5 models



# Basics of Software Documentation

- ▶ Documentation is a means of **communication** to keep software alive
  - between developers and future developers
  - between coders and testers
  - between developers and managers (for reviews and audits)
- ▶ Problems:
  - Documentation **ages** because code is modified and evolved (**documentation aging**)
  - Good documentation costs time and money
- ▶ Different kinds of documentation:
  - **Generated documentation** is derived from code and models
  - **Integrated Documentation** is derived from the code (e.g., in comments), e.g., JavaDoc
  - **Elucidative Documentation**, derives both from another and keeps it consistent (generative or round-trip engineering)
- ▶ Standards:
  - national DIN 66230, 66231, 66232, 66270(1998)
  - international ISO/IEC 6592(2000), ISO/IEC 18019(2004)



**Without documentation, a program is not software**

# Taxonomy of Documentation Documents

- ▶ **User documentation** (Benutzerdokumentation) explains the program to end users
  - Tutorials, user handbook, online documentation
- ▶ **System documentation** for installation, test cases, code documentation, maintenance, operations
  - **API documentation** documents interfaces of the system or framework, to let programmers use them for writing apps
  - **Architecture documentation** to highlight the architectural structure of the software, e.t., with arc42 (<https://www.arc42.de/>)
- ▶ **Project documentation**
  - Developer documentation
  - Project documentation (project plan, requirements specification, status reports, after study)
- ▶ **Quality documentation**
  - Test-, review, audit documentation
- ▶ **Process documentation**
  - Standards, processes

## Tasks of Documentation Tools

- ▶ Basically, documentation generation is similar to code generation. Documentation is created in higher-order attributes on a link tree by a RAG
- ▶ **Documentation generation is an application areas for RAG**
- ▶ **Generation** of derived documents from code and models
  - Generation of Word (docx), LibreOffice (odt), rtf, xml, html formats
  - Generation of figures (svg, png, pdf)
  - Generation of snippets and generic snippets
  - Back-linking to originals
- ▶ **Filling** of documentation templates (with the hedge-principle)
- ▶ **Parameterization** with layouts
  - via css-style sheets



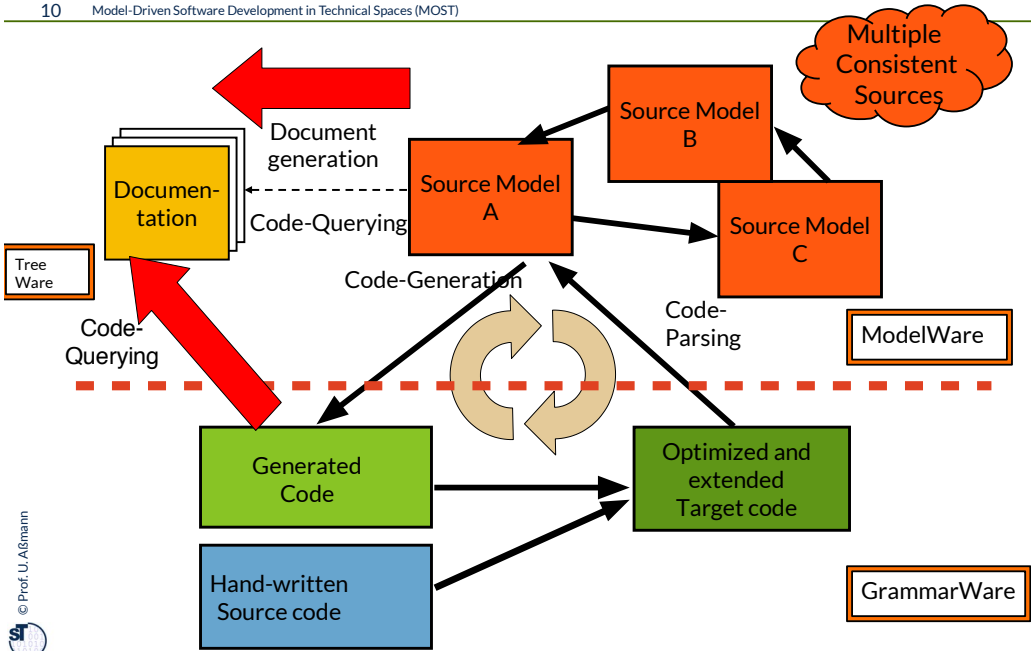




## 31.2 Generative, Template-Driven Documentation Tools

.. Documentation derived from code and models, based on template-based code generation

# Macromodel Principle and Round-Trip Engineering



# Documentation Tool JavaDoc is a Template Expander

- ▶ JavaDoc reads Java source code and extracts html from the code comments, based on **html templates**
  - Typical hedge-based code generation with generic snippets
- ▶ Generation of additional contents and indices
- ▶ Controlled by Java metadata attributes
  - @author, @date, @param
- ▶ Layouting via plugin classes called *doclets*
- ▶ JavaDoc has been realized for all programming languages



