Introduction to Plex Meta Coding

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Do you know about Plex specification and development, and have you heard about *Meta coding*? This presentation gives a short introduction to Plex *Meta code* facilities making Plex a unique and strong model-based development tool. In addition to a *Meta code* overview and basic concepts, this presentation will cover practical examples as well as a discussion on what kind of challenges that can be solved with *Meta coding*.

Agenda

- Introduction to Plex Meta Coding
- Meta Teasers Small Examples
- Specific Problems Solved by Meta
- What Can Be Done with Meta?
- Working with Meta Coding
- Questions and Answers



Introduction to Meta Coding















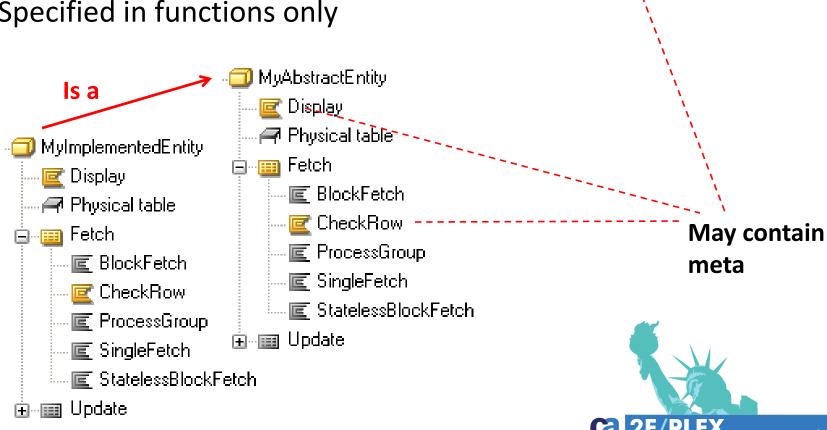
What Is Plex Meta Code (or just Meta)?

- Ever wondered about the "+" statements in inherited code?
- Meta provides a way to control generation of code!

```
Function ACT Activity. Update. CRT
   Copyright 2004 Computer Associates International, Inc. All Rights Reserved.
   Seq Description
   Go Sub Initialize
   Pre Point
       Edit Point Execute
   Post Point
   Sub Initialize
      Pre Point
      Edit Point Start initialize
      Post Point
         +++Define Field: OBJECTS/Meta variable
         +For Each Field Catch
            +++Define Field: OBJECTS/*Boolean use as flag to avoid duplicate code
            +++Set Value To Current Field: OBJECTS/Meta variable
            +For Defined Value Field: OBJECTS/Meta variable
               +For Each Property Target FLD default VAL
                  +++Set Value To Current Field: OBJECTS/Meta variable
                  ++Text Defined Field: OBJECTS/Meta variable, Environment<*Object name>
                  +++Undefine Field: OBJECTS/*Boolean
            +If Field: OBJECTS/*Boolean
               +If Query Object Scope
                  Object er scoped
                  +++Set Value Field: OBJECTS/Meta variable, Query Object Scope
                  +If Field: OBJECTS/*Boolean
                     +For Defined Value Field: OBJECTS/Meta variable
                        +For Each Property Target FNC impliname NME
                           +++Set Value To Current Field: OBJECTS/Meta variable
                           ++Name Defined Field: OBJECTS/Meta variable, Environment<*Object name>
            ++Cast From Environment<*Object name>
```

Meta Code Specified in Abstract Functions

- Meta code (almost) always specified at abstract level
- Specified in functions only



Is a

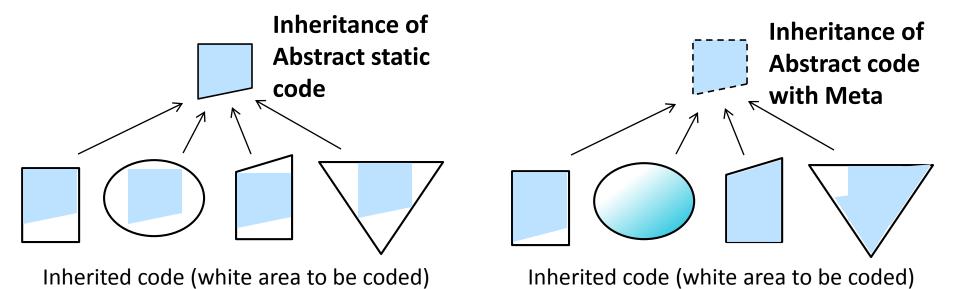
MyAbstractFunction

MyImplmentedFunction

Use Meta to Access Model Triples and Definitions

- Use Meta code to query triples
 - All model triples can be queried by meta code
- Resolve inheritance
 - Inherited triples also queried
- Example of pseudo meta code
- **+FOR EACH FIELD** in specific variable
 - +IF field has an initialization function
 - **++CALL** initialization function
 - **+IF** field is of type Date
 - **++IF** field is empty/blank
 - **CALL** GetCurrentDate to set value of Date field

