



# **E4** Spies and tools

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# OPCoach

#### **OPCoach**

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- About OPCoach
  - Company founded in June 2009
  - > Member of the Eclipse Foundation (as Solution Member)
  - Web site : <sup>1</sup>http://www.opcoach.com
  - Provides Eclipse training and consulting

1 - http://www.opcoach.com



> Some references :



# **E4** Spies

# 

#### Agenda

- > A sample application
- > Using the spies
  - model spy
  - context spy
  - event spy
  - css spy
- Coding new spies :
  - bundle spy
- > Other tools
  - The migration E3->E4 statistics view





## Sample application

To have interesting cases to use the spies, we will use this application :



Application overview





#### Application architecture and location

This application is built using this architecture :



#### Architecture

- > ecf14.eap plug-in contains :
  - the Application model
- ecf2014.engine.ui plug-in contains :
   the 3 parts : Dashboard, Engine Control, Alarm Viewer
- > ecf2014.engine.core plug-in contains :
  - the EngineSimulator
  - $\succ$  the Alarm model
  - ➤ the EngineLogger
  - > the EngineWatcher
  - > A context function to create the logger

#### **Application Links**

- > This application can be downloaded from github :
  - https://github.com/opcoach/Conferences
  - Get it from the ECF14 folder.
- The 'howto' make this application was explained during a workshop at Eclipse Con France 2014
  - > get the pdf and explainations here : http://www.opcoach.com/en/eclipse4\_workshop/

#### Spies concept

- > Spies display dynamic information from a developper point of view
- > They are not delivered to the end user
- > E4 introduces new concepts like application model, injection, event, css...
- Each concept has its own spy
- You can add you own spies for you specific concepts (IOT, statistics, encode/decode operations...)

#### Launching your application

To have the spies in your application, you must set your launch configuration with :



Name: Dashboard		
📄 Main 🕪= Arguments 🤫 Plug-ins 🔋 Configuration 🚔 Tracing 🖾 E	Environment	Common
Launch with: plug-ins selected below only   Defau	It Start level: 4	Default /
		8
Plug-ins	Start Level	Auto-Start
<ul> <li>▼ ◆ Target Platform</li> <li>◇ org.eclipse.e4.tools.emf.liveeditor (0.12.0.v20141001-0759)</li> <li>◇ org.eclipse.e4.tools.context.spy (0.1.0.v20140808-1908)</li> <li>◇ org.eclipse.e4.tools.css.spy (0.12.0.v20140808-1908)</li> <li>◇ org.eclipse.e4.tools.event.spy (0.15.0.v20140808-1908)</li> <li>◇ org.eclipse.e4.tools.spy (0.1.0.v20141001-0759)</li> </ul>	default default default default default	default default default default default
$ec{ec{s}}$ Include optional dependencies when computing required plug-ins		
Add new workspace plug-ins to this launch configuration automatically		

#### Spy Launch Config

#### The E4 Spies window

- > All the spies will open in the E4 spy window
- > But you can move them in another window after

○ ○ ○ E4 Spies window								
👌 🕑 🎲 📄 🐷 😽 🛶 🛶 Spies toolbar								
🕖 Mode	l Spy	@ Conte	xt spy 🛛	👌 Bundles Spy	CSS Scratch	🛞 Event Spy	😳 CSS Spy	
Show Only Filtered								
▼OSGi	conte	xt for bun	dle: org.ec	lipse.e4.ui.workbe	ench			
W	orkber	nchContex	ct					
	Trim	medWindo	owImplCont	ext				
	▼Pe	rspectivel	mplContex	t				
		PartImpl	(Alarms) Co	ontext				
		PartImpl	(Dashboard	d) Context				
Partimal (Engine Control) Context								
Key Value								
Inherited values injected or updated using this context								
▶ C Local values managed by this context								

#### E4 spies window

#### Concept 1 : Application model

- > The application model describes the content of the application
- > It is a UI agnostic skeleton
- > It is bound to Pojo classes (parts, handlers, ...)
- > It is rendered by a specific renderer depending on the content of the Pojo (JavaFx, Swt..)





