

Pounamu

- **Aim of section:**
 - Examine Pounamu, a meta tool for constructing extensible visual environments
 - Very much alpha software
- **Contents**
 - Historical development
 - Pounamu usage example
 - Pounamu structure
 - Applications
 - Assignment

History

- Original interest: Visual class diagramming tool ISPEL
- Led to long term interest in frameworks and tools for constructing such systems



Frameworks for constructing multi-view multi-notation environments

Meta tools for specifying and constructing multi-view multi-notation environments

Note: see later lecture on Evolving Frameworks Pattern Language

Meta modelling

- **What's a meta model?**
 - A model that defines/describes a model
 - Eg the UML meta model describes abstract concepts such as class type, association type, generalisation type, etc, that have instances in a particular model, (eg customer class, order class, customer-order association, customer-organisation generalisation)
- **What's a meta tool?**
 - A tool that allows you to define meta models which can be used to *generate* environments for modelling using instances of the meta models

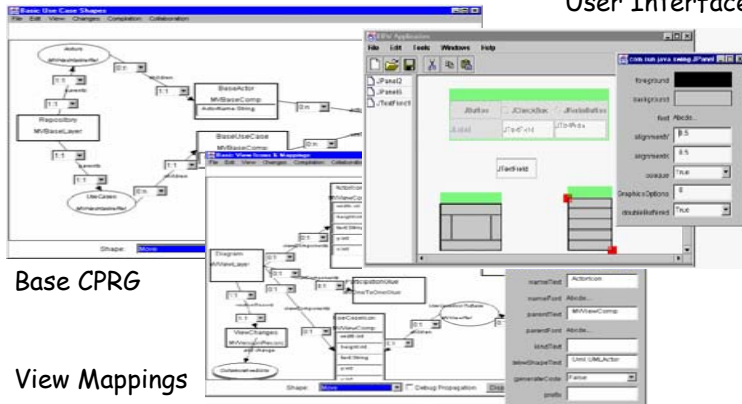
JViews/JComposer

- **JViews** provided a framework for constructing multi-view environments
 - Change Propagation and Response Graphs
 - 3 layer model: base, view and display layers
 - Much programming required for instantiation: many classes, many components, complex but repetitive programming
- **JComposer/BuildByWire**: 2 tools to allow much of a JViews environment to be generated
 - BuildByWire: constraint based GUI component specifier
 - JComposer: meta modeller, for specifying JViews base and view layer components and relationship to BBW GUI components

JComposer/BuildByWire

- Used to specify and generate JViews-based environments

User Interface



Base CPRG

View Mappings

+ Backend code generator

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Problems

- Heavyweight GUI components
- Complex tools
- Heavyweight framework
- Based on bespoke event model
- Customisation difficult
- Dynamic behaviour difficult to add - much programming still needed
- Strong compile/utilise cycle

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Pounamu

- Pounamu overarching design requirements
 - **Simplicity of use.**
 - It should be very easy to express the design of a visual notation, and generate an environment to support modelling using the notation.
 - **Simplicity of extension and modification.**
 - It should be possible to rapidly evolve proof of concept tools by modification of the notation, addition of back end processing, integration with other tools, and behavioural extensions (eg complex constraints).
- Led to a much more lightweight structure, with extensibility, customisation strongly built in, plus web services interface

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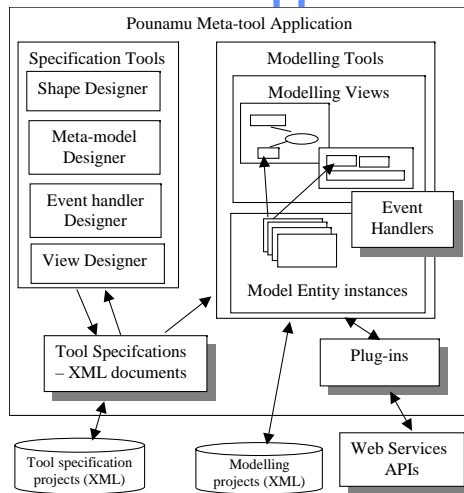
Pounamu components

