

# Introduction to Eclipse, Creating Eclipse plug-ins and the Overture editor

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# Agenda

- Part I – Introduction to Eclipse and Eclipse Plug-ins
- Part II – The Overture IDE

# A bit of history

- Industry leaders formed the initial eclipse.org Board of Stewards in November 2001 (Borland, IBM, MERANT, QNX Software Systems, Rational Software, Red Hat, SuSE, TogetherSoft and Webgain)
- Originally an IBM project developed by OTI, the aim was to develop a platform which could be used for integrating all their tools in a common software base.
- In January 2004, the Eclipse Foundation was created.
- Annual release since 2006

# Introduction to Eclipse

- An Integrated Development Environment(IDE)
- A Rich Client Platform
- Platform independent

# Terms

- Workbench
  - Resources
    - Projects
    - Folders
    - Files
  - Perspectives
    - Views
    - Editors

Text Editor

The screenshot displays the Eclipse IDE interface for a Java project. The main window is titled "Java - JavaProject/src/Main.java - Eclipse Platform". The menu bar includes File, Edit, Source, Refactor, Navigate, Search, Project, Run, Window, and Help. The toolbar contains various icons for file operations and development tools. The Package Explorer on the left shows the project structure: JavaProject, src, (default package), AnotherFile.java, Main.java, and JRE System Library [jre6]. The central Text Editor shows the code for Main.java:

```
public class Main {  
    /**  
     * @param args  
     */  
    public static void main(String[] args) {  
        // TODO Auto-generated method stub  
    }  
}
```

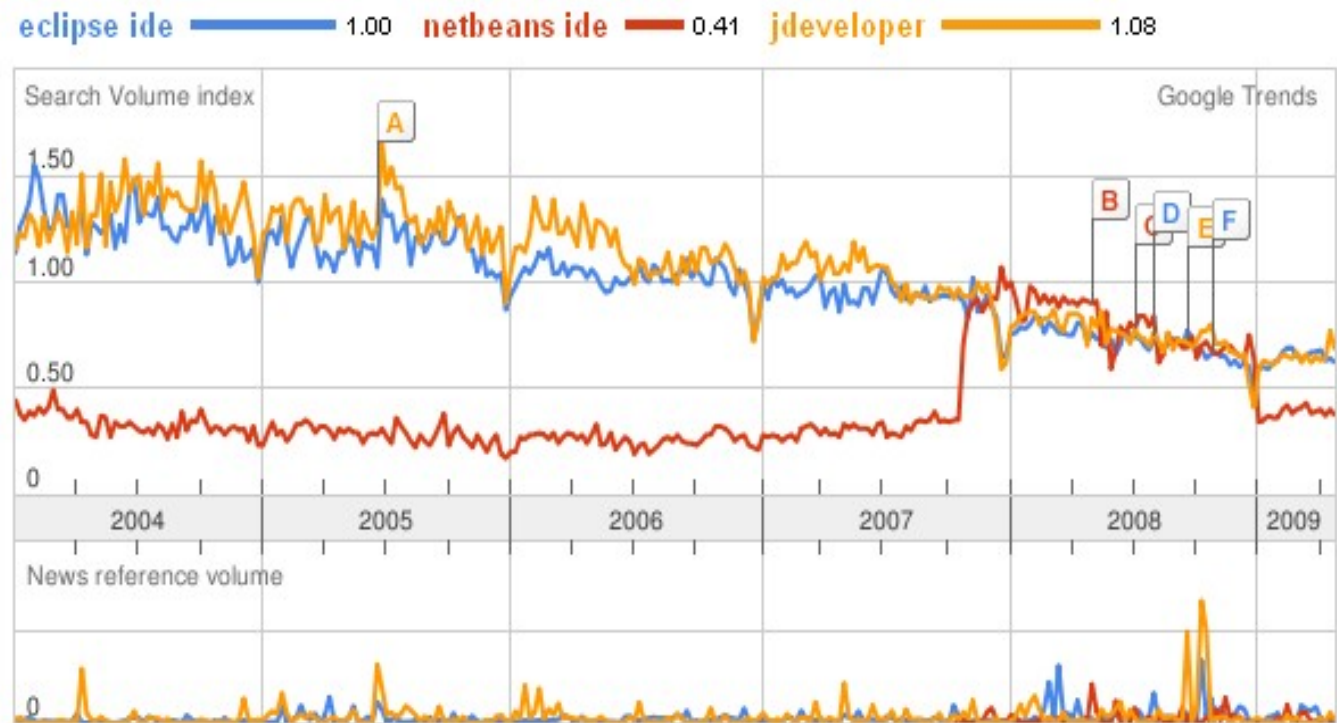
The right side of the IDE features several views: Task List (Uncategorized), Outline (Main, main(String[])), and Problems (0 items). The bottom status bar shows "Writable", "Smart Insert", and "11 : 1".

Red lines with dots at the end point from the word "Views" to the Package Explorer, the Text Editor, the Outline view, and the Problems view.

Views

# The Eclipse Java IDE

- Java development tooling (JDT)
- Competing with Netbeans (Sun) and Jdeveloper (Oracle)



# Features in Java environment

- Outline
- Code Completion
- Team development (CVS - integrated)
- Refactoring
- Debugging
- Error
- Syntax
- Etc.



# Eclipse Plug-in Architecture

- Designed for plug-ins
- Far superior range of plug-ins.

