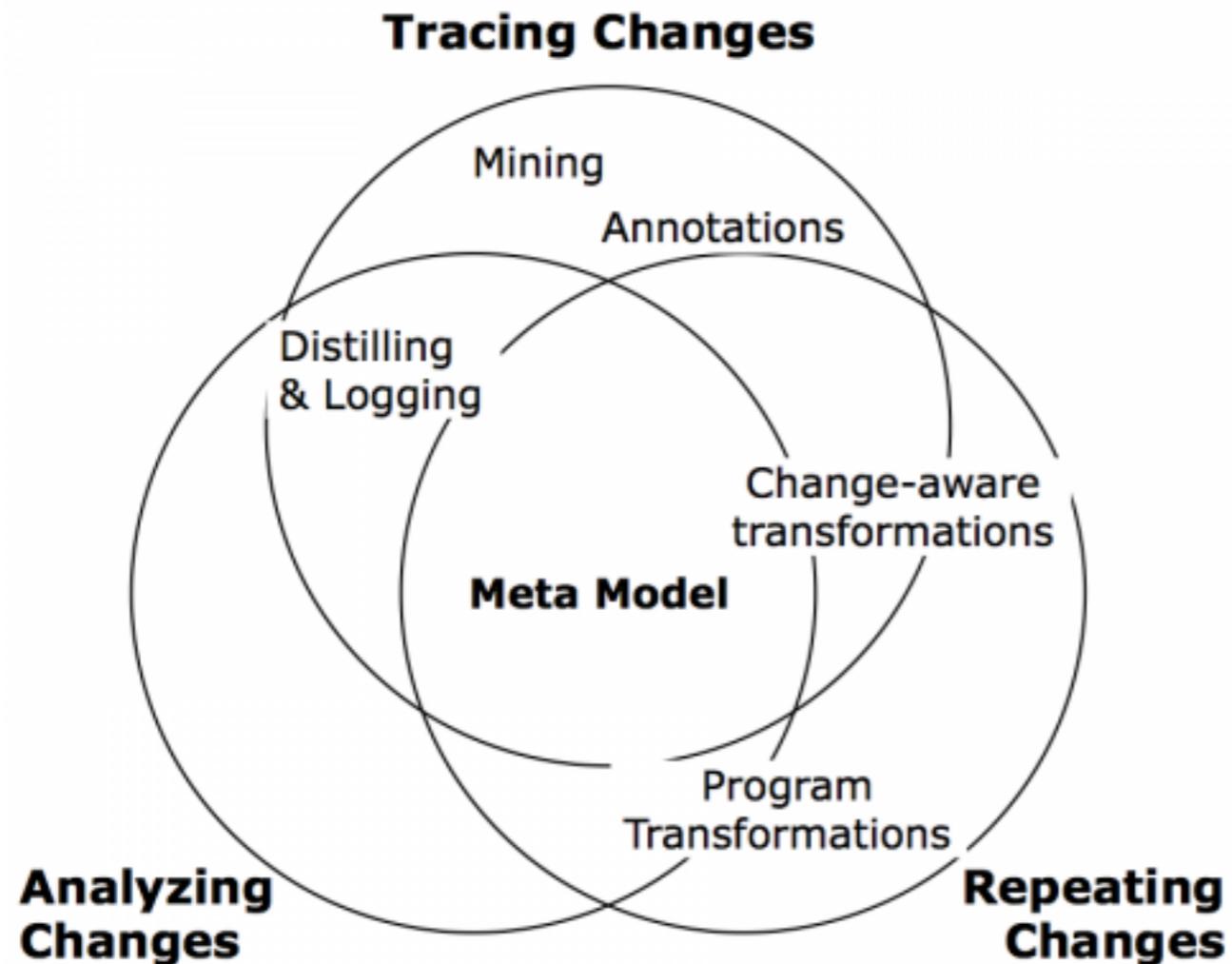


Why do we need this meta-model?



various kinds of software entities:

- source code
- bug reports
- configuration files
- versioning information
- changes
- ...

