



# Modeling Comparison of WebGME and AtomPM Presentation

USE CASE: An Evacuation System BMOD

PRESENTED BY

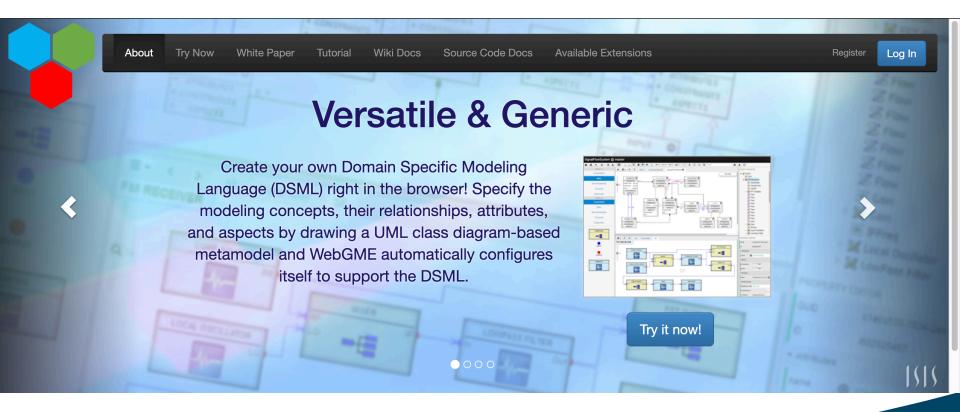
**HENRY TIRLA** 



## **MODELING IN WEBGME**

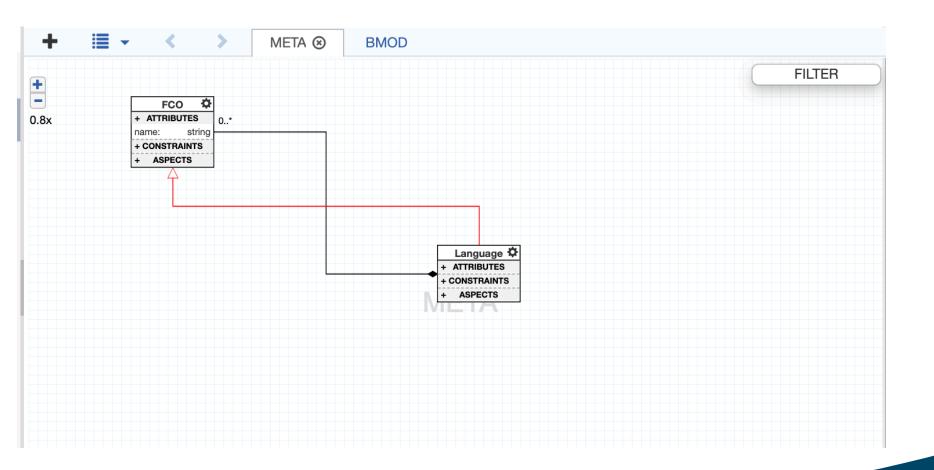
- **□**WEB-BASED
- ■PROTOTYPICAL INHERITANCE
- ■MULTI –TAB MODELING
- **DYNAMIC SYSTEM**
- □ VERSION CONTROL
- ☐ DIFFERENT MODEL VISUALIZATION

