Model-Driven Engineering

F. Mallet

Frederic.Mallet@unice.fr

Université Nice Sophia Antipolis

Introduction

- Outline
  - MDE & Meta-Model
  - UML Profiling mechanism
  - Meta-Modeling & EMF
- Application
  - BPEL & BPMN
    - Domain Model
    - UML Profile
    - EMF Metamodel

MODEL-DRIVEN ENGINEERING

Model-Driven Engineering

- Software Engineering
  - Build software useful to end-users to solve a particular problem

- **M**odel-**D**riven **E**ngineering
  - Build **models** to help software engineer to build faster, better software able to handle **more complex** problems
  - ➢ Generative approaches

Model-Driven Engineering

- Coping with complexity
  - Reduce *accidental complexity*
  - Help build tools to build software

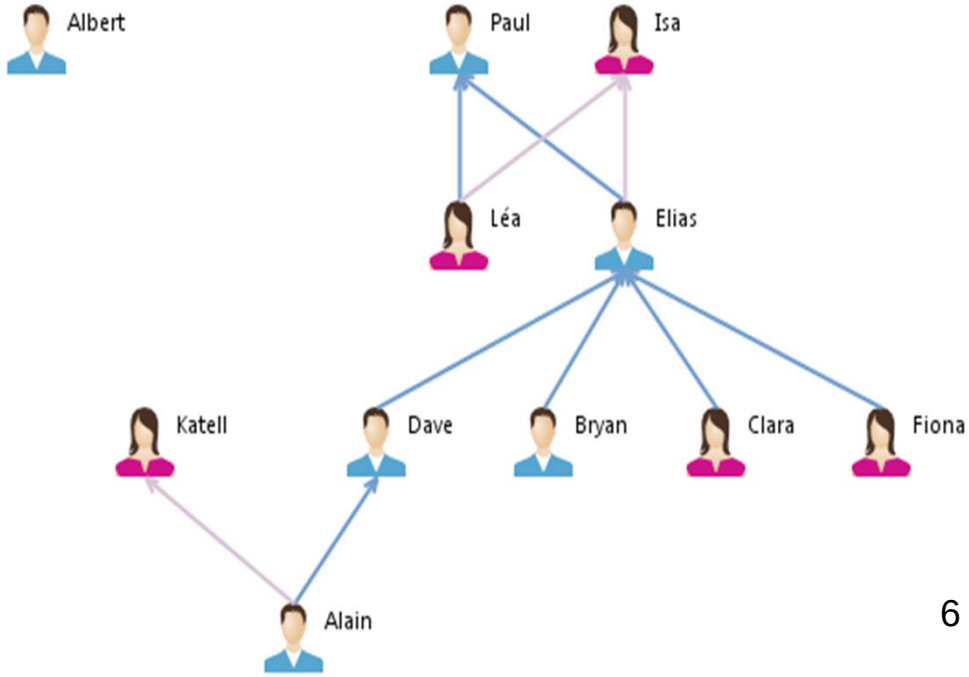
- A **model** is a representation of a thing that highlights some of its properties
  - Focuses on a **specific** viewpoint/aspect
  - Serves a particular purpose
  - Evolves when the system evolves !
  - ➢ Is used to derive the code **automatically**

Model: an example

- Genealogy: *model of a family*
  - Focus: family relationships
  - Purpose: keep track of ancestors and siblings