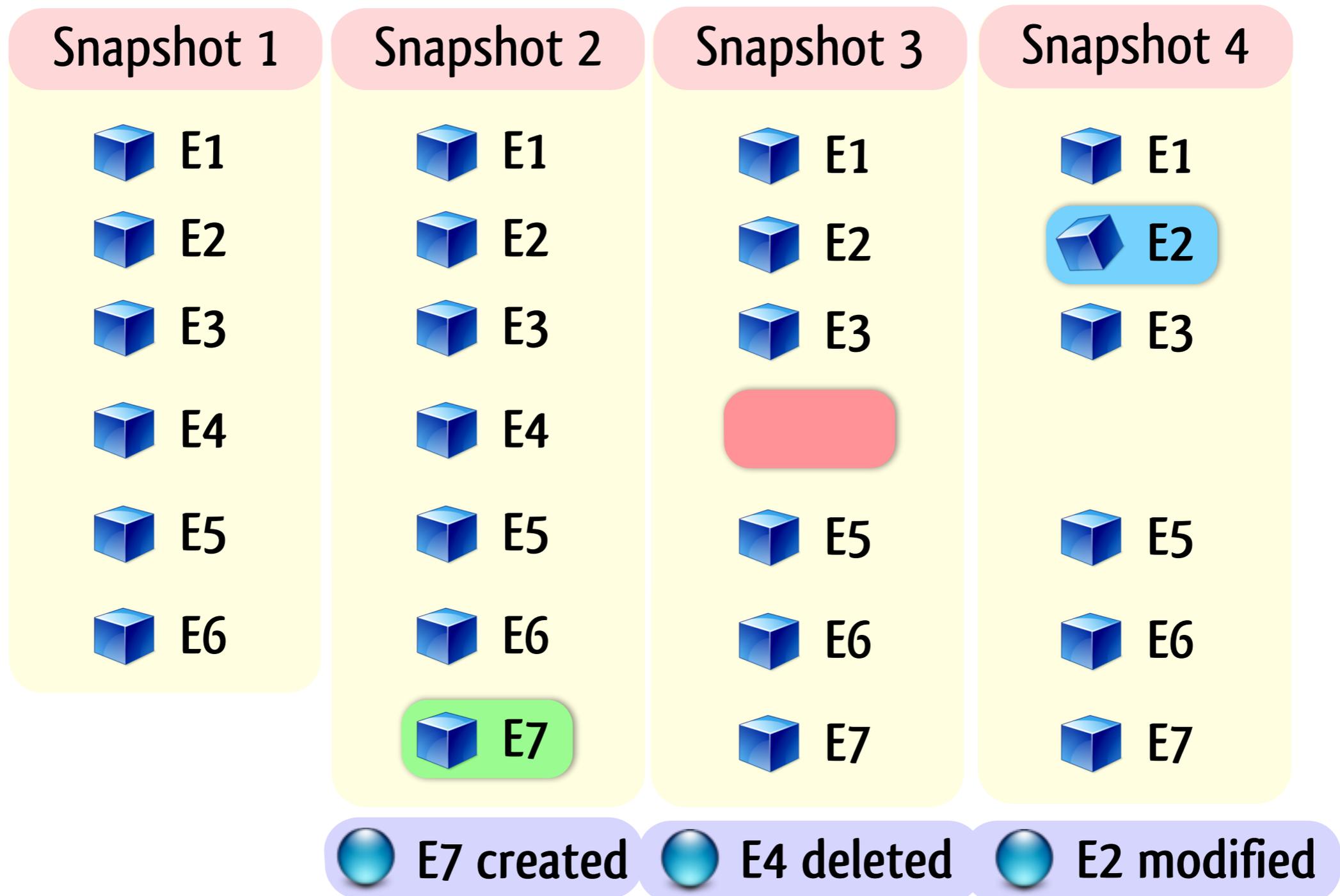
Cha-Q meta-model

first interconnected representation of:

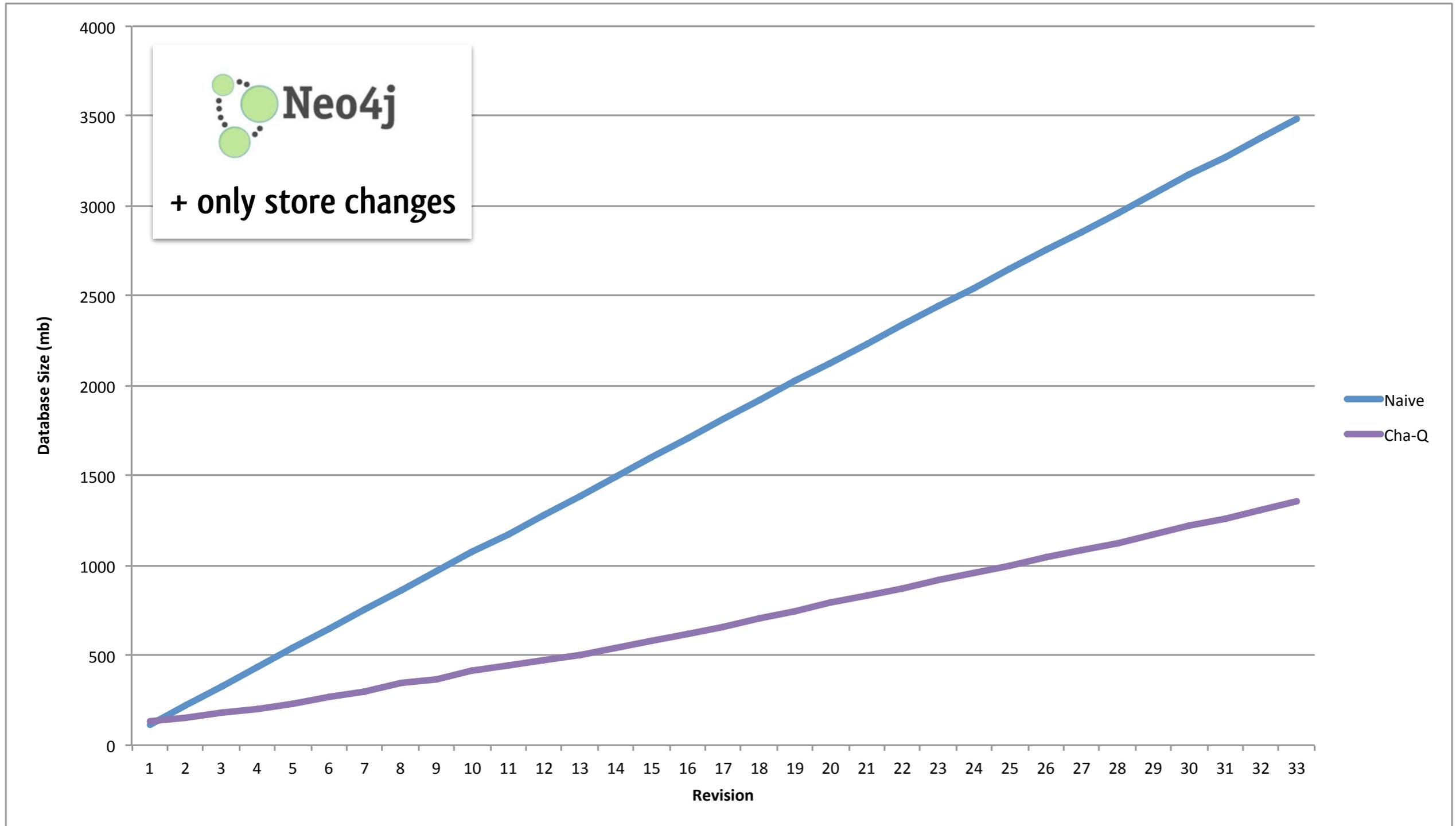
- ✓ state & evolution of the different entities of a software system
- ✓ each change to an entity that results in a new entity state
- ✓ system snapshots in a version control system