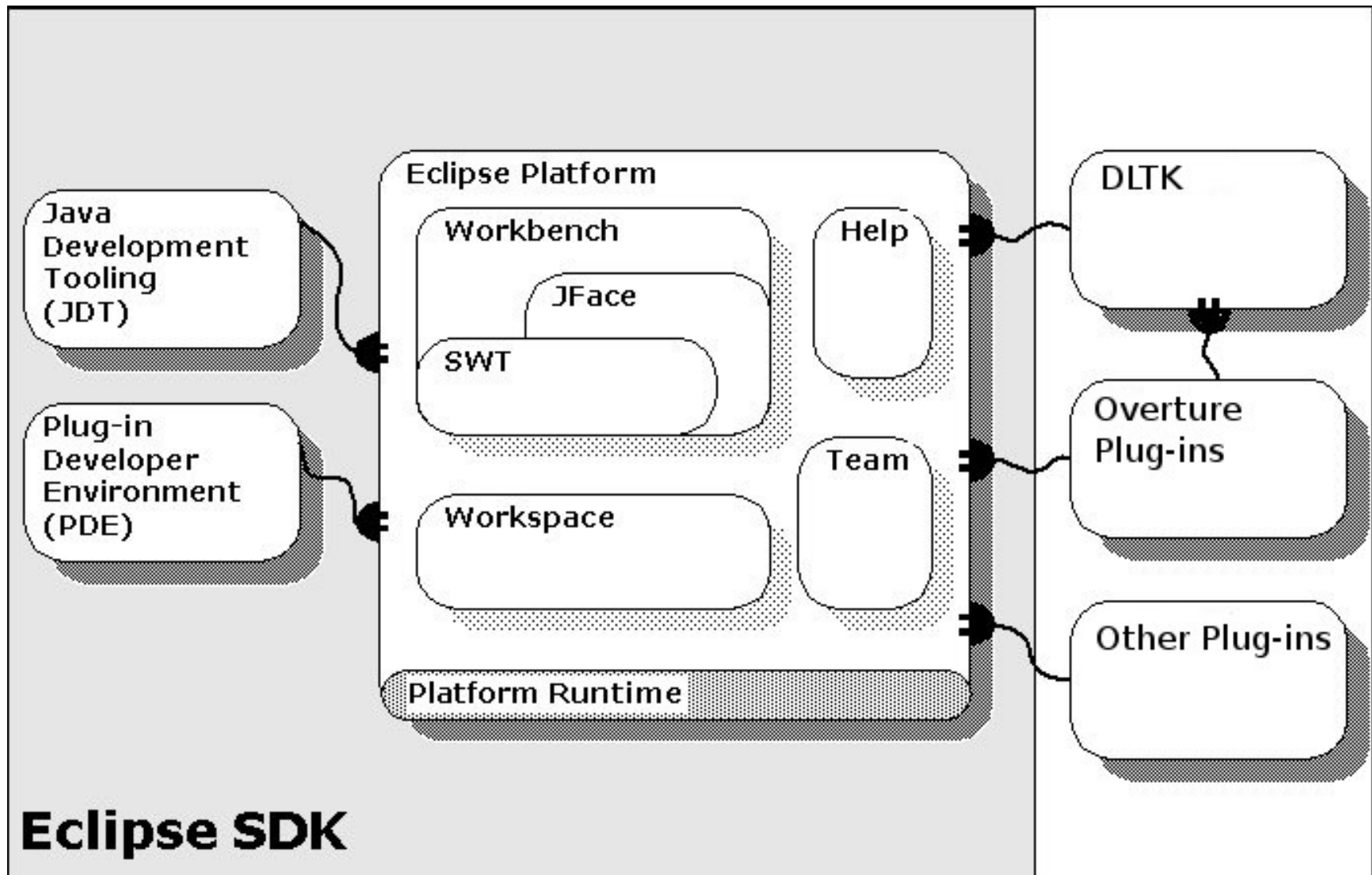


# Plug-in Terms 1

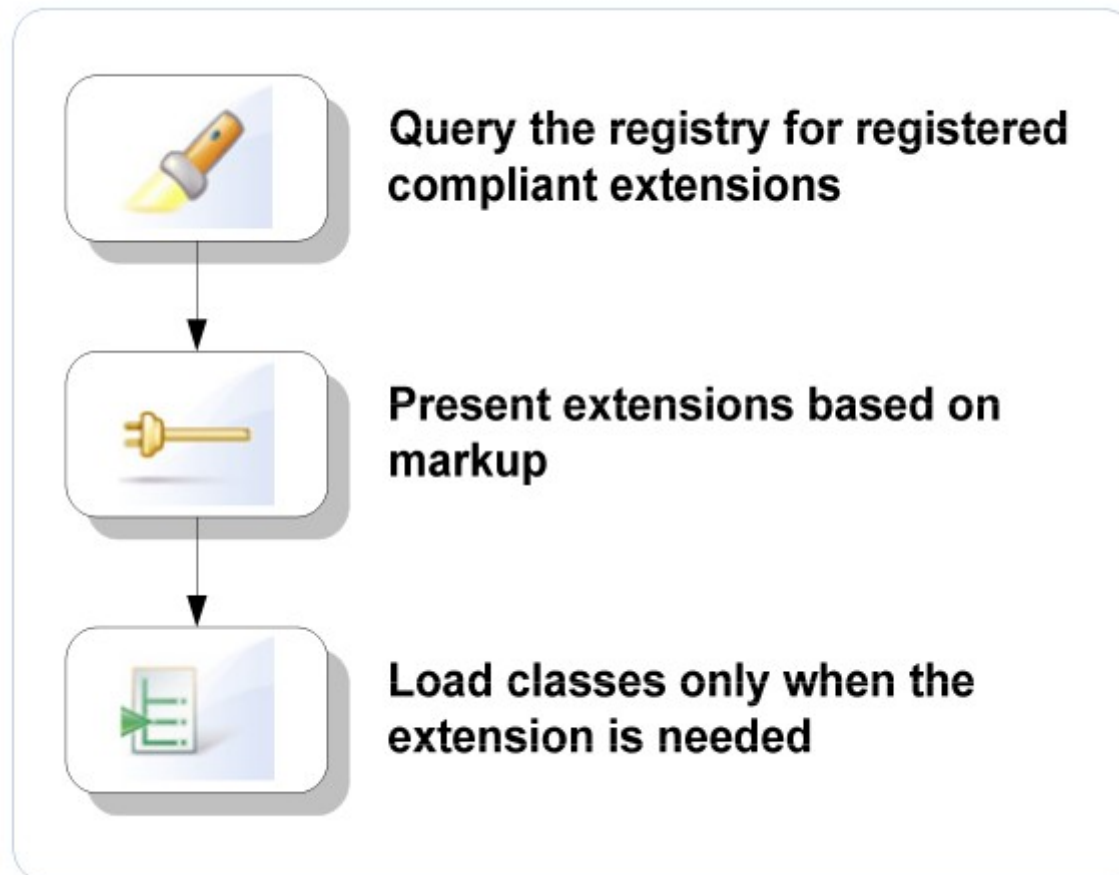
- A **plug-in** in Eclipse is a component that provides a certain type of service within the context of the Eclipse workbench.
- A **feature** is a way of grouping and describing different functionality that makes up a product. Grouping plug-ins into features allows the product to be installed and updated using the Eclipse update server and related support.

