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# An Overview of EMF/GMF Tool in Eclipse IDE

Presented by-

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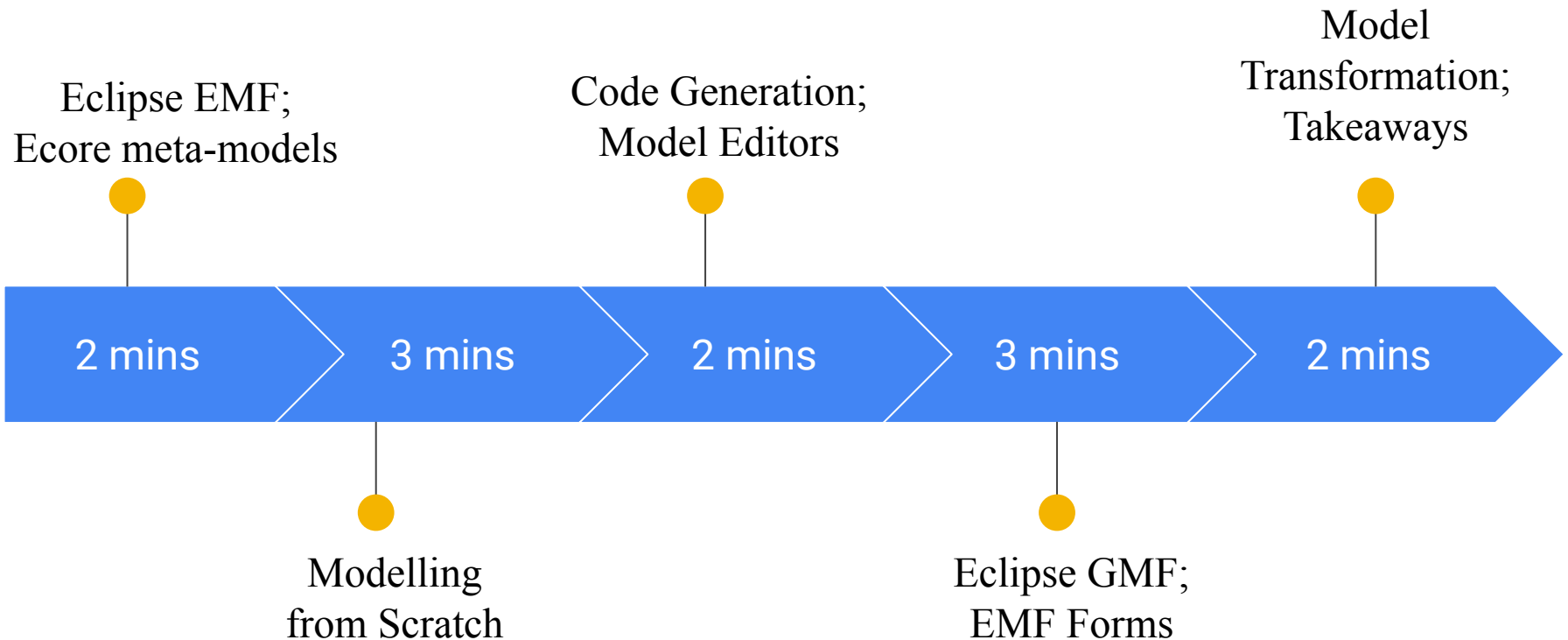
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# The Next 15'



## SDLC Workload



[“Developing business web applications with form-based UIs”. Maximillian Koegel, Eclipsecon2017.](#)

Statistics show that a lot of effort is spent in designing UI. So, can we optimize the upfront time in building UI from scratch?



# What is Eclipse EMF/GMF in a nutshell

A modelling and UI integration framework.  
Simple and pragmatic.

