



IBM Software Group

Essentials of Rational XDE

Creating a Project in XDE

Rational software

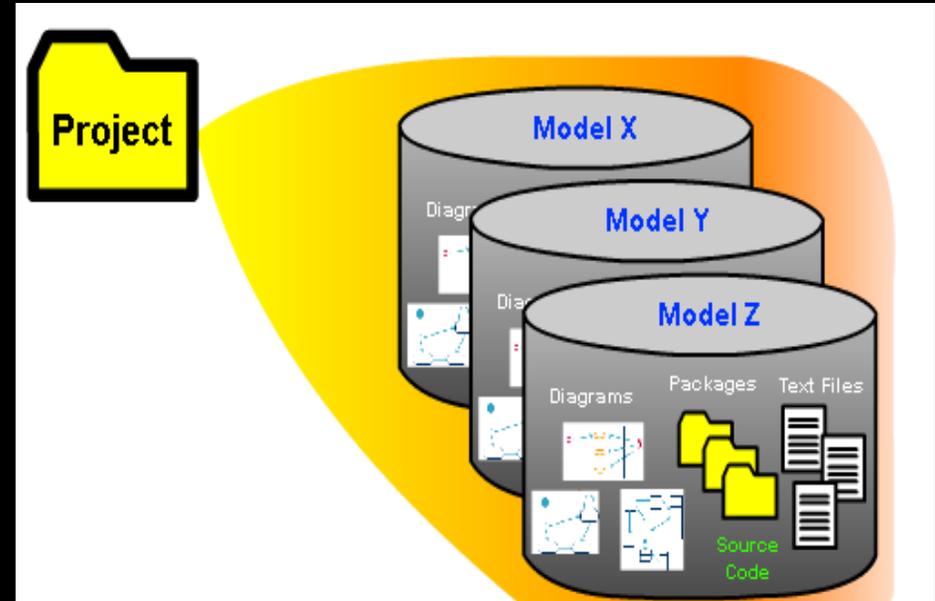


Objectives: Creating a Project in XDE

- ◆ Create a project in XDE
- ◆ Identify and describe XDE project types
- ◆ Organize a project
- ◆ Lab: Create a sample project

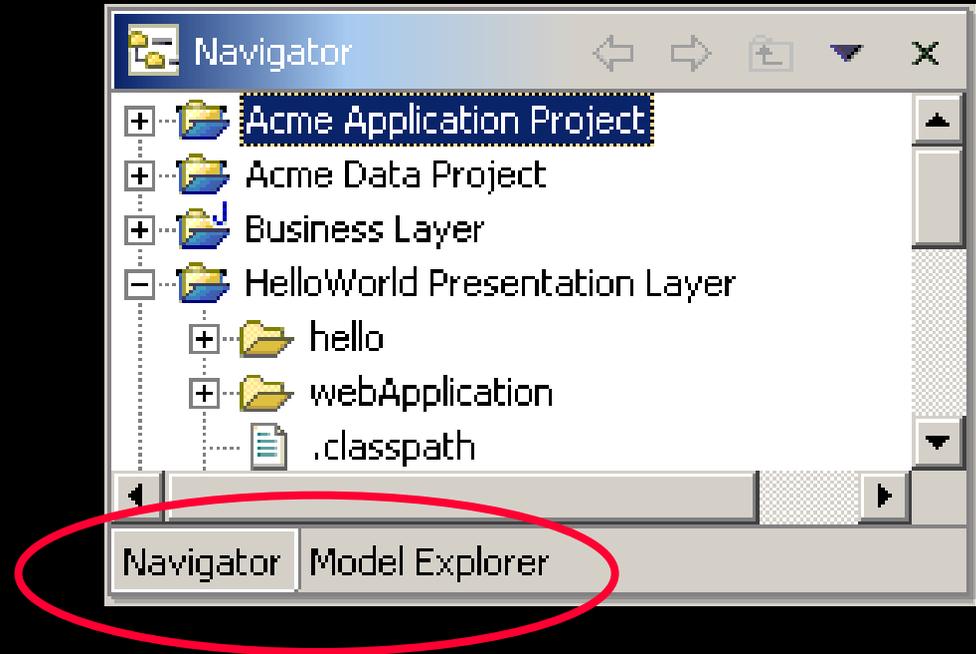
What Does a Project Do?