# JavaDoc is a Typical HRAG Application

- ▶ The html documentation is computed in a higher-order synthesized attribute `htmlDoc: HTML`.

```
// schematic, synthesis from bottom to top
Interpretation javaDoc(Tree → Tree) {
  Attributions of Root(classes[]) {
    this.htmlDoc := map + classes.htmlDoc;
    <println(„Result is %S“, this.htmlDoc)>
  }
  Attributions of Class(superclass:Class,methods[]) {
    this.htmlDoc := <superclass.Name + methods.htmlDoc;
  }
  Attributions of Method(name,comment) {
    this.htmlDoc := „<h1>“+name+“</h2>“+comment.htmlDoc;
  }
  Attributions of Comment(text) {
    this.htmlDoc := text;
  }
}
```

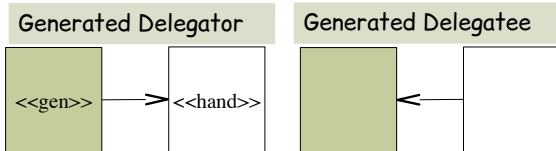
# Composition of Separated Hand-Written and Generated Documentation Snippets

## In separate files: Coupling by "include"

- ▶ Only possible if document format supports subdocument inclusion
  - e.g., TeX or Framemaker

## In one file:

Coupling with hedges (Trennmarkierung)



## Generated Wrapper

```
/** Generated documentation  
***/
```

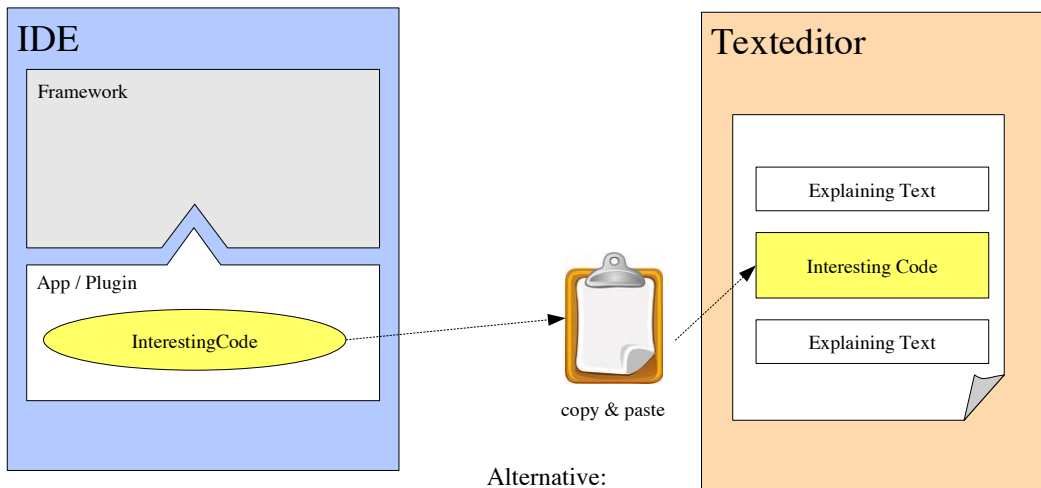
```
/** Hedge **/
```

```
... Hand-written  
Documentation ...
```

```
/** Hedge **/
```

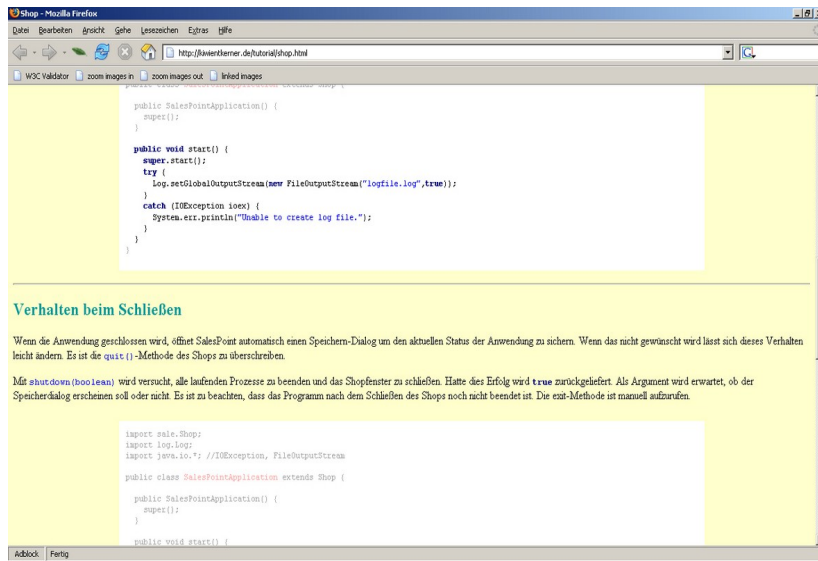
## 31.3 Literate Programming

- They integrate code, models and documentation by **separating code from documentation**