> This model is read at runtime and can be modified on live



Application model

# Model Spy

You can open it with the shortcut : Alt Shift F9 It displays the model and you can change it live





OOO Engine M	) 🔿 🕐 Engine Management Application 🔬				
Dashboard					
4000 2000 6000 2000 E4 2000	60 4 Spies v	vindow	Live Edition		
Model Spy 23 Context s Submitted Bundle	es	CSS Scrat.	🛞 Event Spy 🦿 CSS Spy 🗖		
► Addons		rimmed Wind	dow		
Binding Contexts BindingTables		VALUE			
► Handlers	XMI:IDJ1Lx0I1YEeSL_I5HXdaAH		JLx0I1YEeSLI5HXdaAHVw		
▶ Commands		ID			
Command Categories	Boun	ds(x,y,w,h)	-1666 8 600 800		
Windows and Dialogs		Label	Engine Management Application		
Irimmed window – Engine Mana     Main Menu		Tooltip			
Handlers		1			
► Windows and Dialogs		ICON URI	Find		
► Controls		Main Menu			
Shared Elements	To B	e Rendered			
Part Descriptors		Visible			
Menu Contributions	Default	Supplemen	ntary Widget Tree		
Toolbar Contributions					
📰 Form 🖽 List 🚠 XMI					
Alarms			- 6		
Date Hour What happened	?				

Model Spy

# Model Spy, search

- > The 'List' tab allows you to search an element
- > Select the filter and navigate in the model





000	C E4 Spies window				
🔥 @ 😳 🗎 📮 🛞	Select a filter				
遲 Model Spy 🛛					
Add Column Reset Columns	Bilter By Item(Part) Filter By Attribute Remove Filter				
Go Go Mark Item	elementId				
📰 🚠 🛛 Part	Dashboard				
📰 🏭 🛛 Part	Engine Control				
📰 🏭 🛛 Part	Alarms				
📰 🚠 🛛 Part	org.eclipse.e4.tools.emf.liveeditor.LivePartDelegator				
Go to model or XMI to fi	nd the object				
📰 Form 🇮 List 📇 XMI					

#### Model Spy filters

## Model spy in action

Demo

#### Concept 2 : Injection

- > The goal of injection is to delegate the field or parameters initializations to a framework
- > Injection uses a context containing the values
- > Use the annotation @ Inject (javax.inject) to inject the values
- > It can be applied to a constructor, a method or a field.
- $\succ$  In E4, the context is a tree of maps.

#### The context of this application

An E4 application can use the context to store its own data :

Кеу	Value
$rac{1}{2}$ Inherited values injected or updated using this context	
Local values managed by this context	
com.opcoach.ecf2014.engine.core.EngineSimulator	com.opcoach.ecf2014.engine.core.EngineSimulator@11ce2e22
com.opcoach.ecf2014.engine.core.EngineWatcher	com.opcoach.ecf2014.engine.core.EngineWatcher@6826c41e
@ com.opcoach.ecf2014.engine.core.lEngineLogger	com.opcoach.ecf2014.engine.core.impl.DefaultEngineLogger@3051e0b2
▶ @ engine.rpmValue 🛛 🔍	5625
▶ @ engine.speedValue	75
The ongi	no data starad in contaxt
i ne engi	lle data stored in context

Engine data in the main context





#### Setting data using a class key

```
41
        @Inject
420
        public DashBoard(MApplication appli)
43
44
        {
            // We will use the application context to store and inject values.
45
46
            IEclipseContext appliContext = appli.getContext(); Get application context
47
48
            // We also need an ImageRegistry for the application
            appliContext.set(ImageRegistry.class, new ImageRegistry()); Use class as key
49
50
51
            // Step 5 : create and start Engine.
52
            EngineSimulator simu = ContextInjectionFactory.make(EngineSimulator.class, appliContext);
53
            appliContext.set(EngineSimulator.class, simu);
                                                                            - Call make
54
            // Step 8 : create the engine alarm watcher and keep a reference on it !
EngineWatcher watcher = ContextInjectionFactory.make(EngineWatcher.class, appliContext);
55
56
57
            appliContext.set(EngineWatcher.class, watcher);
58
        }
EQ
```

