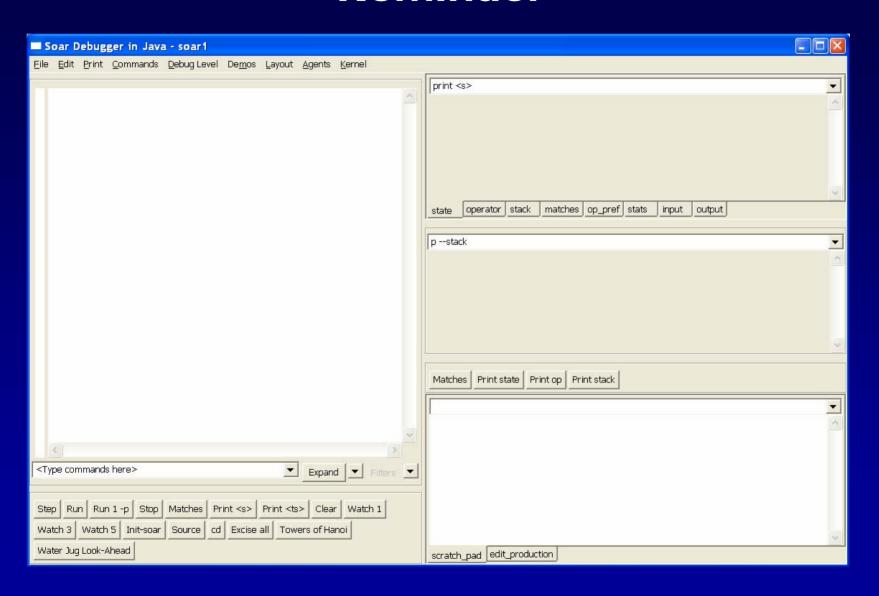
The Inside Story on the Java Debugger

Douglas Pearson

douglas.pearson@threepenny.net



Reminder





Design Principles

- XML based
 - Interface into Soar via XML (SML: Soar Markup Language)
 - But maintain high performance
- Plug-in Architecture
 - Debugger made up of a series of modules
 - Future extensions and user additions
- User configurable
 - Select elements you find useful
 - Combine as you like
 - Easier decision making on whether to include features



Plug-in Architecture

- Simple plug-in approach
 - Each window is instance of a separate class
 - All derive from abstract base class
 - Rest of code deals only with the base class
- SWT based
 - May help with Eclipse integration
 - Eclipse defines a full OGSI plug-in model etc.
- Building a plug-in module is pretty simple
 - Hope user community will build/modify them



Existing modules

- AbstractView (base)
 - AbstractComboView (combo box for commands)
 - FoldingTextView (tree trace)
 - TextTraceView (text trace)
 - UpdateCommandView (updating window)
 - ButtonView (button panel)
 - EditorView (edit production)

- Extend from AbstractView or an existing class
 - No need to be text based



Each View's Responsibilities

- Register for events it is interested in
 - E.g. Listen for trace output events
 - Multiple windows listening for same event is efficient
- Store and retrieve its internal settings (as XML)
 - E.g. command history; button names; specific properties
 - Stored as part of a layout file (.dlf)
- Implement its windows within an SWT Composite parent window
 - Can do anything you like inside that
- Optional:
 - Support execution and display of commands (e.g. from menus/buttons)
 - Support entry of commands or other parameters from user (e.g. combo box)
 - Support find
 - Support user configurable properties



AbstractView structure

Event handling

- void registerForAgentEvents(Agent agent);
- void unregisterForAgentEvents(Agent agent);

Command execution

- String executeAgentCommand(String command, boolean echoCommand);
- void displayText(String text);

Initialization and storage

- void init(MainFrame frame, Document doc, Pane parentPane);
- ElementXML convertToXML(String tagName, boolean storeContent);
- void loadFromXML(MainFrame frame, Document doc, Pane parent, ElementXML element)

Actions

- void showProperties();
- boolean find(String text, boolean searchDown, boolean matchCase, boolean wrap, boolean searchHiddenText);
- void fillInContextMenu(Menu contextMenu, Control control, int mouseX, int mouseY);