- ◆ It allows you to:
 - Manage
 - Share
 - Organize
 - Folders and files
- ◆ Files it supports include:
 - Models
 - Source code
 - Text files
 - Other project-related artifacts



Tracking a Project

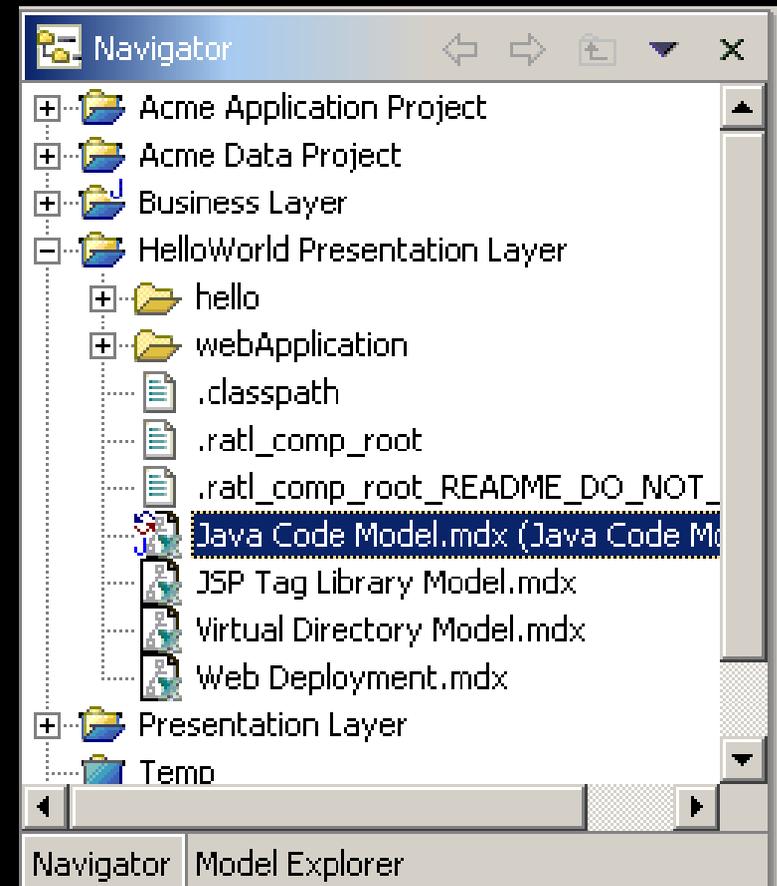
- ◆ In XDE, track your project in:
 - The Navigator
 - The Model Explorer



Navigating in a Project

- ◆ The Navigator window enables you to:

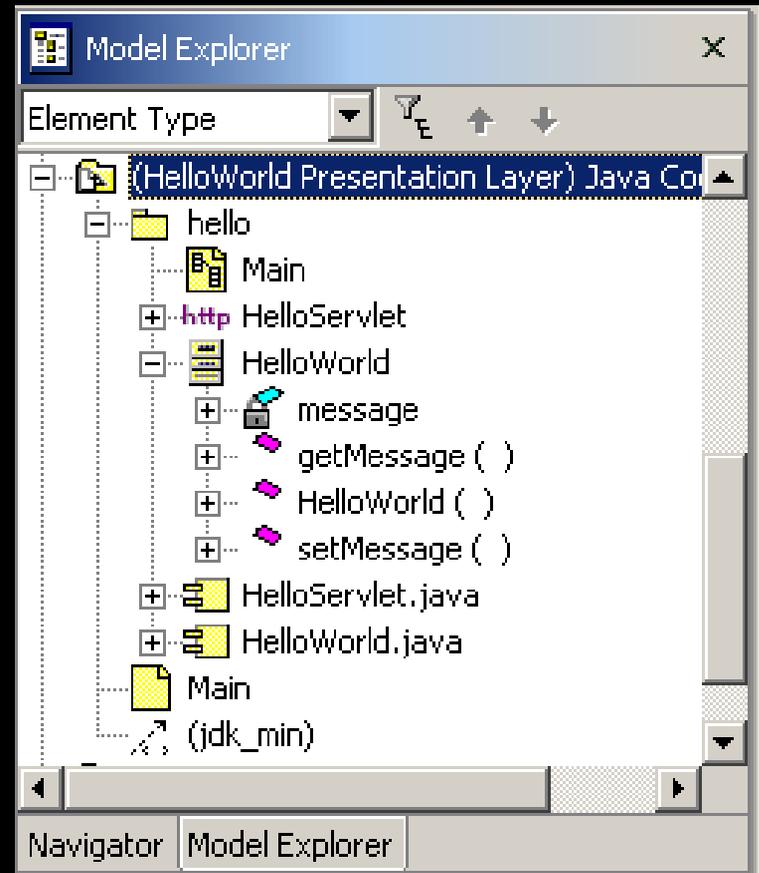
- View
- Open
- Close
- Save
- Delete
 - Projects or files in a project



