

#### **IBM Software Group**

### **Essentials of Rational XDE** Getting Familiar with XDE

Rational<sub>®</sub> software









# Objectives: Getting Familiar with XDE

- Define the relationship between:
  - Rational XDE, Eclipse, and the IBM WebSphere Studio Workbench
- Describe Rational XDE's:
  - Windows ("views")
  - Perspectives
- Demo of Rational XDE
- Exercise: Getting Familiar with Rational XDE



#### What is Rational XDE?

- XDE is an eXtended Development Environment.
- It offers the developer a single tool for model and code development.
- It allows the user to quickly change between two disciplines.



# Up Until Now, Developers ...

- Thought they had to know how to:
  - Design and code
  - Switch between tools
  - Verify consistency between code and model
- Found it difficult to start with a "blank slate" on every new project

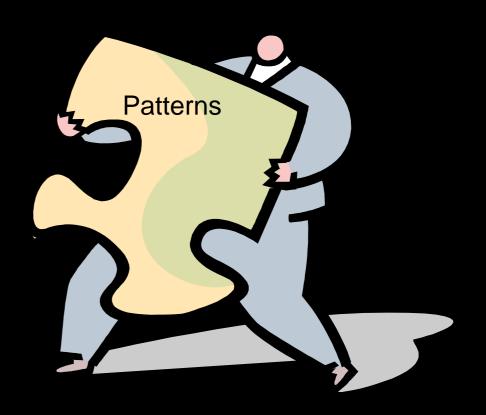




# Up Until Now, the Architect ...

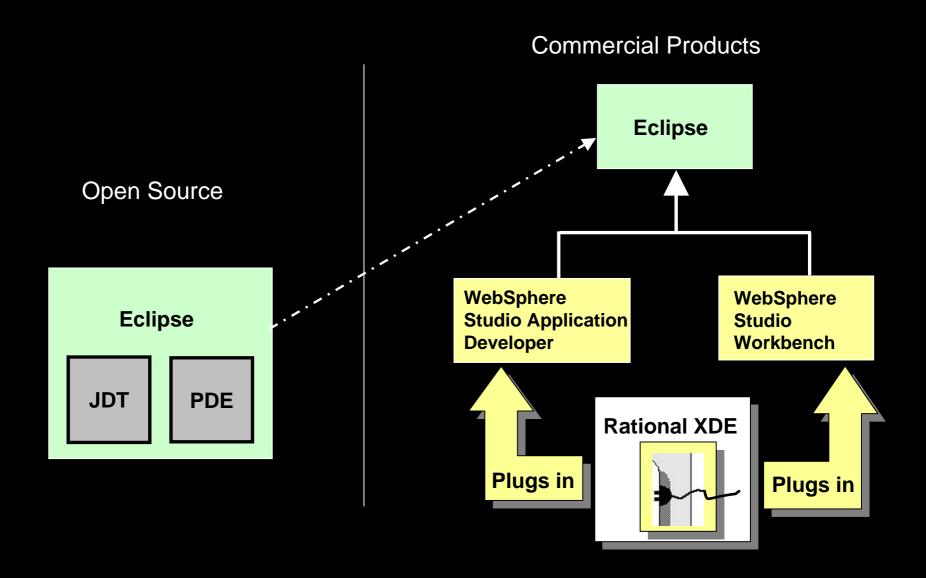
#### Wondered how do I:

- Bring proven patterns into the project (GoF, J2EE, my own)?
- Ensure that patterns and templates are being used?
- Reuse designs from my last project (not just the code)?