# **WEB BASED**



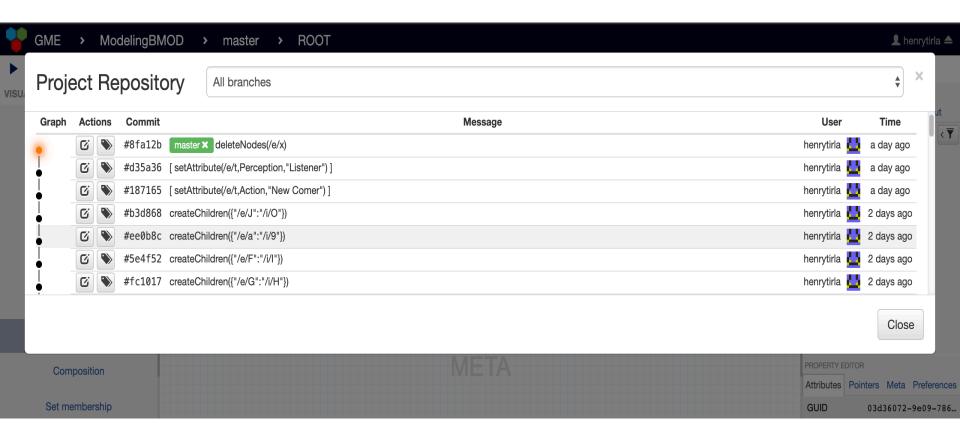


# PROTOTYPICAL INHERITANCE





# **VERSION CONTROL**





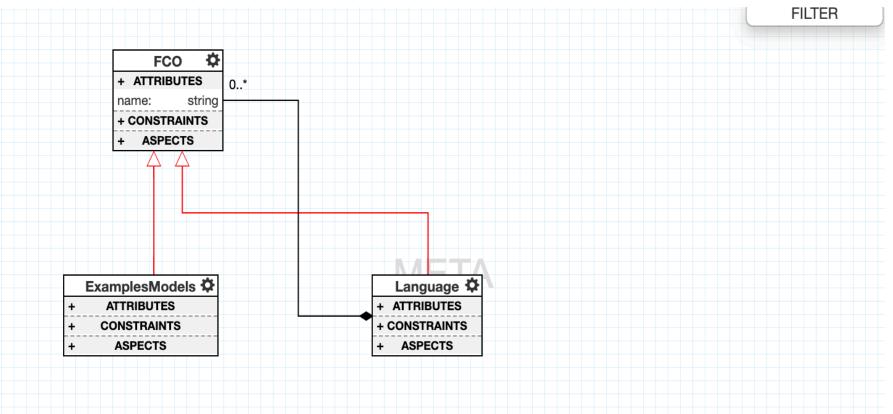
# **DIFFERENT MODEL VISUALIZATION**

### **GRAPHICAL Visualizer**

# Tx ExamplesModels [12] ROOT [3] Language [19]

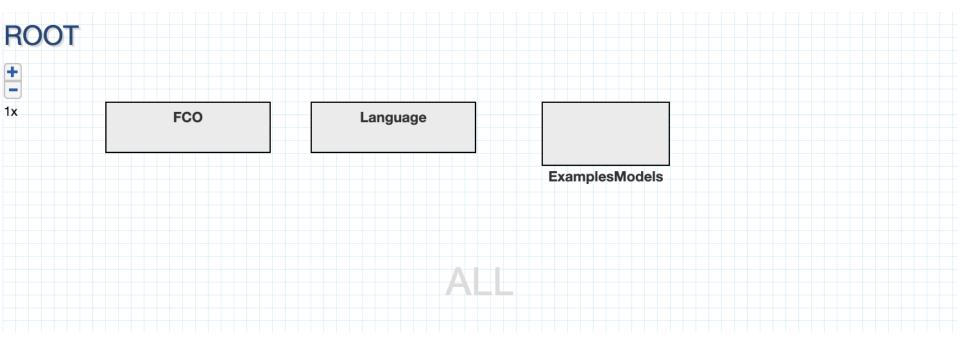


### **META** Visualizer



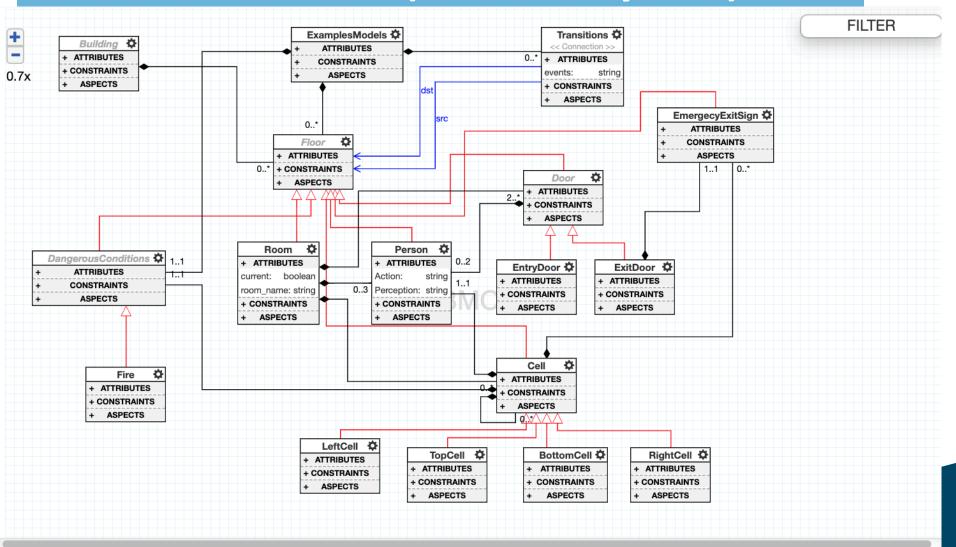


### **COMPOSITE** Visualizer



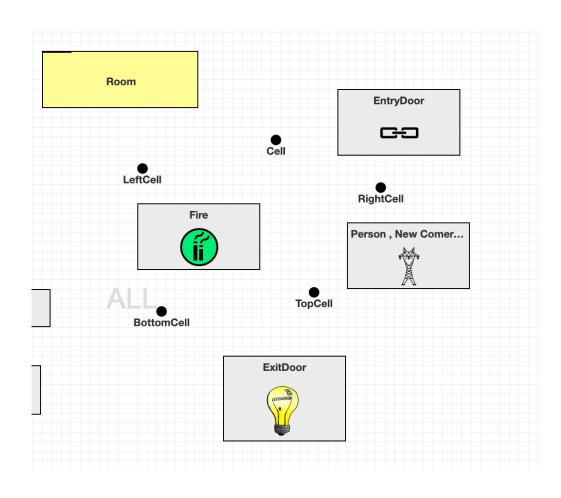


# **BMOD LANGUAGE (Abstract Syntax)**





# **BMOD LANGUAGE (Concrete Syntax)**





# **WEBGME VS ATOMPM**

### **MERITS**

- More Dynamic
- Version Control System
- Platform Independent
- Stable and Friendly User Interface
- Many Useful Resources Online
- Global Project Meta-Rules Check in One click

### **DEMERITS**

- Less Expressive
- Not so easy set-up for local Environment
- Limited to a certain scope in the design process of a project