Context-Dependent Inheritance of Code

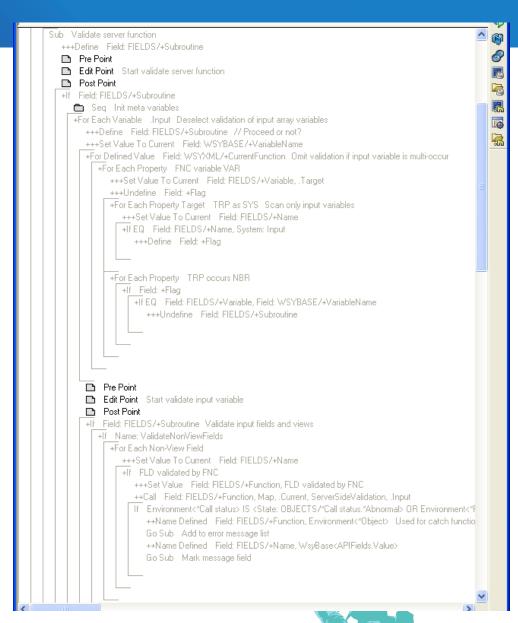


- Inherited code can adjust to context
- Few lines of meta -> Many lines of generated code
- Many lines of meta -> Generate the right line(s) of code



The Unbearable Lightness of Meta Coding

- Works fine, everything is fixed for you
- Draw-back
 - Less transparent for 'users' of Meta
 - Harder to debug code in error situations
 - What exactly happened?
 - Where did it go wrong?



Meta Teasers – Small Examples









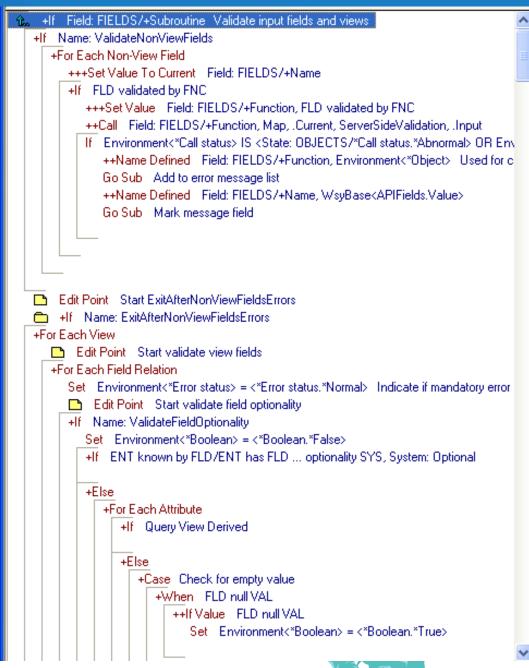




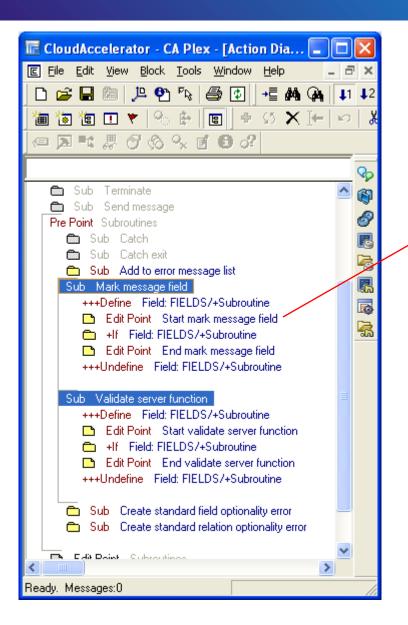


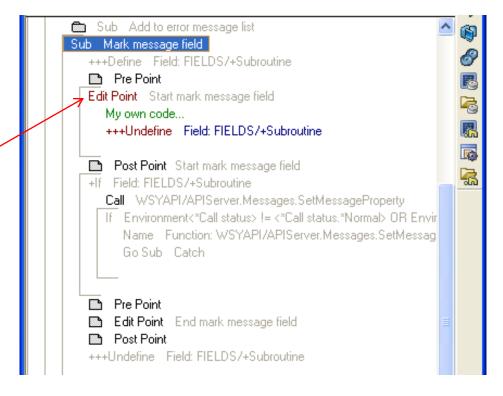
Different Kind of Meta Statements

- "+" Statement
 - Control statements
- "++" Statement
 - Result in generation of code (line)
- "+++" Statement
 - Meta variable definition and assignments
- Meta code often contains 'normal' statements



