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Eclipse 4.0 & 4.1 SDK

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e4 – About Me

- **Founder and Owner of BestSolution.at**
- **Eclipse Committer**
 - e4
 - Platform UI
 - EMF
- **Projectlead**
 - Nebula
 - UFaceKit

e4 – A bit about history

- **2008**

- Initial rumors about Eclipse 4.0
- Proposal „A radical approach to explore new paths for e4“ by Boris Bokowski and Tom Schindl

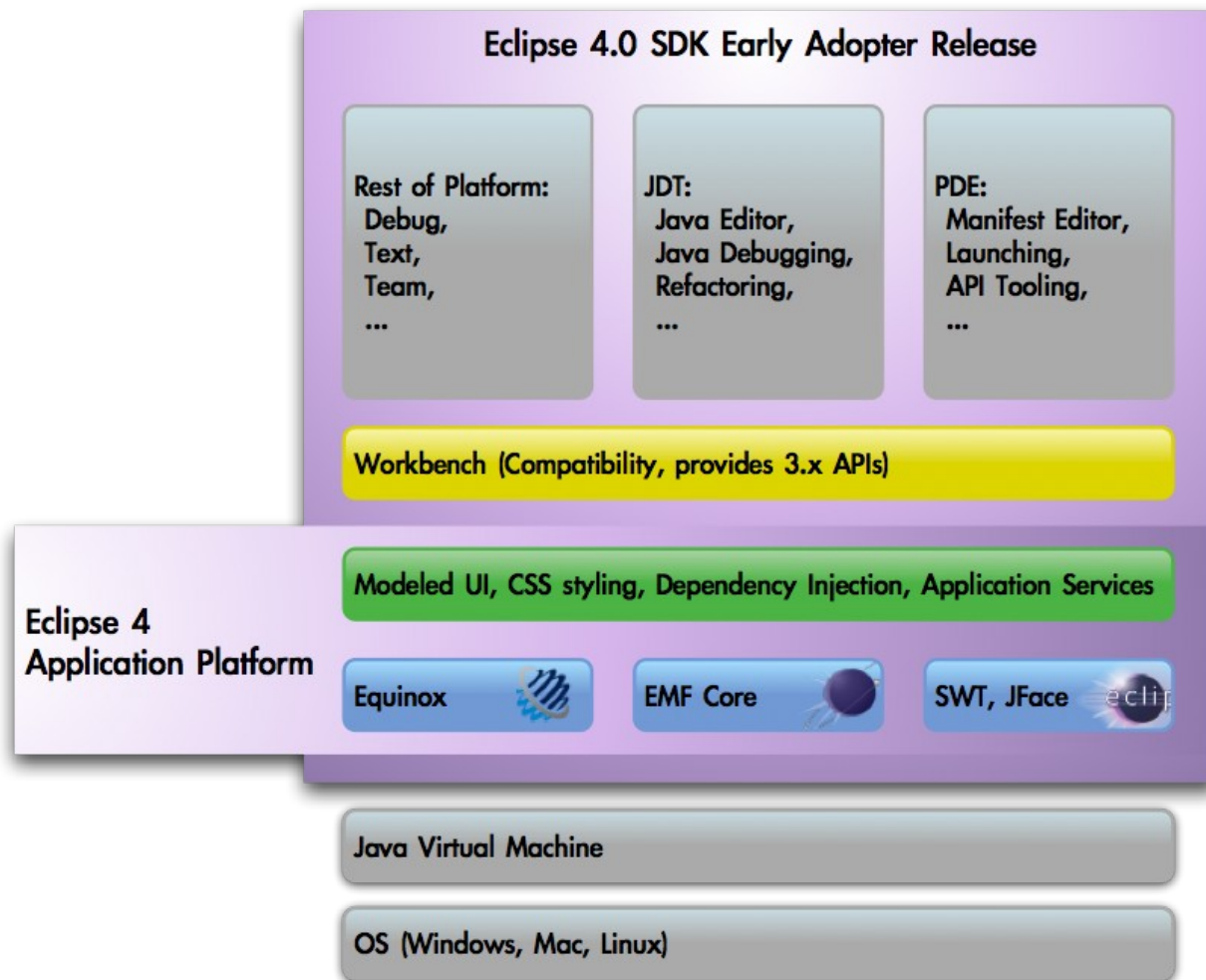
- **2009**

- e4 0.9

- **2010**

- Eclipse 4.0

Eclipse 4.0 – The design



e4 – Objectives

- **Easier to assemble**
 - New Programing Model
 - New Modeled Application
- **Easier to customize**
 - Declarative Styling
 - Rendering concept

e4 – Programming Model

- **Based Upon POJOs and DI**
 - JSR 250, JSR 330
 - Minimal to 0-Dependency on Framework
 - No reach out to Services, ...
 - Easy access to Preferences, OSGi-Services, ...

