

## Migrating Custom DSL Implementations to a Language Workbench (Tool Demo)



A CANON COMPANY



**Jasper Denkers** Delft University of Technology Delft, The Netherlands j.denkers@tudelft.nl



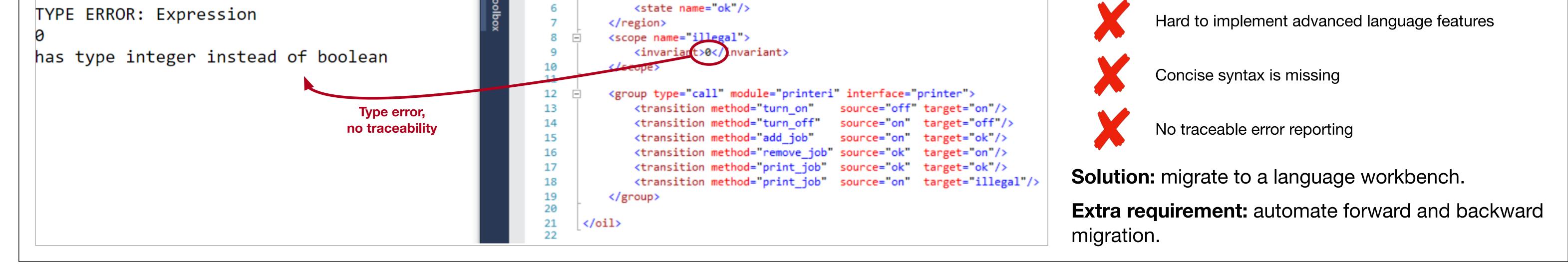
Louis van Gool Océ Technologies B.V. Venlo, The Netherlands louis.vangool@oce.com