- **Shape creator and connector creator tools**
 - Used to define icons, connectors and associated properties
- **Event Handler Designer tool**
 - Specifies dynamic behaviour in response to events (eg shape creation). Currently Java code using API
- **Meta model designer tool**
 - Specifies tool meta models
- **View type designer tool**
 - Specifies an editor for a set of shapes, connectors and handlers, and their relationship to a meta model
- **Model projects**
 - Instances of a specified tool in use

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Pounamu approach



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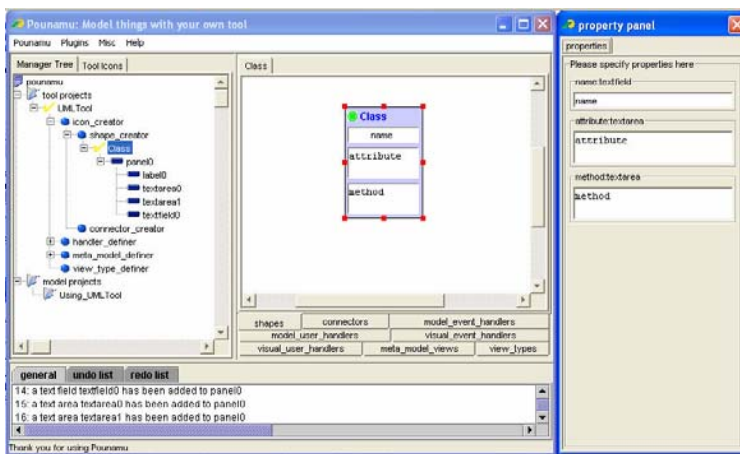
Simple example of usage

- Define a very simple UML modelling tool.
- Class diagrams have at least one type of shape and one type of connector
 - Class icon - rectangle with three regions, name, attributes and operations
 - Generalisation - unidirectional arrow
 - Connects class to class
- Start by defining shape for class
 - Rectangular border panel containing
 - textfield for name
 - rectangle plus multi valued textfield for each of attributes and operations
 - Allow the textfields to be seen by the underlying tool model

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Shape Creator



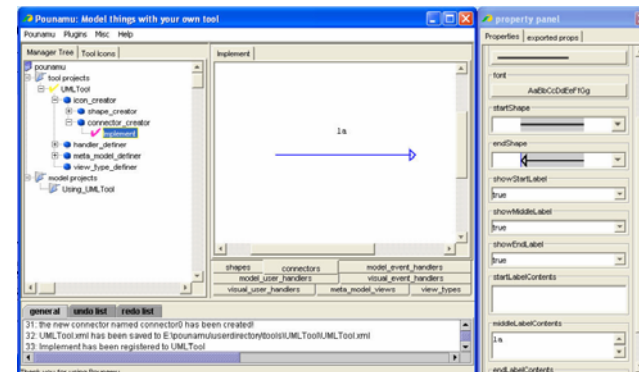
Repeat for other shapes (eg interface, note)

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Generalisation

- Create the generalisation connector using the connector tool
 - Arrow on end of connector



Repeat for other connectors (eg association)

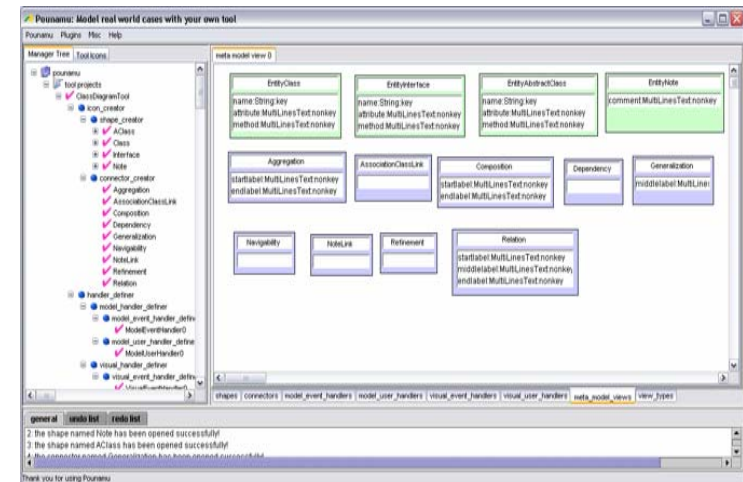
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Meta model

