

Collected Experience and Thoughts on Long Term Development of an Open Source MDE Tool

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Overview

- USE
 - Applications
 - History
- Lessons learned
 - Factory of Success
 - Work of Students
 - Chamber of Horrors
- Conclusion

USE

- Acronym for:
UML-based **S**pecification **E**nvironment
- Broad reach:
 - some 4,700 downloads in 2013
 - used by research projects
 - industrial use
- Based on the JRE, only

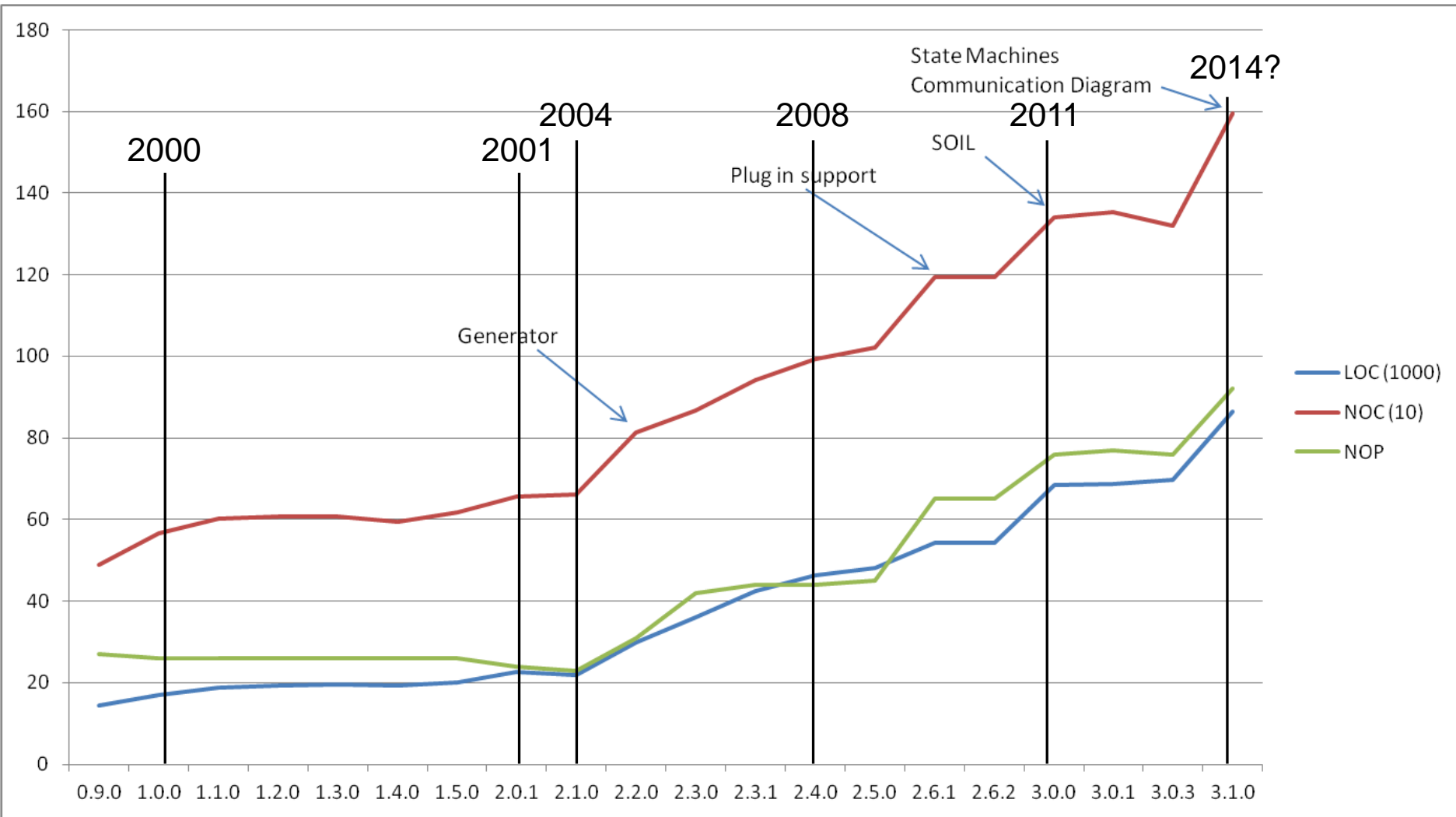
The screenshot displays the USE (UML State Editor) software interface for a project named "USE: CoffeeDispenser.use". The interface is divided into several panes:

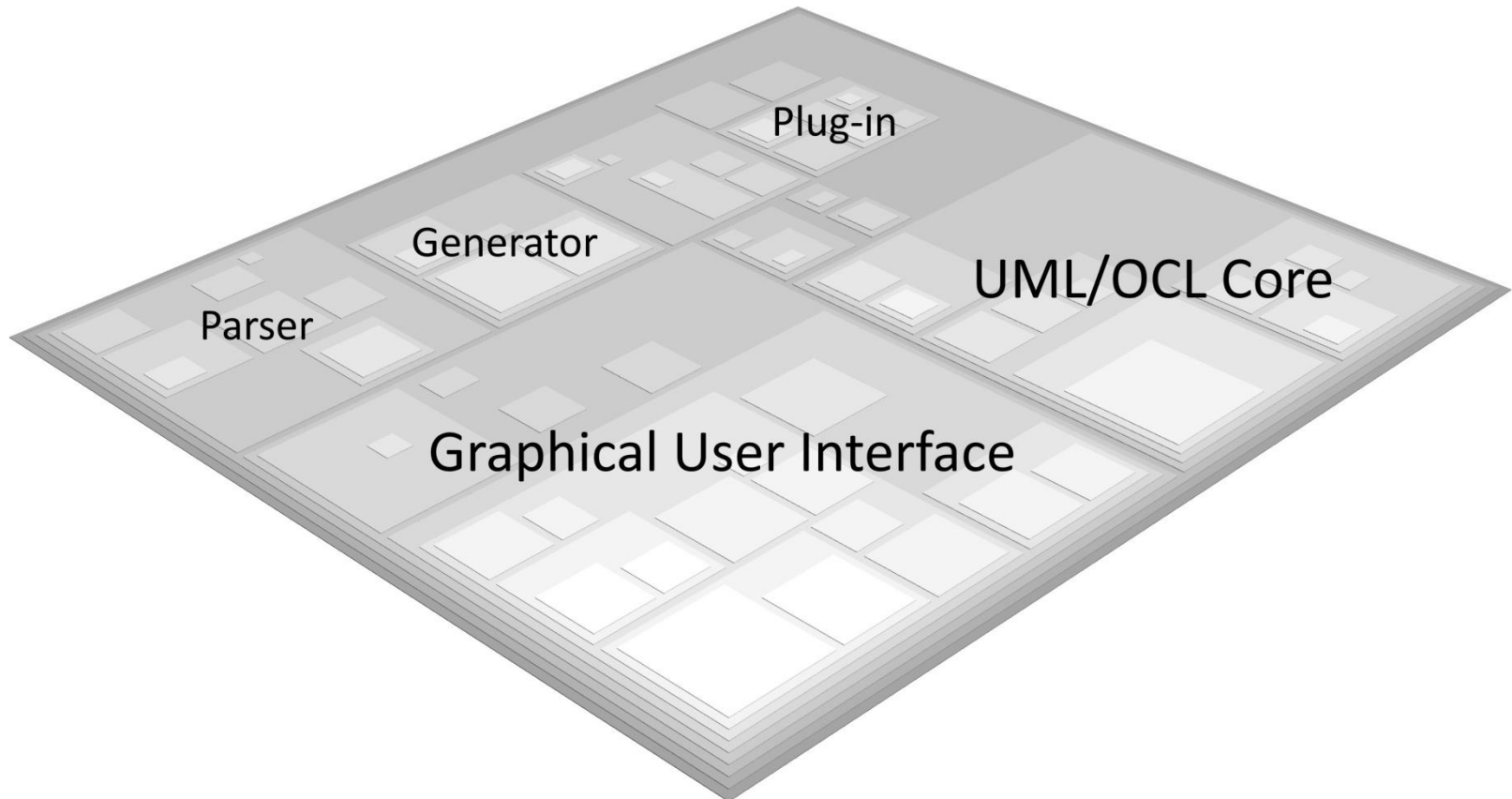
- Class Diagram:** Shows the class `CoffeeDispenser` with methods `accept(i : Integer)`, `brew()`, and `reset()`.
- Object Diagram:** Shows an instance of `cd:CoffeeDispenser` with the attribute `amount=100`.
- Sequence Diagram:** Illustrates a sequence of interactions where a user (actor) sends `accept(10)`, `accept(20)`, `accept(20)`, and `accept(50)` messages to the `cd:CoffeeDispenser` object.
- Command List:** Lists the following commands:
 1. `new CoffeeDispenser('cd')`
 2. `!cd.accept(10)`
 3. `!cd.accept(20)`
 4. `!cd.accept(20)`
 5. `!cd.accept(50)`
- State Machine 'Usage':** A state machine diagram for the `CoffeeDispenser::Usage` protocol. It features three states:
 - noCoins** (state invariant: `[[self.amount = 0]]`): Reached via `startUp` and `create/`. Transitions include `accept(i : Integer)/` to `hasCoins` (guard: `[[i > 0] and (self.amount < 100)]`), `brew()/` to `enoughCoins`, and `reset()/` back to `noCoins`.
 - hasCoins** (state invariant: `[[self.amount > 0] and (self.amount < 100)]`): Reached from `noCoins`. Transitions include `accept(i : Integer)/` (guard: `[[i + self.amount < 100]]`) to stay in `hasCoins`, `accept(i : Integer)/` (guard: `[[i + self.amount] >= 100]`) to `enoughCoins`, and `reset()/` back to `noCoins`.
 - enoughCoins** (state invariant: `[[self.amount >= 100]]`): Reached from `noCoins` or `hasCoins`. Transitions include `accept(i : Integer)/` (guard: `[[i > 0] and (self.amount >= 100)]`) to stay in `enoughCoins` and `reset()/` back to `noCoins`.
- Log:** Shows the compilation process: "compiling specification D:\USE\CoffeeDispenser.use... done. Model CoffeeDispenser (1 class, 0 associations, 0 invariants, 3 operations, 1 pre-/postcondition, 1 state machine)".