De-Selectable Subroutines



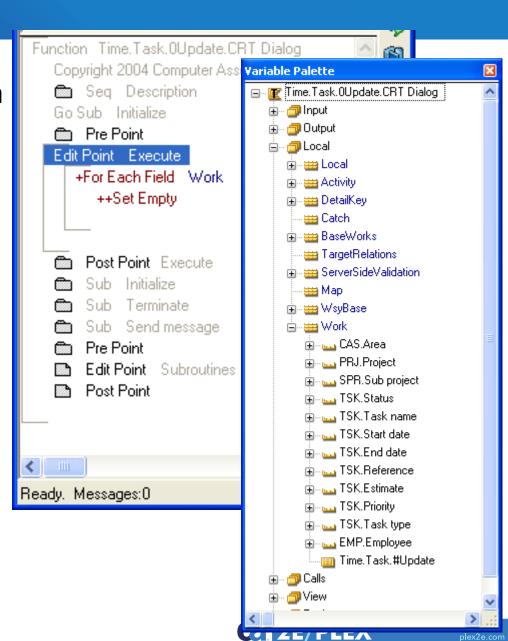




Clear Value of All Fields in a Variable by ++Set empty

- Fast way to reset all fields in a specified variable
 - Abstract and Implemented
- Alphanumeric fields set to blank
- Numeric fields set to 0

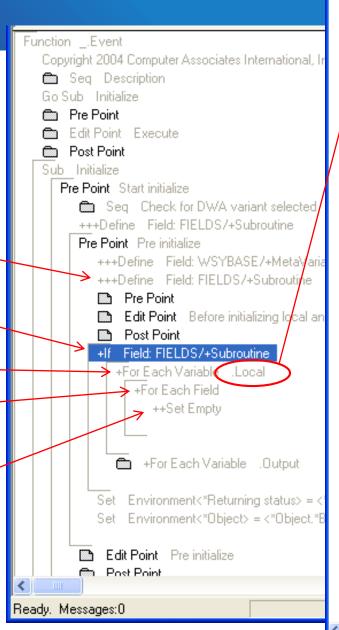
- Generated code depends on context (triples)
 - One line of code generated for each field in local Work variable

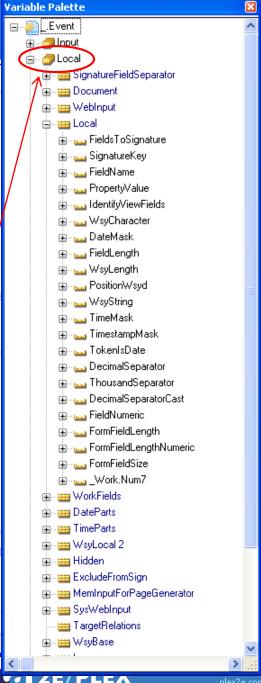


2013 WORLDWIDE DEVELOPER CONFERENCE

Clear Values of All Local Fields

- Reset all local fields
- Switch (+++,+)+++Define
 - +If
- Meta loop (+)
 +For Each Variable
 +For Each Field
- Assignment (++)++Set Empty





