Improving the Performances of Software for Rating Patent Technology: A Korean Case Study

Youngkwan Kwon, Tae-Kyu Ryu and Jong Bok Park

Visualizing and Analyzing the Structure of AspectJ Software under the Eclipse Platform

Sassi Bentrade and Djamel Meslati

Advance Convergence Characteristic Based on Recycling Buffer Structure in Adaptive Transversal Filter

Gwang Jun Kim, Chang Soo Jang, Chan Ho Yoon, Seung Jin Jang and Jin Woo Lee

Designing of Framework for Mobile Applications Assets Management

Haeng-Kon Kim

Domain Specific Language for Collaborative Determination of Separation Minima between Aircrafts

Sakon Sinlapakun and Yachai Limpiyakorn

MOF based Code Generation Method for Android Platform

Hyun Seung Son, Woo Yeol Kim and Robert Young Chul Kim

A Software Cost Model with Reliability Constraint under Two Operational Scenarios

Satoru Ukimoto and Tadashi Dohi

Selected Block Size-Based Spectral Domain Scrambling

Gwanggil Jeon
MOF based Code Generation Method for Android Platform

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Abstract

The existing code generations methods focus on UML Class diagram, which easily represents code structure such as class, method, attribute, but just possibly generate a skeleton code. In this paper we describe to apply UML Message Sequence Diagram (MSD) for representing interactive behavior among objects, and generate more sophisticated Java Code for Android Platform. We also propose code generation method based on Meta Object Facility (MOF) using model transformation technique. And we show metamodel of MSD and model transformation rules written by Acceleo. Using proposed method, we can optimize Java code of Android platform, and increase more code generation rate than the previous approaches.

Keywords: Android, Smartphone, Code Generation, Meta Object Facility (MOF), UML Sequence Diagram, Model-to-Text Transformation

1. Introduction

Platform-based development supported the classes and methods are mostly used as one possible method to quickly develop software. But this platform dependent method gives us difficult to develop on other platform. For example, Android platform [1-3] based software cannot be executed on iPhone Platform [4]. To solve this problem, Model Driven Development approach is appeared by OMG for heterogeneous software [5].

MDD absolutely needs automatic tools and methods to transform platform-independent model into platform-dependent model based on metamodel. To completely follow the MDD approach, it is important to use model transformation technique to transform model into model. Model transformation consists of model-to-model and model-to-text [6]. First, Model-to-model mechanism transforms one dependent model (source model) into one independent model (target model). There exist the tools, ATL [7] and QVT [8], for this mechanism. Second, Model-to-text mechanism is able to create text (program code) from model (the dependent model or target model) through model-to-model step. This method tool as Acceleo [9] generates code with code template.

Some researchers have studied heterogeneous smartphone software development method based on the model transformation technique [10-13]. This previous researches just have focused model-to-model mechanism on UML Class Diagram (CD). Recently, we have studying model transformation using both UML Message Sequence Diagram (MSD) and Class Diagram [14]. Also, we have proposed code template to realize model-to-text [15] for Android (Java), iPhone (Objective-C), and Windows Phone(C#). Actually the previous
research method of code generation has limited and just expresses code structures with Class Diagram. We can generate only skeleton code from this problem.

In this paper, in order to solve this problem of the existing method, we propose one method to generate more dedicate fine codes with both MSD and CD, which can optimize Java code of Android platform through our proposed method, and also implement code generator based on Meta Object Facility (MOF) using Acceleo. This method possibly increases to generate more code rate than the previous approaches.

The paper is organized as follows: Chapter 2 mentions related works. Chapter 3 explains model transformation for heterogeneous smartphone platforms. Chapter 4 presents case studies using model transformation. Chapter 5 gives conclusion and future works.

2. Related Works

Metamodel is model to express model. In other words, this is mechanism for definition to express abstract model of actual worlds. Therefore, metamodel clearly describes necessary constructs and rules to organize specific models in concern domain. Metamodel is shown from three different perspectives: First, in order to build a model that is used building blocks and a set of rules, Second, model of concern domain, Third, instance of other model. Metamodel of Simulink and ECML represents to use Meta Object Facility (MOF) as expressive method of metamodeling [16, 17]. MOF that is establishing OMG standard consists of definition language of metamodel and framework for repository management of metadata. This MOF is used such as metamodel of UML, Common Warehouse Metamodel (CWM), Model Driven Architecture (MDA), and other metamodels. MOF ensures interoperability within the scope, which is defined metamodel on standard.

3. Code Generation from Message Sequence Diagram based on MOF

3.1. Metamodel of UML Message Sequence Diagram

![Simplified metamodel of UML Message Sequence Diagram](image)
In order to execute model transformation, metamodel of input model is defined. But, original UML metamodel is a large scale. Therefore we represent metamodel of UML Message Sequence Diagram (MSD) effectively to show our research. We simply design metamodel of UML MSD such as Figure 1. This metamodel consists of Interaction, Lifeline, Message, and OccurrenceSpecification. Interaction is one scenario a number of elements such as Lifeline, Message, and OccurrenceSpecification.