Alternative:  
Code query  
e.g., with  
Xcerpt or QL

# How to Write Integrated Documentation and Tutorials?



The screenshot shows a Mozilla Firefox browser window displaying a web page for a 'Shop' application. The page contains Java code for a `SalesPointApplication` class and its `start()` method. Below the code, there is a section titled 'Verhalten beim Schließen' (Behavior when closing) which explains that the application automatically opens a save dialog when closed. It also mentions a `shutdown(boolean)` method that attempts to terminate processes and close the window, returning `true` if successful. A second code block shows the `Shop` interface and the `SalesPointApplication` class extending it.

```
public SalesPointApplication() {
    super();
}

public void start() {
    super.start();
    try {
        log.setGlobalOutputStream(new FileOutputStream("logfile.log",true));
    }
    catch (IOException ioex) {
        System.err.println("Unable to create log file.");
    }
}
}
```

### Verhalten beim Schließen

Wenn die Anwendung geschlossen wird, öffnet SalesPoint automatisch einen Speichern-Dialog um den aktuellen Status der Anwendung zu sichern. Wenn das nicht gewünscht wird lässt sich dieses Verhalten leicht ändern. Es ist die `quit()`-Methode des Shops zu überschreiben.

Mit `shutdown(boolean)` wird versucht, alle laufenden Prozesse zu beenden und das Shopfenster zu schließen. Hatte dies Erfolg wird `true` zurückgeliefert. Als Argument wird erwartet, ob der Speicherdialog erscheinen soll oder nicht. Es ist zu beachten, dass das Programm nach dem Schließen des Shops noch nicht beendet ist. Die `exit`-Methode ist manuell aufzurufen.

```
import sale.Shop;
import log.Log;
import java.io.*; //IOException, FileOutputStream

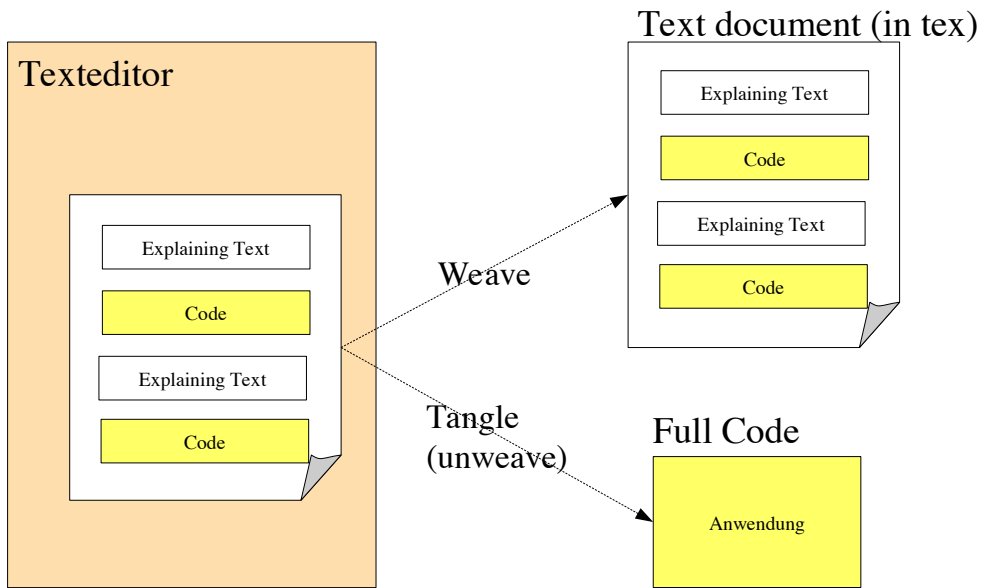
public class SalesPointApplication extends Shop {
    public SalesPointApplication() {
        super();
    }

    public void start() {
```





# [Knuth] Literate Programming by Code Unweaving

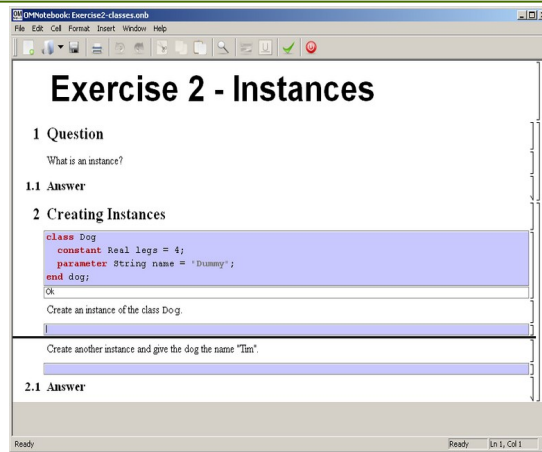


[The program text below specifies the “expanded meaning” of ‘⟨Program to print . . . numbers 2⟩’; notice that it involves the top-level descriptions of three other sections. When those top-level descriptions are replaced by their expanded meanings, a syntactically correct PASCAL program will be obtained.]

```
⟨Program to print the first thousand prime
  numbers 2⟩ ≡
program print_primes(output);
  const m = 1000;
    ⟨Other constants of the program 5⟩
  var ⟨Variables of the program 4⟩
    begin ⟨Print the first m prime numbers 3⟩;
  end.
```

[Literate Programming  
von Donald E. Knuth]