Specific Problems Solved by Meta









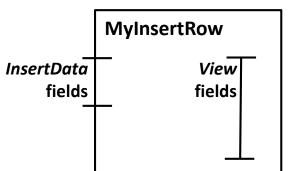


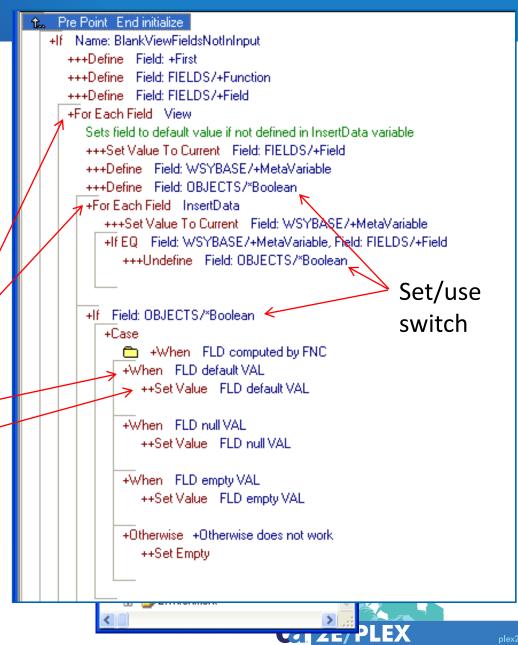




Reset View Fields not in InsertData Variable

- View fields set from InsertData variable
 - In other edit point
- Reset View fields not in InsertData variable
- Remarks
 - Meta loop through fields in variable
 - Examine field triples
 - Code line generated





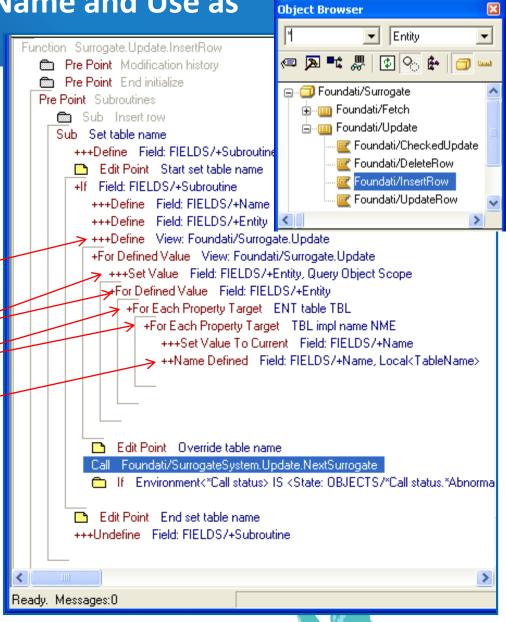
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Get Table Implementation Name and Use as

Parameter

 Retrieve implementation name of table object

- Remarks
 - Point to view object
 - Step up in scope structure
 - Examine model triples
 - Get value for mapping
 - Only line of generated code



What Can Be Done with Meta?









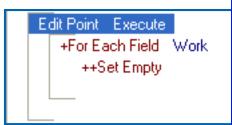




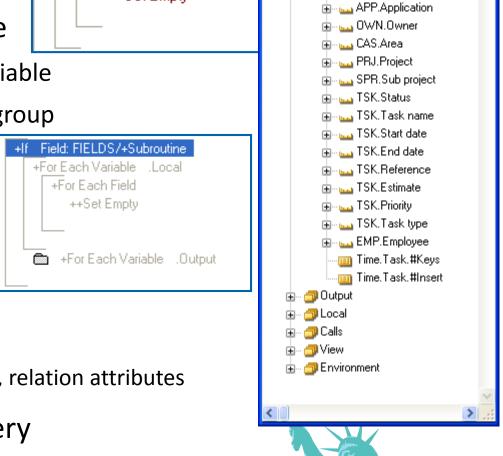


Meta Loops to Query Contents of Variable Palette

 Meta loops to traverse contents of Variable Palette



- Loop through all fields in a variable
- Loop through all variables in 'group'
- A number of loop options
 - Variable
 - View
 - Relations
 - Fields
 - All, view fields, non-view fields, relation attributes
- ++Set empty or further query
 - E.g. inspect model triples



Variable Palette

🚊 ... 📵 Input

☐...@ Time.Task.0Update.CRT Dialog

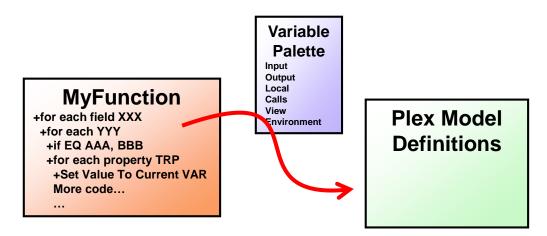
🖮 👑 InsertData

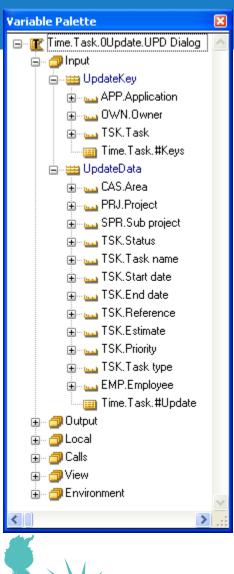
Meta Loops to Query Contents of Variable Palette

