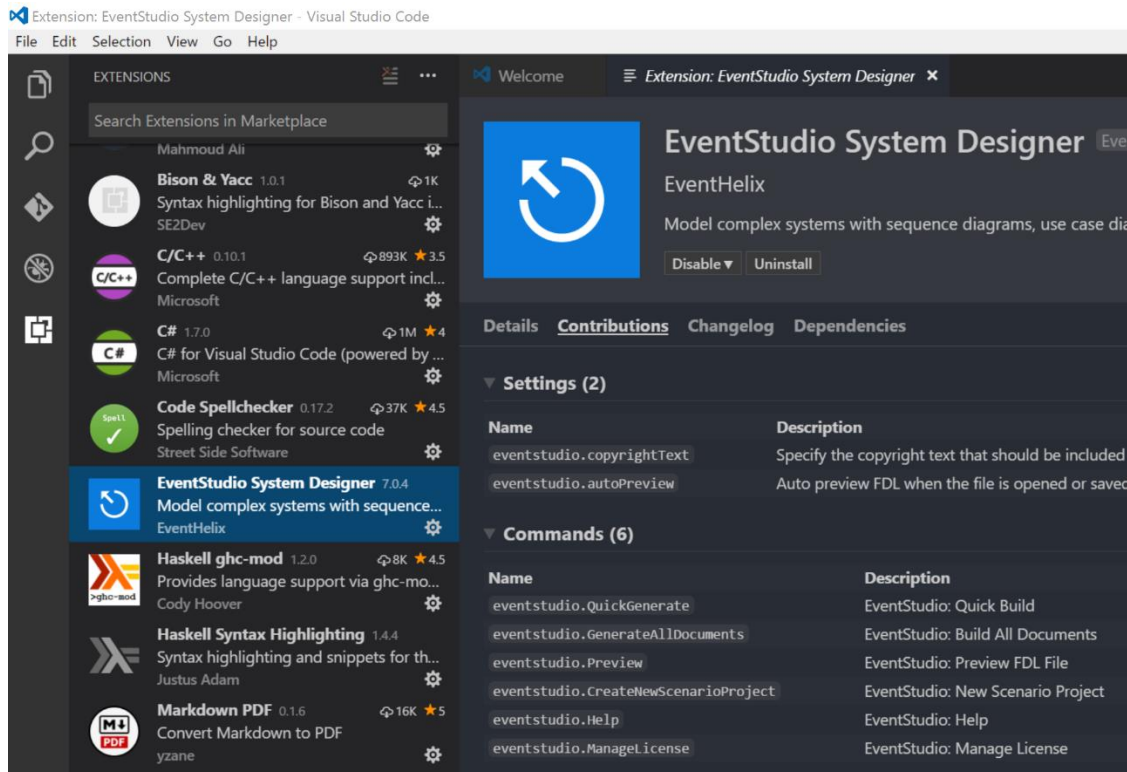


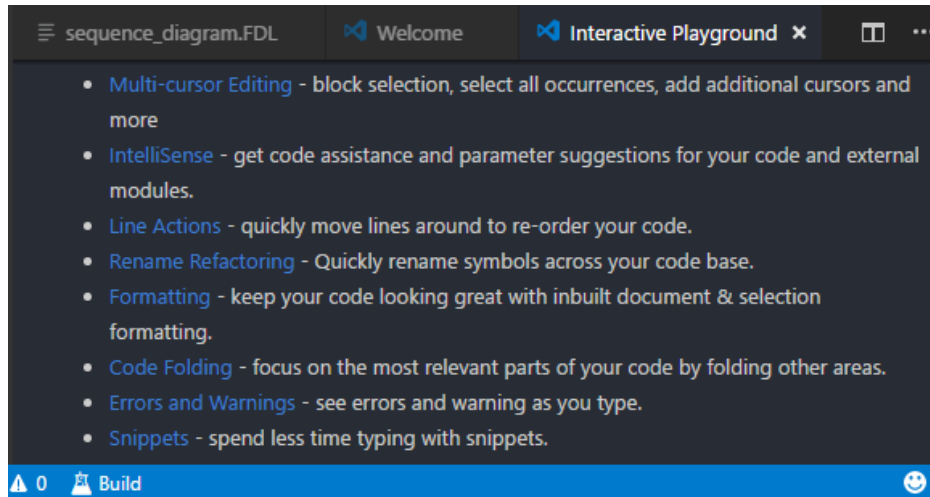
Getting Started

1 CONFIRM INSTALL AND LEARN VISUAL STUDIO CODE BASICS

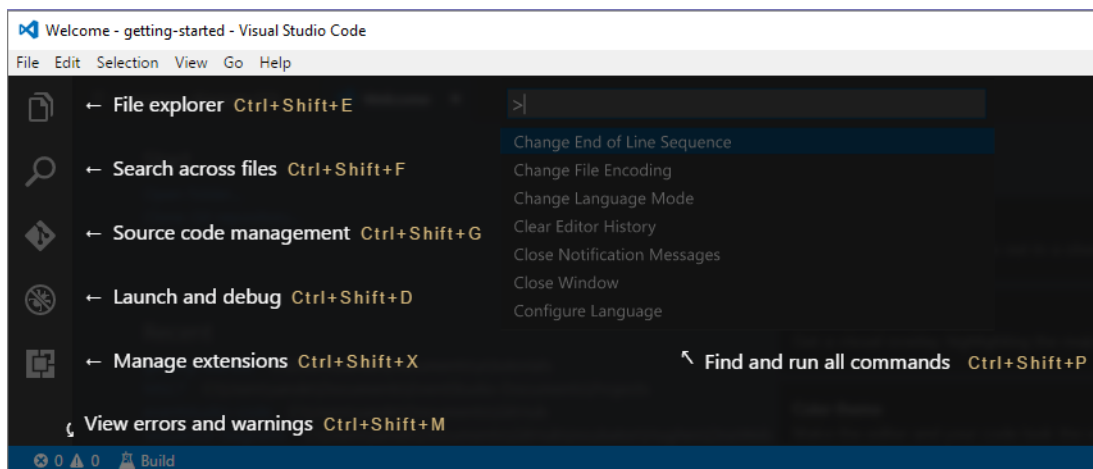
1. Click **Ctrl+Shift+X** to confirm successful installation. You should see EventStudio in the left pane.



2. Learn Visual Studio code basics from Visual Studio Code welcome screen.