- ▶ The TeX engine is programmed literately
- ▶ Overview: <http://www.literateprogramming.com/>
- ▶ OMNotebook/DrModelica: <http://www.modelica.org/tools>



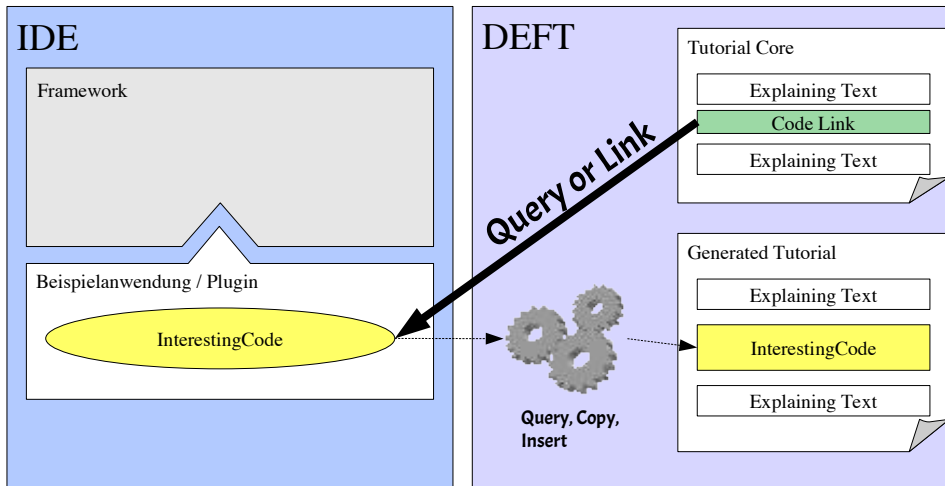
- ▶ Linked documents with interactive exercises
- ▶ Inspired by DrScheme und DrJava, learning tools for Scheme resp. Java
- ▶ [www.openmodelica.org](http://www.openmodelica.org)



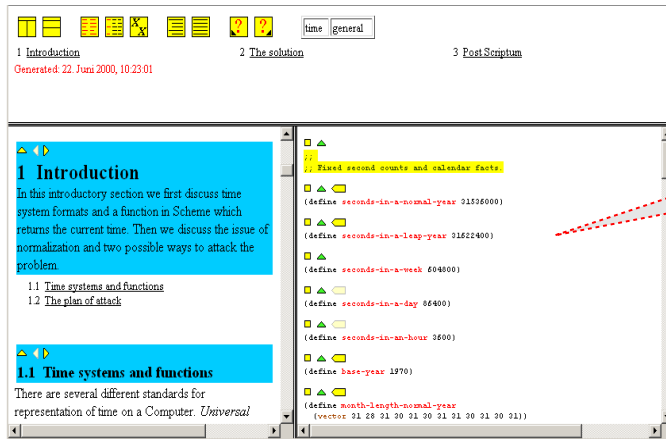
## 31.4 Elucidative Documentation Tools

- They link code, models and documentation by **model and code mapping**
- **and renew the documentation by *hot updates***

# Elucidative Programming Links Documentation with Queries to Code



hot update  
(hot synchronisation):  
round-trip engineering



- ▶ Elucidative Programming shows documentation and code in parallel
- ▶ <http://www.cs.aau.dk/~normark/elucidative-programming/>
- ▶ <http://deftproject.org>

hot update  
(hot synchronisation):  
round-trip engineering



The screenshot displays the DEFT development environment. On the left is the Project Explorer showing a tree structure of files and folders. The central Texteditor shows a code snippet for logging to a file, with a yellow highlight around the code and the label 'Eingebettetes Codefragment'. Below the code is a paragraph of German text explaining the logging process. On the right is the AST-Fenster (Code Outline) showing a hierarchical view of the code structure. The interface includes a menu bar (File, Edit, Help), a toolbar, and a status bar at the bottom.

Um Logging zu verwenden, muss ein Stream auf die Logdatei geöffnet werden.

```
try
{
    FileStream fs = new FileStream("test.log",
        FileMode.Create);
    Log.Log.GlobalOutputStream = new
        System.IO.BinaryWriter(fs);
}
catch (IOException)
{
    System.Console.Error.WriteLine("Unable to
        create Log file.");
    return ; Eingebettetes Codefragment
}
```

Es wird versucht, die Datei test.log zu erzeugen. Falls sie schon existiert, wird sie überschrieben. Der FileStream kann Daten (Bytes) vom Programm in die Datei schreiben. Byteweises Schreiben von Informationen ist allerdings sehr umständlich. Ein BinaryWriter kapselt den FileStream und bietet Methoden zum Schreiben von Strings, Zahlen, und Anderem. Der globalen Log-Klasse der Anwendung, Log.Log, wird dieser BinaryWriter zugewiesen. Alle Logzugriffe erfolgen von nun an über ihn und damit in die Datei test.log.