+For Each	Field [variable]	Processes the fields in one or more variables. Typically used inside a +For Each Variable. If used at the top-level, a variable must be specified.	
+For Each	Non-View Field [variable]	Processes the non-view fields in one or more variables. A non-view field is a field that has been added to a variable (or region) individually rather than as part of a view. Typically used inside a +For Each Variable. If used at the top-level, a variable must be specified.	
+For Each	View [variable], [view]	Processes every view, or a specified view, in one or more variables. Typically used inside a +For Each Variable. If used at the top-level, a variable must be specified.	
+For Each	View Key Attribute [view]	Process only the attributes on which the current view is ordered (not necessarily the primary keys of the entity). If not used within a +For Each View then a view must be specified.	
+For Each	Field Relation	For use within a +For Each View loop. Processes all the known by , has and has derived relations in the current view.	
+For Each	Entity Relation	For use within a +For Each View loop. Processes all the owned by and refers to relations in the current view.	
+For Each	Dependency	For use within a +For Each View. It looks at the entity that scopes the current view and then loops through all owned by and refers to relations in the model that target that entity.	
+For Each	Attribute	For use within a +For Each Entity Relation or +For Each Field Relation loop. It loops through each of the individual attributes derived from the current relation.	
+For Each	Field Component	Processes each of the component fields of a structured field or array. For use within a +For Each Field, +For Each Non-View Field or +For Each Attribute loop.	

Meta Loops to Query Contents of Variable Palette

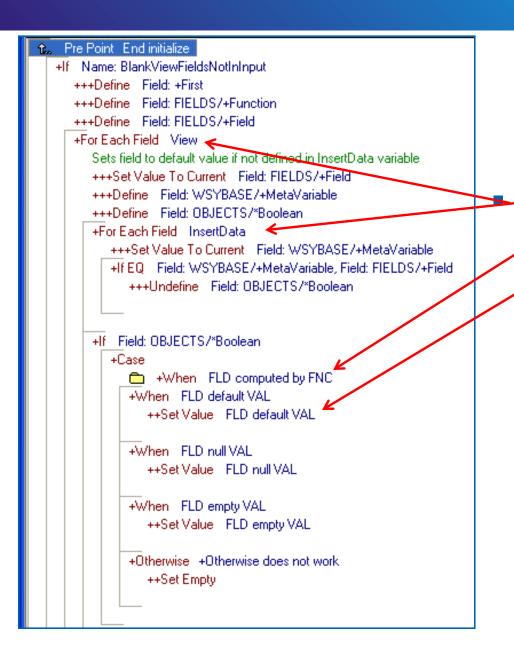
- Inspect model definitions (triples) by Meta
 - Inspect triples directly
 - Inspect Variable Palette
- Resolving fields in variable is non-trivial
 - Specific and inherited
 - View fields (contains, omit)
 - Replacements
- Current function -> Variable Palette -> Model

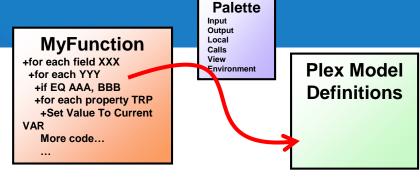






Query Model Definitions (Triples)

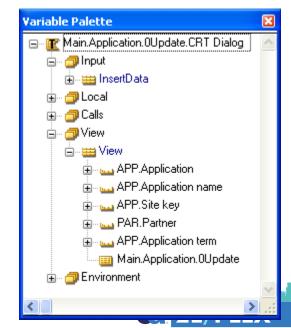




Variable

Start from Variable Palette

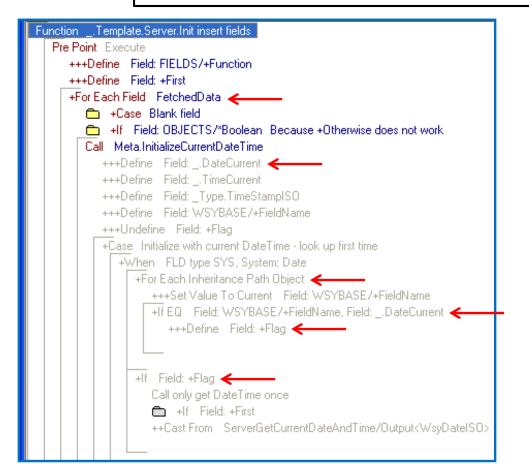
- Query model triples
- Generate code

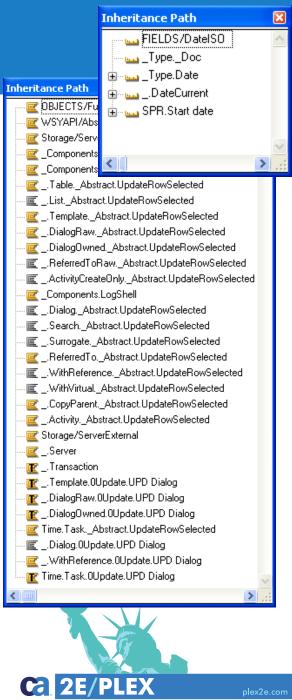


Loop/Query Inheritance Path

Meta pseudo code:

+For specified model object +If Specified ObjectX in inheritance part Generate portion of code

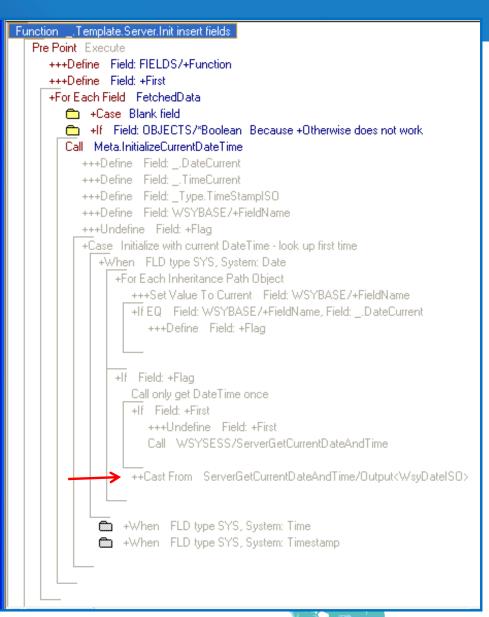




Getting and Setting Values from Meta Loops

- Statement: ++Cast To
 - Cast value of Field pointed to by Meta to specified Variable Palette field
- Statement: ++Cast From

Cast value of specified
Variable Palette field to Field
pointed to by Meta

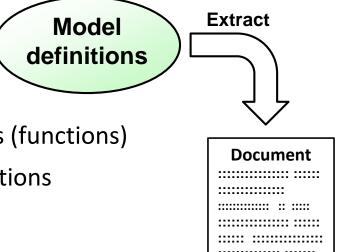


Extracting Documentation/Definitions from Model

Extract and use implementation name as part of code



- Statements to retrieve model definitions
 - ++Name Defined
 - ++Text Defined
- Websydian template generators
 - Extract definitions from multiple model objects (functions)
 - Generate template documents based on definitions
- Extract model documentation
 - Extract specific model definitions to document
 - Validate design rules...
 - Consider Plex API as an alternative

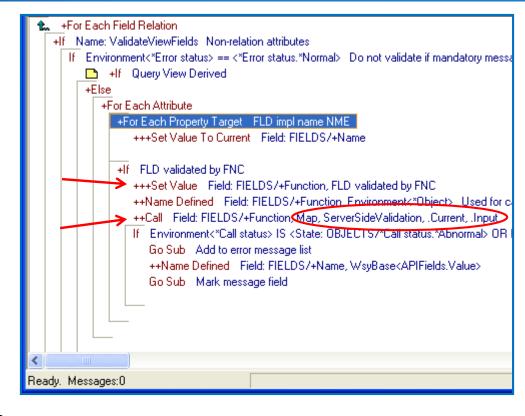




Meta Calls

MyField	Includes FNC	Validate
	validated by FNC	Validate

- If 'rule triple' is specified
 - Call function
- Call comprised function
 - FNC comprises FNC
- Specify default parameter mapping
 - Specific mapping not possible
- Returned parameters must be specified as Dual
 - Function called by Meta will not appear in Variable Palette



Working with Meta Coding















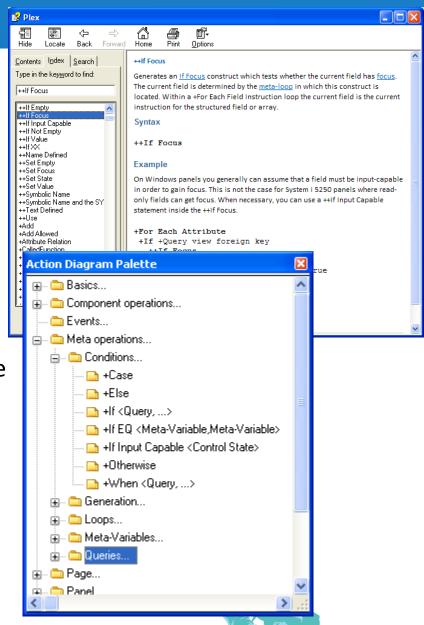
Getting Comfortable with Plex Meta Code

- Investigate and understand existing implementations and get comfortable with these, e.g.
 - WSYBASE/PageGenerator and WSYBASE/EventHandler
 - FOUNDATION/Surrogate.Update.InsertRow
 - UIBASIC/Update
- Conduct your own experiments
- Trial and error
 - Syntax may be difficult, but debugging Meta is easy...
- Study the Plex help