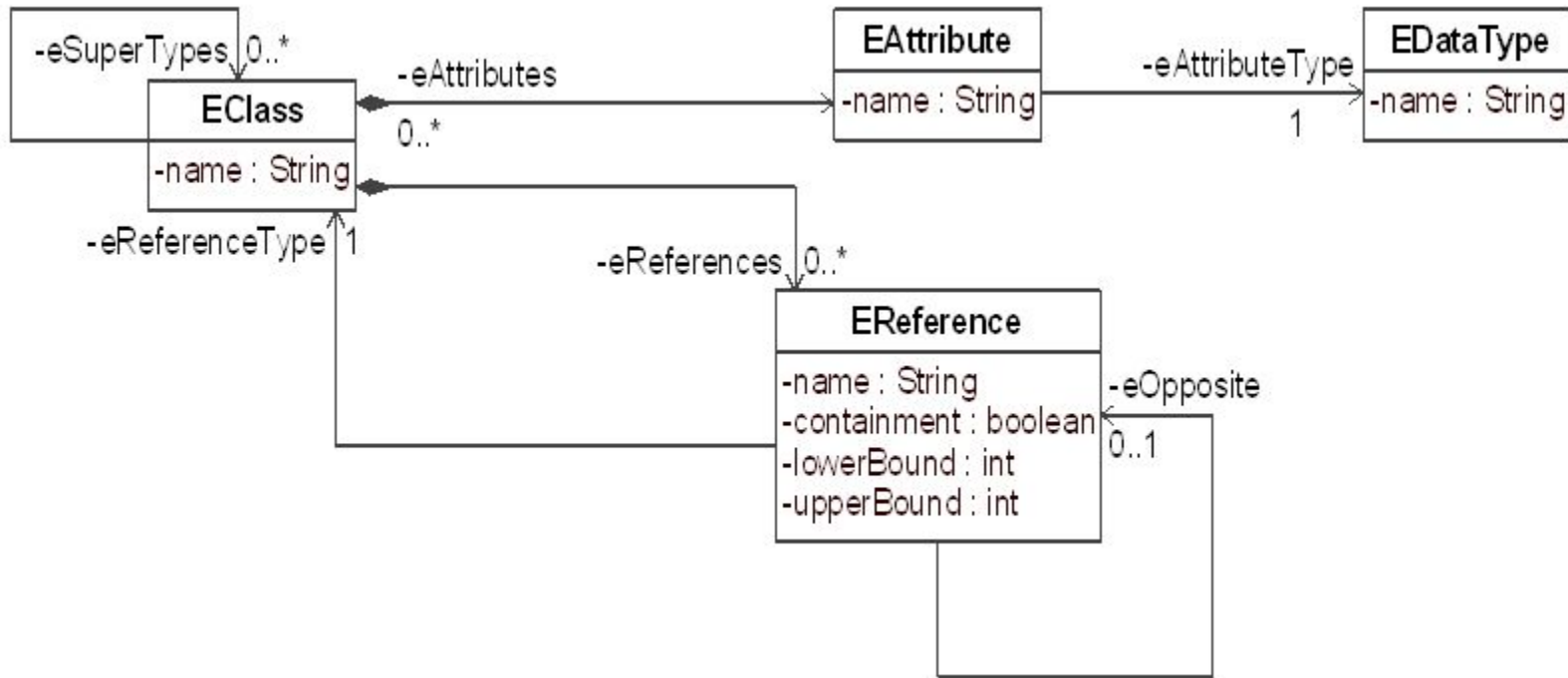
- Ecore meta-models
- Reflective APIs
- Code Generation
- Form-based UIs