How does it work?

time



Implementation highlight: scalability

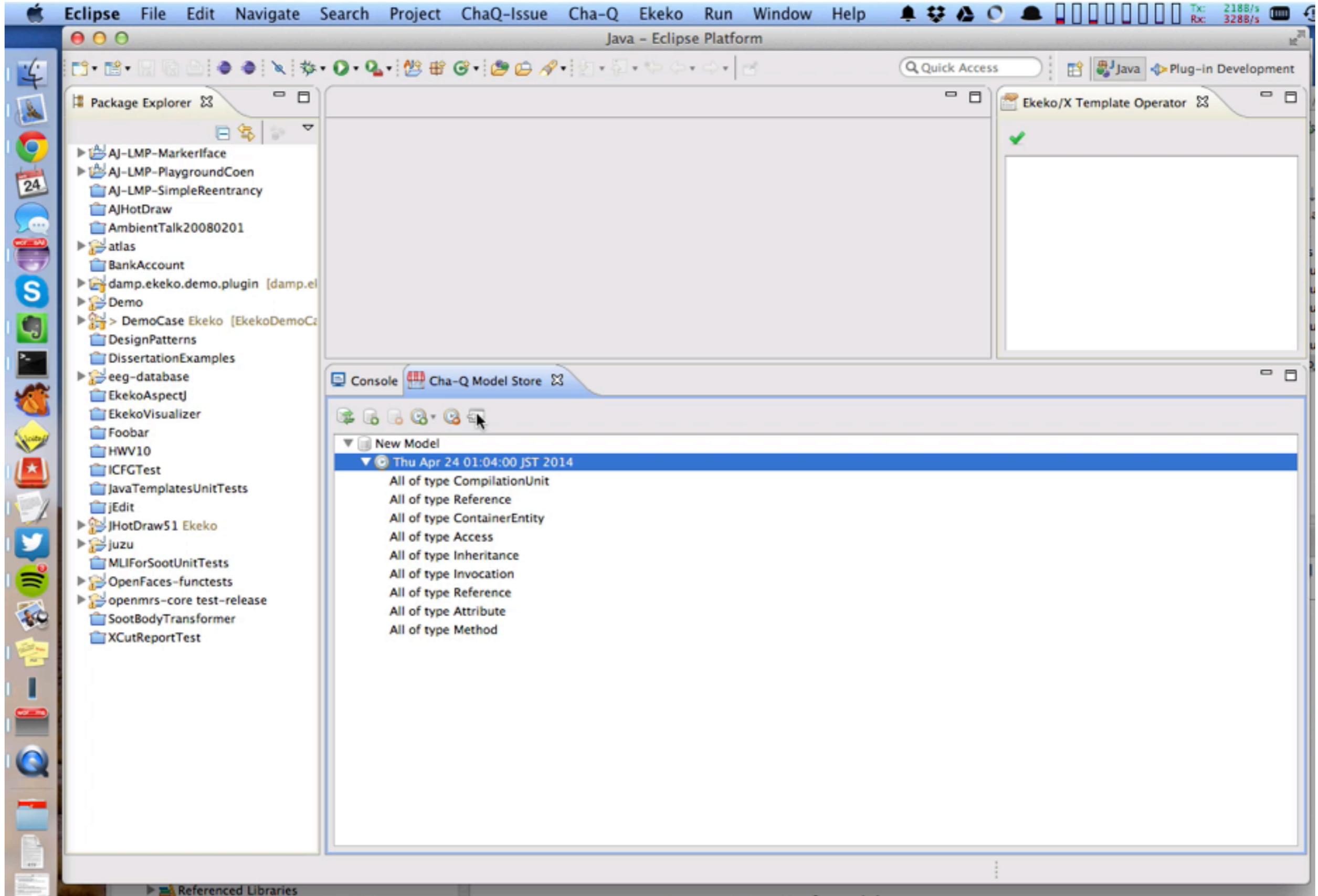


evolution of Exapus project

single revision: 194149 nodes, 223979 properties, and 194147 relationships of 32 distinct types