Use a class as a key

#### Setting data using a name



#### Setting context with a named value

#### How to inject values from the context ?



Inject value

#### The context spy

- > It can be opened with Alt Shift F10
- > It displays the tree context and provide a filter to find data





0 0 0 E4 S	C C E4 Spies window					
Enter a filter value and show only filtered						
🚳 🕀 🖻 🔍 engine. 🗹 Show Onl	y Filtered					
▼OSGi context for bundle: org.eclipse.e4.ui.workbench						
▼WorkbenchContext	Select the Application Context					
IrimmedWindowImplContext						
Perspectiveimpicontext						
Partimpi (Alamis) Context						
PartImpl (Engine Control) Context						
TrimmedWindowImpl (org.eclipse.e4.tools.spy.window)	Context					
PartImpl (org.eclipse.e4.tools.context.spy.ContextSp	yPart) Context					
Context for ContextDataPart						
Кеу	Value					
linherited values injected or updated using this context						
Local values managed by this context						
com.opcoach.ecf2014.engine.core.EngineSimulator	com.opcoach.ecf2014.engine.core.EngineSimulator@11ce2e22					
com.opcoach.ecf2014.engine.core.EngineWatcher     com.opcoach.ecf2014.engine.core.EngineWatcher@6826c41e						
▶ @ com.opcoach.ecf2014.engine.core.lEngineLogger com.opcoach.ecf2014.engine.core.impl.DefaultEngineLogger@3051e0b2						
▶ @ engine.rpmValue						
▶ @ engine.speedValue	75					
The engir	e data stored in context					

#### Context content

#### Local values managed by this context ?

- > This part of the tree contains for the selected context, all the values directly set in this context.
- Parent context can not see these values
- > Only the current context and child context can access them

#### Inherited values injected or updated using this context?

- > This part of the tree displays only values defined in parent context(s)
- > These values are injected using the current selected context
- > It is possible to open it and to check where injection is used (method or field)
- > The values injected with @PostConstruct are never displayed (because called once)

#### Context spy in action

#### Demo

#### Concept 3 : Event management

- > A good framework must provide an event management mechanism
- > Usually, to be notified of an event, a listener must be defined
- > And for each case a specific method must be defined
- Example: if you want to listen to what is going on with xxx, we would have:
  - xxxListener with xxxCreated (xxxEvent), xxxModified (xxxEvent) ...
  - $\succ$  or you can use the EMF adapters.
- > This is painful

#### **IEventBroker**

- > In E4 there is a more simple mechanism: the IEventBroker.
- > All events occuring on the Application model are sent (see UlEvents class)





- > moving a window
- > adding a part
- activating a part
- ➤ etc...
- > You can define your own events

#### Sending events

```
9 public class EngineWatcher
10 {
                                             Define event keys
 11
         // Define the sent topics
 12
        public static final String ALARM_TOPIC = "Alarm/*";
        public static final String ALARM_RPM_TOO_HIGH = "Alarm/RpmTooHigh";
 13
        public static final String ALARM_SPEED_TOO_HIGH = "Alarm/SpeedTooHigh";
 14
 15
 16
        // Get the event broker by injection
 17⊝
        @Inject
 18
        IEventBroker ebroker; Receive the Event Broker using injection
 19
 200
        @Optional
 21
        @Inject
 22
        public void checkRpmValue(final @Named(EngineSimulator. ENGINE_RPM_VALUE) int value)
 23
         Ł
                                               Inject the RPM value from context
 24
             if (value > 5000)
 25
             {
 26
                 // Send an alarm
 27
                Alarm a = new Alarm("rpm is too high (" + value + ")", value);
 28
                ebroker.send(ALARM_RPM_TOO_HIGH, a);
 29
            }
                                             - Send the event
30
        }
 31
22
                                               Sending events
   Receiving events
  118
  1190
           @Inject @Optional
           public void listenToAlarms(@UIEventTopic(EngineWatcher.ALARM_TOPIC) Alarm a)
  120
```

```
121
         {
                                                            Receive event by injection
             alarms.insertElementAt(a, 0);
122
123
             if (viewer != null)
124
             {
125
                  viewer.refresh();
                  viewer.setSelection(new StructuredSelection(a));
126
127
             }
128
         }
120
```