 - a. The welcome screen is shown at startup or access from the Help → Welcome menu.
 - b. Click on the Interactive Editor Playground from the Welcome screen to master the editor by experimenting in the help window.



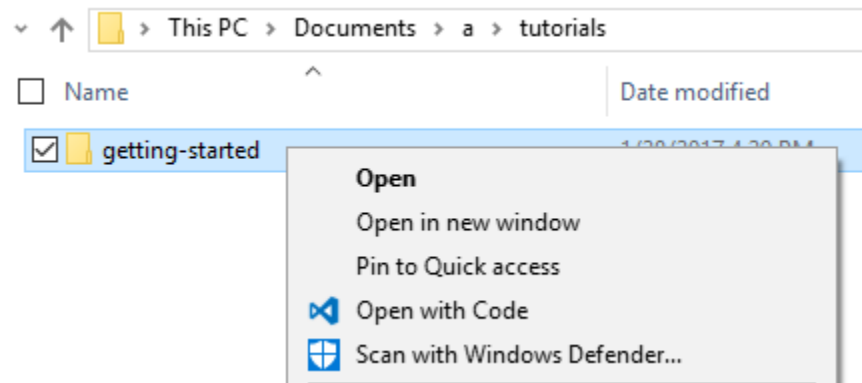
- c. Click on Interface Preview from the Welcome screen to learn the important shortcuts.