Navigating in a Model

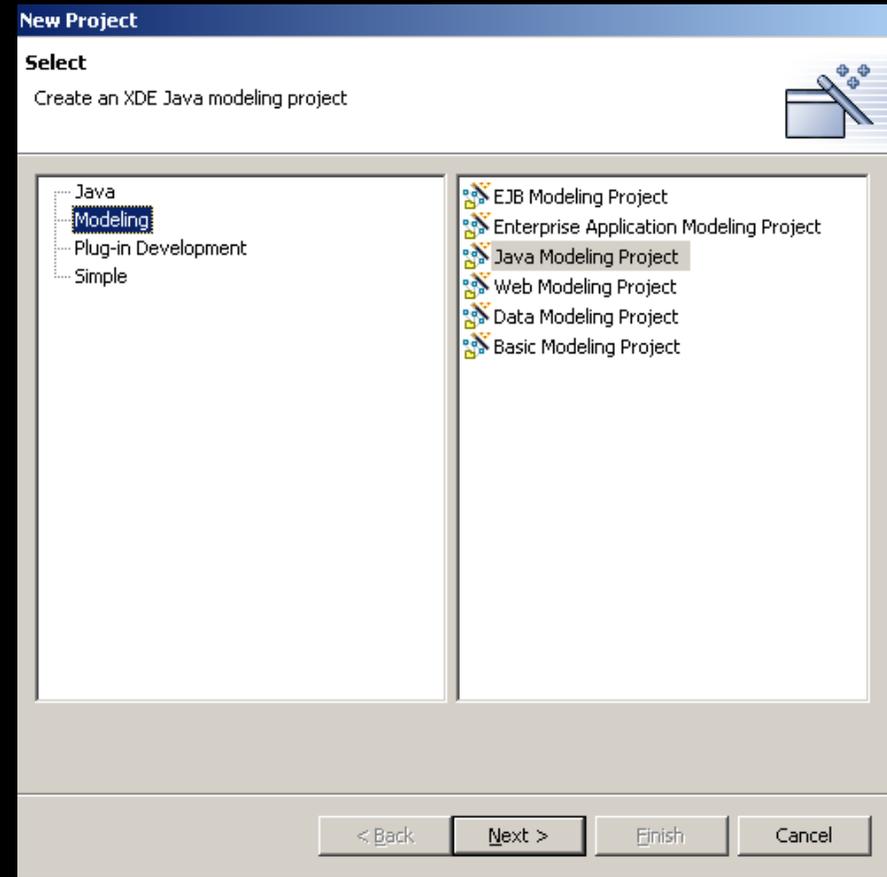
◆ The Model Explorer:

- Adds
- Deletes
- Moves
- Organizes
- Sorts
 - Model elements for each model in a project