Applications of USE

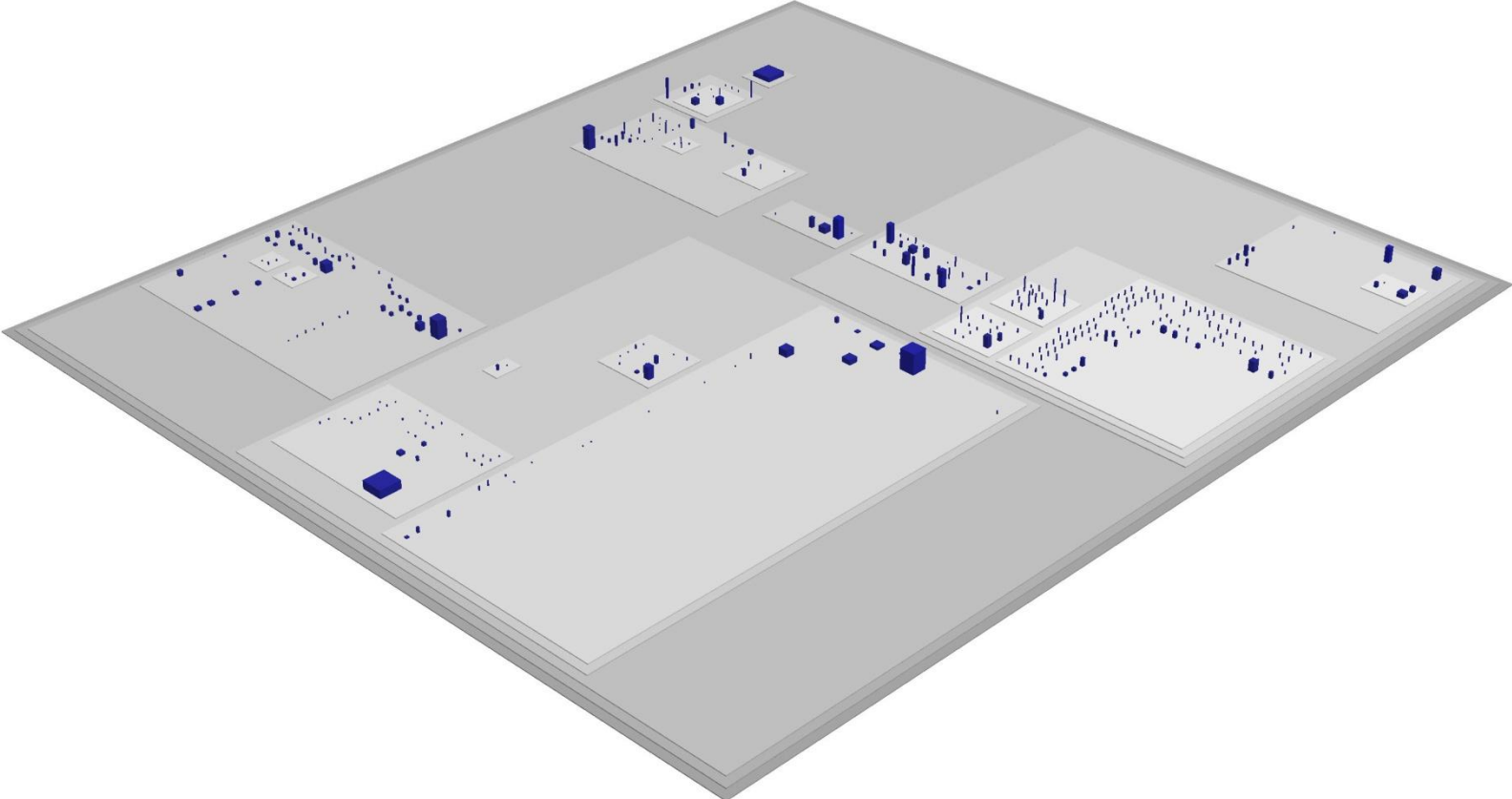
- Modeling
 - Validation
 - Verification
 - Simulation
- Education
 - “Playing with models”
- Component
 - OCL-Compiler and Interpreter