on average: 22,5 files per revision changed

Cha-Q model browser: importing a project

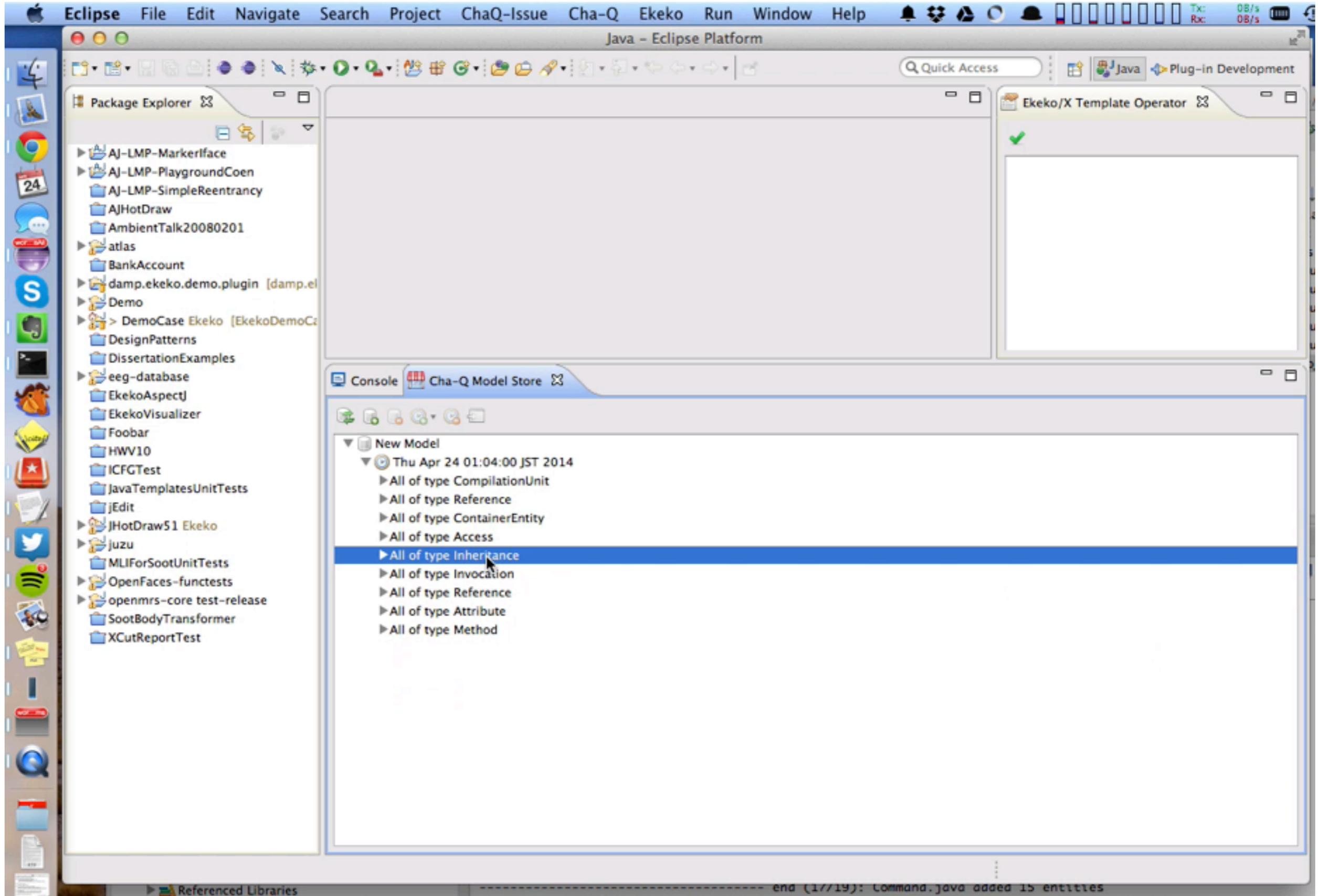


Cha-Q model browser: CompilationUnit entities

The screenshot displays the Eclipse IDE interface with the following components:

- Package Explorer:** Lists various projects and packages, including 'DemoCase Ekeko' which is expanded to show 'CompilationUnit' entities.
- Console:** Shows the 'Cha-Q Model Store' with a tree view under 'New Model' containing a timestamp 'Thu Apr 24 01:04:00 JST 2014' and a list of entities: 'All of type CompilationUnit', 'All of type Reference', 'All of type ContainerEntity', 'All of type Access', 'All of type Inheritance', 'All of type Invocation', 'All of type Reference', 'All of type Attribute', and 'All of type Method'.
- Ekeko/X Template Operator:** A panel on the right showing a green checkmark, indicating a successful operation.
- Bottom Status Bar:** Displays 'Referenced Libraries' and a message: 'end (17/19): Command.java added 15 entities'.

Cha-Q model browser: Inheritance entities



Cha-Q meta-model applications

analysing changes

The screenshot shows the 'Cha-Q Model Store' window with a tree view of model changes. A yellow sticky note with a clipboard icon and the text 'Change logger' is positioned over the top right of the tree. A blue sticky note with a flask icon and the text 'Change distiller' is positioned over the bottom right of the tree.

automating repeated changes

The screenshot shows the 'scam_demo2.ekx' window with code transformation. The top part shows the original code: `@EntityProperty(value=?annoType.class) private [EntityIdentifier]@[equals ?fieldType] ...;`. Below it, an arrow points to the transformed code: `[EntityIdentifier<?annoType>]@[replace ?fieldType]`. A yellow sticky note with a person icon and the text 'Cha-Qeko/X' is overlaid on the right side of the interface.