# Plug-in Terms 2

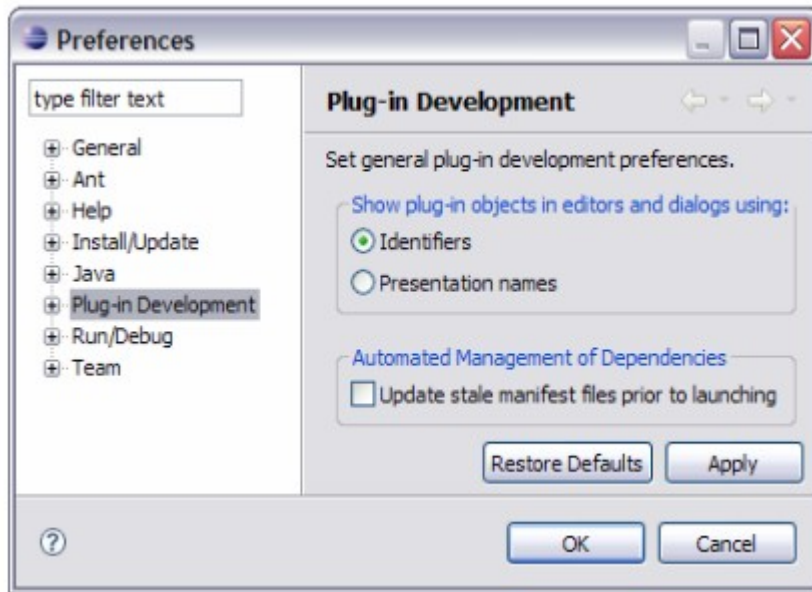
- **Extensions** are the central mechanism for contributing behaviour to the platform.
- **Extension points** define new function points for the platform that other plug-ins can plug into.
- Except for a small kernel known as the **Platform Runtime**, all of the Eclipse Platform's functionality is located in plug-ins.



# Extension loading

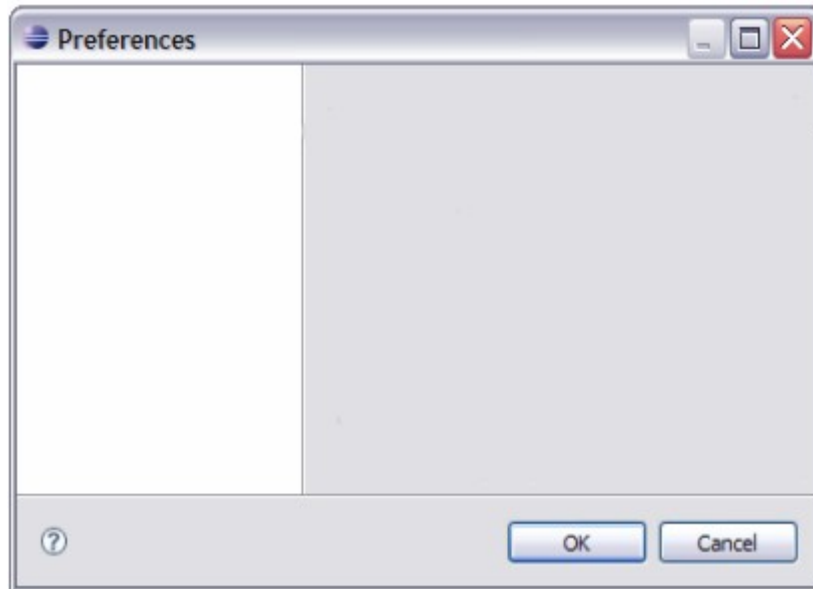


# Example: Preference page



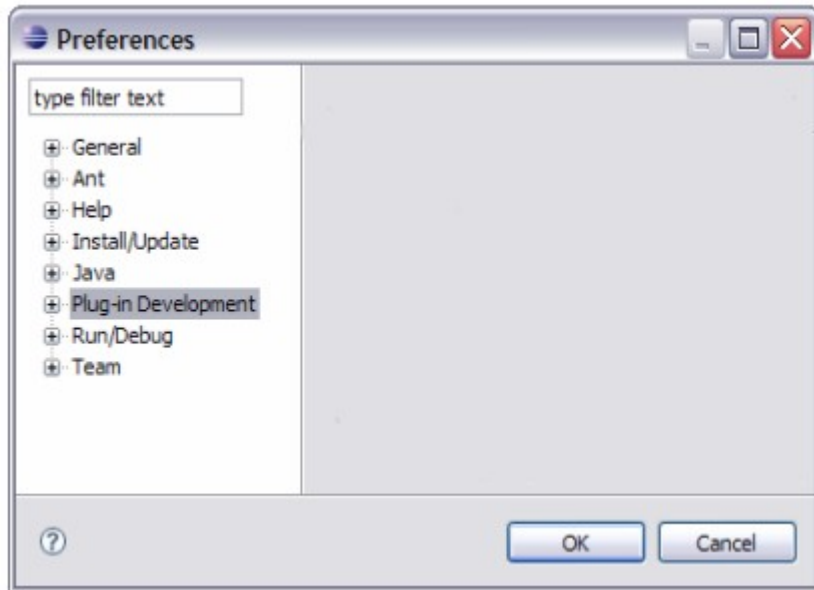
- Plug-ins may contribute preference pages
- All preference pages are assembled and categorized in the Preferences dialog
- How is the Preferences dialog created?
- How and when is a particular preference page created?