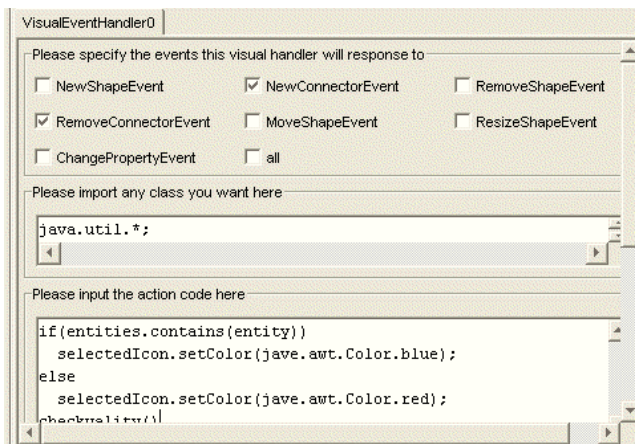
- Need to define the meta model for the underlying tool shared repository
- Pounamu meta modeller uses an entity relationship model
- Implement entities:
 - Class entity, with name (key), attribute and method attributes
 - Interface entity, note entity, etc
- Implement associations:
 - Generalization (for generalisation), with middlelabel attribute
 - Aggregation, Composition, etc

Meta Model Definer



Handler

- Add a very simple handler that colours entities to indicate various state changes
- Uses API to access Pounamu data structures



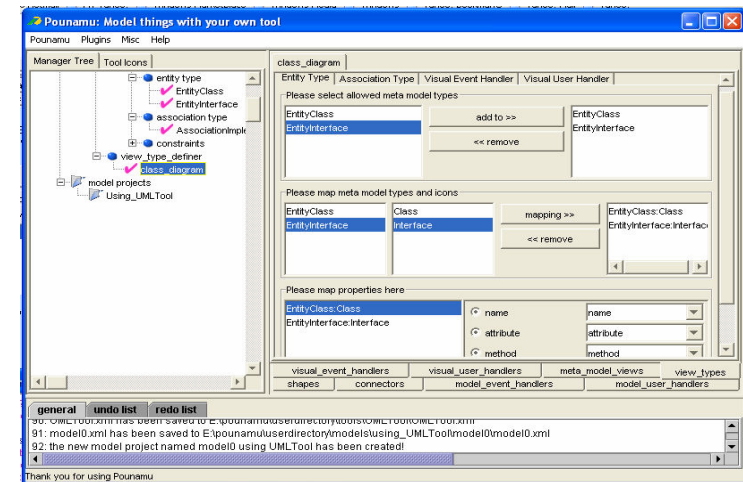
Review

- To date have defined:
 - A shape (class icon) and connector (generalisation) GUI components (shape & connector tools)
 - An underlying repository consisting of types for entities representing classes, linked by implements relationship types (meta model tool)
 - An event handler that responds to the addition or deletion of connectors (event handler tool)
- Missing
 - A way of defining the editor for a class diagram
 - ie allowable icons and connectors and what handlers are relevant
 - A way of connecting things added to an editor window to the underlying repository
- The latter provided by the View Specification tool