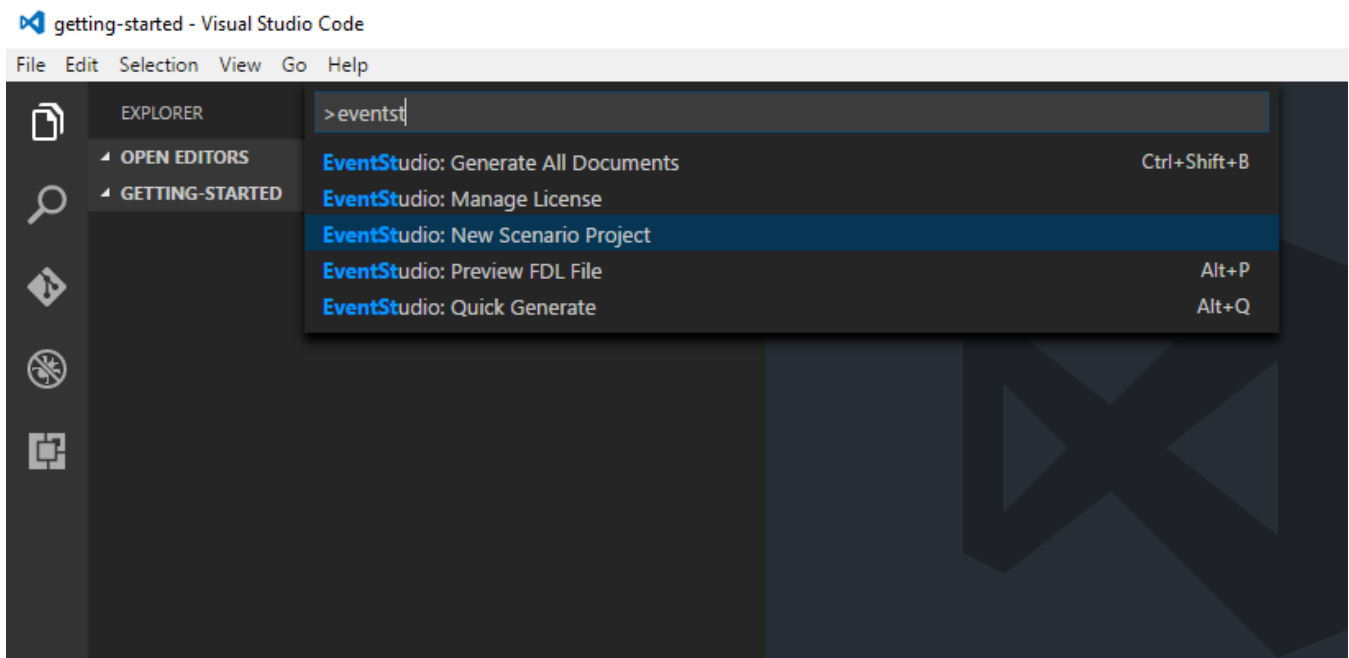
2 CREATE A TUTORIAL SCENARIO PROJECT

Follow the steps below to get started with your first scenario project.