Examples and Sources of Information

- Plex Help
 - Context, Specifics, and Examples
- **Action Diagram Palette**
 - Contains entire syntax
- **Examples**
 - Websydian Pages, Events and Template Generators
 - UI functions
 - Fetch and Update functions
 - Own implementations

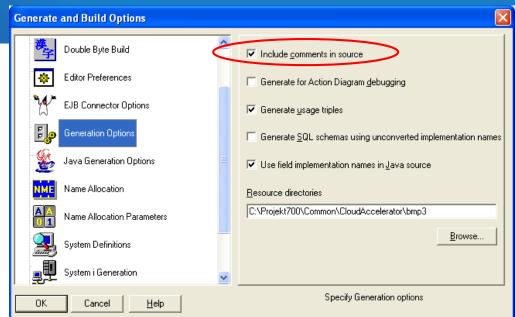


Debugging Meta by Investigating

Generated Source

Generate and Build Options

- Set Include comments in source
- Insert comment markers
 - Code portion generated or not
 - Comment ***START HERE***
- Investigate Meta pointers/values by inserting code
 - +++Define
 - ++Name Defined
- 'Debug code' may be inserted at abstract level
 - Or entire abstract portion copied and debugged upon...



```
Edit Point Execute
  ***START***
  +++Define Name: OBJESTS/+Meta
  +++Define Field: FIELDS7+Function
  +++Define Field: +First
  +For Each Field FetchedData
     +++Set Value To Current Name: OBJECTS/+Metal
     ++Name Defined Name: OBJECTS/+Meta, Environment<*Object>
     +Case Blank field
        +When FLD computed by FNC
           ***DEBUG1***
           +++Set Value Field: FIELDS/+Function, FLD computed by FNC
           ++Call FLD computed by FNC
           If Environment<*Call status> IS <State: OBJECTS/*Call status.*Abnorma
              ++Name Defined Field: FIELDS/+Function, Environment<*Object>
              Go Sub Catch
        +When FLD default VAL
           ***DEBLIG2*** -
           ++Set Value FLD default VAL
           +++Undefine Field: OBJECTS/*Boolean
        +When FLD null VAL
           ***DEBLIG3***
           ++Set Value FLD null VAL
           +++Undefine Field: OBJECTS/*Boolean
        +When FLD empty VAL
           ***DEBUG4***
           ++Set Value FLD empty VAL
           +++Undefine Field: OBJECTS/*Boolean
        +Otherwise +Otherwise does not work
           ***DEBUG5*** -
           ++Set Empty
      +If Field: OBJECTS/*Boolean Because +Otherwise does not work.
     Call Meta.InitializeCurrentDateTime
   ***END***
```

Debugging Meta by Investigating Generated Source

```
// Edit Point Execute
   Comment ***START***
  // Set Environment<*Object> = Name of CAS.Area
             v.getVariable(m strVarCA11oF Environment).getA
     Blank field
 // Comment ***DEBUG2***
  // Set FetchedData<CAS.Area> = m obvalfld 0
             out.getVariable(m strVarCA11oF FetchedData).ge
     Because +Otherwise does not work
  // Call Meta.InitializeCurrentDateTime
     Initialize with current DateTime - look up first time
     *******************
  // Set Environment<*Object> = Name of PRJ.Project
             v.getVariable(m strVarCAlloF Environment).getA
     Blank field
// Comment ***DEBUG5***
  // Set FetchedData<PRJ.Project> to empty
14
                                                  Ln 401, Col 4
```

Understand Meta Variables, Meta loops, and Meta Pointers 1

- Any object in Plex model can be used as a meta variable
 - Make code readable by use specific objects, e.g. FIELDS/+Field,
 FIELDS/+Function
 - All Meta variables must be defined before use
 - Or no code is generated (typical error)
- Meta loops
 - Variable Palette loops
 - Inheritance Path loop
 - Statement: +For Each Property [Target]
 - Investigate model triples
 - One or more loop iterations
 - May be called within Variable Palette loops
 - Nested loops within loops

