

1. Record Nr.	UNINA9910818719403321
Titolo	Eclipse development using the graphical editing framework and the eclipse modeling framework // [Bill Moore ... et al.]
Pubbl/distr/stampa	Research Triangle Park, NC, : IBM, International Technical Support Organization, 2004
Edizione	[1st ed.]
Descrizione fisica	xii, 238 p. : ill
Collana	IBM redbooks
Altri autori (Persone)	MooreBill
Disciplina	005.1
Soggetti	Computer software - Development Application software - Development Java (Computer program language)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"February 2004."
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Front cover -- Contents -- Notices -- Trademarks -- Preface -- The team that wrote this redbook -- Become a published author -- Comments welcome -- Part 1 EMF and GEF introduced -- Chapter 1. Introduction to EMF -- 1.1 What is the Eclipse Modeling Framework? -- 1.1.1 Positioning of the framework -- 1.1.2 Objectives -- 1.1.3 Where to find documents and resources -- 1.2 Framework basics -- 1.2.1 Prerequisites -- 1.2.2 Product installation -- 1.2.3 Getting help in Eclipse -- 1.3 Building a simple model -- 1.3.1 Different ways of making the model -- 1.3.2 The EclipseUML plug-in -- 1.3.3 Initial project setup -- 1.3.4 Modeling using the EclipseUML plug-in -- 1.3.5 Modeling using Java interface annotation -- 1.3.6 EMF features -- 1.3.7 EMF model creation -- 1.3.8 Code generation facility -- 1.3.9 Compiling the code -- 1.3.10 Conclusion -- Chapter 2. EMF examples -- 2.1 EMF modeling techniques -- 2.1.1 Creating new models -- 2.1.2 Migrating existing models -- 2.2 EMF.Edit-based editors and code generation -- 2.2.1 The generated plug-ins -- 2.2.2 Customizing code generation through GenModel properties -- 2.2.3 Modifying the generated code -- 2.3 Model instances and serialization -- 2.3.1 Creating model instances -- 2.3.2 Default serialization of model instances -- 2.3.3 Using the XSD plug-in to customize serialization -- 2.3.4 Customizing XML serialization using an XMLMap -- 2.3.5

Providing a custom resource implementation -- 2.4 Using JET to customize code generation -- 2.4.1 .JET-related GenModel properties -- 2.4.2 Writing JET templates -- Chapter 3. Introduction to GEF -- 3.1 What is the Graphical Editing Framework? -- 3.1.1 Additional documents and resources -- 3.1.2 Applications suitable for GEF -- 3.2 Introduction to Draw2D -- 3.2.1 What is a lightweight system? -- 3.2.2 Architectural overview -- 3.2.3 Figures -- 3.2.4 Mechanism. 3.2.5 Major features -- 3.3 The GEF framework -- 3.3.1 Prerequisites -- 3.3.2 EditParts -- 3.3.3 Requests -- 3.3.4 EditPolicies -- 3.3.5 Commands -- 3.3.6 GraphicalViewers -- 3.3.7 RootEditParts -- 3.4 Building an editor -- 3.4.1 The editor class -- 3.4.2 EditDomain -- 3.4.3 CommandStack -- 3.4.4 Attaching the viewer -- 3.4.5 Being adaptable -- 3.4.6 Introducing the palette -- 3.4.7 Actions -- 3.4.8 Adapting to the properties view -- 3.4.9 Providing an outline view -- 3.4.10 Controlling your editor with the keyboard -- 3.5 Managing your model -- 3.5.1 Reflecting a model -- 3.5.2 Communication -- 3.5.3 Creating EditParts -- Chapter 4. GEF examples -- 4.1 Additional concepts -- 4.1.1 RootEditParts -- 4.1.2 Coordinate systems -- 4.1.3 Layers -- 4.2 Techniques -- 4.2.1 Drag and drop -- 4.2.2 Palette: Implementing a sticky tool preference -- 4.2.3 Printing -- 4.2.4 Zooming -- 4.2.5 Decorating connections -- 4.2.6 Resource management -- 4.2.7 Feedback techniques -- 4.2.8 Palette-less applications -- 4.2.9 Using direct edit -- 4.2.10 Accessibility -- Chapter 5. Using GEF with EMF -- 5.1 Overview -- 5.2 Using an EMF model within a GEF-based application -- 5.2.1 Mapping from the model to the graphical representation -- 5.2.2 Displaying properties -- 5.2.3 Support for editing the model -- 5.2.4 Reflecting model changes -- 5.2.5 Loading and saving model instances -- 5.2.6 Putting it all together -- 5.3 Using JET in GEF-based editor development -- Part 2 Sample application -- Chapter 6. Sample requirements and design -- 6.1 Sample application requirements -- 6.1.1 The application -- 6.2 Sample application design -- 6.2.1 Design decisions -- 6.2.2 The workflow model -- 6.3 Sample application demo -- Chapter 7. Implementing the sample -- 7.1 Overview -- 7.2 Architecture -- 7.2.1 Mapping the EMF model to GEF EditParts -- 7.2.2 Tracking model events in the editor. 7.2.3 Refreshing -- 7.2.4 Factories -- 7.2.5 Policies and commands -- 7.3 The model -- 7.3.1 Modifying the WorkflowModel -- 7.3.2 Modifying the code generated from the model -- 7.3.3 Respecting model constraints in the editor -- 7.4 Implementing the multi-page editor -- 7.4.1 Getting started -- 7.4.2 Sharing an EditDomain -- 7.4.3 The editor's dirty state -- 7.4.4 Actions -- 7.4.5 Support for the properties view -- 7.4.6 The outline view -- 7.4.7 The palette -- Appendix A. Additional material -- Locating the Web material -- Using the Web material -- System requirements for downloading the Web material -- How to use the Web material -- Abbreviations and acronyms -- Related publications -- Other publications -- Online resources -- How to get IBM Redbooks -- Help from IBM -- Index -- Back cover.