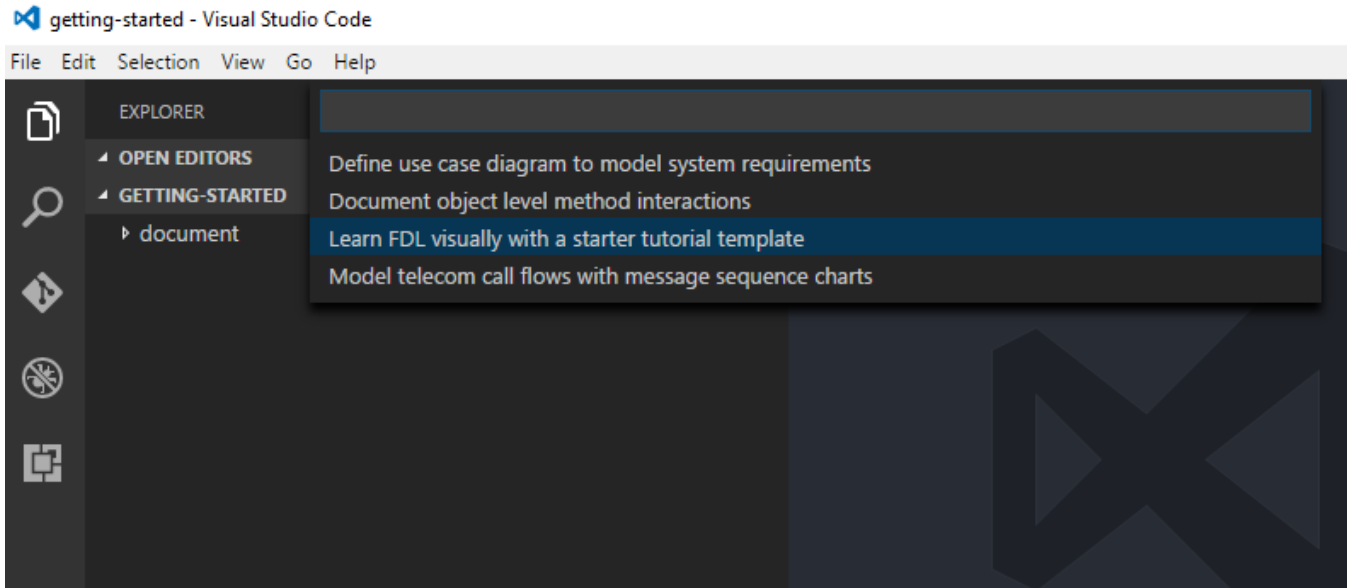
1. Create a new folder and name it "getting-started".
2. Right click on the folder and click "Open with Code".



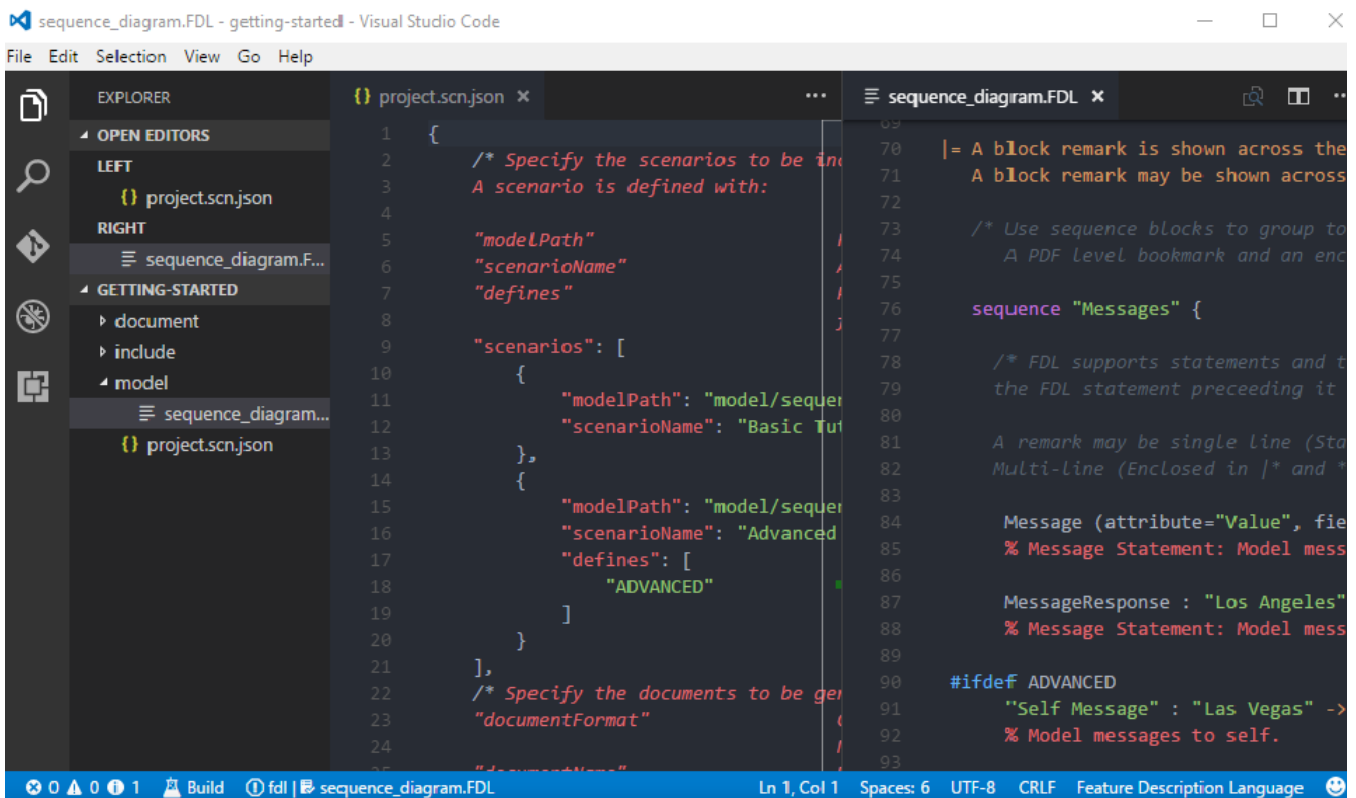
3. Visual Studio Code opens starts up.
4. Press **F1** or **Ctrl+Shift+P** and type "EventStudio: New Scenario Project".