emf

ECLIPSE MODELING FRAMEWORK

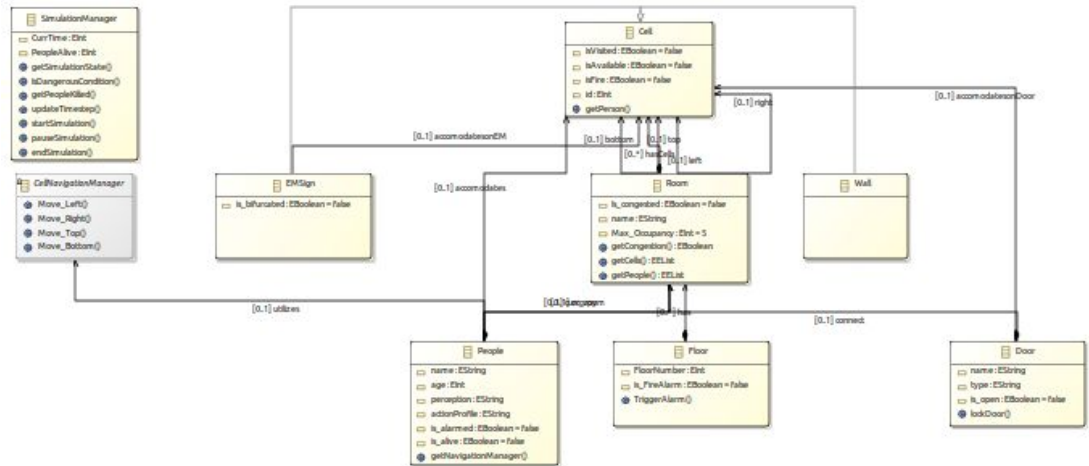
# The Ecore meta-modelling language



# Property-driven vs Visual Editors?

## ▼ BmodModel

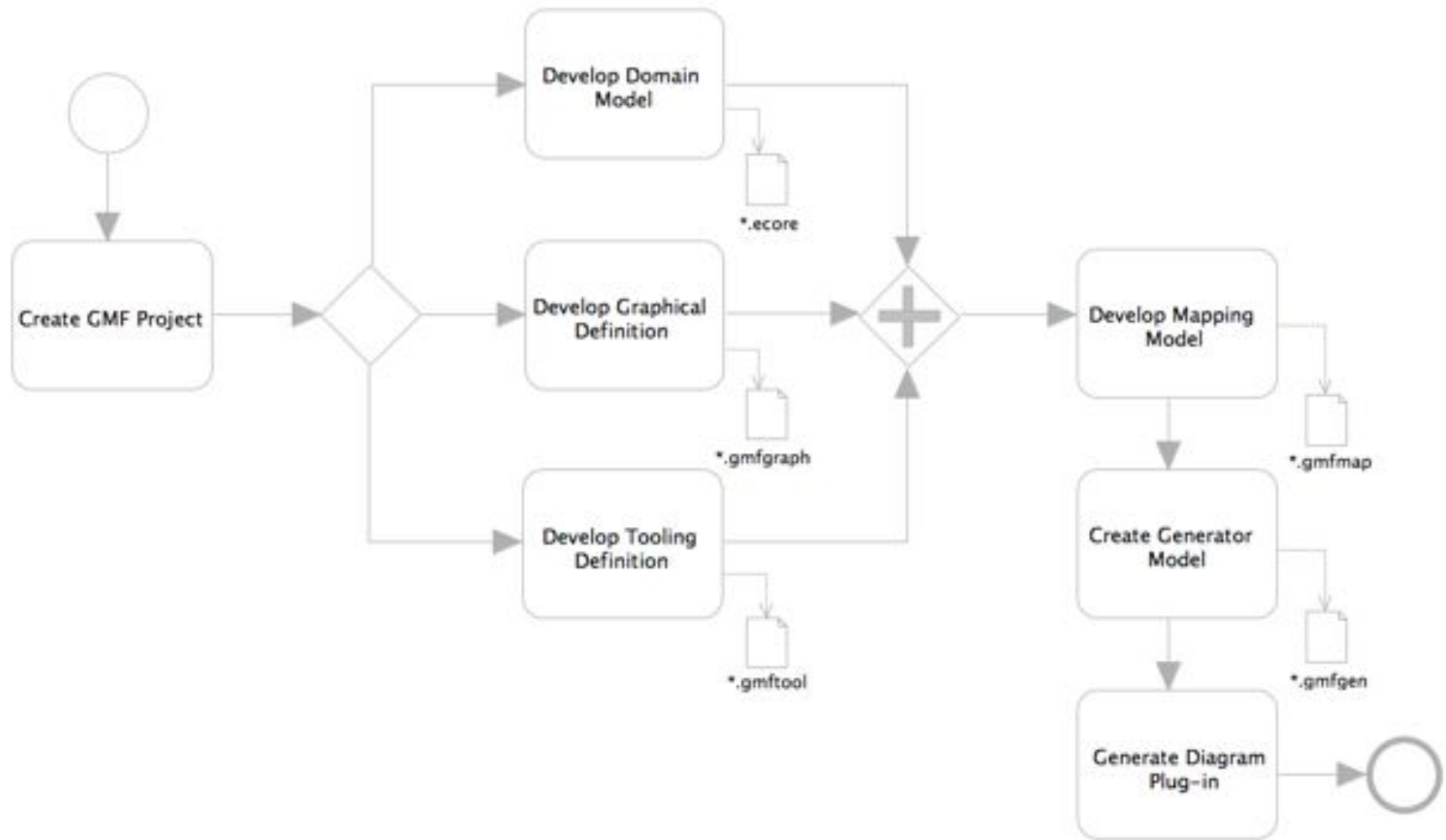
- ▶ Floor
- ▶ Room
- ▶ Cell
- ▶ People
- ▶ Door
- ▶ Wall -> Cell
- ▶ EMSign -> Cell
- ▶ CellNavigationManager
- ▶ SimulationManager