Projektübersicht

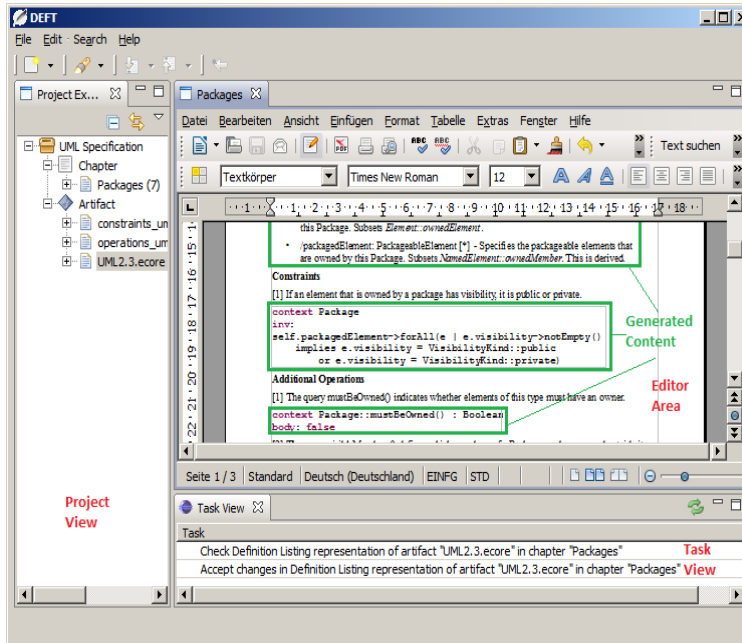
Texteditor

AST-Fenster

Kapitelstruktur



# Embedding UML Constraints for UML Models into Documentation





# Development Environment For Tutorials (DEFT)

- ▶ Eclipse RCP application, language independent
- ▶ Management of code, models and text
- ▶ Prettyprinting of code fragments from code templates
- ▶ Hot update of generated documentation
  - Automatic update of embedded code fragments
  - Notification if code fragments have changed

**Start der Anwendung**

In der Klasse `FahrkartenAutomat` befindet sich die `Main`-Methode, mit der sich das Programm starten lässt. Dort werden Daten initialisiert und der `FahrkartenAutomat` instantiiert.

**Logging**

Der erste Schritt ist die Konfiguration des Loggings. Das `SalesPoint`-Framework bietet Funktionen und Datentypen an, mit denen Aktionen geloggt werden können. Es gibt GUI-Komponenten, mit denen die Inhalte des Logs wieder nutzerfreundlich angezeigt werden können. Eine Anzeige des Logs ist derzeit nicht im `FahrkartenAutomaten` implementiert, geloggt wird aber trotzdem schon.

Um Logging zu verwenden, muss ein Stream auf die Logdatei geöffnet werden:

```
try
{
    FileStream fs = new FileStream("test.log", FileMode.Create);
    Log.Log.GlobalOutputStream = new System.IO.BinaryWriter(fs);
}
catch (IOException)
{
    System.Console.Error.WriteLine("Unable to create log file.");
    return ;
}
```

Es wird versucht, die Datei `test.log` zu erstellen. Falls sie schon existiert, wird sie überschrieben. Der `FileStream` `fs` kapselt Daten (Bytes) vom Programm in die Datei schreiben. Byteweises Schreiben von Informationen ist allerdings sehr unpraktisch. Ein `BinaryWriter` kapselt den `FileStream` und bietet Methoden zum Schreiben von Strings, Inten, und Anderem. Der globale Log-Klasse der Anwendung, `Log.Log`, wird dieser `BinaryWriter` zugewiesen. Alle

```
{
}

protected override DisplayManager createDisplayManager()
{
    Size d = System.Windows.Forms.Screen.PrimaryScreen.Bounds.Size;
    Point tempAux = new Point((d.Width - 100) / 2, (d.Height - 80) / 2);
    Point tempAux2 = new Point(5, 5);
    return new AWTDisplayManager(this, ref tempAux, ref tempAux2);
}

[STAThread]
public static void Main(string[] args)
{
    //System initialisieren
    try
    {
        FileStream fs = new FileStream("test.log", FileMode.Create);
        Log.Log.GlobalOutputStream = new System.IO.BinaryWriter(fs);
    }
    catch (IOException)
    {
        System.Console.Error.WriteLine("Unable to create Log file.");
        return ;
    }

    // Kataloge anlegen

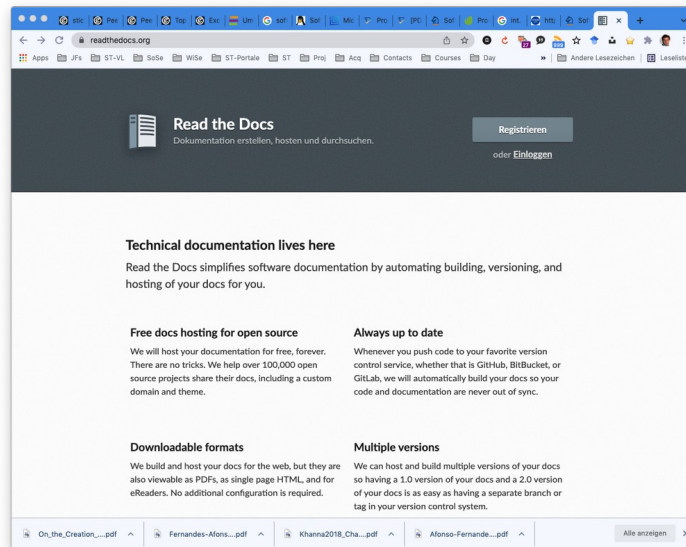
    // Fahrscheinkatalog
    Catalog cTickets = Catalog.forName("TICKETS");
    cTickets.addItem(new Fahrchein("Einselfahrt", 300));
    cTickets.addItem(new Fahrchein("Samstagsfahrchein", 1500));
    cTickets.addItem(new Fahrchein("ermäßigte Einselfahrt", 150));
}
```