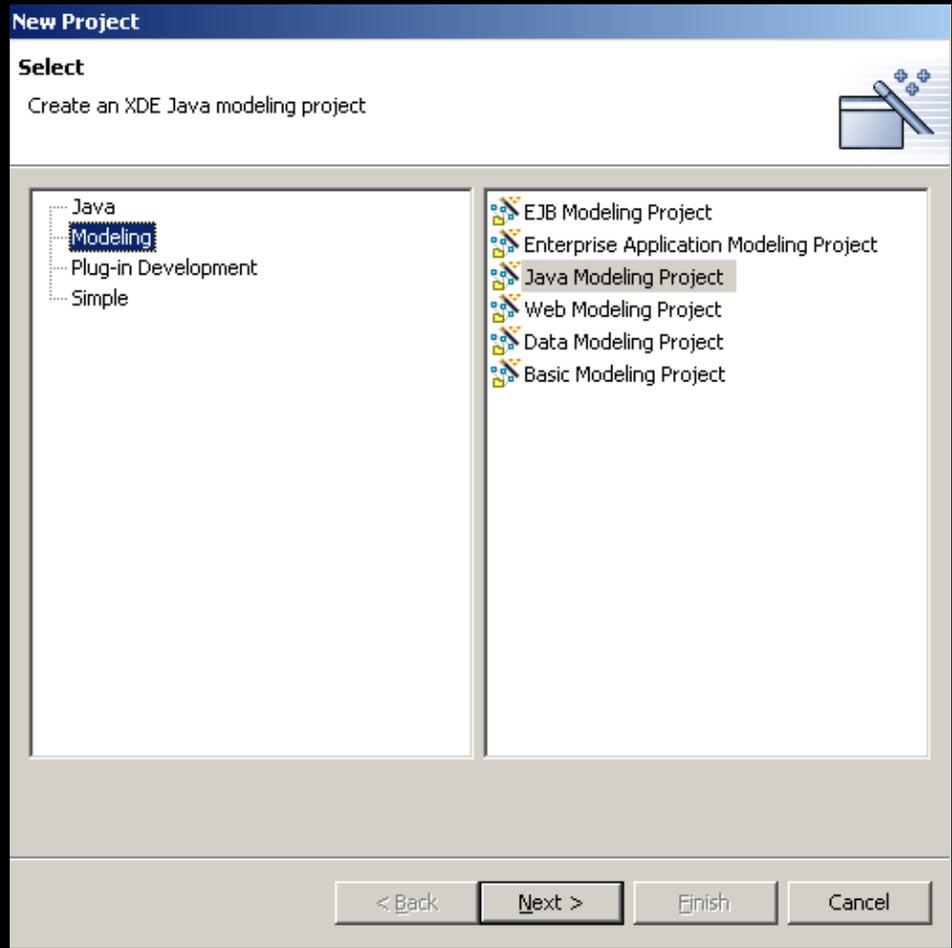
Project Classifications

- ◆ XDE provides these project classifications:
 - Java
 - Modeling
 - Plug-in Development
 - Simple project
- ◆ Each classification includes a number of projects, each with its own configuration.



Modeling Project Types

- ◆ Depending on the project classification, there are various project types:
 - EJB
 - Enterprise Application
 - Java
 - Web
 - Data
 - Basic
- ◆ Each project may contain one or more XDE models
 - Only one Code Model



Types of Models

◆ Java Code Model:

- Reverse-engineers Java source code, byte code, and archive files.
- Is the only model in a project that can round-trip-engineer Java source code.
- Allows only *one* Java Code Model per project.

◆ Java Content Model:

- Does not support the addition of Java source files or any of the round-trip engineering functionality.
- Is an XDE model not designated as a code model.
- Supports Java specific properties of model elements

Types of Models (continued)

◆ Deployment Models

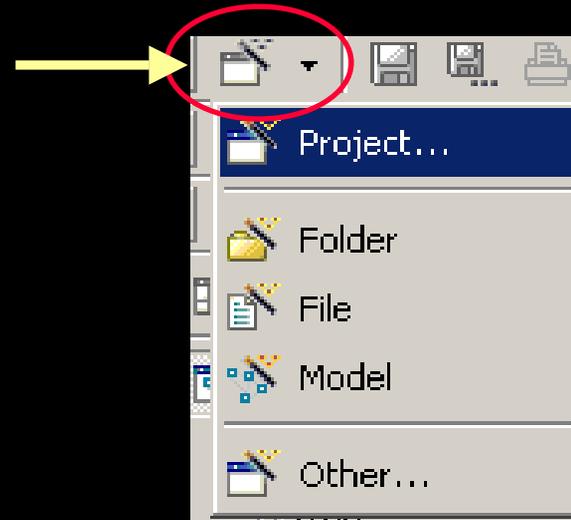
- When you deploy a Java application, XDE generates the following files and includes the specified `.class` files in them:
 - Deployment descriptors
 - EAR, EJB-JAR, or WAR files

◆ Reference Models

- Contains references to all files not referenced in the code model
- Are usually referenced by a code model.
- Can appear in a code model more than once.