The choice is yours!

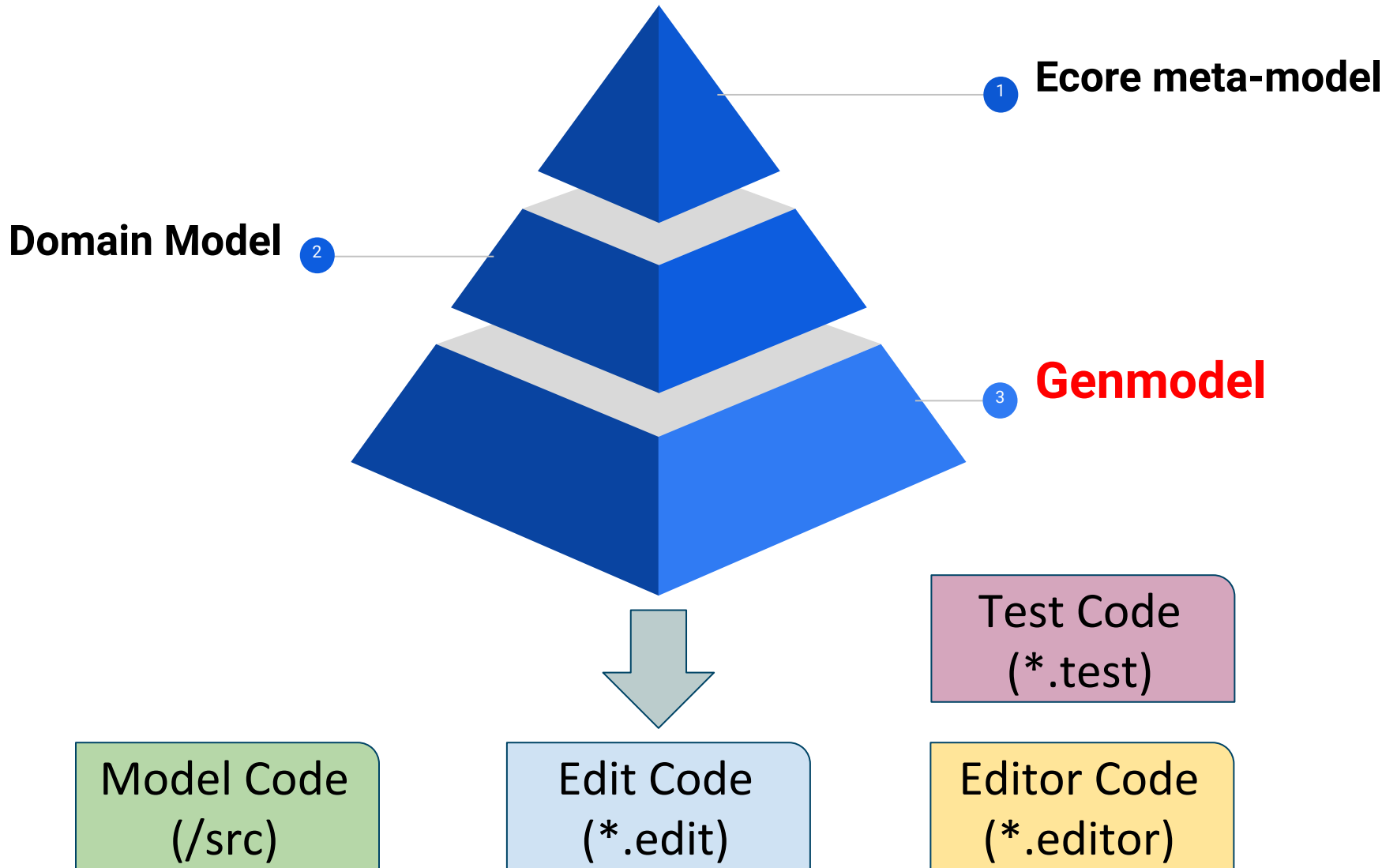
Different views, but format is persistent (XSD/XMI).  
Easily exportable.