![Diagram](image)

**Figure 2. The relationship between model and metamodel**

Lifeline, Message, and OccurrenceSpecification show as Figure 2 that metamodel and model have a close relationship. In order to understand, we simply express necessary model for java code generation in Android platform.

3.2. The rules of model transformation for code generation

Code generation method consists of total six rules such as Object Creation (OC), Call Own Method from a Constructor (COMC), Call a Method from Other Object (CMOO), Call the Own Method after Call a Method from Other Object (COM_CMOO), Call Other Object after Call the Own Method (COO_COM), and Call another object after Call a Method from Object (CAO_CMO).
We define six rules of each case as follows:

**Case 1: Object Creation (OC)**

OC uses stereotype as `<<create>>` at one step related to object creation. The code generation method consists of three steps as Figure 3. First step add a property definition for object creation in class name “ClassName1”, second step add constructor for “ClassName1”, and third step add object creation code for “ClassName2” in constructor name “ClassName1”. A box on lifeline contacts a box on OccurrenceSpecification in SD, which is related to constructor.

<table>
<thead>
<tr>
<th>Model (MSD)</th>
<th>XMI</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><code>&lt;simpleuml:Interaction&gt;</code></td>
</tr>
<tr>
<td></td>
<td><code>&lt;lifeline name=&quot;:ClassName1&quot; coveredBy=&quot;/fragment.0/@fragment.0&quot;/&gt;</code></td>
</tr>
<tr>
<td></td>
<td><code>&lt;lifeline name=&quot;:ClassName2&quot; coveredBy=&quot;/fragment.1&quot;/&gt;</code></td>
</tr>
<tr>
<td></td>
<td><code>@&amp;message name=&quot;&amp;lt;&amp;lt;create&gt;&gt; messageSort=&quot;createMessage&quot; sendEvent=&quot;/fragment.0/@fragment.0&quot; receiveEvent=&quot;/fragment.1&quot;/&gt;</code></td>
</tr>
<tr>
<td></td>
<td><code>@&amp;fragment name=&quot;send&quot; covered=&quot;/@lifeline.0&quot;&gt;</code></td>
</tr>
<tr>
<td></td>
<td><code>@&amp;fragment name=&quot;sub-send&quot; message=&quot;/@message.0&quot; covered=&quot;/@lifeline.0&quot;/&gt;</code></td>
</tr>
<tr>
<td></td>
<td><code>&lt;/fragment&gt;</code></td>
</tr>
<tr>
<td></td>
<td><code>@&amp;fragment name=&quot;receive&quot; message=&quot;/@message.0&quot; covered=&quot;/@lifeline.1&quot;/&gt;</code></td>
</tr>
<tr>
<td></td>
<td><code>&lt;/simpleuml:Interaction&gt;</code></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Rule (Acceleo)</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><code>[template public generateElement(aLifeline : Lifeline)]</code></td>
</tr>
<tr>
<td></td>
<td><code>[file (aLifeline.name.replace(‘,’).concat(‘;’, java), false)]</code></td>
</tr>
<tr>
<td></td>
<td><code>[public class [aLifeline.name.replace(‘,’)] {</code></td>
</tr>
<tr>
<td></td>
<td>`[for (aMsg : Message</td>
</tr>
<tr>
<td></td>
<td><code>[if (aMsg.messageSort.toString() = 'createMessage' and</code></td>
</tr>
<tr>
<td></td>
<td><code>aMsg.sendEvent.oclAsType(OccurrenceSpecification).covered = aLifeline ]</code></td>
</tr>
<tr>
<td></td>
<td><code>[let tarClassName : String =</code></td>
</tr>
<tr>
<td></td>
<td><code>aMsg.receiveEvent.oclAsType(OccurrenceSpecification).covered.name.replace(‘,’);</code></td>
</tr>
<tr>
<td></td>
<td><code>[private [tarClassName /] [tarClassName.toLowerCase() /];</code></td>
</tr>
<tr>
<td></td>
<td><code>[public [tarClassName.concat('') /] {</code></td>
</tr>
<tr>
<td></td>
<td><code>[tarClassName.toLowerCase() /] = new [tarClassName.concat('') /];</code></td>
</tr>
<tr>
<td></td>
<td><code>}] [let] [/if] [/for]</code></td>
</tr>
<tr>
<td></td>
<td><code>}] [/file] [/template]</code></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Result (java)</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><code>class ClassName1 {</code></td>
</tr>
<tr>
<td></td>
<td><code>private ClassName2 className2;</code></td>
</tr>
<tr>
<td></td>
<td><code>public ClassName1() {</code></td>
</tr>
<tr>
<td></td>
<td><code>className2 = new ClassName2();</code></td>
</tr>
<tr>
<td></td>
<td>}`</td>
</tr>
</tbody>
</table>

**Figure 3. A Rule of Object Creation**
Case 2: Call Own Method from a Constructor (COMC)

COMC calls own method from a constructor. The code generation method consists of three steps as Figure 4. First step, sets a constructor definition in class name “ClassName1”, second step adds method definition of calling self, and third step adds code invoking own method.