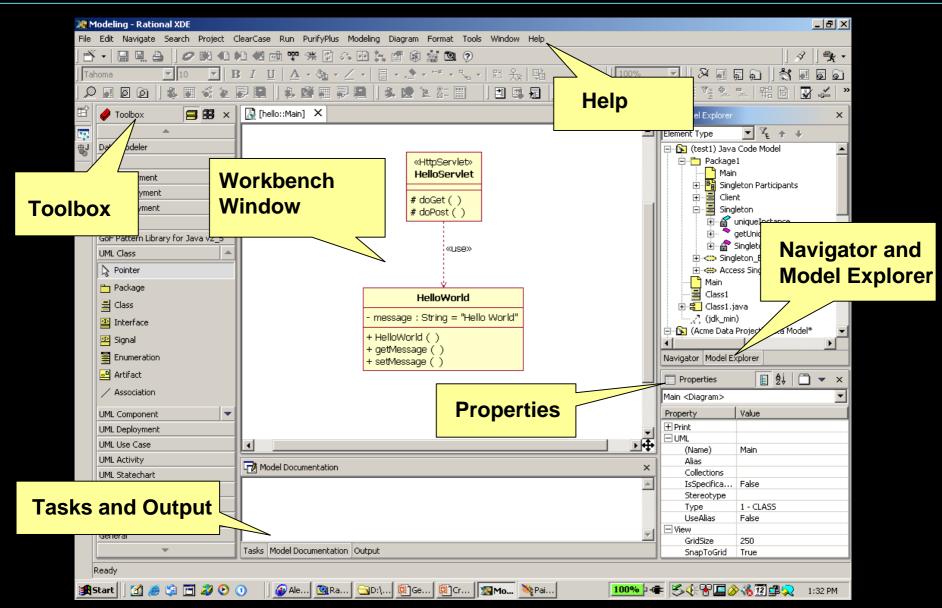


# Eclipse, Workbench, and Rational XDE Developer





#### Welcome to Rational XDE



#### Rational XDE Windows

# Primary views ("windows") in XDE:

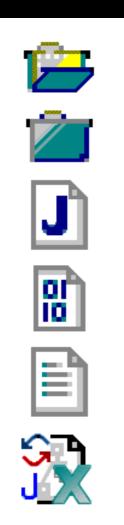
- Navigator
- Model Explorer
- Workbench window
  - Diagram window
  - Java editor
- Tasks window
- Properties window
- Output window
- Toolbox
- Help





# Navigator

Some artifacts found in the Navigator:



**Project (Open)** 

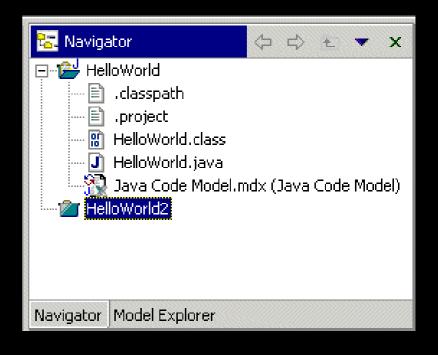
**Project (Closed)** 

**Java Source File** 

**Java Class File** 

**Text File** 

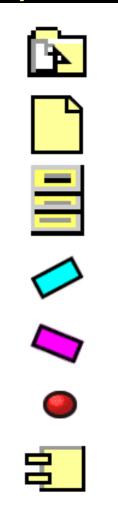
**Java Code Model** 





# Model Explorer

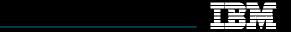
 Some model elements from the Model Explorer:



**Operation** 

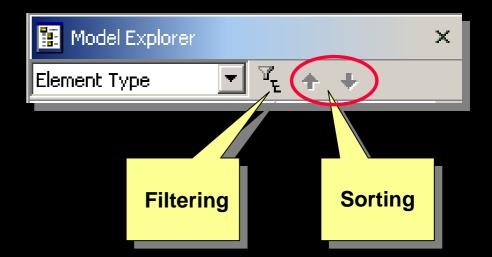
**Parameter** 

Component



# Model Explorer (continued)

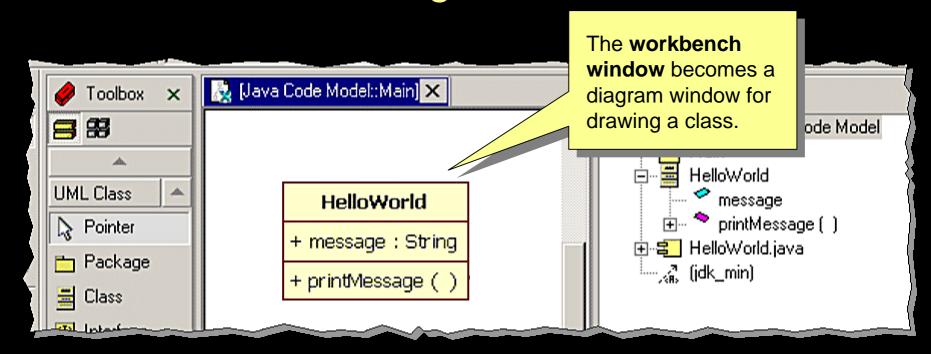
- Additional Model Explorer features include:
  - Filtering
    - Shows certain model elements types, while hiding others
  - Sorting
    - Groups model elements by specific criteria