# Create the Preferences Dialog - 1/3



- The UI plug-in provides the `org.eclipse.ui.preference` Pages extension point
- The UI plug-in first creates an empty Preferences dialog
- Now the dialog needs to be populated...

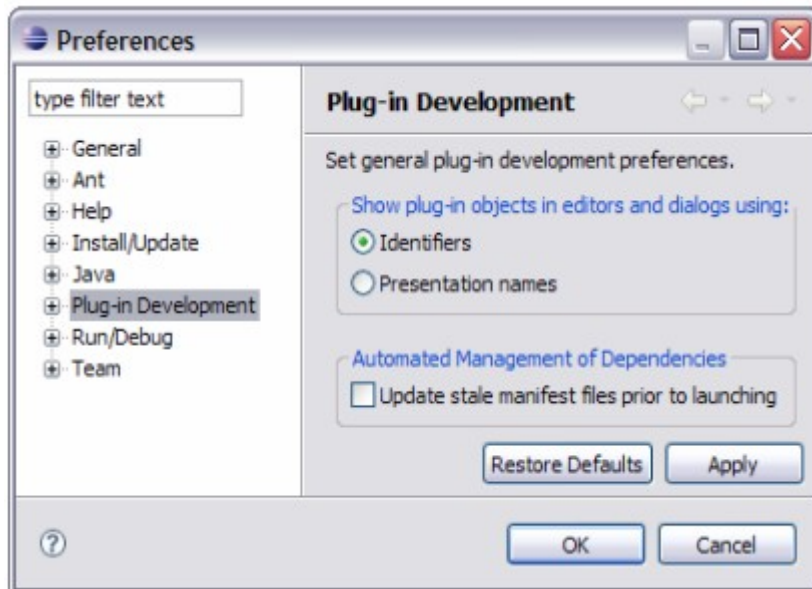
## Generate the Preference Page Index (2/3)



- The UI plug-in queries the extension registry for all *org.eclipse.ui.preferencePages* extensions
- The preference page index is then generated using the xml markup only:
  - Names for available preference pages are displayed in the tree using the *name* attribute
  - The *category* attribute is used to categorize the pages

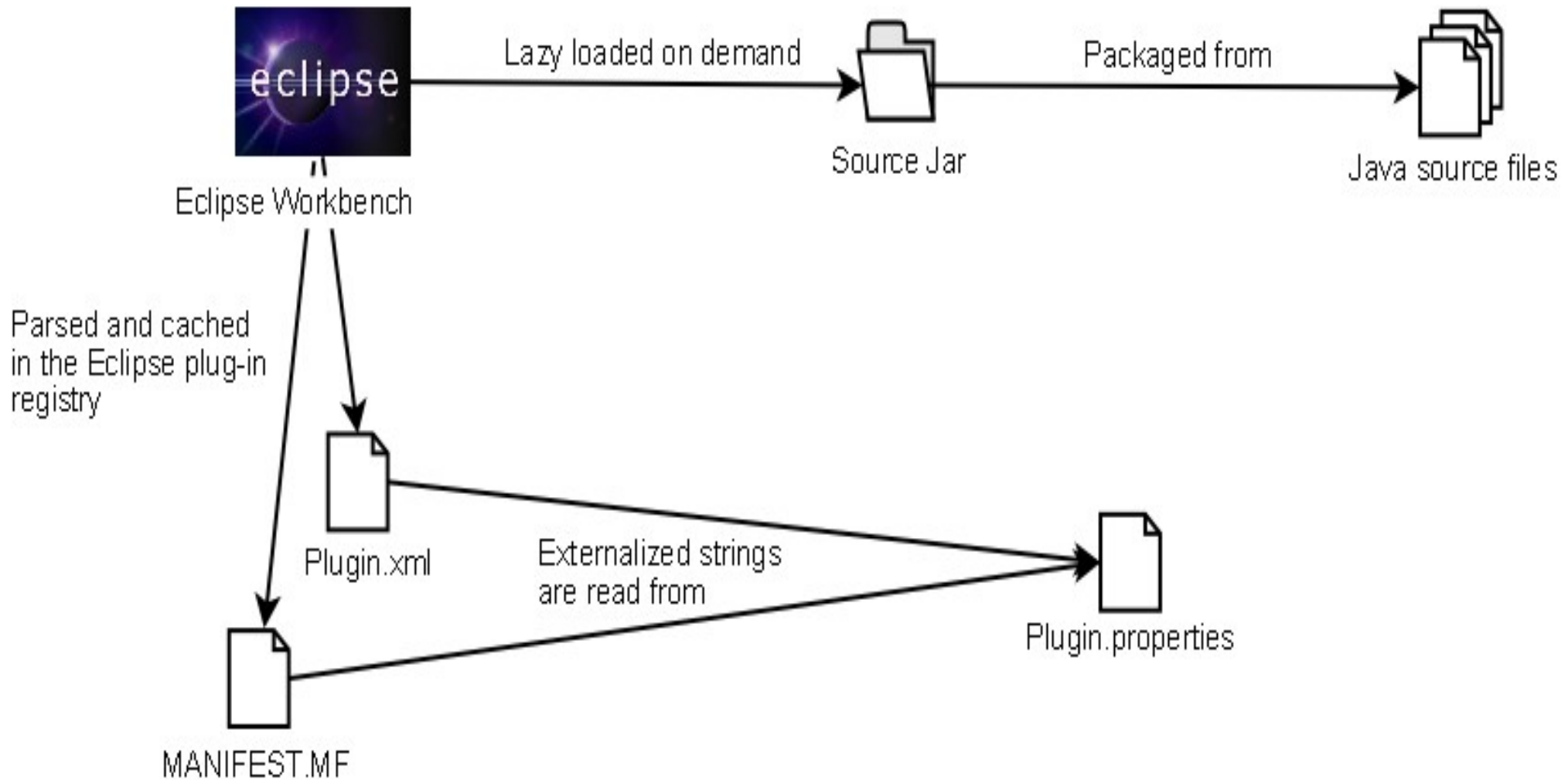


# Create the Plug-in Development Preference Page (3/3)



- When the Plug-in Development preference page gets selected, the UI plug-in asks the extension registry to load and instantiate the Java class specified by the class attribute of the corresponding extension
- The class gets loaded and the preference page gets created  
The plug-in providing that extension (i.e. the `org.eclipse.pde.ui` plug-in) may then get activated, if it's not already active