# EMF/GMF Modelling Workflow

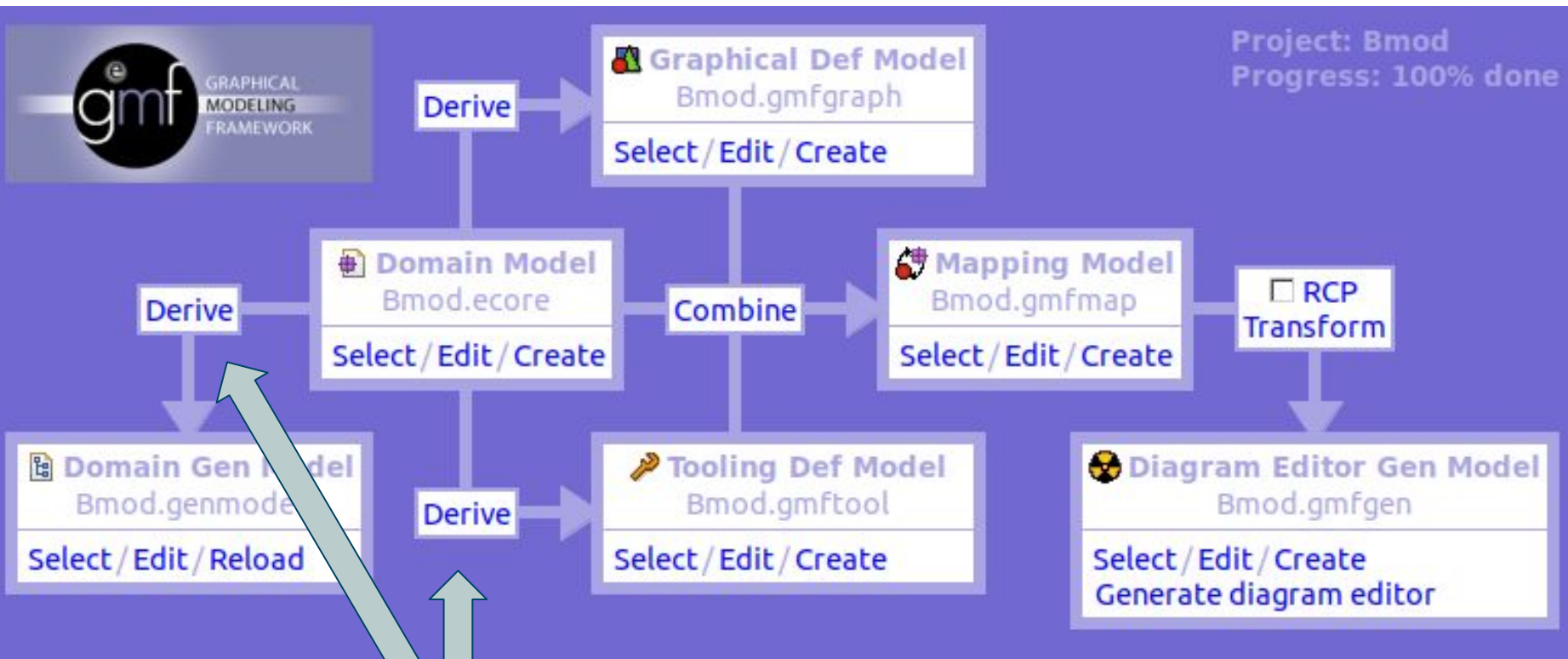




# Code Generation



# GMF Dashboard

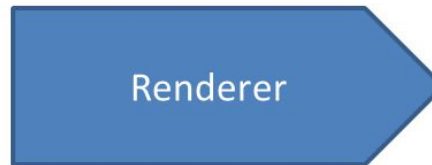
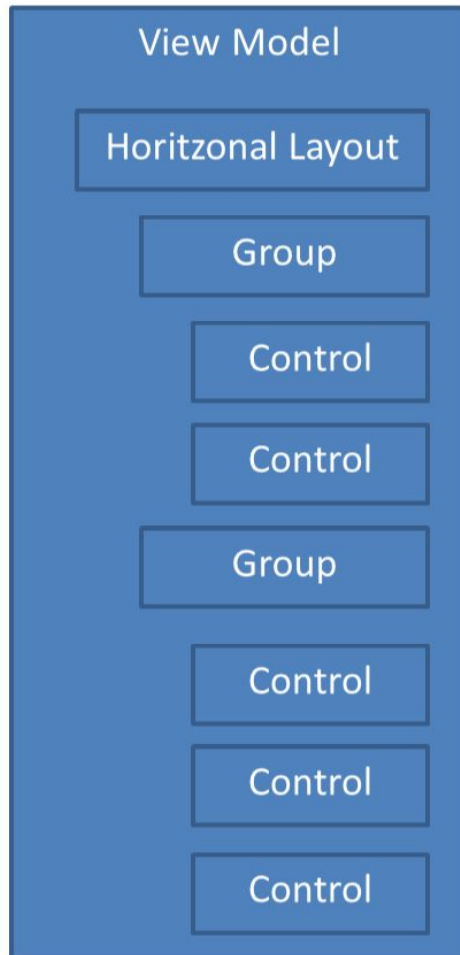


Code generation is entirely automated.  
We only need one **Domain model** to generate the rest.

# Model-based UIs



# EMF Forms



["Getting started with EMF forms"](#). Eclipse Source.



# Examples

- Basic CRUD implementation for attributes.

- Embedded forms to support dynamic changes.

The screenshot shows a web interface for configuring a room. On the left, a tree view displays the hierarchy: platform:/resource/Bmod\_test/My.br... > Floor 1 > Room Kitchen (selected) > Room Bedroom. The main area contains a form for 'Room Kitchen' with the following fields: 'Is congested' (checkbox), 'Name' (text input with 'Kitchen'), and 'Max Occupancy' (text input with '4'). Below the form is a 'Has Cells' section with a list of cells: Cell 104, Cell 100, Cell 101, Cell 102, Cell 103, and Wall 111. Each cell has a small icon representing its type (empty room, wall, etc.).

The screenshot shows a web interface for configuring a room. On the left, a tree view displays the hierarchy: Room Kitchen > Cell 104 > Cell 100 (selected) > Cell 101 > Cell 102 > Cell 103 > Wall 111 > Wall 112 > Wall 113 > Room Bedroom. The main area contains a 'Details' form for 'Cell 100' with the following fields: 'Id' (text input), 