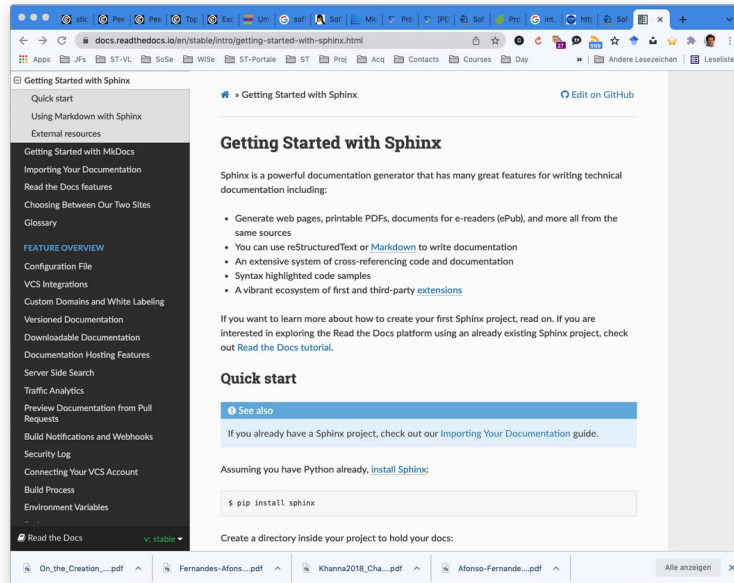


## 31.5 Web-based Documentation Generators based on Markdown

- ▶ readthedocs is a cloud for documentation projects
- ▶ supporting two documentation generators *sphinx* and *mkdocs*

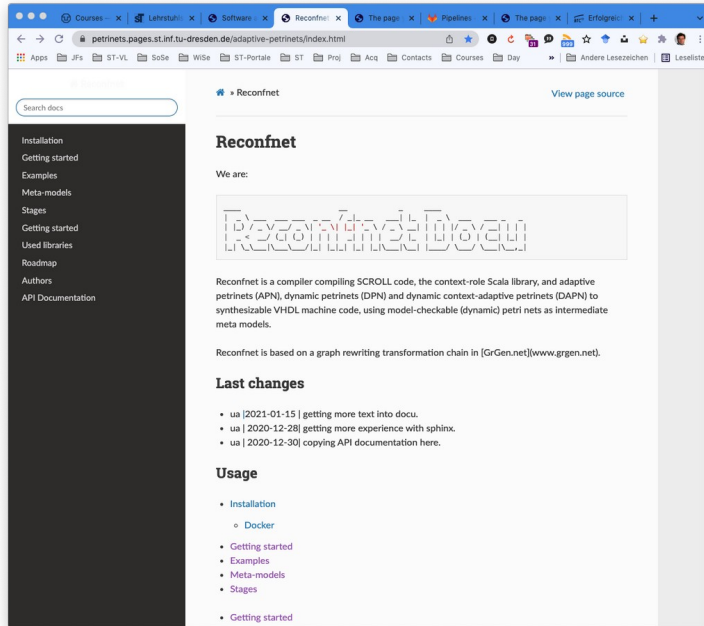


- ▶ Architecture documentation
- ▶ User documentation
- ▶ Files in formats reStructuredText and Markdown are transformed to HTML
- ▶ Treats entire directories
- ▶ many output formats (e.g., Latex)
- ▶ Can be coupled with Javadoc or similar API doc generators

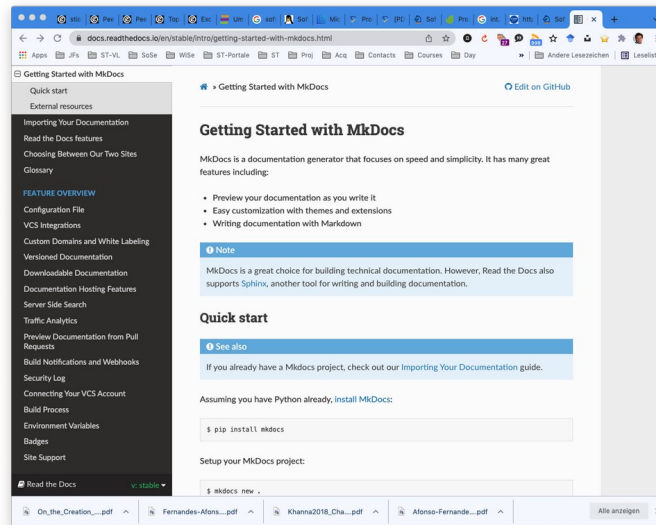


# Example Sphinx Project

- ▶ Petrinet compiler  
Reconfnet  
<https://petrinets.pages.st.inf.tu-dresden.de/adaptive-petrinets/index.html>