Understand Meta Variables, Meta loops, and Meta Pointers 2

- 'Current Pointer' within meta loop
 - Target?
- Save value of Current Pointer
 +++Set Value To Current MetaVar

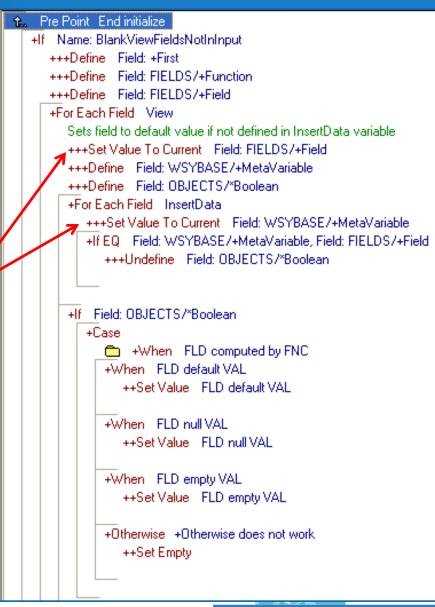
+If Name: ValidateFunctions

☐ Edit Point Start function validation

+For Each Property Target FNC comprises FNC

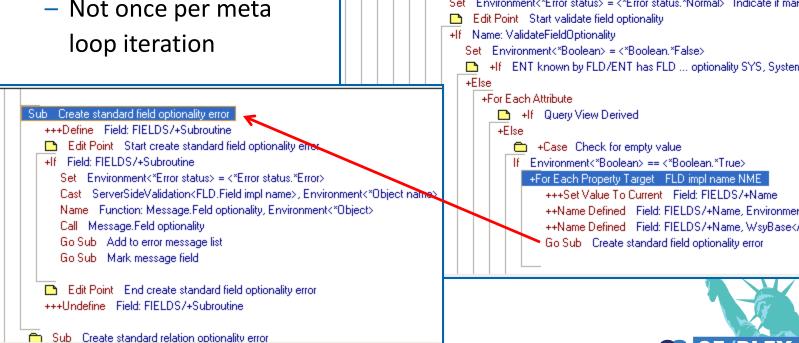
+++Set Value To Current Field: FIELDS/+Function

++Call Field: FIELDS/+Function, Map, ServerSideValidation, .Current, .Input
☐ If Environment<*Call status> IS <State: OBJECTS/*Call status.*Abnorm-



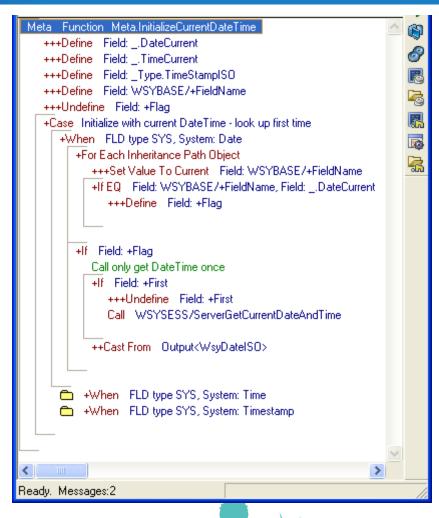
Delegate 'Static' Code to Sub

- Less code generated
 - Code only generated once in sub
 - Java limitations on lines of generated code
 - loop iteration



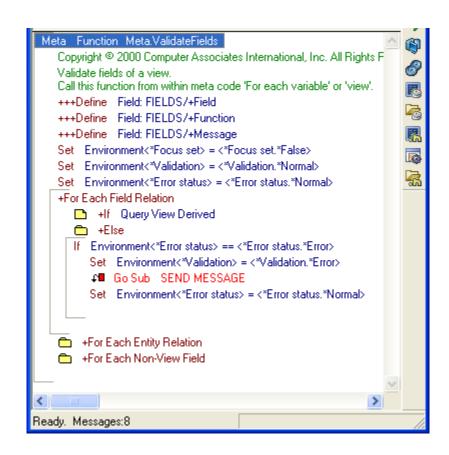
Specify Reusable Code in Meta Functions





Specify Reusable Code in Meta Functions - Rules

- Function type: Meta
- Variable Palette fields must be specified in calling function
- No Edit points
- Go Sub statements can be defined
 - Even though target Sub is not specified yet



Q&A