History of USE by Numbers

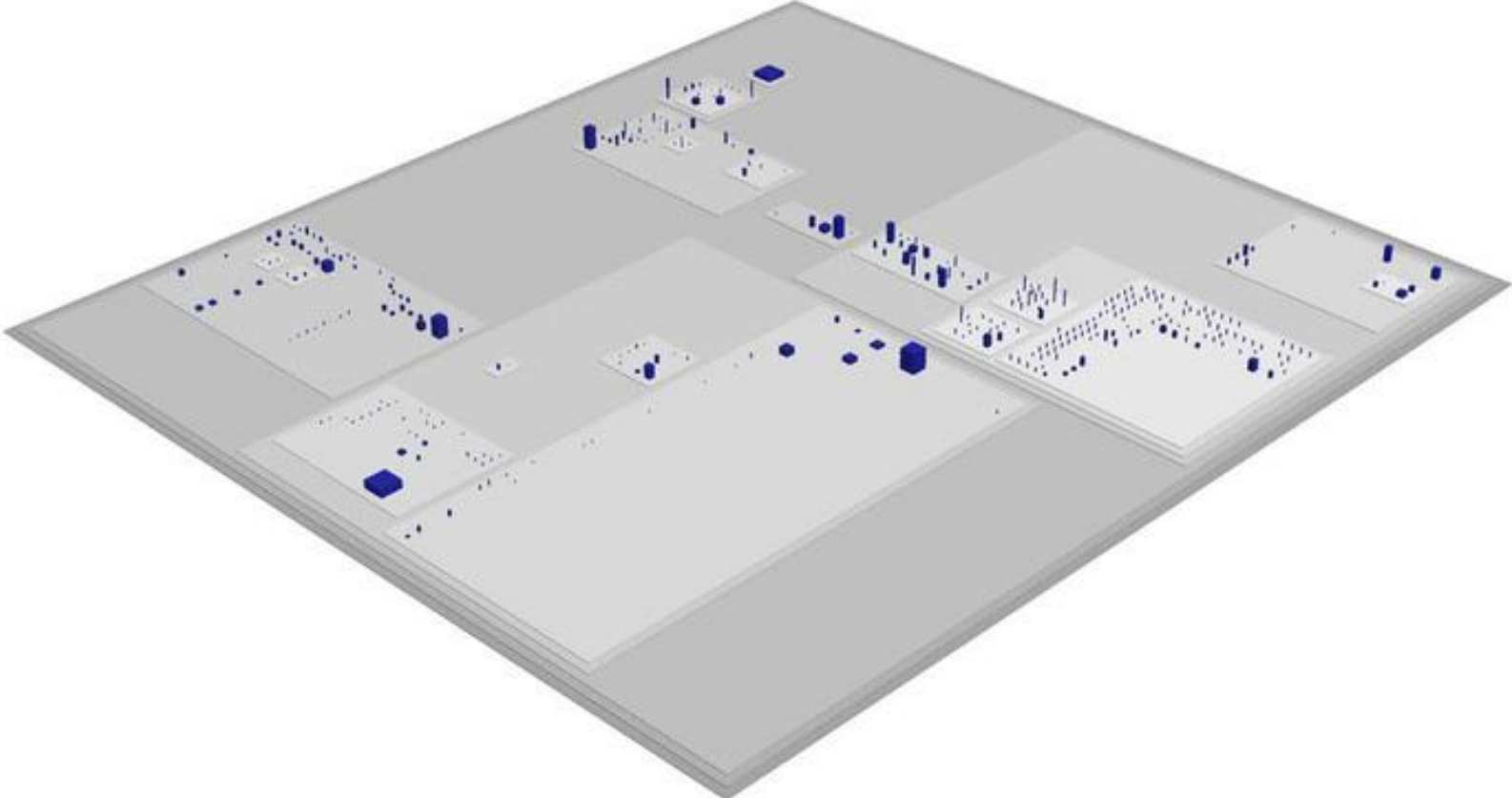




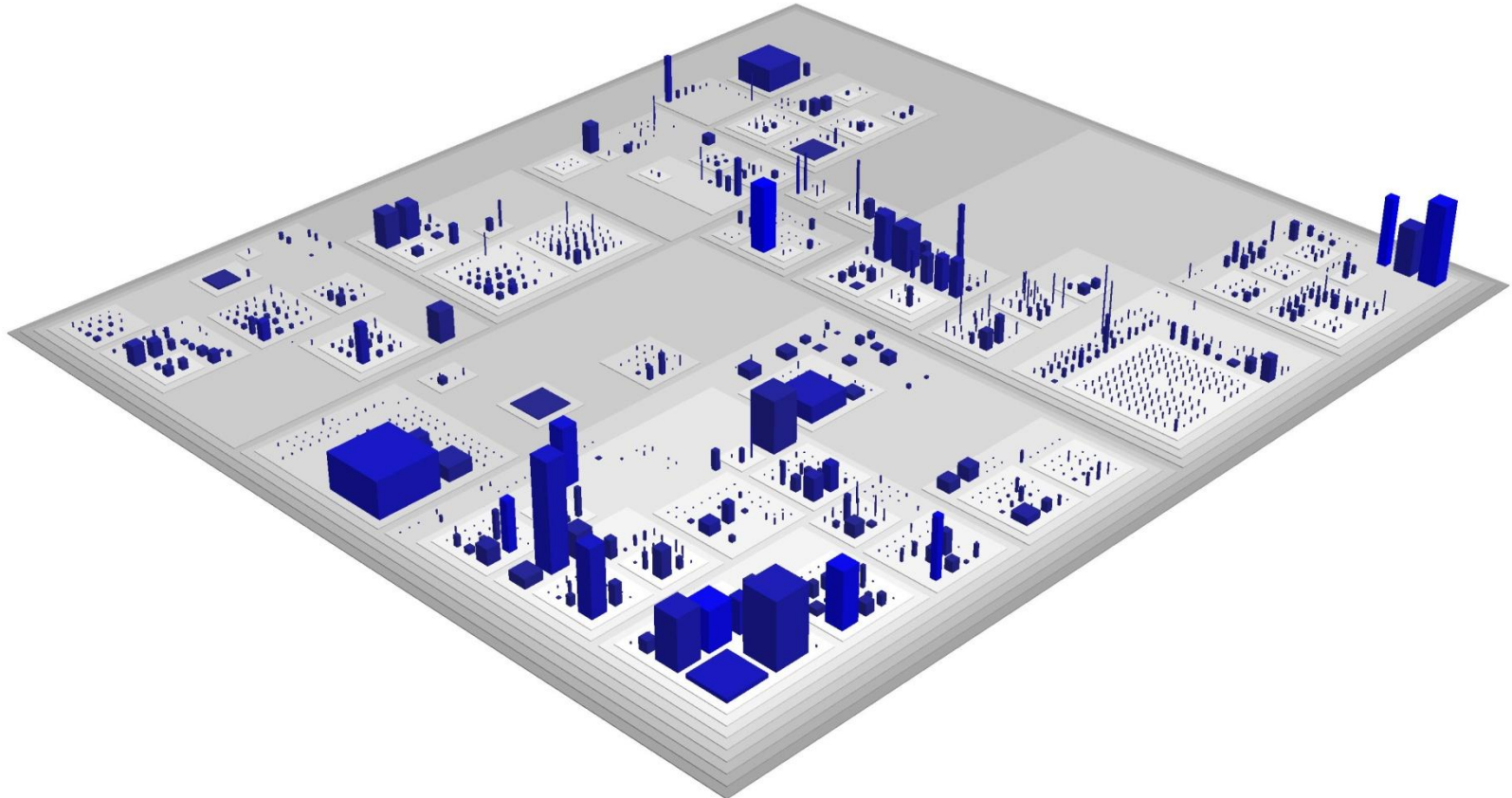
Version 0.9.0



Version 0.9.0



Version 3.1.0



Technical

- Stable Core
- Test, test, test...
 - More than 20,000 OCL expressions
- Continuous Integration
- Team including leading „Geek“

Organizational

- Industrial Cooperations (Money...)
- How to not become a service provider?
 - We don't have an answer, yet

Community and Feedback

- Open Source does not provide Devs „for free“
- Publications
- Research Cooperations
- Feedback by Users, e. g., Students and Modeler
- Profound and fast(!) Support
- Students help to identify usability issues

Extensions by Students

- Quality varies heavily
- Required time, too
 - Can block interesting topics)
- How to improve quality?
 - Kick-off meeting to explain:
 - topic and
 - relevant parts of the system

Extensions by Students

- How to improve quality?
 - Best practice guide to overcome simple errors
 - Regular meetings (also reduces required time)
 - if possible: Code Review
- Not all work is going to be useful