'Is Visited' (checkbox), 'Is Available' (checkbox), and 'Is Fire' (checkbox). Below the form is a 'Navigation' section with a diagram showing 'Cell 101' on the left and 'Cell 102' on the right, connected by a door. The 'Containment' section shows 'Accommodates' with a person icon and 'People Heerok', 'Accommodates on Door' with a door icon, and 'Accommodates on EM' with an EM sign icon and 'EM Sign 1001'.

# Model Transformation

Tool/Framework	Transformation	Remarks
Eclipse EMF/ GMF	ATL MMT	declarative-imperative language
Eclipse Graphiti	-	Diagram updates from model changes
AToMPM	MoTIF	Rule-based; visual
Sirius	Acceleo/ATL	Uses underlying GMF impl.
MetaDepth	ETL	Declarative language for MMT
Xtext	ATL	by exporting to.ecore models

# Model Transformation (contd.)

Endogeneous transformations are not supported.  
Source and Target models must be distinct.

[“model-to-model Transformation with ATL”. Fredric Jouault et. all, Eclipsecon 2008.](#)

Diagram Refactoring can be employed to make minor changes in existing models.

ATL transformation for notation to notation. However, semantics is lost!



# Key Takeaways

- Eclipse EMF provides tools to build domain models and DSL model editors.
- Eclipse EMF/GMF reduces upfront effort for code generation and UI implementation.
- Model transformation is tricky in graphical editors, but achievable.
- With great power, comes greater inconvenience.