Starting a New Project

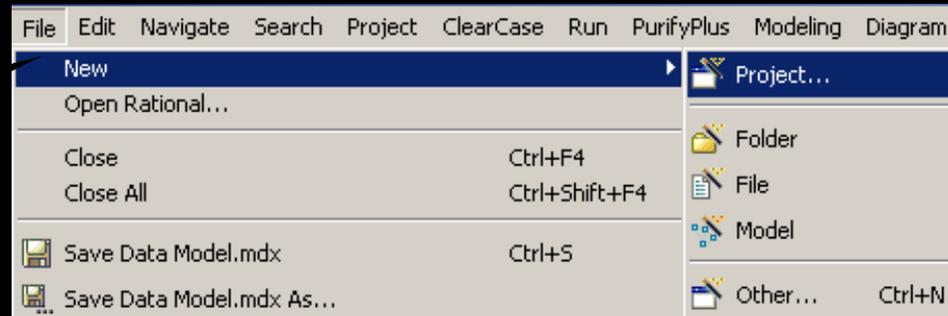
- ◆ Create new projects, folders, and files in XDE by using:
 - File menu
 - Navigator window
 - New Wizard button
 - **Ctrl+N**



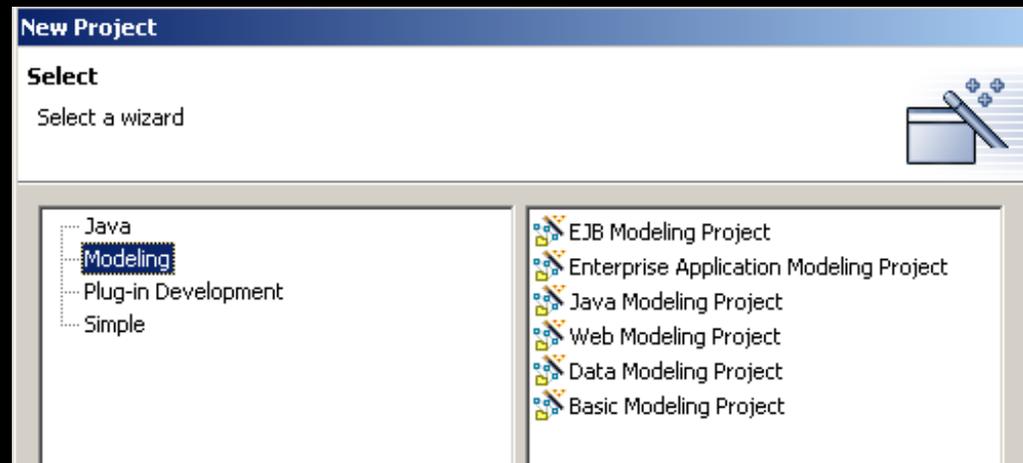
Creating Your First XDE Project

- ◆ From the toolbar, click:

**File > New >
Project**



- ◆ In the project wizard, click the project type.



Naming the Project

- ◆ New projects require a:

- Project name



- Root directory



New Project

Project
Create a new project resource.

Project name:

Project contents:
 Use default

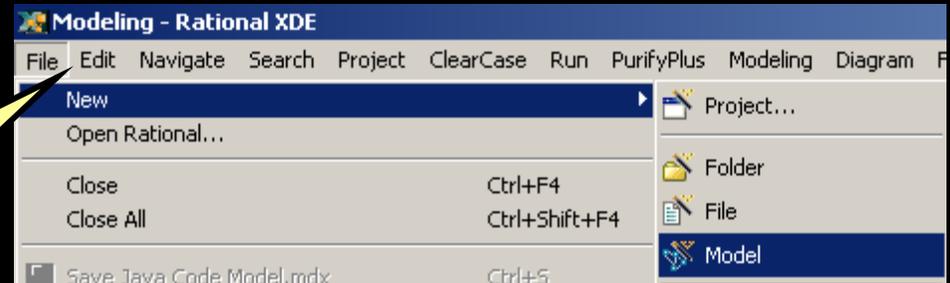
Directory:

< Back Next > Finish Cancel

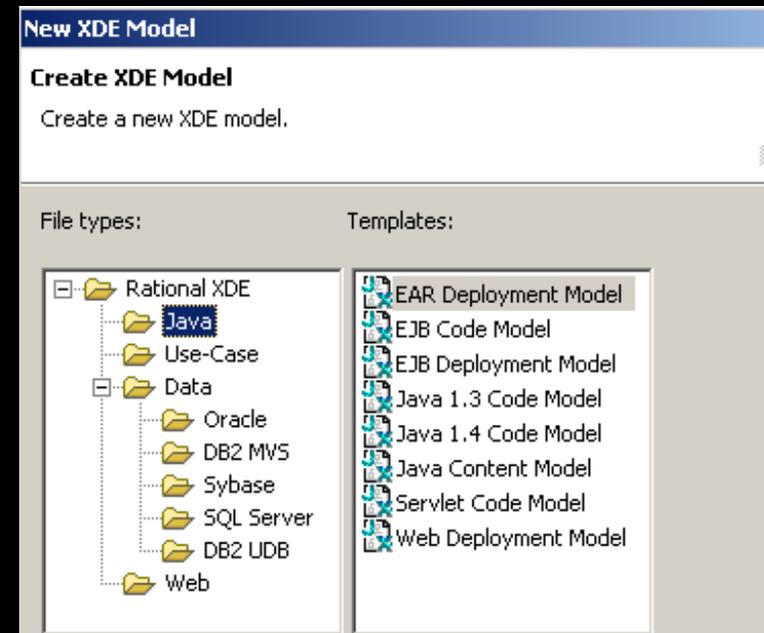
Create a Model in Your First XDE Project

- ◆ From the toolbar, click:

File > New > Model

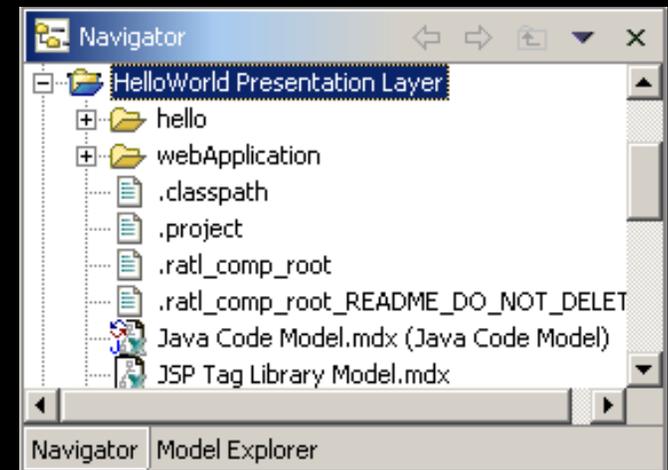


- ◆ In the **File types** list, click the type of model you want to create



Create a Model in your First XDE Project (continued)

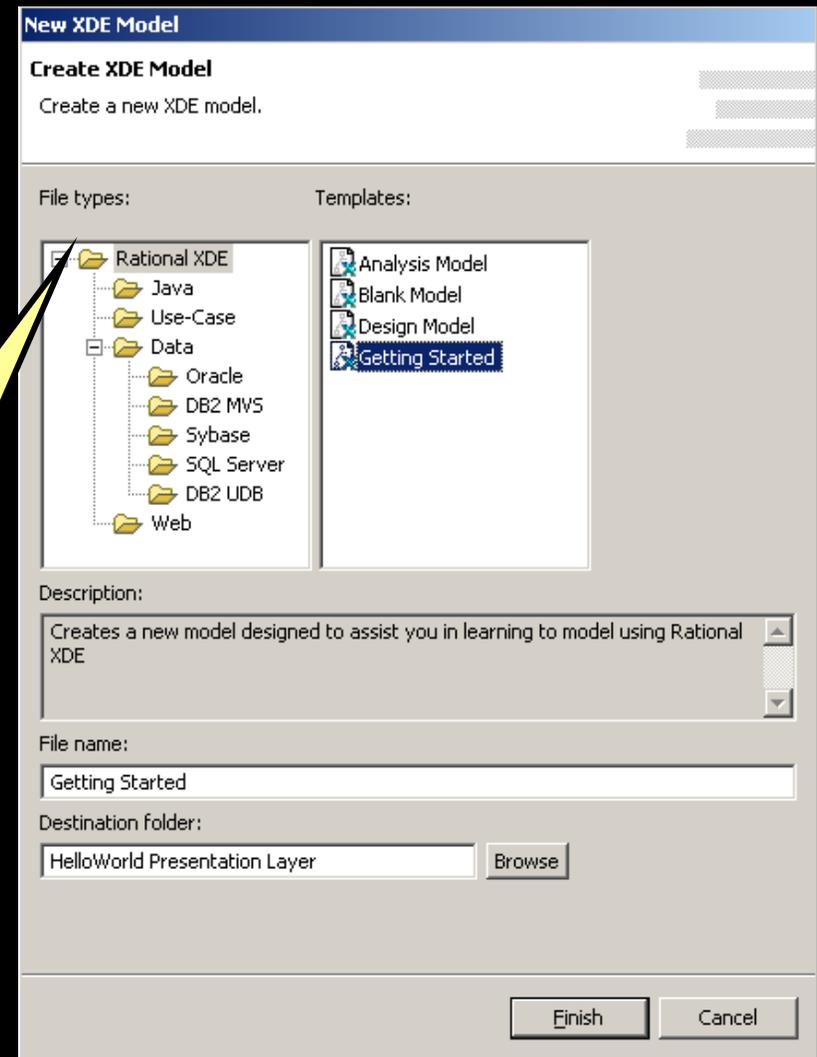
- ◆ When a model is created in the project, the Model Explorer is opened showing one or more models with a **Main** diagram.
- ◆ The Navigator shows that one or more XDE projects are created.
- ◆ Each project contains:
 - A classpath document
 - Zero or more models
 - Other resources (optional)