A *Thing*

A Model of the *Thing*

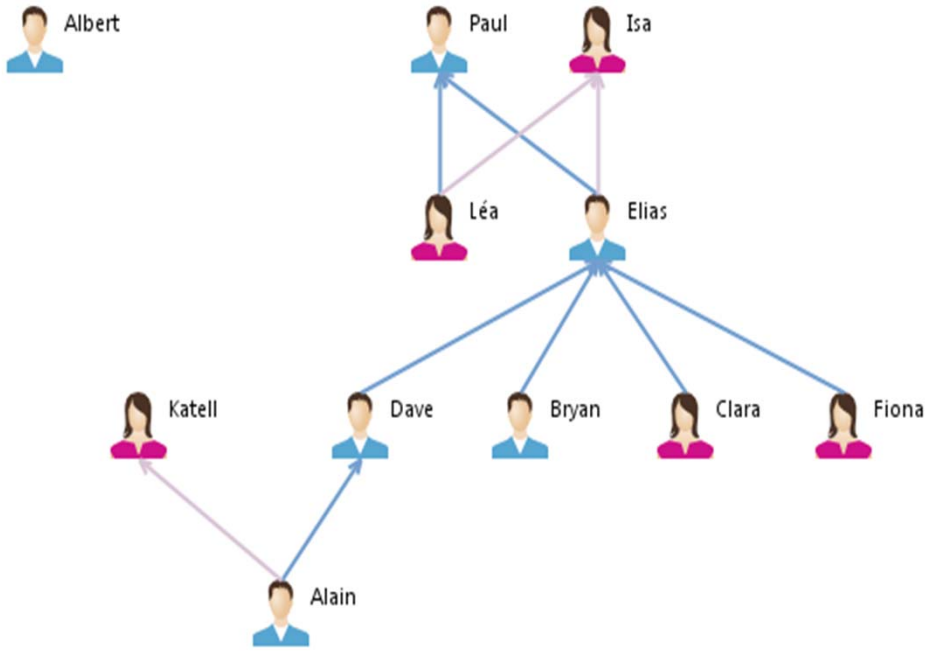


Meta-Model: A model of a Model

Metamodel of ANY family

- Family
  - Set of persons
- Person
  - Name
  - Set of children
  - 2 parents (father, mother)
- Man
  - Is-a person
- Women
  - Is-a person

A model of ONE family

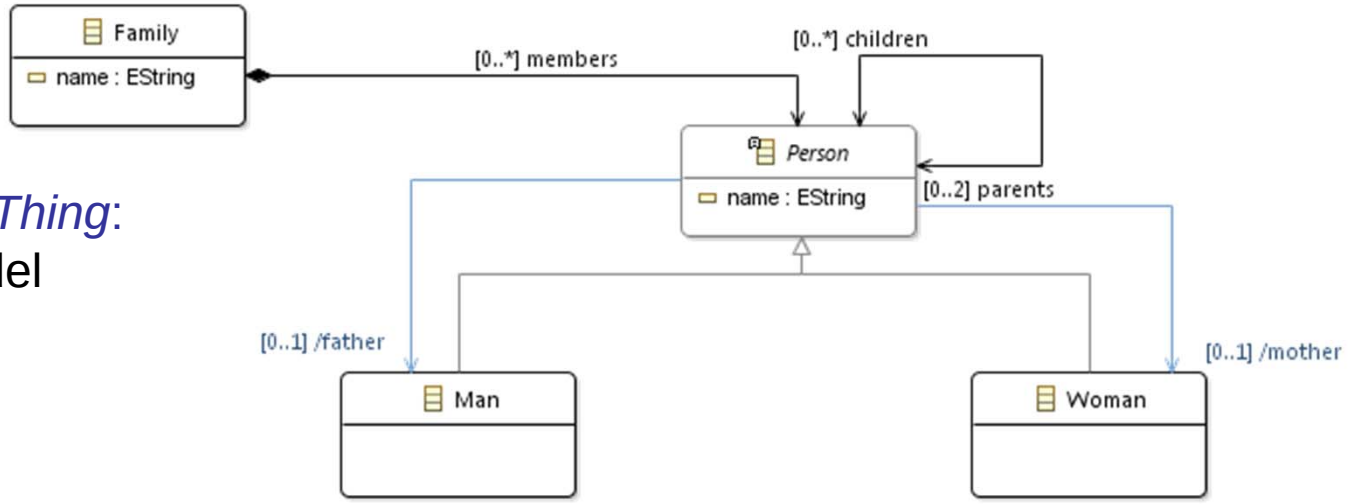


Meta-Model: A model of a Model

M2

A Model of the *Thing*:

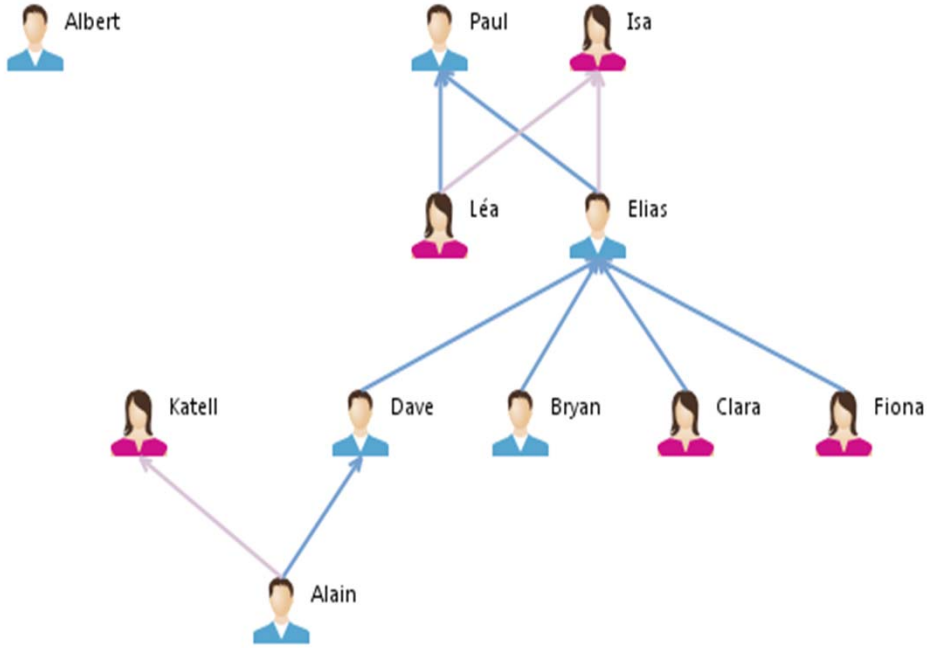
A metamodel



M1

A *Thing:*

A model



Models for Computer Science

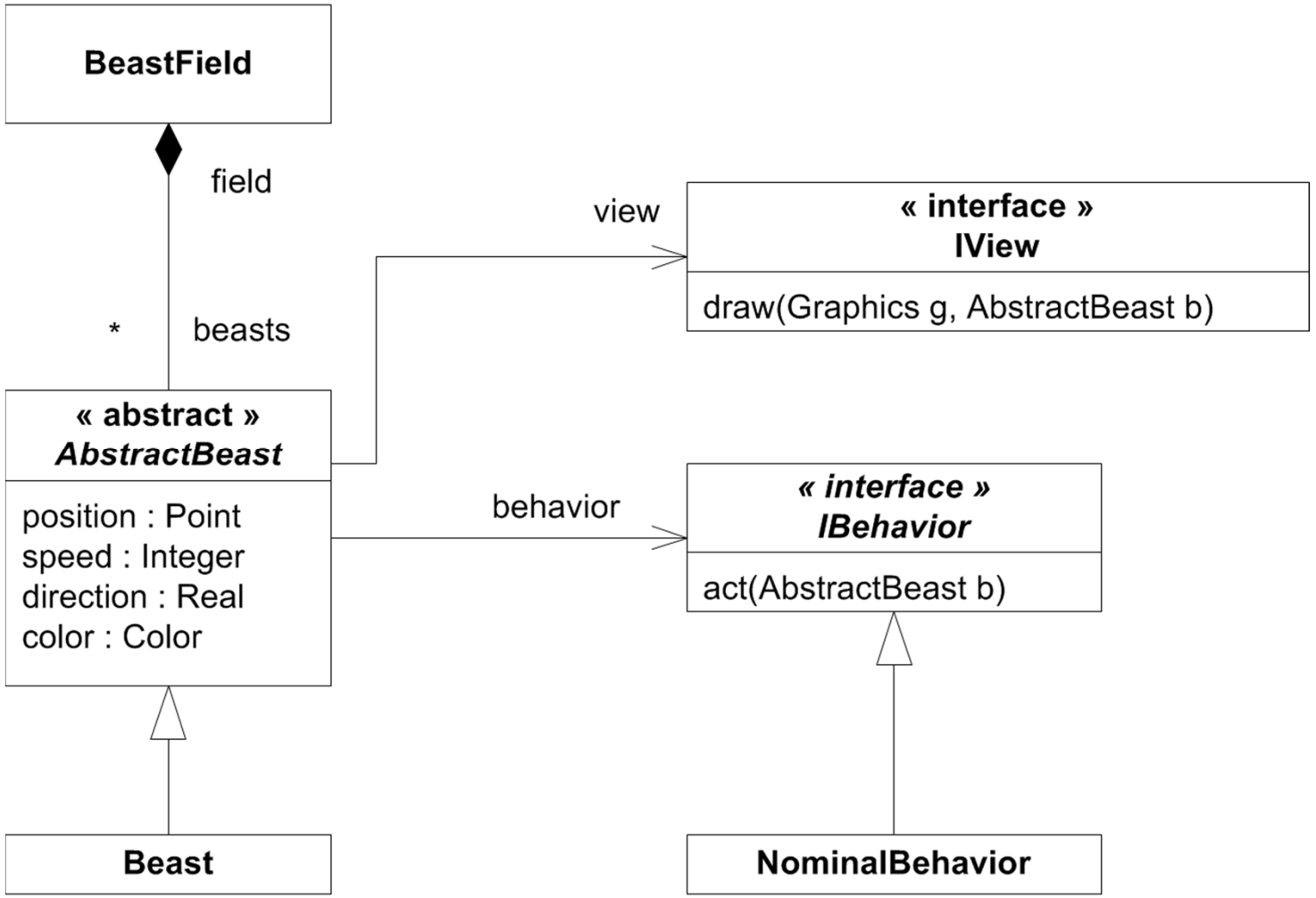
- What are the models in Computer Science?
  - A program is a model of a system (staff of a company, accounts in a bank, engine controller)
  - To reason about the programs, we need to build models of the programs
    - Models about the data structure: classes, fields and methods
    - Models about the behavior/algorithm: state machines, scenarios, data and control flows