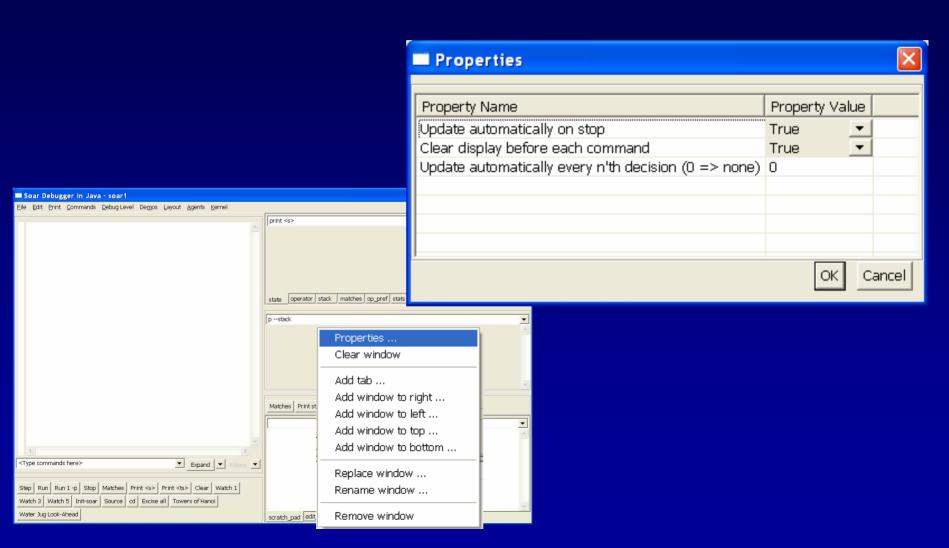


User configurable

- Changing the display w/o recompiling
 - Add/remove windows (plug-in modules)
 - Adjust properties to change behavior
 - E.g. update window every n-th decision
- Can save multiple window layouts
 - Please send us layouts you like, we'll share them

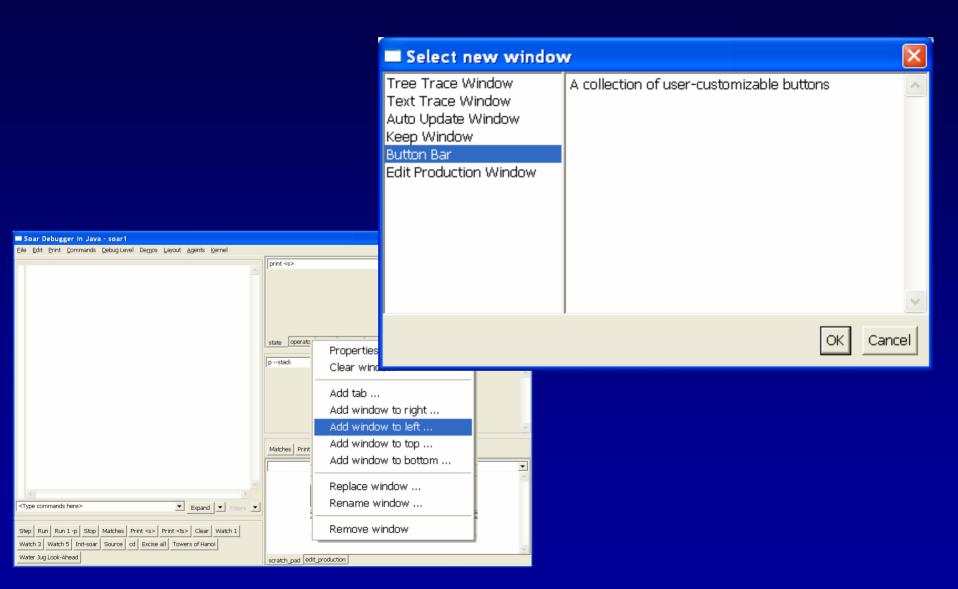


Configuring Window Properties



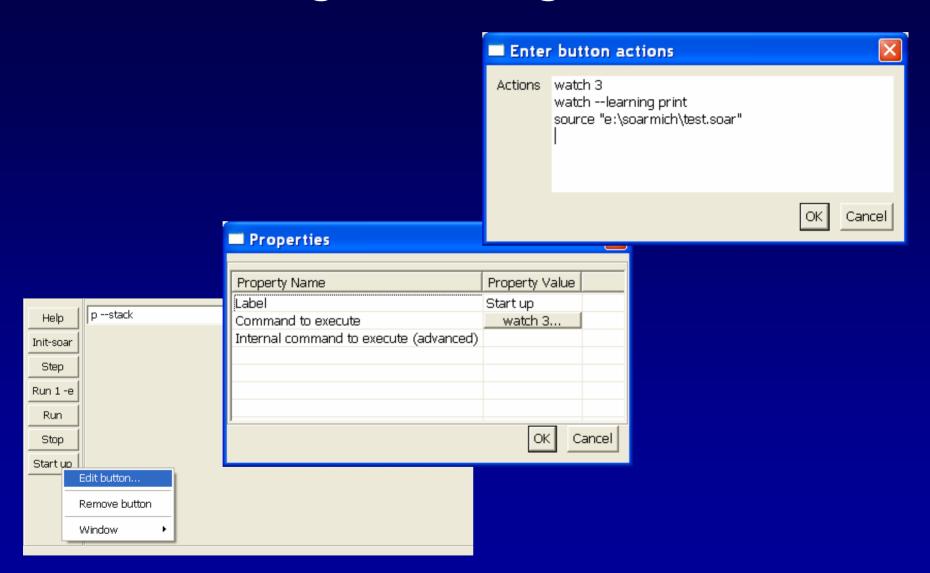


Adding/Removing Windows





Adding/Removing Buttons





Nuggets and Coal

- Nuggets
 - Java
 - Plug-in approach works
 - Customization works
- Coal
 - SWT can be tricky but the results look good
 - Plug-in framework needs to mature
 - Interaction between plug-ins will need extension
 - Not integrated with Eclipse yet
- Want to try a plug-in? Please let us know: soar-sml-list@umich.edu