View specification

- Now specify a class diagram editor using the view specification tool
 - Specify shapes, connectors, handlers that can be created in the view:
 - Class, generalisation
 - Specify meta model entities and associations associated with the view
 - Class, implements
 - Specify mappings from meta model components to view components
 - Both at a component level and then at an attribute level
 - Simple 1-1 mappings - more complex mappings require handlers

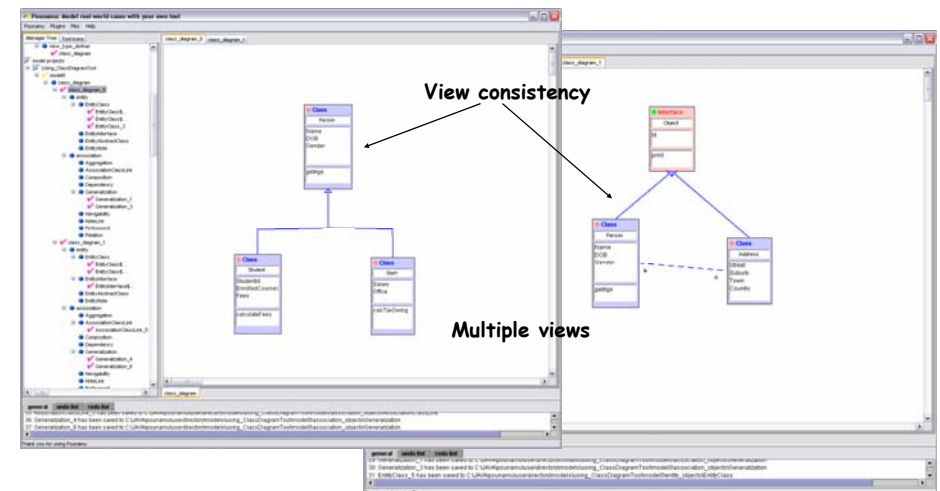
View Type Definer



Models

- Then register everything and save the tool
- Can then create models using the tool
- Create a model project, then views
- See Pounamu tutorial and example class diagram tool

Model projects



Modification, integration, extension

- Pounamu is **live**,
 - Changes to a tool specification are immediately reflected in executing models using that tool
- **Handlers** provide **behavioural extension** capability
 - Via **API**, can extend tool behaviour significantly
 - Handlers compiled and installed on the fly
- **RMI and Web services interfaces** provide **external integration** capability
 - Can add plug ins
 - Have used for developing generic thin client and mobile phone modeller interfaces, process modelling and enactment tool, collaboration and group awareness tools, integration with project management tool
- Can add **backends** manipulating the **XML save format**
 - Eg for code generation and reverse engineering

Examples

- Pounamu has been used to develop a wide variety of other tools
 - **UML tool** (all major views) - Karen Liu project
 - **Process modelling tool** - Therese Helland MSc
 - **Circuit Designer** - Nianping Zhu
 - **Traits design tool** - Blazej Kot project
 - **ORA-SS Tool** - Nodira Khoussainova project
 - **SDL stats survey tool** - Chul Hwee Kim project
 - **Project scheduling tool** - Jun Ho Huh & Nader Hosseini-Sianaki BE(SE) project
- **Current projects**
 - **SDL extensions** - Chul Hwee Kim MSc thesis
 - **Aspect Oriented Comp Eng tool** - Santokh Singh PhD
 - **Web services composition tool** - Karen Liu PhD

Examples

The screenshot displays the Pounamu interface with several views:

- Class Diagram:** Shows classes like Customer, Order, Payment, Cash, and OrderDetail with their attributes and relationships.
- Circuit Diagram:** A schematic diagram of an electrical circuit with resistors, capacitors, and a power source.
- Data Flow Diagram:** Illustrates the flow of data between components like 'processinginput', 'Web service 1', and 'Web service 2'.
- State Machine Diagram:** Shows states and transitions between them, with associated actions like 'getArea()' and 'setRadius()'.