e4 – ViewParts

▪ A view in 3.x

```
public class SampleView extends ViewPart {  
  
    private TableViewer viewer;  
  
    @Override  
    public void createPartControl(Composite parent) {  
        viewer = new TableViewer(parent, SWT.BORDER);  
    }  
  
    @Override  
    public void setFocus() {  
        viewer.getControl().setFocus();  
    }  
}
```

e4 – ViewParts

▪ A view in 4.0

```
public class SamplePOJOView {  
  
    private TableViewer viewer;  
  
    @Inject  
    public SamplePOJOView(Composite parent) {  
        viewer = new TableViewer(parent, SWT.BORDER);  
    }  
  
    @Focus  
    public void setFocus() {  
        viewer.getControl().setFocus();  
    }  
  
    public static void main(String[] args) {  
        // Create Shell  
    }  
}
```

e4 – Programming Model

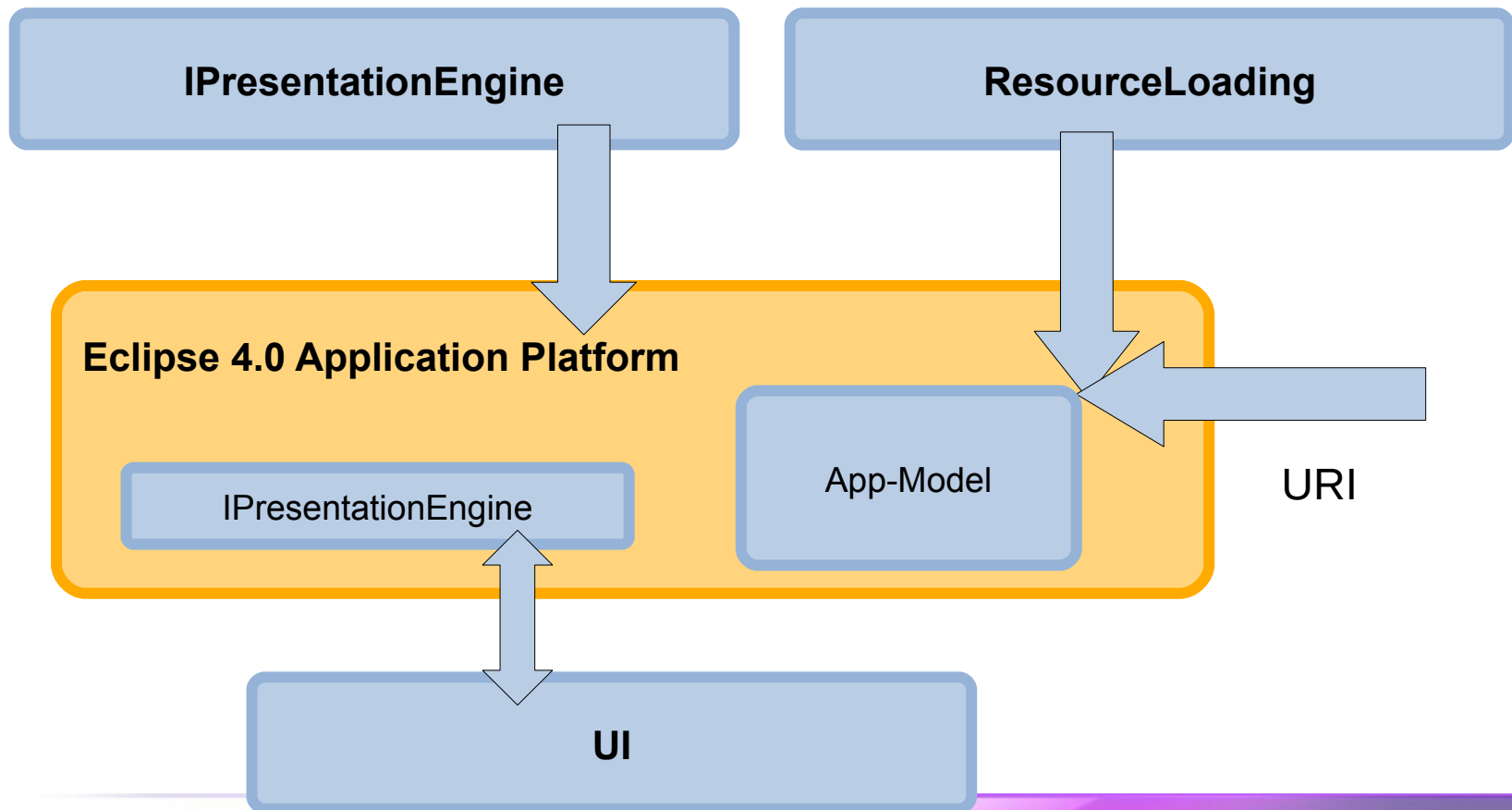
```
public class MyView {  
  
    @Inject  
    @Preference (value="mypref")  
    private String pref;  
  
    @Inject  
    public MyView(Composite parent) {  
    }  
  
    @Inject  
    public void setPerson(@Named("selection") @Optional Person person) {  
    }  
  
    @PostConstruct  
    public void createUI() {  
    }  
}
```

