

Migrating Eclipse 3 to Eclipse 4

<p style="text-align: center;">Objectives</p> <ul style="list-style-type: none"> ✓ Understanding the 4.X architecture ✓ Migrating a 3.X to 4.X application ✓ Best practices for development 	<p style="text-align: center;">Target Audience</p> <ul style="list-style-type: none"> ✓ RCP developer ✓ Project manager 	<p style="text-align: center;">Pre-requisites</p> <ul style="list-style-type: none"> ✓ having done 3.X training ✓ or having done projects based on 3.X architecture 	<div style="text-align: center;">  <p>Duration 2 days</p> </div>
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Eclipse 4 architecture

- Eclipse 4 (EAP) architecture overview
- Comparing with Eclipse 3.X

Application model

- Application model contents
- Editor for application model and model spy
- UI structure definition
- Creating parts (views or editors)
- Creating commands and handlers
- Best practices to design your model

Injection and annotations

- Injection mechanism overview
- Specific annotations for injection
- Computed annotations (preference, event)
- Dynamic instantiation

Injection contexts

- Context hierarchy
- Updating contexts
- Using the context spy to display contexts

Behavior annotations

- View and editor annotations
- Command handlers annotations

Addons

- Goal of addons
- Using addons for initialization and migration
- Context update in Addon

Dialogs

- Preferences management
- Properties and wizards
- Migration policy

Fragments and processors

- Defining model fragment for your application
- Defining a processor
- Designing your Eclipse application to manage fragments

E4 services

- Model component management
- Part and selection services
- EventBroker to manage events and event spy
- Adapters and loggers
- Other services

Look and Feel, CSS

- Modifying code to manage CSS
- Writing the CSS, syntax, editor and the CSS spy
- Binding the CSS in the application
- Changing the CSS during the runtime

Compatibility layer

- Goal of compatibility layer
- Using the compatibility layer in an application
- Migrating smoothly to a pure 4.X application
- Adding 4.X components using fragments

Eclipse 4.X Application

- Building a pure 4.X application
- Target platform E4
- Using spies
- Development and design rules
- Migrating an application with or without UI

Exercises

This training contains migration exercises from Eclipse 3.X to 4.X and then to a pure 4.X application. Exercises are developed using Eclipse Photon 4.8 and are managed using git.