M0 - A *Thing:* *a* Program

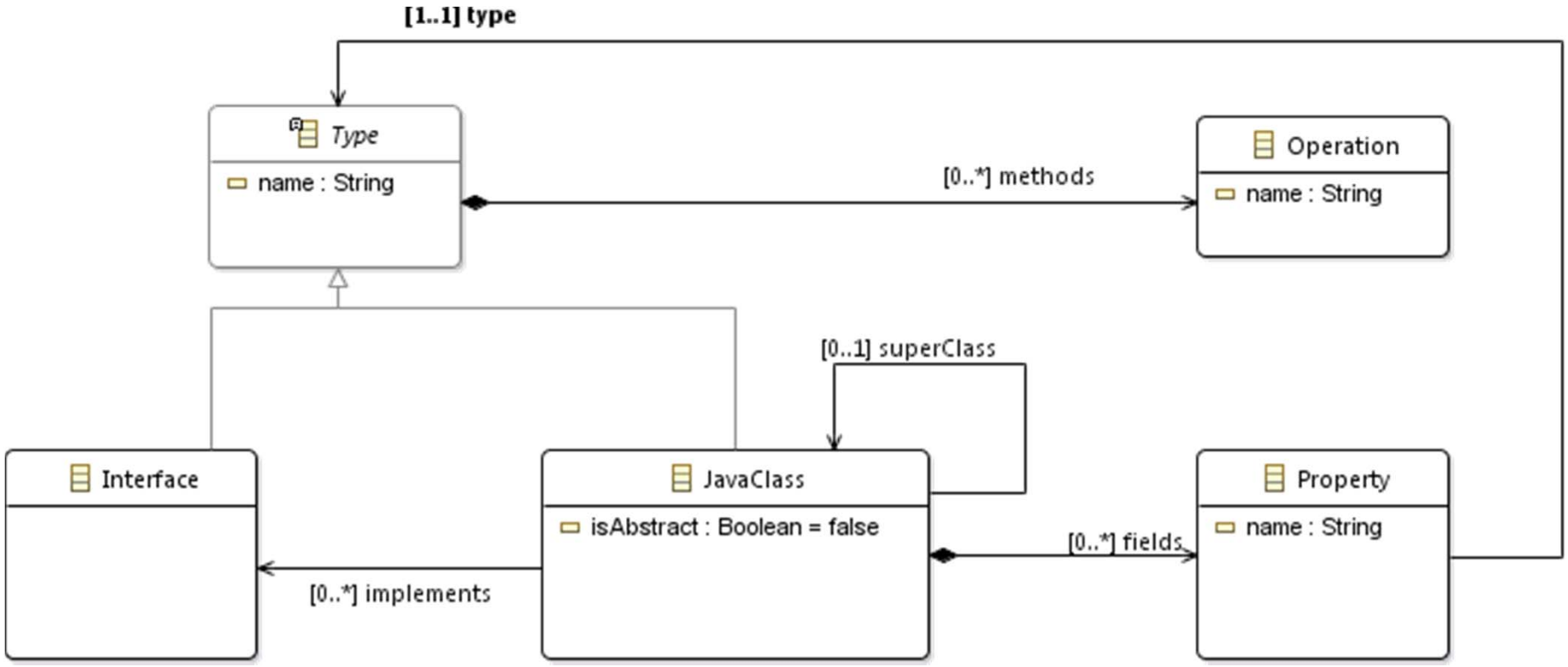
```
abstract class AbstractBeast {
   protected int x, y;              // position on the screen
   int speed;                       // speed [pix/s]
   double direction;                // radians [0 - 2 PI[
   protected Color color;           // Filling color
   protected BeastField field;      // the field
   static final int SIZE = 10;

   protected AbstractBeast(BeastField field, int x, int y,
      Color color) {
      this.field = field;
      this.x = x;
      this.y = y;
      this.color = color;

      Random gen = new Random();
      direction = gen.nextFloat() * 2 * Math.PI;
      speed = gen.nextInt(field.maxSpeed);
   }

   public abstract void act();

   protected IBehavior behavior;
```

```
   public boolean see(AbstractBeast b) {
      double angle = Math.atan2 (b.getY()-y, b.getX()-x);
      double diff = Math.abs(angle-direction)%(2*Math.PI);
      if (diff>Math.PI) diff=2*Math.PI-diff;
      return diff<champDeVue/2;
   }

   public double getDistance(IBeast b) {
      return distanceFromAPoint(b.getX(), b.getY());
   }

   double distanceFromAPoint(double x1, double y1){
         // @returns distance between the beast and a point
      return Math.sqrt((x1 - x)*(x1-x) + (y1 - y)*(y1 - y));
   }

   protected IView view = null;
   void drawYourself(Graphics g) {
      if (this.view != null)
         this.view.draw(g, this);
   }

   final public void translate(double dx, double dy) {
      this.x += dx;
      this.y += dy;
   }
}
```

