

9. Individual Projects

Steps for the Development of a Generator

1. Task Definition
 - a. Task description
 - b. Examples for input (DSL)
 - c. Examples for generated output
 - d. Description of analysis and transformation tasks
2. Structuring Phase
 - a. Develop concrete syntax
 - b. Specify notation of tokens
 - c. Develop abstract syntax
 - d. Comprehensive tests
3. Semantic Analysis
 - a. Characterize erroneous inputs by test cases
 - b. Specify binding of names
 - c. Specify computation and checks of properties
 - d. Comprehensive tests
4. Transformation
 - a. Develop output patterns
 - b. Develop computations to create output
 - c. Comprehensive tests
5. Documentation and Presentation of the Generator

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Objectives:

Plan the development of your generator

In the lecture:

Refer to corresponding sections of the lecture, and to the running example.

Individual Projects in Current Lecture

| Topic | Student team |
|-------|--------------|
| A | |
| B | |
| C | |
| D | |
| E | |
| F | |
| G | |
| H | |

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Objectives:

Overview over Projects

In the lecture:

The topics are explained by the authors

10. Visual Languages Developed using DEViL

Two conference presentations are available in the lecture material:

Domain-Specific Visual Languages: Design and Implementation

Uwe Kastens, July 2007 CoRTA

Outline:

1. What are visual languages?
2. Domain-specific visual languages
3. Ingredients for Language design
4. A Development Environment for Visual Languages
5. Pattern-Based Specifications in DEViL

Specifying Generic Depictions of Language Constructs for 3D Visual Languages

Jan Wolter, September 2013, VL / HCC

Outline:

1. 3D Visual Languages
2. DEViL3D - Generator Framework for 3D Visual Languages
3. Generic Depictions

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Objectives:

An initial understanding of visual languages

In the lecture:

Visual languages, their design and implementation is explained. The slides for the presentations can be found in the lecture material: [the CoRTA presentation](#) and [the VL / HCC presentation](#).