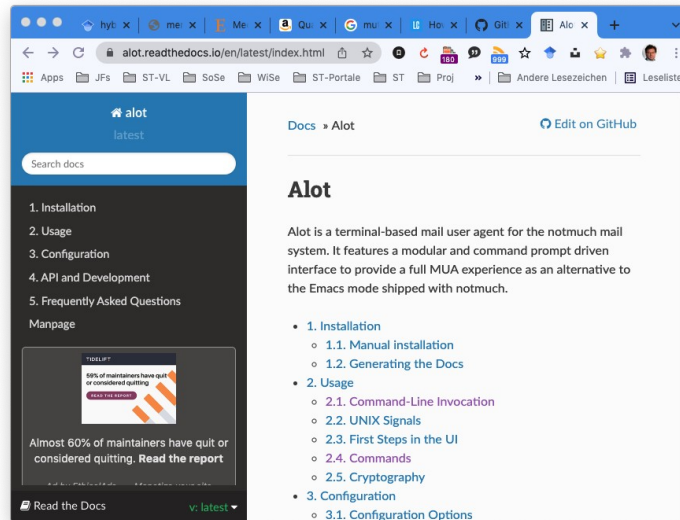


- ▶ Markdown files to HTML files
- ▶ several output formats



# Alot - a Mail User Agent Documented on readthedocs

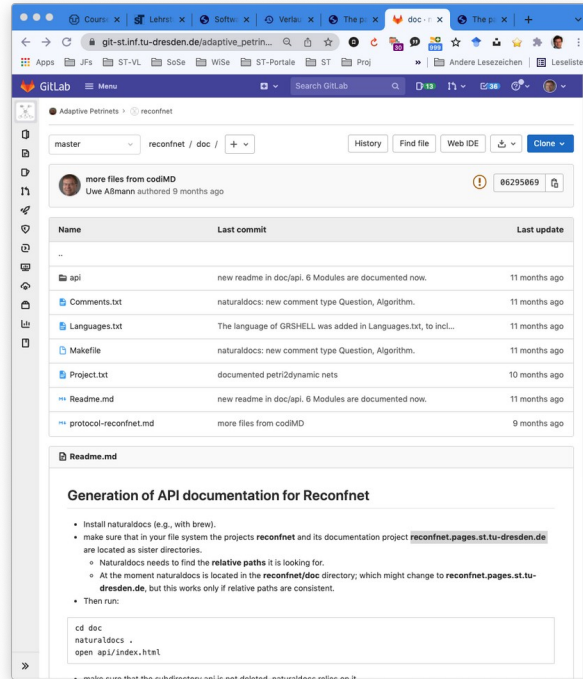
► <https://alot.readthedocs.io/>





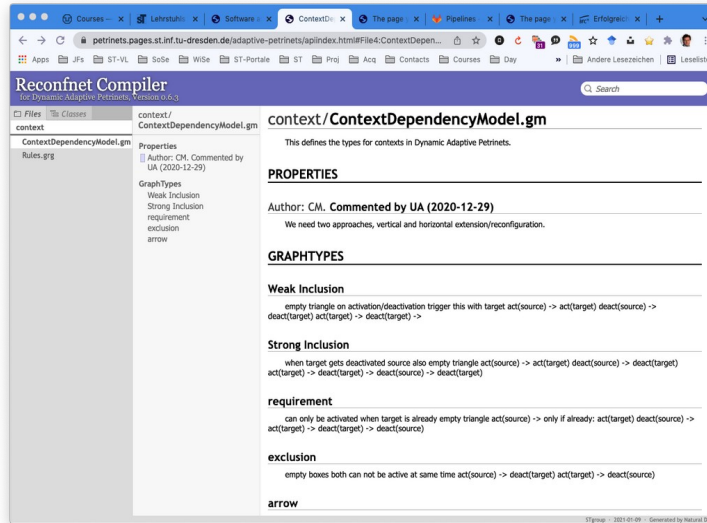
# NaturalDocs Generic API Documentation Generator

- ▶ Similar to JavaDoc, but more than 20 languages
- ▶ own keywords can be defined
- ▶ Example gitlab project from which API documentation for GrGen can be generated
  - [https://git-st.inf.tu-dresden.de/adaptive\\_petrinets/reconfnet/-/tree/master/doc](https://git-st.inf.tu-dresden.de/adaptive_petrinets/reconfnet/-/tree/master/doc)



# Example NaturalDocs API generated for GrGen

- ▶ GrGen.net is a generator for graph rewrite specifications (see Part IV)
- ▶ There is no specific API doc generator for GrGen, but NaturalDocs can be tailored to it



# The End

- ▶ Why is generation of documentation similar to code generation?
- ▶ Explain why a higher-order RAG is useful for documentation generation
- ▶ Which role does a pattern-matching language such as Xcerpt play in documentation generation?
- ▶ Why is the generation of documentation part of a macromodel?
- ▶ Why is a documentation a *derived model*?
- ▶ What happens if text from the API documentation flows back into the code as comments?