# Defining Plug-ins



```
<?xml version="1.0" encoding="UTF-8"?>
<?eclipse version="3.2"?>
<plugin>
...
  <extension point="org.eclipse.ui.perspectives">
    <perspective
      class="org.overturetool.ui.OverturePerspective"
      icon="icons/vdml6.png"
      id="org.overturetool.ui.OverturePerspective"
      name="%OverturePerspectiveName"/>
    </extension>
...
</plugin>
```

plugin.xml

```
OverturePerspectiveName=Overture
pluginName=Dynamic Languages Toolkit Overture UI
pluginProvider=Eclipse.org
...
```

plugin.properties

```
Manifest-Version: 1.0
Bundle-ManifestVersion: 2
Bundle-Name: %pluginName
Bundle-SymbolicName: org.overturetool.ui; singleton:=true
Bundle-Version: 1.0.0.qualifier
Bundle-Activator: org.overturetool.internal.ui.UIPlugin
Bundle-Vendor: %pluginProvider
Bundle-Localization: plugin
Require-Bundle: org.eclipse.ui,
  org.eclipse.core.runtime,
  ...
Bundle-ActivationPolicy: lazy
Export-Package: org.overturetool.internal.ui,
  org.overturetool.internal.ui.editor,
  ...
Bundle-RequiredExecutionEnvironment: J2SE-1.5
```

MANIFEST.MF

```
package org.overturetool.ui;
```

```
//IMPORTS...
```

```
public class OverturePerspective implements IPerspectiveFactory {
```

```
    public void createInitialLayout(IPageLayout layout) {
```

```
        ....
```

```
        // views - standard workbench
```

```
        layout.addViewShortcut(IPageLayout.ID_OUTLINE)
```

```
        layout.addViewShortcut(IPageLayout.ID_PROBLEM
```

```
        layout.addViewShortcut(IConsoleConstants.ID_C
```

```
        layout.addViewShortcut(navigator);
```

```
        layout.addViewShortcut(IPageLayout.ID_TASK_LI
```

```
        layout.addViewShortcut(IProgressConstants.PROGRESS_VIEW_ID);
```

```
        // new actions
```

```
        layout.addNewWizardShortcut (
```

```
            "org.overturetool.internal.ui.wizards.OvertureProjectWizard");
```

```
        layout.addNewWizardShortcut (
```

```
            "org.overturetool.internal.ui.wizards.OvertureFileCreationWizard");
```

```
        layout.addNewWizardShortcut (
```

```
            "org.eclipse.ui.wizards.new.folder");
```

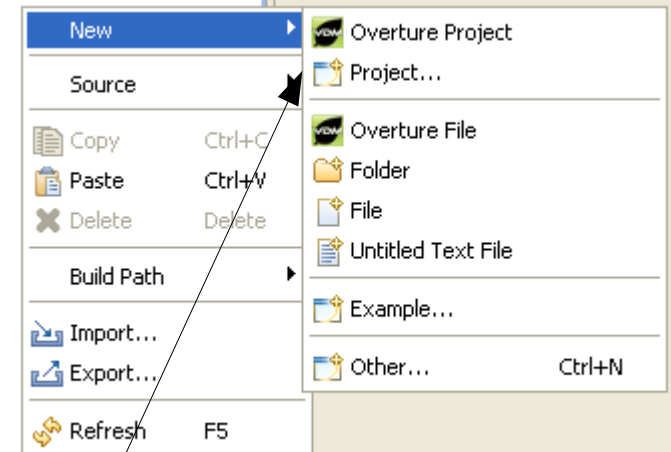
```
        layout.addNewWizardShortcut (
```

```
            "org.eclipse.ui.wizards.new.file");
```

```
        layout.addNewWizardShortcut (
```

```
            "org.eclipse.ui.editors.wizards.UntitledTextFileWizard");
```

```
    }
```