5. Select "Learn FDL visually with a starter tutorial template".



6. EventStudio sets up the project with the following files:
 - a. "project.scn.json" defining the project scenarios and documents.
 - b. "sequence_diagram.FDL" contains the FDL starter tutorial.



7. EventStudio automatically builds the project and displays the output in your default browser.

Documents localhost:3000

preview tier1 component-poster tier3 tier5 context-diagram desert-city-interfaces

Basic Tutorial preview.pat

California Nevada Ontario Rajasthan

Los Angeles San Francisco Las Vegas Jaipur

FDL Basics Tutorial

A block remark is shown across the full sequence diagram. A block remark may be shown across multiple lines.

Messages

1:Message
attribute = Value,
field

2:MessageResponse

Message Statement: Model messages interactions with parameters.

Message Statement: Model messages interactions (no parameters specified in this case).

4:51 PM

2.1 Learn Feature Description Language (FDL)

1. Quickest way to learn FDL is to match the content of the "sequence_diagram.FDL" file with the browser output.

sequence_diagram.FDL - getting-started - visual studio Code

File Edit Selection View Go Help

```

sequence_diagram.FDL x project.scrnjson
75
76 sequence "Messages" {
77
78 /* FDL supports statements and their attached remarks.
79 the FDL statement preceding it is included in the dia
80
81 A remark may be single line (starts with % and ends
82 Multi-Line (enclosed in /* and */) */
83
84 Message (attribute="Value", field): "Los Angeles" ->
85 % Message Statement: Model messages interactions with
86
87 MessageResponse : "Los Angeles" <- "Las Vegas"
88 % Message Statement: Model messages interactions (no
89
90 #ifdef ADVANCED ...
108 #endif
109 }
110
111 #ifdef ADVANCED...
142 #endif
143 sequence "Object Interactions" {
144 "Los Angeles" invokes "San Francisco".TakeAction(actionI
145 % Model method invocation and return.
146 "San Francisco" invokes Jaipur.TakeAnotherAction(acti
147
148 Jaipur.TakeAnotherAction returns
149 "San Francisco".TakeAction returns
150 }
151
152 sequence "Object Creation and Deletion" {
153 "Los Angeles" creates Ottawa(param1 = "Good Bye", par
154 % One object creates another.

```

Documents localhost:3000

preview tier1 component-poster tier3 tier5

context-diagram desert-city-interfaces

Los Angeles San Francisco Las Vegas Jaipur

FDL Basics Tutorial

A block remark is shown across the full sequence diagram. A block remark may be s