![Diagram of Call Own Method from a Constructor](image)

**Figure 4. A Rule of Call Own Method from a Constructor**
Case 3: Call a Method from Other Object (CMOO)

CMOO is invoked by other object. The code generation method consists of one step like Figure 5. This step adds method definition in class name “ClassName1”.

![Figure 5. A Rule of Call a Method from Other object](image)

Case 4: Call the Own Method after Call a Method from Other Object (COM_CMOO)

COM_CMOO is invoked by other object and invoking own method. The code generation consists of three steps like Figure 6. First step, adds invoked method definition by other object in class name “ClassName1”, second step inserts method definition of calling self, and third step inserts code invoking own method.
<table>
<thead>
<tr>
<th>Model (MSD)</th>
<th>XML</th>
<th>Rule (Acceleo)</th>
<th>Result (java)</th>
</tr>
</thead>
<tbody>
<tr>
<td><a href="">simpleumlstd:Interaction</a> &lt;lifeline name=&quot;:ClassName1&quot; coveredBy=&quot;/@fragment.0 //@fragment.0/@fragment.0&quot;/&gt; &lt;message name=&quot;method1():void&quot; receiveEvent=&quot;/@fragment.0.&quot;/&gt; &lt;/message&gt; &lt;message name=&quot;method2():void&quot; sendEvent=&quot;/fragment.0/@fragment.0&quot; receiveEvent=&quot;/@fragment.0/@fragment.0.&quot;/&gt; &lt;fragment name=&quot;recvive message=&quot;/@message.0&quot; covered=&quot;/@lifeline.0.&quot;/&gt; &lt;fragment name=&quot;sub-self&quot; message=&quot;/@message.1&quot; covered=&quot;/@lifeline.0.&quot;/&gt; &lt;/fragment&gt; &lt;/simpleumlstd:Interaction&gt;</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>[template public generateElement(aLifeline : Lifeline)] [file (aLifeline.name.replace(&quot; &quot;, &quot;, &quot;).concat(&quot;&quot;); , false)] public class [aLifeline.name.replace(&quot; &quot;, &quot;, &quot;) /] { [for ( aMsg : Message</td>
<td>aLifeline.ancestors(Interation).message ) ] [if (aMsg.receiveEvent.oclAsType(OccurrenceSpecification).covered = aLifeline) ] [let fname : String = aMsg.name.strtok(&quot; &quot;, 0)] [let ftype : String = aMsg.name.strtok(&quot; &quot;, 1)] public [ftype /] [fname /] { [if (aMsg.receiveEvent.oclAsType(OccurrenceSpecification).fragment &lt;&gt; null )] [aMsg.receiveEvent.oclAsType( OccurrenceSpecification).fragment.message.name.strtok(&quot; &quot;, 1).concat(&quot; &quot;) /] [if] } [/let][/let] [else] [if(aMsg.sendEvent = aMsg.receiveEvent )] public [aLifeline.name.replace(&quot; &quot;, &quot;, &quot;).concat(&quot;&quot;); ] { [aMsg.name.strtok(&quot; &quot;, 0)]; } [let fname : String = aMsg.name.strtok(&quot; &quot;, 0)] [let ftype : String = aMsg.name.strtok(&quot; &quot;, 1)] public [ftype /] [fname /] [/let][/let] [/if] [/if] [/for] } [/file] [/template]</td>
<td>class ClassName1 { public void method1() { method2(); } public void method2() { }</td>
<td></td>
</tr>
</tbody>
</table>

**Figure 6. A Rule of Call the Own Method after Call a Method from Other object**

**Case 5: Call Other Object after Call the Own Method (COO_COM)**

COO_COM is calling own method and then also calling a method of other object. The code generation method consists of four steps as Figure 7. First step inserts property definition for “ClassName2” in class name “ClassName1”, second step inserts method definition of calling self, third step inserts method definition in class name “ClassName2”, and forth step inserts code invoking method of other class.
Figure 7. A Rule of Call Other Object after Call the Own Method
Case 6: Call Another Object after Call a Method from Object (CAO_CMO)

![Diagram of ClassNames 1 and 2 with methods method10 and method20]