#### Receiving events

#### The event spy

- > A specific spy receives all events and display their values.
- > The Event spy can be opened with Alt Shift F8





000	E4 Spies window			
👌 @ 😳 🗎 🗾 🛞				
🐯 Event Spy 🛛 🗾 Sta	rt or Stop capturing events		-	
Start capturing events Hid	<u>e filters</u>			
New filter:				_
Base topic of captured even	:S: *		Reset to default	
Capture event when: it	eem to filter 💠 🗧 operator 💠	; e	xpected value Add filter	
Defined filters (relation betw	een filters is AND):			
Capture event when 'Topic' s	tarts with 'Alarm' Add your filters here	<u>Upda</u> <u>Rem</u> <u>Rem</u>	<u>ate selected</u> i <u>ove selected</u> i <u>ove all</u>	
Tauia	France multiplese		Channed alamant	
Alarm /SpeedTooHigh	Event publisher		Changed element	
org.eclipse.e4.data	Alarm : 2014.10.27 14:02:04 speed is too high (643)	: 643		
event.topics	Alarm/SpeedTooHigh	ما ما م		
<ul> <li>Alarm/SpeedTooHigh</li> <li>Alarm/RpmTooHigh</li> </ul>	Open the capture an	ia dis	play event data	

Event Spy

# Event spy in action

Demo

# Concept 4 : CSS

> It is possible to easily define a static CSS for an E4 application.





 $\blacktriangleright$  Create a css file, and add it in the product parameters :

Com.opcoach.ecf1 Extensions	4.eap ⊠					
					-	
All Extensions	for this plug i	n in the follo	wing costio	ļ	t₊∃ Z	
type filter text	ior this plug-h			n.		
▼ = org.eclipse.o	core.runtime.p bach.ecf14.ear	products p (product)		Ac	d	
x applic	ationCSS (prop	perty)		Rer	nove	
Extensio	n Element De	tails				
Set the p	roperties of 'p	roperty' Req	uired fields	are den	oted k	oy '*'.
name*:	applicationCS	SS				
value*:	platform:/plu	igin/com.op	coach.ecf14	.eap/cs	s/defa	ault.css
Overview Dependent	cies Runtime	Extensions	Extension I	Points I	Build	MANIF
		Using CS.	S			





### CSS Result

For the following CSS :

```
📄 sample.css 🖾
 1
 2 Button {
                             Use SWT class names as CSS classes
 3 color: #FF00FF;
 4 font-family: "Lucida Grande";
 5
    font-size: 15;
 6 font-style: bold;
 7}
 8
 9 CTabFolder#com-opcoach-ecf14-eap-partstack-1 {
       font-family: "Lucida Grande"; Can access to the specific widget
10
                                        of a rendered model element
11
       font-size: 15;
12 }
13
14 .MTrimmedWindow.topLevel {
       margin-top:15px;
15
                                            Can configure
16
       margin-bottom:15px;
                                           model elements
17
       background-color: #08F #000 100%
18
19 }
                                  CSS Sample
 You will get :
```





0 0 0 com	1.opcoach.ecf14.eap	N <sup>21</sup>	○ ○ ○ com.opcoach.ecf14.eap
Dashboard			Dashboard
2000 6000 0 2000 Bpm	100 120 140 160 200 5peed		2000 0 2000 Rpm Speed
Engine Control			
I I	I I	٦	Engine Control
			T Î Î Î
-10 -9 -8 -7 -6 -5 -4 -3 -2		10	-10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 7 8
	Start		Start
Alarms			
Date Hour What happened	?		Alarms Date Hour What happened ?
Clear alarms			Clear alarms

Css effect

# The CSS Spy

- > How can you guess the content of your CSS ?
- > Use the CSS Spy and the scratch pad to test.
- > Open it with Alt Shift F5 and the scratch pad with Alt Shift F6
- > Click on a widget in your application and check the style