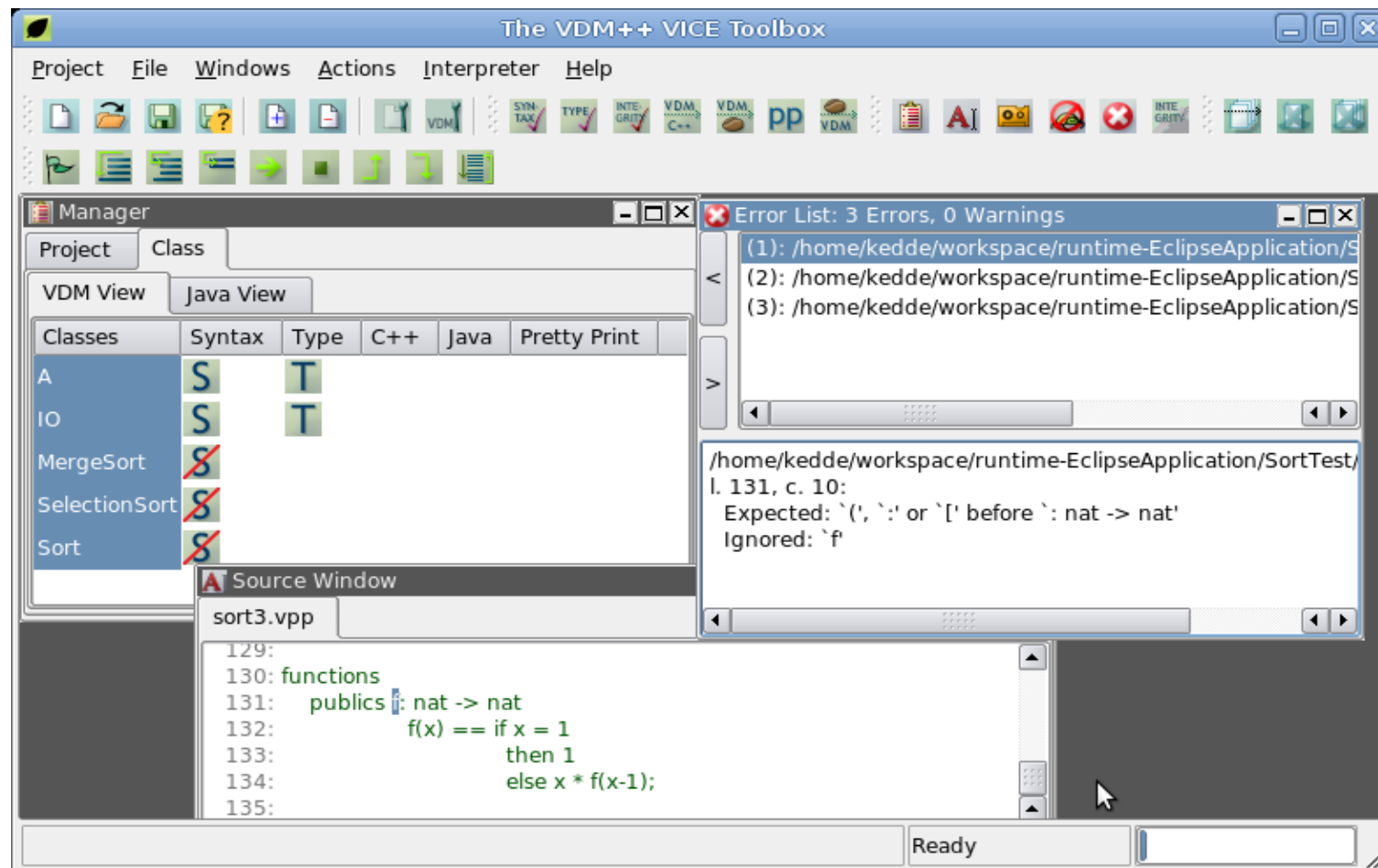


```
}
```

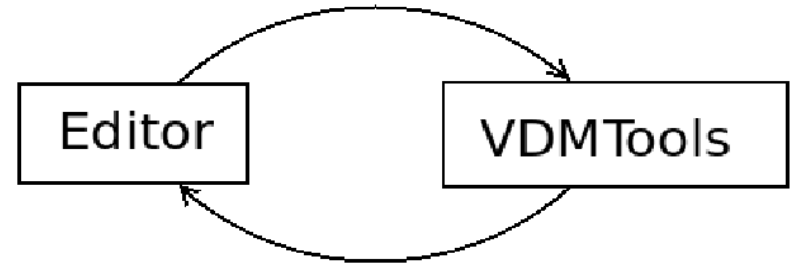
# The Overture IDE

# VDM development today

- No integration of interpreter and editor



- Cumbersome development process
- Poor navigation
- No intellisense
- No support for refactoring
- Debugging support is good, but it could be better
- Test coverage measurement – but rather bothersome
- Support for Code Generation
- Support for UML→VDM→UML



# Vision for the Overture IDE

- Integrated Development Environment
- The IDE should offer features known from other IDEs. Such as:
  - Syntax highlighting
  - Easy navigation
    - Files, definitions, errors, warnings
  - Refactoring
  - Advanced debugging features
- Test coverage measurement
- Code generation and UML to and from VDM
- High Extensibility
- The only tool needed for all VDM development - including all dialects



# Introduction to the Overture Editor

Overture - Bank2/src/atmcard.vpp - Eclipse Platform

File Edit Source Refactor Navigate Search Project Run Window Help

Script sort3.vpp io.vpp atmcard.vpp Outline

```

1 class ATMCARD is subclass of BankAccount
2 --instance variables
3 instance variables
4   cardnumber : seq of digit;
5   expiry : digit * digit * digit * digit;
6   inv (let mk_(m1,m2,y1,y2) = expiry
7       in m1 * 10 + m2 <= 12) and
8       len cardnumber >= 8
9
10
11 operations
12 -- TODO sss
13 public
14   GetCardnumber : (x) ==> seq of digit
15   GetCardnumber () ==

```

Outline

- ATMCARD
  - cardnumber
  - expiry
  - GetCardnumber((un

Problems Console Error Log Script Debug Log Debug

2 errors, 24 warnings, 0 others

| Description                     | Resource |
|---------------------------------|----------|
| Errors (2 items)                |          |
| Too few parameter patterns      | atm:     |
| Unable to resolve type name 'x' | atm:     |
| Warnings (24 items)             |          |
| Definition 'e' not used         | sort:    |
| Definition 'l' not used         | sort:    |

Writable Smart Insert 10 : 1



Debug console showing OvertureTest [Overture] with debugging engine details and thread information.

```
OvertureTest [Overture]
├── Overture debugging engine [session id: dbgp_1239010242672]
│   └── Thread id=1 (suspended)
│       └── temp := print(); [src/sort3.vpp: 99]
├── OvertureRunner at localhost:52179
│   └── /usr/lib/jvm/java-6-sun-1.6.0.10/bin/java (06/04/2009 11.30.42)
```

Variables window showing the current state of variables during execution.

| Name             | Value  |
|------------------|--|
| Global Variables |  |
| Class Variables  |  |
| self             | "SelectionSort{#2, data:=[2, 3, 4, 60, 67, 70], t... |

SelectionSort{#2, data:=[2, 3, 4, 60, 67, 70], temp:=undefined, diego:=unde...

```
io.vpp | sort3.vpp | test.vpp
94 startSort () ==
95 (
96     data_init([2,4,67,70,3,60]);
97     SelectionSorter(1);
98     temp := print();
99     diego := f(3);
100 );
101 private print : () ==> bool
102 print () ==
103 (
104     return new IO().echo("Hello world!\n");
105 -- temp := io.echo(data(1));
106 -- temp := io.echo(data);
107 )
```

Outline window showing the project structure with Sort, MergeSort, and SelectionSort.