Model Templates

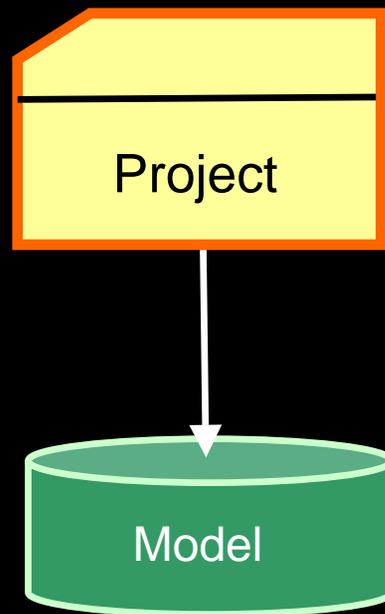
- ◆ Assist you when starting a project
- ◆ Fit most modeling objectives
- ◆ Are displayed in a tree structure under your project

To select a model template, click **Rational XDE** in the **File types** list and select a model template that meets your needs.



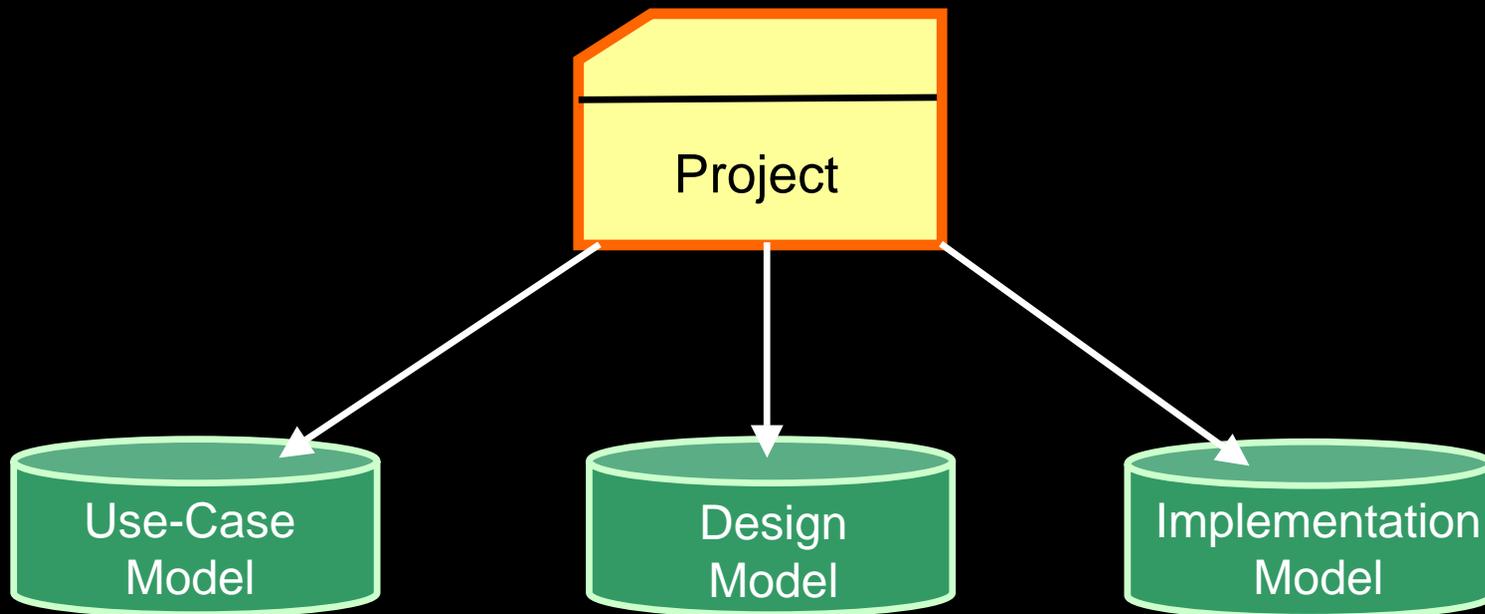
Organizing Your Project

- ◆ There are several ways to organize your project:
 - Put everything into a single model



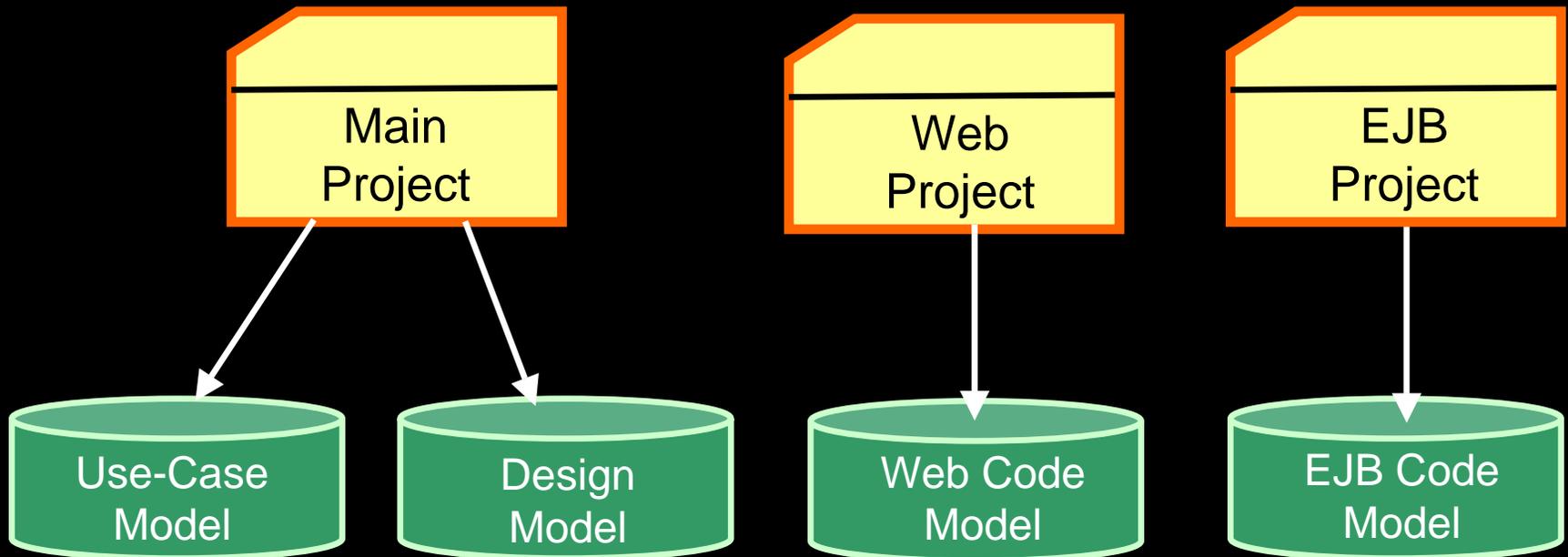
Organizing Your Project (continued)

- Split the project into multiple models



Organizing Your Project (continued)

- ◆ Split your project into multiple XDE projects and models



Demo: Add Resources to a Project

- ◆ The instructor will now show you how to add new:
 - Folders
 - Files
 - Models



Lab: Create a New Project

- ◆ In this lab, you will:
 - Create a project
 - Add a model resource to a project



Summary

- ◆ Typically, a project is self-contained and will contain models, source code, text files, and other project-related artifacts.
- ◆ Models are contained within a project since they are descriptions of your application's architecture, requirements, design, and deployment.
- ◆ A project may contain one or more XDE models; however, only one of these models can be a code model.