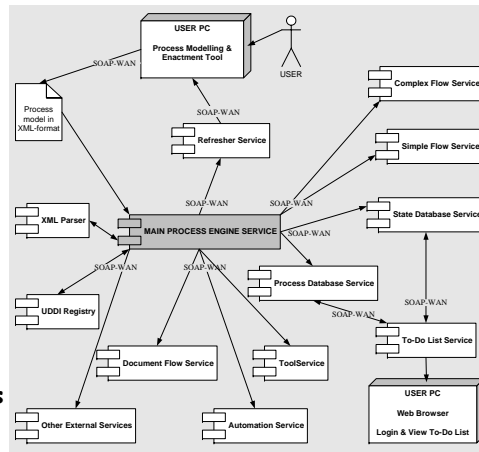
Examples

The screenshot displays the Pounamu interface with several views:

- Workflow Diagram:** A complex flowchart showing data analysis steps: 'Data Collection' (TV Survey, Undergraduate) leads to 'Data Analysis' (Infer Regression, Two stage sampling), which leads to 'Stratify' (Tertiary Student Roll, Student), then 'Call (Region)', 'RvsSd', and finally 'Final Dataset' (Student, GPA, Viewing Hourly).
- State Machine Diagram:** Shows states like 'Jan', 'Feb', 'Mar', 'Apr' and transitions between them.
- Data Table:** A table with columns for 'Title' and numerical values, showing data for different dates.
- Flowchart:** A diagram showing a process flow with decision points and actions.

IMÅL Process Modeller

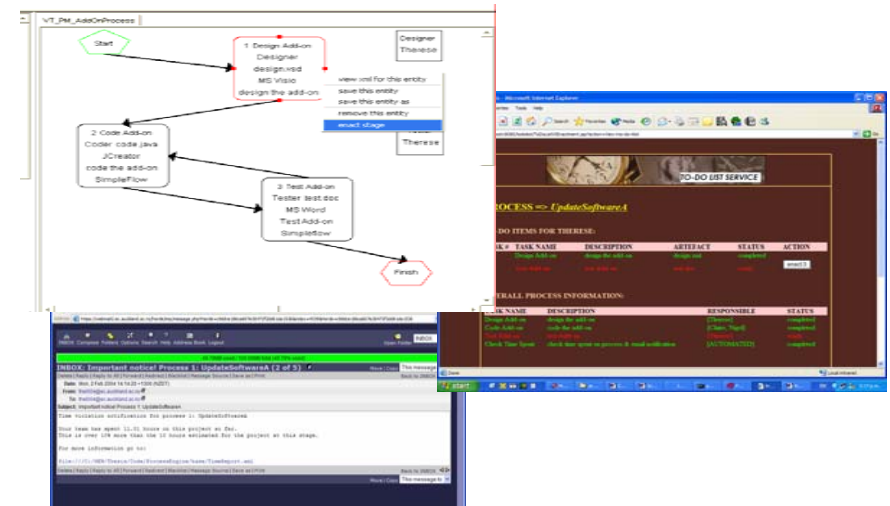
- Developed by Therese Helland (MSc)
- Pounamu specified process modelling tool
- Backend services oriented architecture integrating with process engine, decision support (Idiom), and other office automation tools (Infopath, To do list server)
- Process modelling views reused to visualise process model enactments



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IMÅL Process Modeller



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Pounamu Development

- Research funded by New Economy Research Fund
- Design and development of core system
 - Nianping Zhu, John Grundy, John Hosking
- Shape definer extensions: Xiaomin Tian (Project)
- Thin Client interface: Feng Luo (Project) Penny Cao (MSc)
- Collaboration interface: Akhil Mehra (Project & MSc)
- Property sheet extensions: Blazej Kot (summer schol)
- Web services interface: Therese Helland (MSc), Penny, Nianping, Akhil
- Mobile phone interface: Joe Zhao (MSc)
- Visual event handler definition: Karen Liu (PhD), Kelvin Jin (MSc)
- Zoomable user interface: Karen Liu (summer schol)

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