Below the code, there are tabs for 'Overview', 'LHS Change Subjects', and 'RHS Change Actions'. Under 'Ekeko Query Results', there is a 'Query Variables' section with a 'Mark Results' button and a 'Query Stats' section with a table view.

?FieldDeclaration17600	?fieldType	?annoType
yProperty(value=Javadoc.class) private EntityIdentifier javadoc;	EntityIdentifier	Javadoc
yProperty(value=Name.class) private EntityIdentifier qualifier;	EntityIdentifier	Name
yProperty(value=Type.class) private EntityIdentifier bound;	EntityIdentifier	Type
yProperty(value=Statement.class) private EntityIdentifier elseStatement;	EntityIdentifier	Statement
yProperty(value=Expression.class) private EntityIdentifier expression;	EntityIdentifier	Expression
vProperty(value=Expression.class) private EntityIdentifier expression;	EntityIdentifier	Expression

maintaining traceability links

The screenshot shows the 'Link View' window with a table of traceability links. The table has columns for 'Source', 'Link status', and 'Target'.

!	Source	Link status	Target
↔	s-do-compare	--->	test.ResourceWebService.getCompare()
↔	s-do-merge	--->	test.ResourceWebService.getMergeUR...
↔	s-revert	-X->	
↔	s-get-repos	-X->	
↔	s-get-workspace-name	-X->	

Conclusion

defines the first interconnected representation of:

- ✓ state & evolution of the different entities of a software system
- ✓ each change to an entity that results in a new entity state
- ✓ system snapshots in a version control system

implementation highlights:

- ✓ memory-efficient
- ✓ familiar OO API for tool builders