- After Integration, if any:
 - Refactoring
 - Developer left the company!

Chamber of Horros

Controle structures?

```
1: // compile command
2: MSystem system = system();
3: List<MCmd> cmdList = CMDCompiler.compileCmdList(...)
4:
5: // compile errors?
6: String message = (new ShowHideExec(line)).exec();
7: System.out.println(message);
8:
9: if (cmdList == null) { return; }
10:
11: for (MCmd cmd : cmdList) {
12:     ...
13: }
```

Strings rule the world!

```
1: // break if the parent node is an exists node
2: // and child evaluates to "true"
3: // for minimal evaluation
4: else if (!fExtendedExists.isSelected()
5:         && parentExpr.name() == "exists"
6:         && child.getResult() == "true")
7:     break breakLabel;
```

```
1: // break if the parent node is an exists node
2: // and child evaluates to "true"
3: // for minimal evaluation
4: else if (!fExtendedExists.isSelected()
5:         && parentExpr instanceof ExpExists
6:         && child.getResult().equals(BooleanValue.TRUE))
7:     break breakLabel;
```

Who needs the M in MVC?

```
1: for (int i = 0; i < fAttributes.size(); i++) {
2: // Class is shown in a table, e.g., „Person (1-7)“
3: String cname =
4:   fAttributes.get(i).toString().substring(0,
5:   fAttributes.get(i).toString().indexOf(" (")) .trim();
6: Iterator it = selectedClasses.iterator();
7: // find out, which mclass selected
8: while (it.hasNext()) {
9:   MClass mc = (MClass) (it.next());
10:   if (mc.name().equals(cname))
11:     break;
12: }
13: ...
```

Why reuse?

```
MMultiplicity mult1 = null, mult2 = null;

// for many
if (multiplicity1 == "0..*")
    mult1 = new MMultiplicity(0, -1);
// zero to one
else if (multiplicity1 == "0..1")
    mult1 = new MMultiplicity(0, 1);
...
if (multiplicity2 == "0..*")
    mult1 = new MMultiplicity(0, -1);
else if (multiplicity2 == "0..1")
    mult1 = new MMultiplicity(0, 1);
```

- Stability over Features
 - Continuous Integration
 - Test
- Cooperation
- Students need assistance
- Integration of work of students usually not “as-is”

USE can be found here:

<http://www.sourceforge.net/projects/useocl/>

or google “use ocl bremen”

Thank you for your attention!

Any questions or remarks?