Messages

1:Message
attribute = Value,
field

2:MessageResponse

Object Interactions

3:TakeAction()
actionId

4:TakeAnotherAction()
actionId

5:returns

6:returns

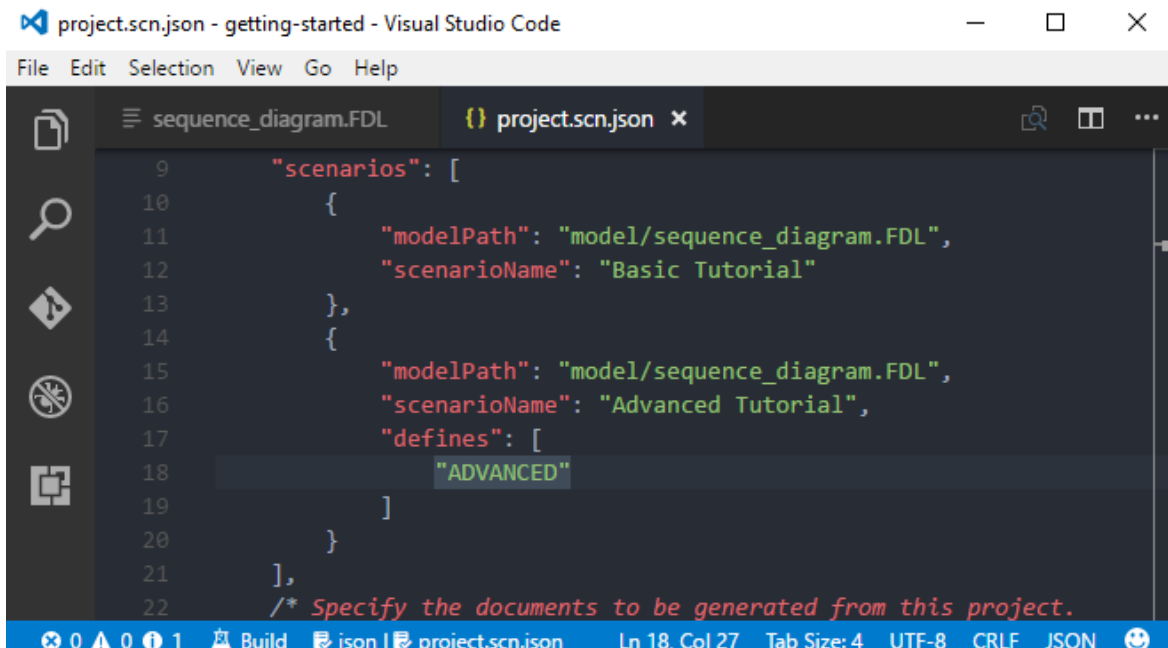
Object Creation and Deletion

7:creates
param1 = Good Bye,
param2, ...

Ottawa

Ln 55, Col 44 Spaces: 6 UTF-8 CRLF Feature Description Language

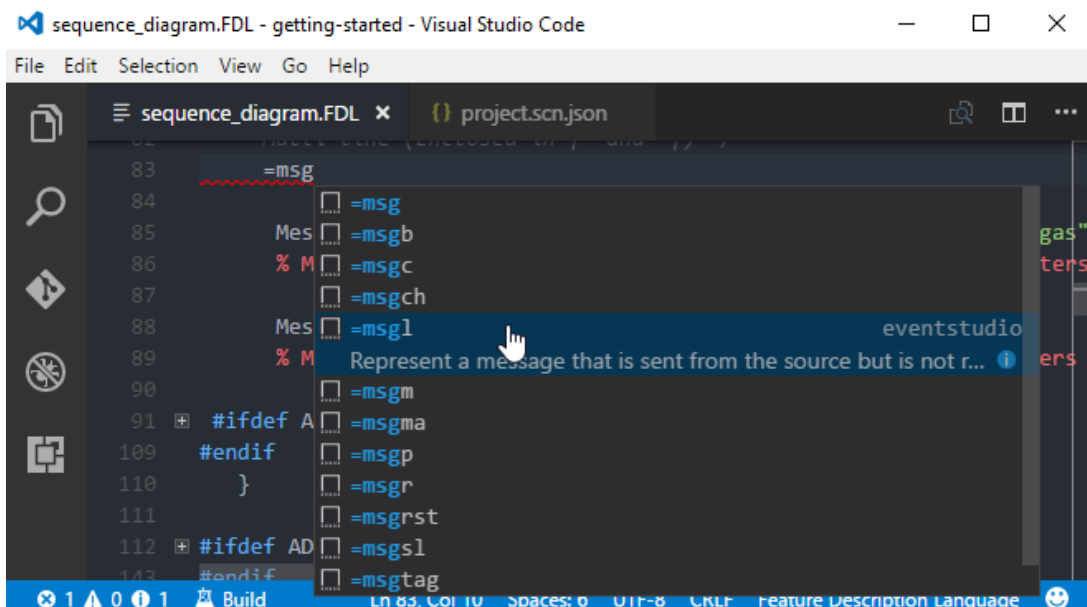
2. In the FDL file you will see sections marked in the `#ifdef ADVANCED ... #endif` blocks. These declarations are used generate "FDL Basics Tutorial" and "FDL Advanced Tutorial" using two scenarios defined in the `project.scn.json` file.



```

9     "scenarios": [
10      {
11        "modelPath": "model/sequence_diagram.FDL",
12        "scenarioName": "Basic Tutorial"
13      },
14      {
15        "modelPath": "model/sequence_diagram.FDL",
16        "scenarioName": "Advanced Tutorial",
17        "defines": [
18          "ADVANCED"
19        ]
20      }
21    ],
22    /* Specify the documents to be generated from this project.
  