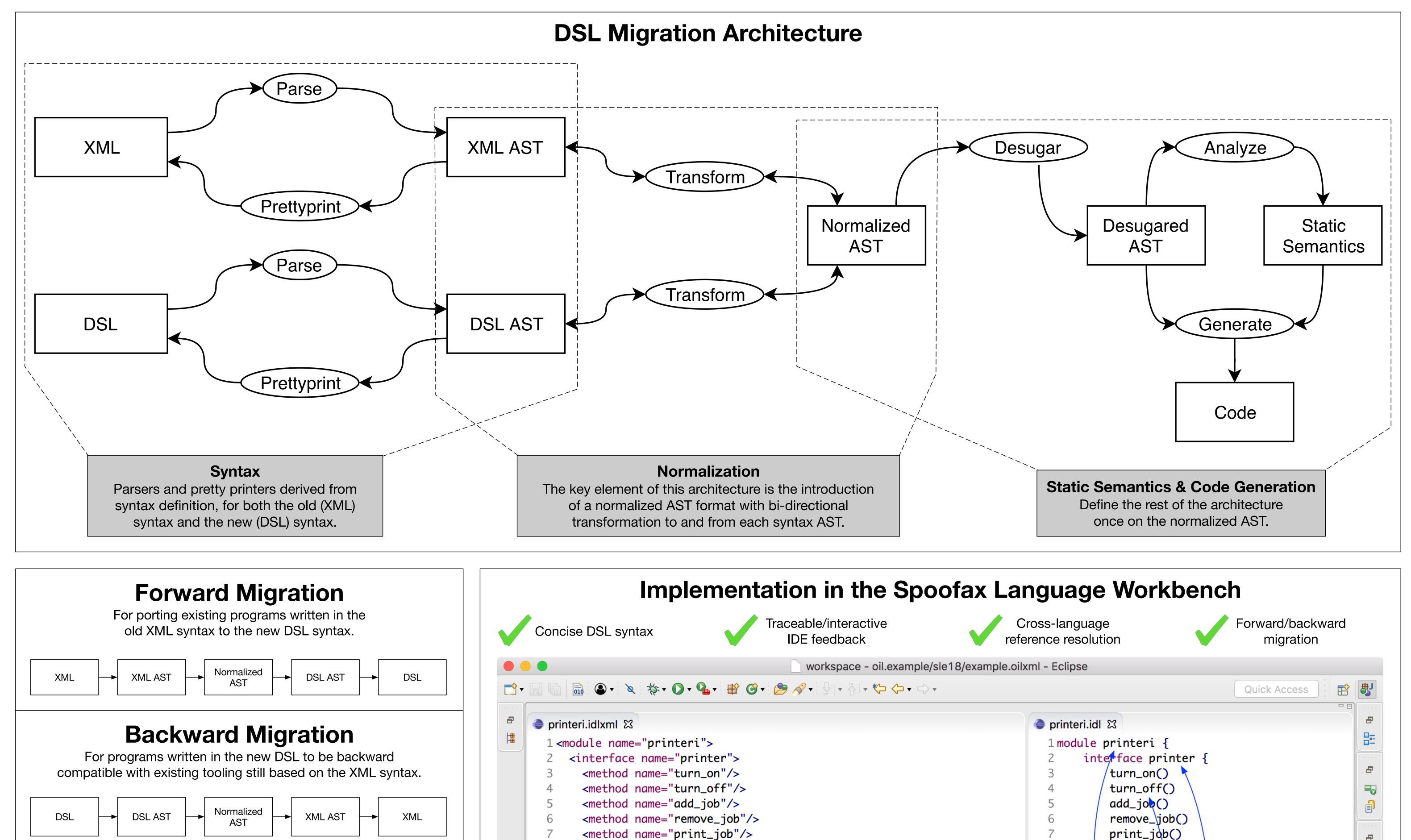


**Eelco Visser** Delft University of Technology Delft, The Netherlands e.visser@tudelft.nl

## **Custom DSL Implementations Context:** Océ develops and uses domain-specific languages (DSLs) for model-based development. sle2018\_example × + sle2018\_example\_spec.xml - Microsoft Visual Studio File View Project Debug Team XML Tools Architecture Test Analyze Océ Edit Iocalhost:7105/main\_menu/sle2018\_example/state\_diag - 🕨 Attach... - 🔎 📮 🗄 🏣 Trace: init.lua Spec: sle2018\_example static analysis and code generation) are flexible, but: C:\Sources\ft...ample\_spec.xml + × Foil xsi:noNamespaceSchemaLocation="...oil.xsd" xmlns:xsi="http://www.w3 -Tags Select Collapse <region name="status"> No IDE support An error occurred during the generation of this view: <state name="off"/> <state name="on"/>

**Problem:** custom implementations using conventional technologies (XML for syntax, Python for

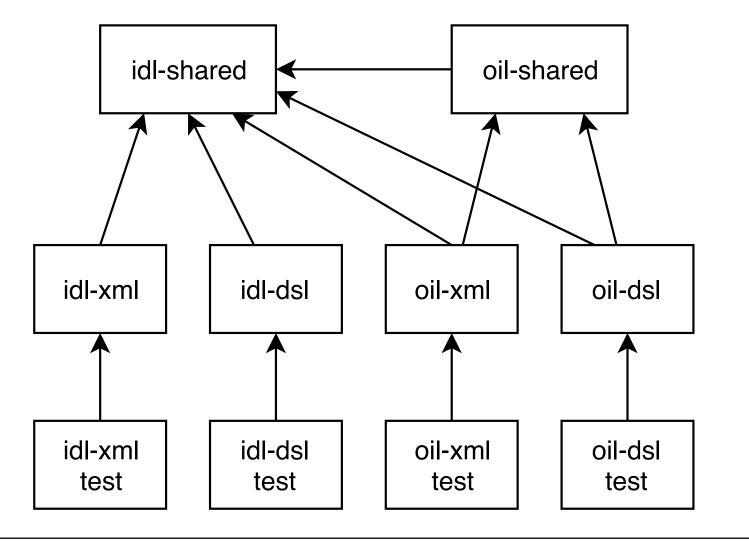




## Modular Language Definition

**Inter-language:** XML and DSL variants of the languages share syntax and static semantics definition.

Intra-language: OIL re-uses syntax, static semantics, and transformations from IDL.



example.oilxml ⊠					l l l l l l l l l l l l l l l l l l l					
1 <oil></oil>					1 reg	gion sta	-			
<pre>2 <region name="status"> 3 <state name="off"></state></region></pre>					2	state state				
<pre>4 <state name="on"></state></pre>				-	4	state				-
<pre>5 <state name="ok"></state></pre>					5 <b>}</b>	\	<b>\</b>			
6					6		1 507			
<pre>7 <scope name="illegal"> 8 <invariant>@</invariant></scope></pre>					8 / sco	ope ille	gallo			
9  Type mismatch: invariant must be boolean, got number					-	[call]	printeri	printer	{	
10 <group pre="" source<="" turn_off"="" type="ca&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;n, got num&lt;/td&gt;&lt;td&gt;bei&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;10&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;on turn&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;go on&lt;/td&gt;&lt;td&gt;end&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;11 &lt;transition mType:number&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;/&gt;&lt;/td&gt;&lt;td&gt;&lt;/td&gt;&lt;td&gt;11&lt;/td&gt;&lt;td&gt;in on&lt;/td&gt;&lt;td&gt;on turn&lt;/td&gt;&lt;td&gt;_off()&lt;/td&gt;&lt;td&gt;go off&lt;/td&gt;&lt;td&gt;end&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;pre&gt;12 &lt;transition method="></group>	ce="on"	target="	off"/>		12	in on	on add_	job <mark>()</mark>	go ok	end
13 <transition method="add_job" p="" source<=""></transition>	ce="on"	target="	ok"/>		13	in ok	on remo	ve_job()	go on	end
<pre>14 <transition method="remove_job" pre="" source<=""></transition></pre>	ce="ok"	target="	on"/>		14	in ok	on prin	t_job()	go ok	end
<pre>15 <transition method="print_job" pre="" source<=""></transition></pre>	ce="ok"	target="	ok"/>		15	in on	on prin	t_job()	go illegal	end
<pre>16 <transition method="print_job" pre="" source<=""></transition></pre>	ce="on"	target="	illegal"/>		16}					
17					17					
18					18					