Intentional UI Modeling

StUIML
Standard User Interface Modeling Language
Agenda

1. What is StUIML and Why?
2. Demo
3. Tools used
4. Demo
5. current StUIML platforms?

Keep track at http://stuiml.blogspot.com
What is StUIML and Why

• PIM level UI DSL
  - Goal is 100% code generation
  - Truly platform independent
  - Production level UI’s

• Why?
  - Repetitive, resource intensive development of UIs
  - How many UI frameworks can you name (c’mon at least 15)
  - Target different platforms or versions with the same specs
Demo
Tools Used

StUIML itself
- EMF
- OAW: xPand, Extend, (xText under construction)
- EMFTrans

Supporting tools
- UML2, OCL
- GMF
- Instantiations: RCPDeveloper, WindowBuilder
- WTP: JSF Tools
Demo
Supported StUIML platforms

<table>
<thead>
<tr>
<th>Domain model</th>
<th>UI platform</th>
</tr>
</thead>
<tbody>
<tr>
<td>UML2</td>
<td>AWT/Swing</td>
</tr>
<tr>
<td>Ecore</td>
<td>JSF (see this <a href="#">EclipseCon session</a>)</td>
</tr>
<tr>
<td>Proprietary (UML subset)</td>
<td>MFC (C++)</td>
</tr>
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<td>Proprietary (UML subset)</td>
<td>ASP.Net for SharePoint</td>
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</tbody>
</table>

Requests are in for:
- SWT/Jface
- Charvar (character based)
- GWT