- Sort
- MergeSort
- SelectionSort

Interactive Console showing the execution of f(3) resulting in the output "6".

```
=>f(3)
"6"
```

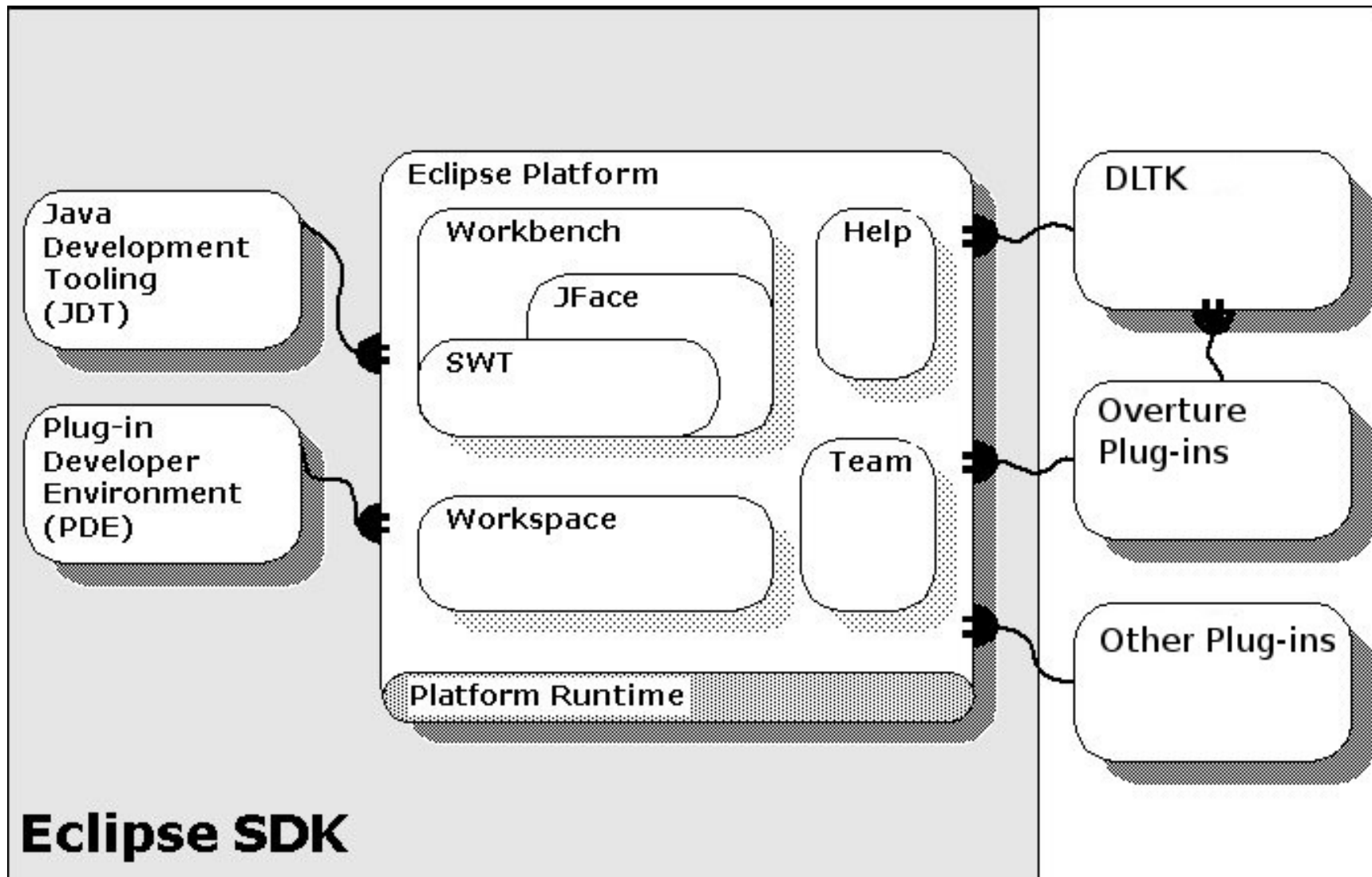
Console window displaying several compiler warnings, including recursive function and duplicate definition warnings.

```
OvertureTest [Overture] /usr/lib/jvm/java-6-sun-
Warning 5012: Recursive function has
Warning 5008: i in 'MergeSort' (/hor
Warning 5007: Duplicate definition:
Warning 5007: Duplicate definition:
Warning 5000: Definition 'l' not use
Warning 5012: Recursive function has
Warning 5012: Recursive function has
Warning 5012: Recursive function has
```

# Vision for the Overture IDE revisited

- Integrated Development Environment 😊
- The IDE should offer features know from other IDEs. Such as:
  - Syntax highlighting 😊
  - Easy navigation 😊
    - Files, definitions 😐, errors, warnings
  - Refactoring 😞
  - Advanced debugging features 😐
- Test coverage measurement 😐
- Code generation and UML to and from VDM 😐
- High Extensibility 😊
- The only tool needed for all VDM development - including all dialects 😐