---

<table>
<thead>
<tr>
<th>Model (MSD)</th>
<th>XMI</th>
<th>Rule (Acceleo)</th>
<th>Result (Java)</th>
</tr>
</thead>
</table>
| <simpleuml:Interaction>
  <lifeline name="ClassName1" coverdBy="//@fragment.0
  //@fragment.0//@fragment.0"/>
  <lifeline name="ClassName2" coverdBy="//@fragment.1"/>
  <message name="method10();void" receiveEvent="//@fragment.0"/>
  <message name="method20();void" sendEvent="//@fragment.0//@fragment.0" receiveEvent="//@fragment.1"/>
  <fragment name="recv1" message="//@message.0" covered="//@lifeline.0"/>
  <fragment name="sub-send" message="//@message.1" covered="//@lifeline.0"/>
  </fragment>
  <fragment name="recv" message="//@message.1" covered="//@lifeline.1"/>
</simpleuml:Interaction>

```
[template public generateElement(aLifeline : Lifeline)]
[file (aLifeline.name.replace("", ".concat(";", java, false))]
public class [aLifeline.name.replace("", ")
{[for (aMsg : Message | aLifeline.ancestors(Interaction).message ) ]
  [if (aMsg.receiveEvent.oclAsType(OccurrenceSpecification).covered = aLifeline) ]
    [let name = aMsg.name.strtok(";", 0)]
    [let type = String = aMsg.name.strtok(";", 1)]
    public [type] [name] 
     {[let] [let] [if (aMsg.sendEvent <> null) ] } [if]
  [elseif (aMsg.sendEvent.oclAsType(OccurrenceSpecification).fragment <> null and aMsg.sendEvent.oclAsType(OccurrenceSpecification).covered = aLifeline)]
    [let tarClassName = String = aMsg.receiveEvent.oclAsType(OccurrenceSpecification).covered.name.replace(";", ")
      [tarClassName.toLowerCase()].[aMsg.name.strtok(";", 1).concat(";")]
    }
    private [tarClassName ] [tarClassName.toLowerCase()];
  [/let] [if] [/for]
} [/file] [/template]
```

class ClassName1 {
  public void method10() {
    className2.method20();
  }
}

class ClassName2 {
  private ClassName2 className2;
  public void method20() {
  }
}

Figure 8. Rule of case 6 named call another object after call a method from object
CAO_CMO is invoked method by other object and invoking method from another object. The code generation method consists of four steps like Figure 8. First step adds property definition for “ClassName2” in class name “ClassName1”, second step adds method definition by called other object, third step adds method definition in class name “ClassName2”, and forth step adds code invoking method of other class.

4. Case Study

Case study is showing one example of moving “stick man” to the right like Figure 9. We developed software for Android using three classes such as ManView, Timer, Character [13]. We use the previous study [13] to show how to generate code with UML Message Sequence.

![Figure 9. Example of “Stick Man” Android Platform](image)

In Table 1, it shows the generated result with the proposed method to transform code based on MSD. The result increases more 50% code generation rate than using only class diagram.

<table>
<thead>
<tr>
<th>Classification</th>
<th>ManView</th>
<th>Timer</th>
<th>Character</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Add</td>
<td>Update</td>
<td>Add</td>
</tr>
<tr>
<td>Android</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Class Diagram</td>
<td>8</td>
<td>2</td>
<td>7</td>
</tr>
<tr>
<td>Sequence Diagram</td>
<td>7</td>
<td>0</td>
<td>6</td>
</tr>
<tr>
<td>Total</td>
<td>15</td>
<td>2</td>
<td>13</td>
</tr>
</tbody>
</table>

5. Conclusion

It is necessary to exploit model transformation technique for developing heterogeneous smartphone applications. The existing code generations methods focus on UML Class diagram, which easily represents code structure such as class, method, attribute, but just possibly generate a skeleton code. This paper applies UML Message Sequence Diagram for representing interactive behavior among objects, and generates more sophisticated Java Code for Android Platform. The proposed method generate code using six rules such as Object Creation (OC), Call Own Method from a Constructor (COMC), Call a Method from Other Object (CMOO), Call the Own Method after Call a Method from Other Object (COM_CMOO), Call Other Object after Call the
Own Method (COO_COM), and Call another object after Call a Method from Object (CAO_CMO). This method can optimize Java code for Android platform, and increase more code generation rate than the previous approaches.

Further research will be extending this work such as iPhone and Windows Phone in the future, which is not dealt in this study.

Acknowledgements

This work was supported by the IT R&D Program of MKE/KEIT [10035708, "The Development of CPS(Cyber-Physical Systems) Core Technologies for High Confidential Autonomic Control Software"] and the Ministry of Education, Science Technology (MEST) and National Research Foundation of Korea(NRF) through the Human Resource Training Project for Regional Innovation.

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