Marama Lab

- **Aim of section:**
  - Download and set up Marama
  - Play with Marama design tool examples
  - Prototype a simple UML tool with Marama

  - Hands-on help from Karen and Jun Huh

  - Bug reporting to Jun Huh via Jira
    https://wiki.auckland.ac.nz/display/csidst/Bug+Reporting

Download and set up

- Download Marama workspace from https://wiki.auckland.ac.nz/display/csidst/Marama+for+Students

- Run Eclipse and select to open the Marama workspace (source code)

- Run Marama and set up a runtime workspace (runtime environment)

Play with example tools

- **Play with Marama design tool examples (included in the packaged runtime workspace from download)**

- **Create model projects of those tools and create model examples**
  - **Investigate structure and behaviour**

Prototype a simple UML tool

- **Follow the tutorial at https://wiki.auckland.ac.nz/display/csidst/Marama+step-by-step+tutorial to prototype a simple UML tool with Marama**
  - **Create a tool project**
  - **Define meta model**
    - **Class, Interface, and their association Realization**
  - **Define shapes and connectors**
    - **ClassShape, InterfaceShape, ImplementsConnector**
  - **Define a view**
    - **ClassDiagram**
  - **Create a model project and examples**

- **Follow the tutorial at https://wiki.auckland.ac.nz/display/csidst/Writing+event+handlers to write an event handler (NOT OCL)**