e4 – Application Model

- **Modeled using EMF**
 - Developer has full access to the complete workbench
 - Clean separation between application state and rendering
 - One central position to look up stuff

e4 – Rendering

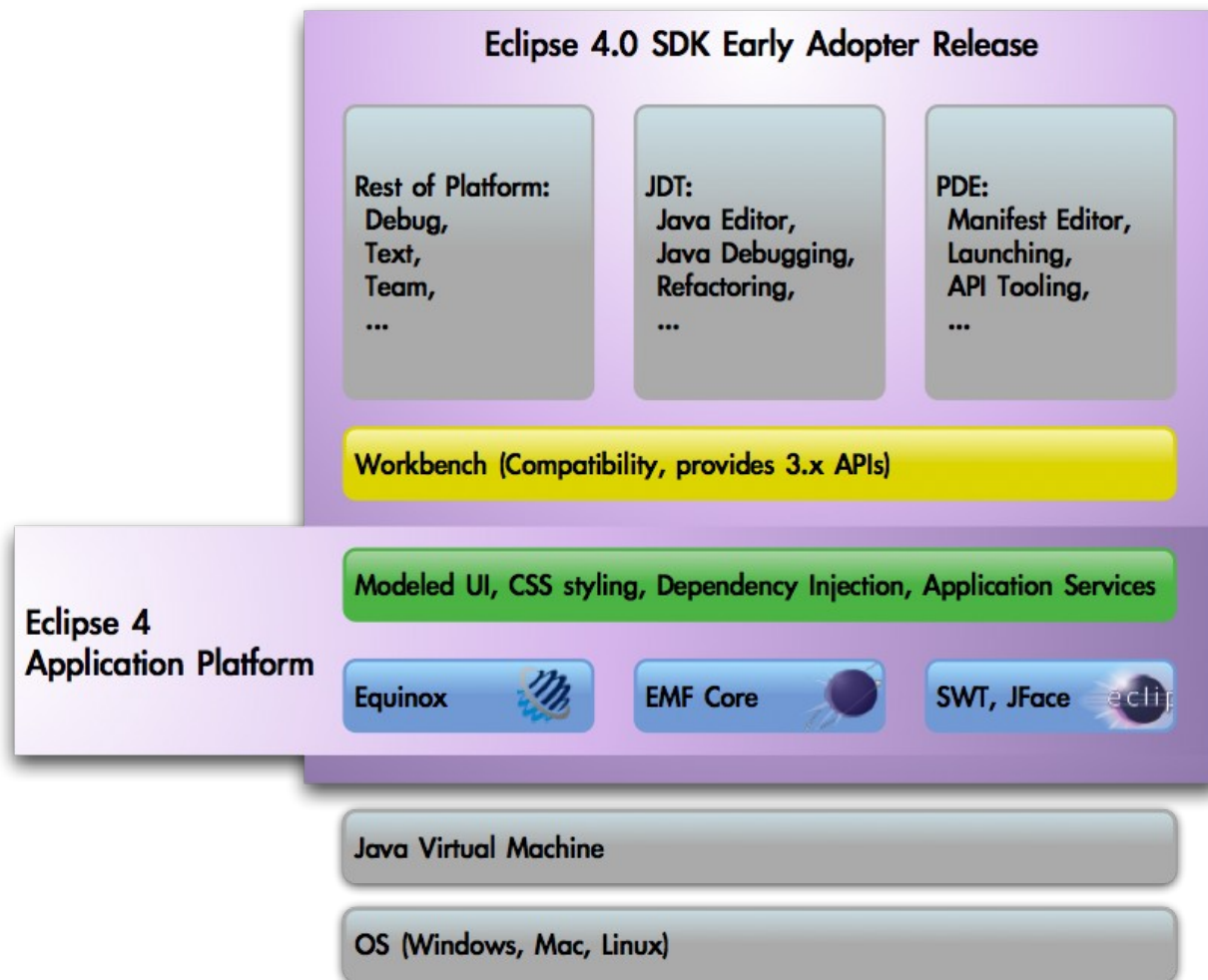
▪ Main concept of rendering



Eclipse 4.0

- **Release of 4.0 SDK**
 - Compat-Layer
 - JDT & PDE run unmodified
- **Release of e4 0.9 SDK**
 - ApplicationModel-Tooling
 - XWT

Eclipse 4.0 – The design



Eclipse 4.1

- **Committed**

- 99.90% compability with 3.7
- Multi language support

- **Proposed**

- Improved model fragment contribution

- **Searching for TLC**

- Model Tooling

**THE
END**