# Diagram Window

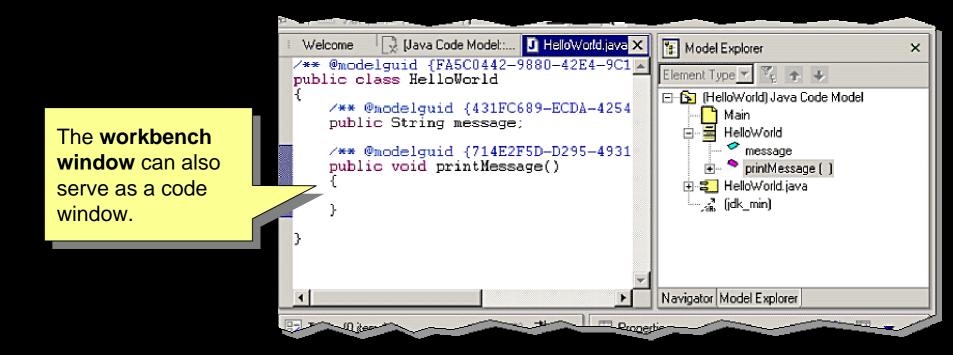
- Serves as a drawing surface
- Identifies the drawing title





#### Java Editor

- Syntax highlighting
- Content/code assistance
- Import assistance
- Integrated debugging

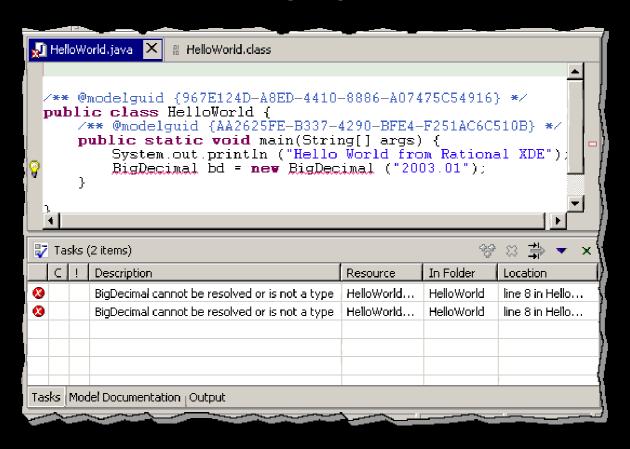




#### Tasks Window

### The Tasks window is used to:

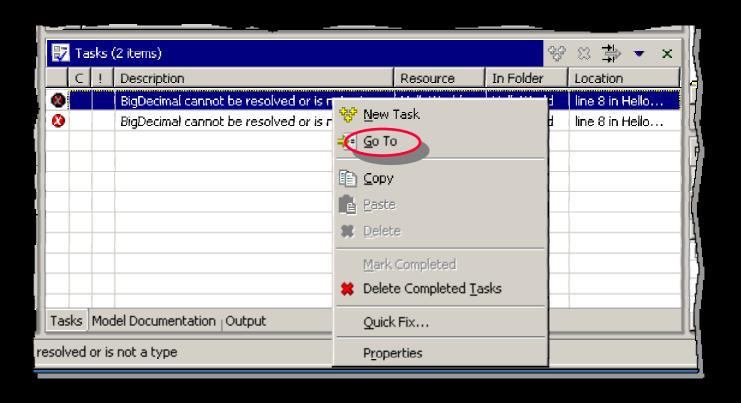
- View errors and warnings
- Add tasks for managing development