000		window				
👌 @ 👶 🗎 🗾 🛞	) e 🔅 📄 🐺 🗞					
😳 CSS Spy 🕱 🦳 🛇	elect obje	ect				
Q CSS Selector	in UI			🗌 All shells		
Widget		CSS Class		CSS Id		
▼Shell (org.eclipse.swt.widgets	)	MTrimmedWin	dow (+1 others)			
Composite (org.eclipse.sw	t.widgets)	CSS				
Composite (org.eclipse.	.swt.widgets)	Canvas {				
Composite (org.eclip	ose.swt.widgets)	/* actual values	5*/			
Composite (org.e	clipse.swt.widge	t background-co	lor: #e8e8e8;	com-opcoach-ecf14-eap-partsashco		
▼CTabFolder (o	rg.eclipse.swt.cu	background-im	lage: none;	PartStack@644c78d4		
► ToolBar (or	g.eclipse.swt.wid	font-family: "Lu	, ucida Grande":			
► Composite	Composite (org.eclipse.swt font-size: 11;					
► ToolBar (or	g.eclipse.swt.wid	font-style: norr	nal;			
Contributed	PartRenderer-2	font-weight: no	ormal;	Dashboard		
Canvas (	org.eciipse.swt.	text-transform	none:			
	org.eclipse.swt.c	visibility: visible	2;	com ancoach acf14 ann nartstack 0		
	rg.eciipse.swt.cu	`}	,	com-opcoach-ecr14-eap-partstack-0		
CSS Pi	roperties	+	Escape to dismiss	CSS Rules		
Property	Value		SWT Style Bits:			
background			SWT.LEFT_TO_RIGHT SWT.DOUBLE_BUFFERED CSS Class Element: org.eclipse.e4.ui.css.swt.dom.CompositeElement			
background-color	#e8e8e8	\ \				
background-image	none					
color	#000000					
cursor		_				
eclipse-perspective-keyline	Change	e a value	SWT Layout: null	. 00 h 334 504		
font			Bounds: x=-320	y=90 11=234 W=394		
font-adjust			П <b>Ц</b>			
Show unset properties	Show unset properties			nent		
				Get the CSS fragment		

CSS Spy

# The CSS Scratch pad

- > Use it to test your CSS fragment on your application
- > When it is ok, put it in your final CSS file
- > CSS Scratchpad is functionnal if you add a theme engine
  - > add an extension of org.eclipse.e4.ui.css.swt.theme







#### CSS spy in action

Demo

#### Adding new spies

- > It is very easy to add your own spy.
- Add a dependency to org.eclipse.e4.tools.spy
- Extend org.eclipse.e4.tools.spy.spyPart
- > Your part is a pure E4 part (POJO, Injection... )
- > The key binding is handled automatically





<ul> <li>org.eclipse.e4.tools.bundle.spy 器</li> <li>Extensions</li> </ul>							
All Extensions							Exten
type filter text	type filter text						
▼ �= org.eclipse.e4.to	Image: state of the state						
Extension Ele Set the proper	ment Det	ails oyPart' Requi	red fields	are den	oted by	y '*'.	shorte
description: icon:	Bundle S	ipy to displa sgi.png	y all bund	les and t	heir st	ates	
name: part:	Bundles org.eclip	Spy ose.e4.tools.	bundles.s	py.Bundl	eSpyPa	art	
shortcut:	shortcut: M2+M3+F12						
Overview Dependencies	Runtime	Extensions	Extensio	n Points	Build	MANIF	EST.MF
The bundle spy	Bundle spy definition						
Is bound on Alt Shi	ff F12	a like in the O					

> Will add command start/stop later





0	O E4 Spies w	vindow
<u></u> @	👶 📄 🎩 🛞	
\delta Bu	ndles Spy X	
69	Q Search data	Show Only Filtered
State	Bundle Name	Version
State		2 10 1 v20140000 1622
	org eclipse.osgi	1 1 0 v20121217 1202
	org.eciipse.equinox.simpleconiig	1.1.0.v20131217-1203
U	com.ibm.icu	52.1.0.v201404241930
	com.opcoach.ecf14.eap	1.0.0.qualifier
•	com.opcoach.ecf2014.engine.core	] 0.0 qualifier
	com.opcoach.ecf2014.engine.ui	1. Inis bundle is Active
0	javax.annotation	1.2.0.v201401042248
♦	javax.inject	1.0.0.v20091030
•	javax.servlet	3.0.0.v201112011016
•	javax.xml	1.3.4.v201005080400
•	org.apache.batik.css	1.7.0.v201011041433
•	org.apache.batik.util	1.7.0.v201011041433
•	org.apache.batik.util.gui	1.7.0.v200903091627
	org.eclipse.ant.core	3.3.0.v20140518-0042
Ŷ	org.eclipse.compare	3.5.501.v20140817-1445
Ŷ	org.eclipse.compare.core	3.5.400.v20130903-0736
		2 6 100 20140520 1422