# Overture IDE Implementation



# DLTK



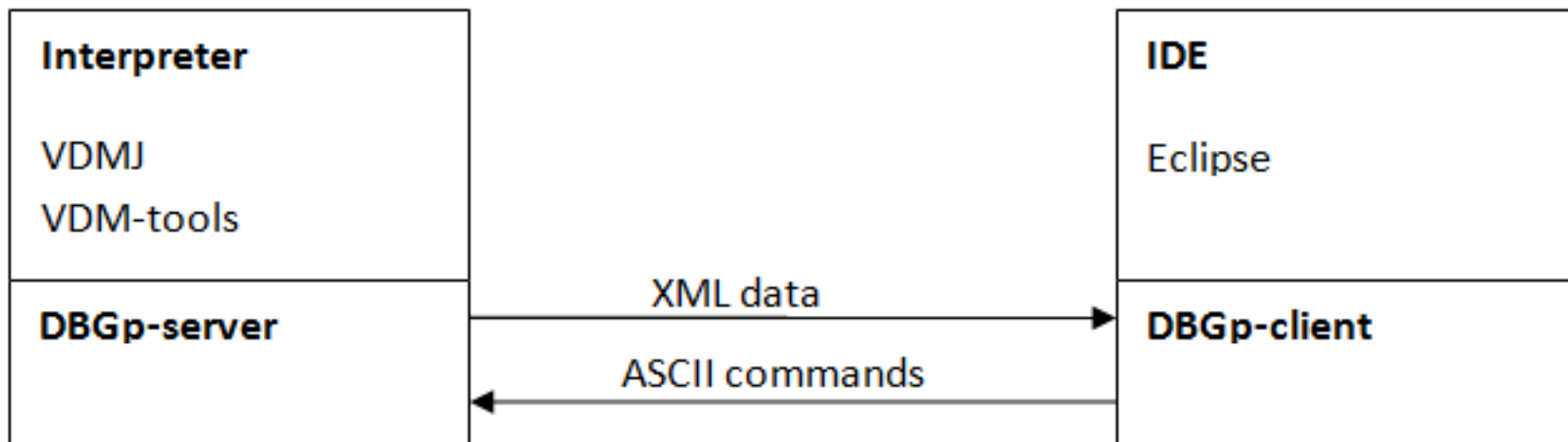
## Documentation

The project has no documentation.



# Debug Protocol

- A common debugger protocol for languages and debugger UI communication
- Part of the DLTK



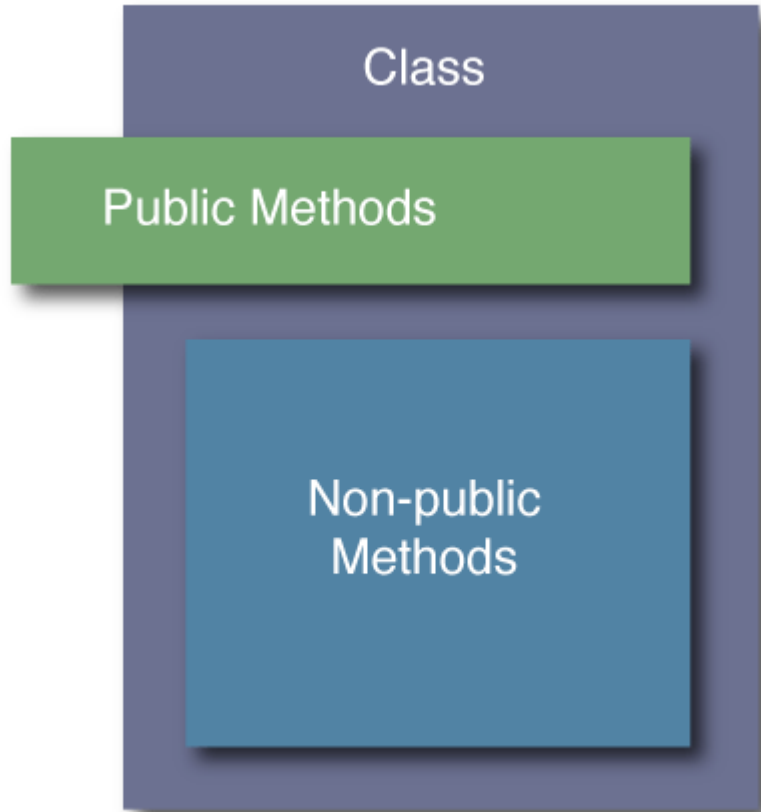




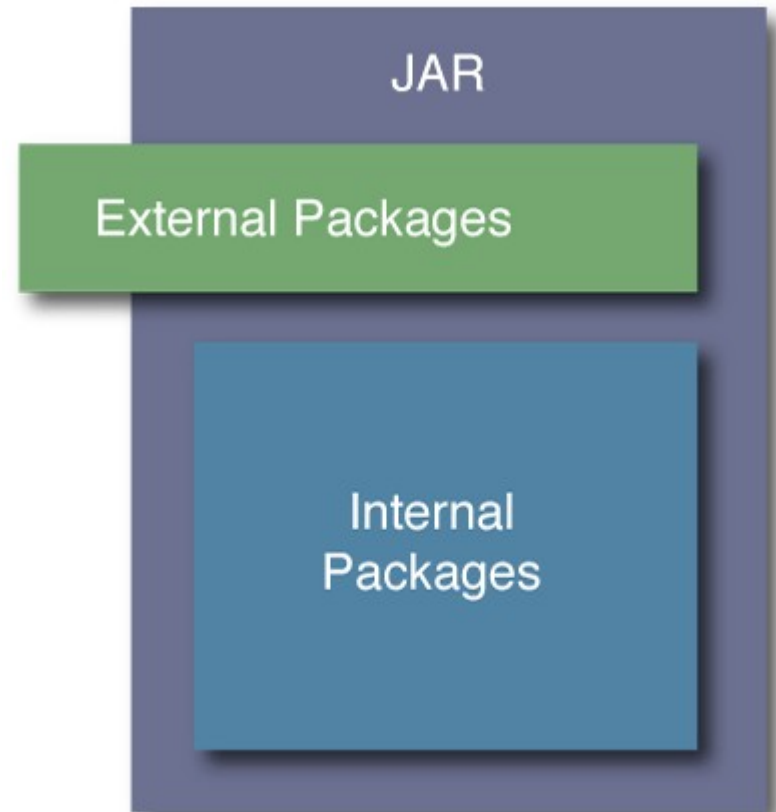
Extras...

- +  org.overturetool.eclipse.plugins.debug
- +  org.overturetool.eclipse.plugins.debug.ui
- +  org.overturetool.eclipse.plugins.editor.core
- +  org.overturetool.eclipse.plugins.editor.overturedebugger
- +  org.overturetool.eclipse.plugins.editor.ui
- +  org.overturetool.eclipse.plugins.launching
- +  org.overturetool.eclipse.plugins.showtrace.core
- +  org.overturetool.eclipse.plugins.stdlib
- +  org.overturetool.eclipse.plugins.traces
- +  org.overturetool.eclipse.plugins.traces.core
- +  org.overturetool.eclipse.plugins.umltrans
- +  org.overturetool.eclipse.plugins.umltrans.core

# OSGi



object-oriented (instead of procedural)



Modular (as opposed to unmodular)