```

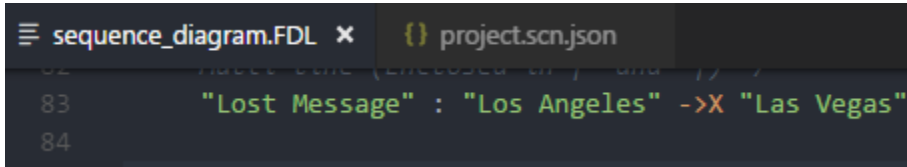
3. Change the content of the FDL file and EventStudio will automatically update the browser window with the results when you save the file.
 - a. Type `Ctrl+Space`.
 - b. Type `=msg` to see the list of built in snippets for different flavors of the message statement.
 - c. Here we select `=msgl` that represents a lost message



```

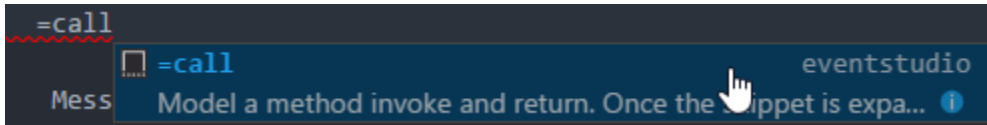
83     =msg
84     Mes
85     % M
86     Mes
87     % M
88     =msgl
89     Represent a message that is sent from the source but is not r...
90     =msgm
91     #ifdef A
92     =msgma
93     #endif
94     =msgp
95     =msgr
96     =msgrst
97     #ifdef AD
98     =msgsl
99     #endif
100    =msgtag
  
```

- d. Select the snippet and then fill in fields in the snippets. Use the tab key to move between fields.



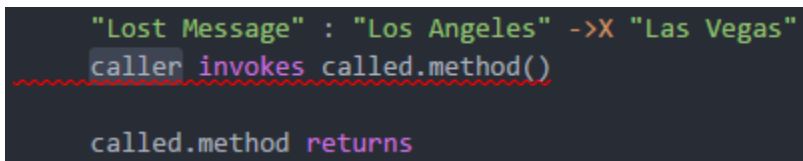
```
sequence_diagram.FDL x project.scn.json
82
83 "Lost Message" : "Los Angeles" ->>X "Las Vegas"
84
```

- e. Now use the =call snippet to introduce a method call and return:



```
=call
Mess =call
Model a method invoke and return. Once the snippet is expa...
```

- f. The snippet expands to:



```
"Lost Message" : "Los Angeles" ->>X "Las Vegas"
caller invokes called.method()
called.method returns
```

- g. Fill in the snippet to complete the method call and return statements.
4. When you complete the design, you can generate the documents with the following commands:
 - a. Build All Documents (Ctrl+Shift+B): Generates all documents
 - b. Quick Build (Alt+Q): Generates the first document in the scenario project.

2.2 Explore More

You have mastered the basics. Click on the Help icon in the status bar to open the complete user's manual.