### Tasks Window (continued)

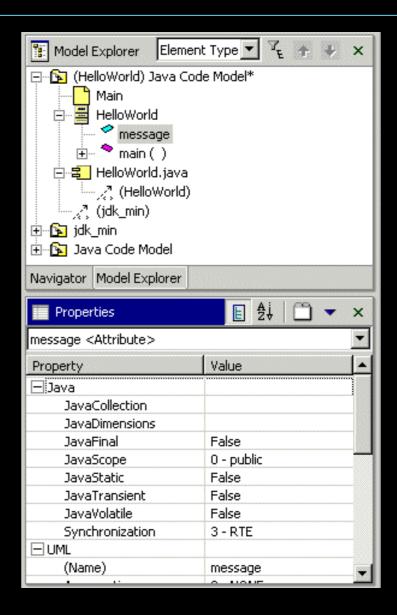
Use the Tasks window to resolve compiler errors





# **Properties Window**

- Properties define characteristics of:
  - Diagrams
  - Model elements
  - Relationships
  - Shapes
  - Connectors
- Each type of element has its own properties

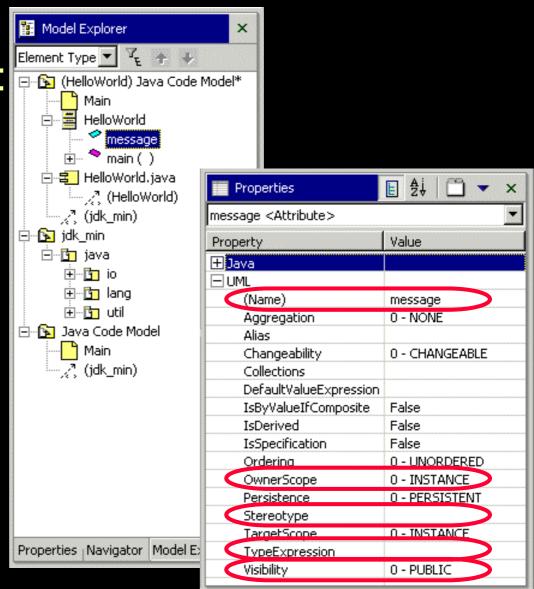




# Properties Window (continued)

# Common properties include:

- Name
- OwnerScope
- Stereotype
- TypeExpression
- Visibility

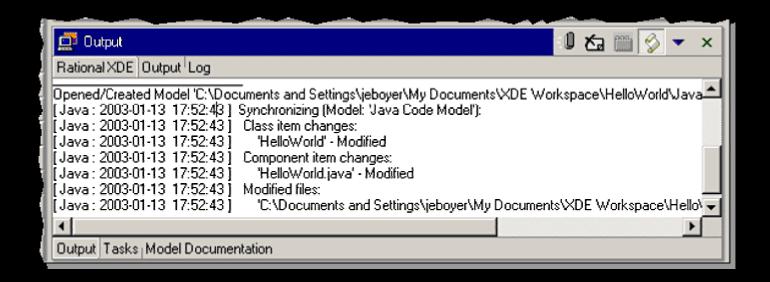




# **Output Window**

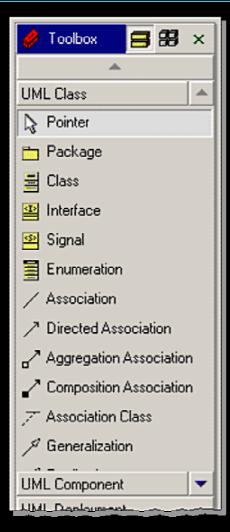
# The Output window displays messages about:

- The status of your models
- Model activities
- Related model elements





### Toolbox



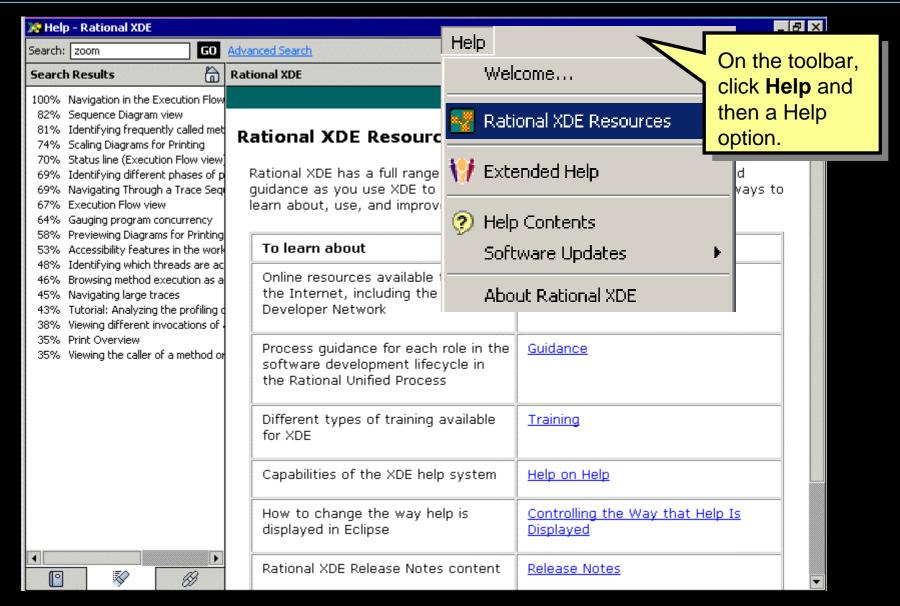
**List View** 



**Icon View** 



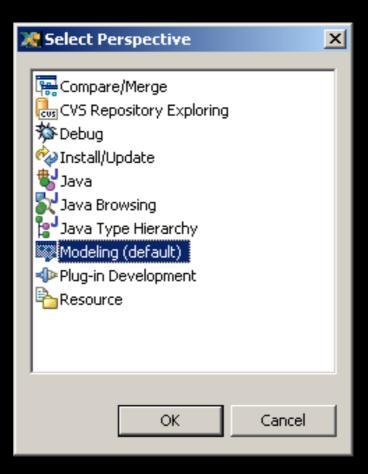
# Help Window





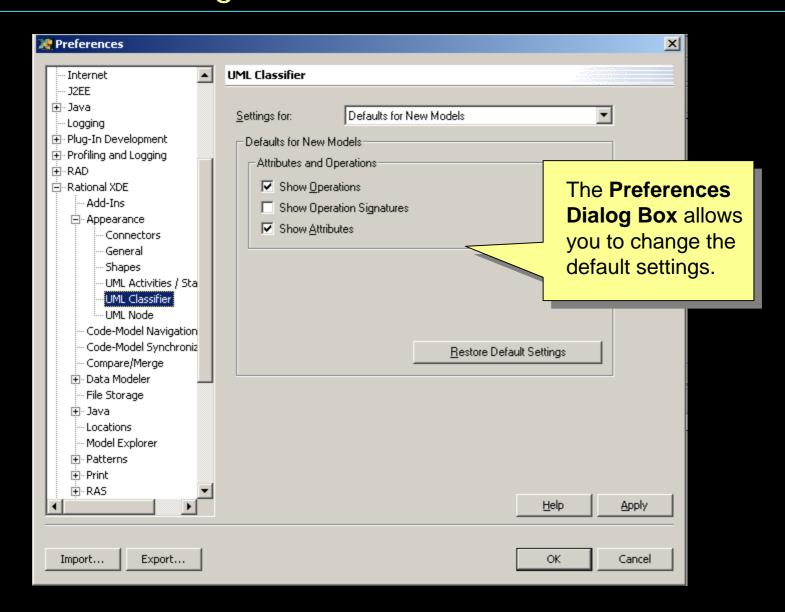
# Perspectives

- A perspective is a predefined set of windows in the main development window
- Perspectives can be customized





# Preferences Dialog Box





#### Demo: Rational XDE Windows

#### The instructor will now show you the Rational XDE:

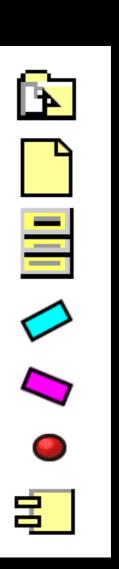
- Navigator
- Model Explorer
- Java editor
- Tasks window
- Properties window
- Output window
- Diagram window
- Toolbox





# Exercise: Getting Familiar with XDE

- Match the model element names with the graphics that appear in Model Explorer:
  - Component
  - Class
  - Operation
  - Model
  - Parameter
  - Diagram
  - Attribute





# Summary

- XDE is built on WebSphere Studio Workbench.
- Eclipse supports the construction of integrated tools for application development.
- The Navigator provides a hierarchical view of projects and their XDE resources.
- The Model Explorer displays all of the UML elements, including packages, classes, interfaces, and diagrams.