M1 - A Model of the *Program*



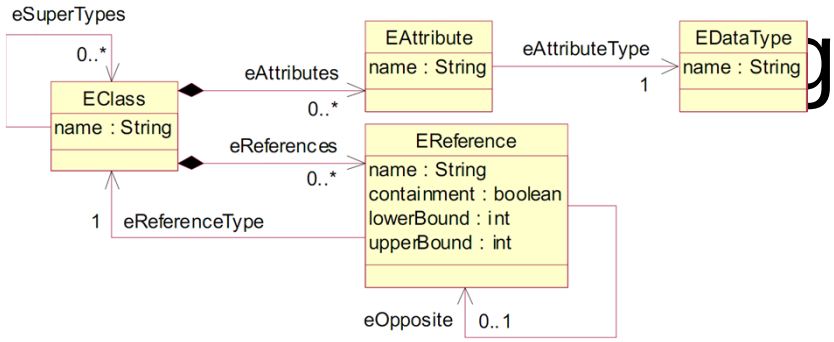
M2 - A Model of ANY *Program*



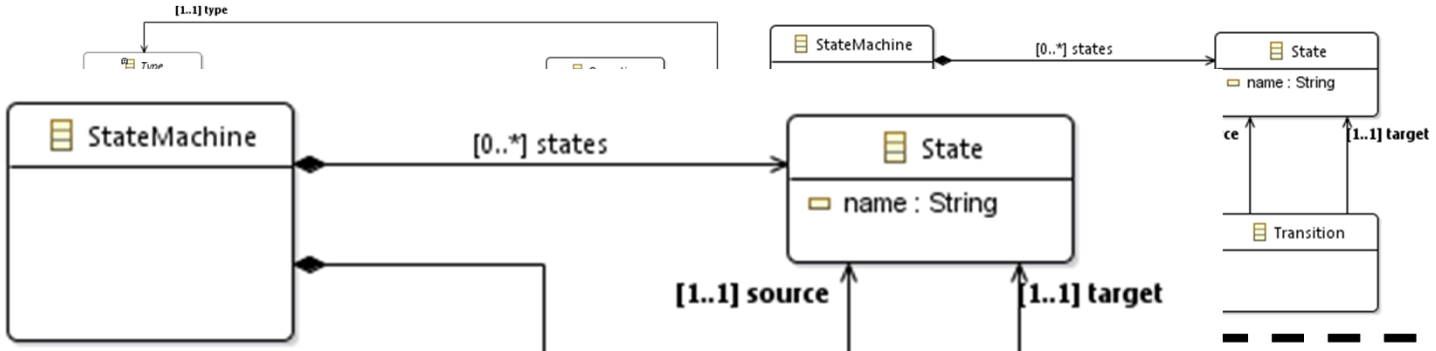
A MetaModel of *Java* Classes

g Hierarchy

M3



M2