Bundle Spy

#### Next steps for bundle spy

- > It could be included in the E4 tools master branch
- > For the moment Bundle spy is hosted on github :
  - https://github.com/opcoach/Conferences/tree/master/ECE14
- > You can improve it !

#### Next steps for E4 spies

- ➤ Try it !
- > Some ideas :
  - Memory spy
  - Objects suppliers (E4 concept)
  - OSGi service spy
  - $\succ$  Translation spy
  - > System spy
  - Protocol spy (MQTT, HTTP, ...)
  - Encoding spy
  - Any spy specific to your business





#### E3E4 migration view

- If you want to migrate an E3 application it can be interesting to have an overview of the work to do.
- > Use the E3E4 Statistics Migration view to get information
- > It displays for each org.eclipse.ui extension point the number of extensions.
- > It detects the deprecated attributes or extension points.
- > This view could be improved but is already useful !

#### E3E4 migration view installation

- Get the project from github :
   https://github.com/opcoach/E34MigrationTooling
- > Launch an Eclipse instance with the project
- Import the 'org.eclipse.ui' plug-in in your workspace (very important)
   This plugin must contain the extension points schemas
- > Open the Migration View :







# Migration view content :

000	Resource – Eclipse Platform							
📬• 🖬 • 🖪 😘 🗠 💁• 🗀 🖋 • 🔊 😘	a v № v ← v → v					Quick Access	) 🖻 🖻	Resource
Project Explorer 🕉 🖓 🖓 anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherplugin anotherpl	Image: State State State       Image: State State State         Usual Extension points       Deprecated Extension points         views/view :       1         editors/editor :       1         proferencePages/page :       8         acceleratorScopes/acceleratorScopes/acceleratorScopes/acceleratorScopes/acceleratorStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationStationS						leratorScope	
Select your project(s)	comands/command : 18 handlers/handler : 1 menus/menuContribution : 0 newWizards/wizard : 1 importWizards/wizard : 0 wiew	mands/keyConfigur mands/scope : rrActions/editorCor us/widget : upMenus/viewerCor <b>port to (</b>	ration : htribution : htribution : CSV fi	0 0 1 0 2				
	Extension Points	test.plugin	ui.editors	emf.ecp.core	emf.ecp.edit	emf.ecp.core.emffil	ter Count	
	▼ 😻 org.eclipse.ui.acceleratorScopes	2	0	0	0	0	2	
		2	0	0	0	0	2	
	org.ecilpse.ul.actionsetPartAssociations	U	1	0	0	U	1	
	actionSetPartAssociation	0	1	0	0	0	1	
	org.eclipse.ul.actionsets	1	1	0	0	0	2	
Got the state		1	1	0	0	0	1	
Get the stats	* org.ecilpse.ui.bindings	0	7	0	0	0	7	
$\mathbf{X}$	Vora eclipse ui commands	0	1	0	0	0	1	
	command	0	18	0	0	0	18	
		0	1	0	0	0	1	
	editorContribution	0	1	0	0	0	1	
	▼org.eclipse.ui.editors	0	1	0	0	0	1	
	editor	0	1	0	0	0	1	
	▼org.eclipse.ui.handlers	0	1	0	0	0	1	
			-	-	-	-		

Migration view

#### Migration Statistic view

Demo

#### Next step for migration view

- > Import automatically the org.eclipse.ui with schemas or use it internally
- Convert count to time
- > Compute some risk metrics

#### Questions

- > Thank you for attending !
- > Don't forget to evaluate this talk



- > You can download the pdf of this presentation on the eclipse con web site
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