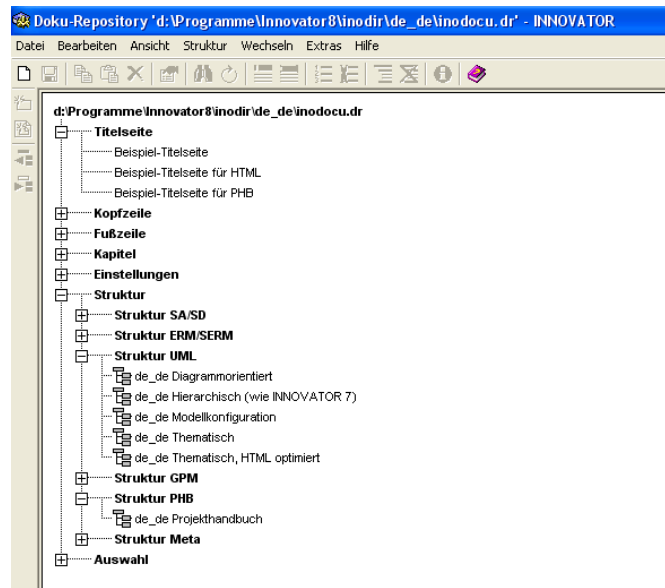


## A.1 Other Template Expanders for Documentation Generation

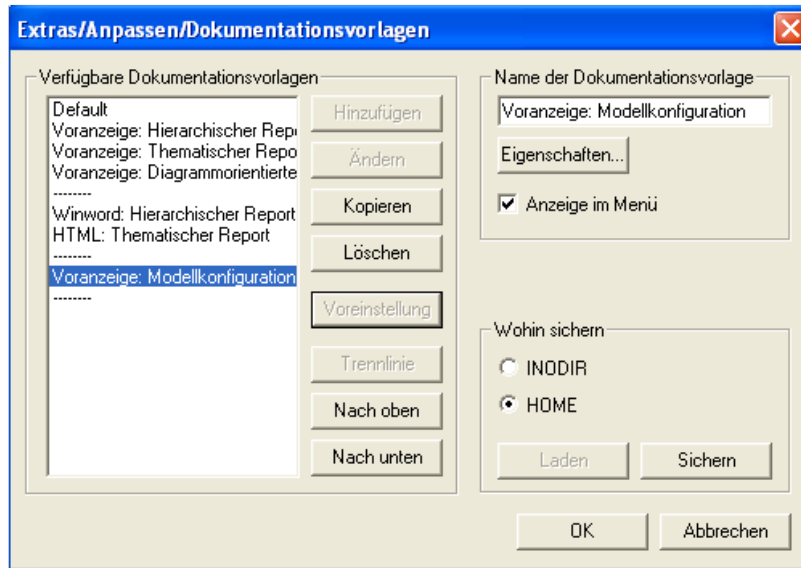
## Documentation Tools of MID Innovator

- ▶ Innovator provides documentation templates, into which diagrams, models, code can be embedded
- ▶ Several formats:
  - pdf
  - Word
  - ASCII
  - XML

## Ex.: Innovator Documentation Template (Dokumentationsvorlage)



## Ex.: Innovator Documentation Template (Dokumentationsvorlage): Adaptation



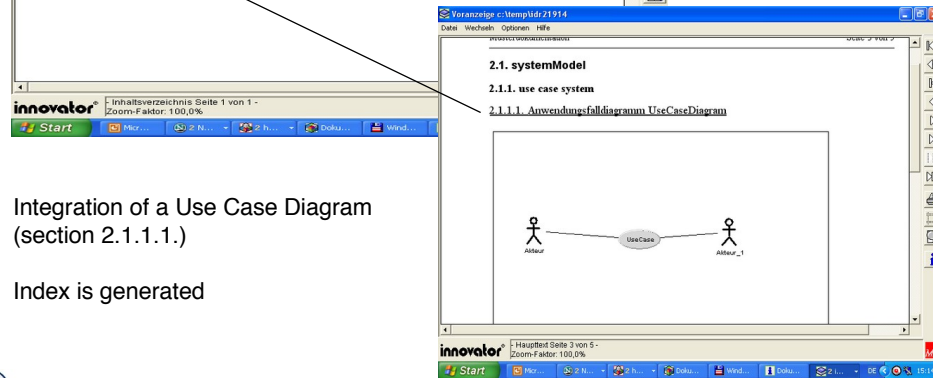
# Innovator - Generated Example Word Document

- i -

**Inhaltsverzeichnis**

1. externes Kapitel .....	1
1.1. Unterkapitel1 .....	1
1.2. Unterkapitel2 .....	1
1.3. Unterkapitel3 .....	1
2. Dok1 .....	2
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Integration of a Use Case Diagram  
(section 2.1.1.1.)

Index is generated