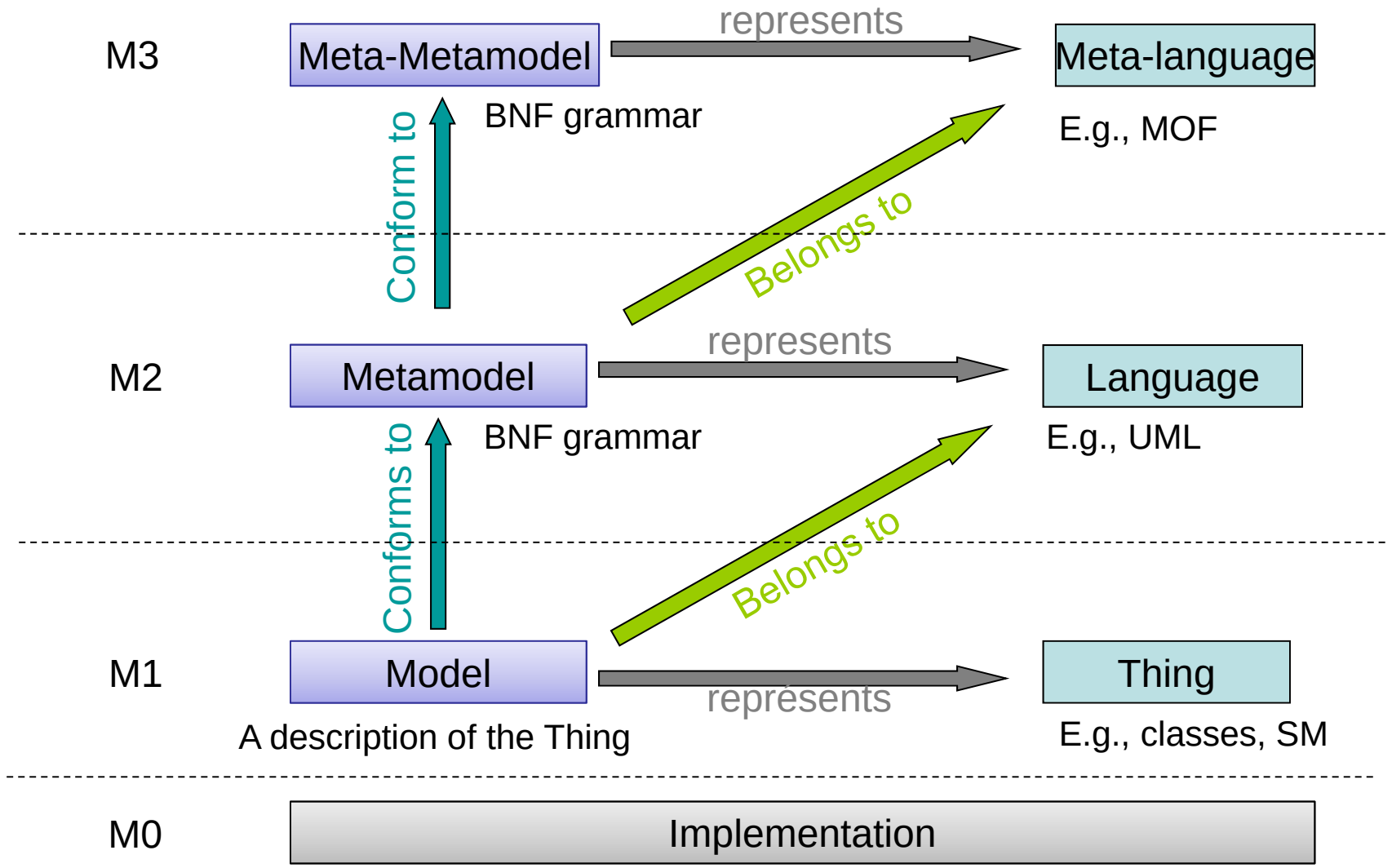


M1

M0

Program

Models/Metamodels/Languages



Summary

- Model-Driven Engineering
  - Attempts to replace programs by models
  - Useful when the code is generated from the models (~80%)