



Magritte Magic

Who we are

- Nick Ager
- Esteban Lorenzano
- No, we are not the creators of Magritte or experts.
 - Lukas created it (and is the unique expert).
 - But we use it a lot, and we love it.

Magritte

- A meta-model for describing adaptive models.
- Generic. Can be realised in Seaside, Morphic, Cocoa/touch widgets, etc...

Describe once, get everywhere

- Introspection
- Reflection
- Documentation
- Viewer building
- Editor building
- Report building
- Data validation
- Query processing
- Object persistency
- Object indexing
- Object setup
- Object verification
- Object adaption
- Object customization
- and much more

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Magritte

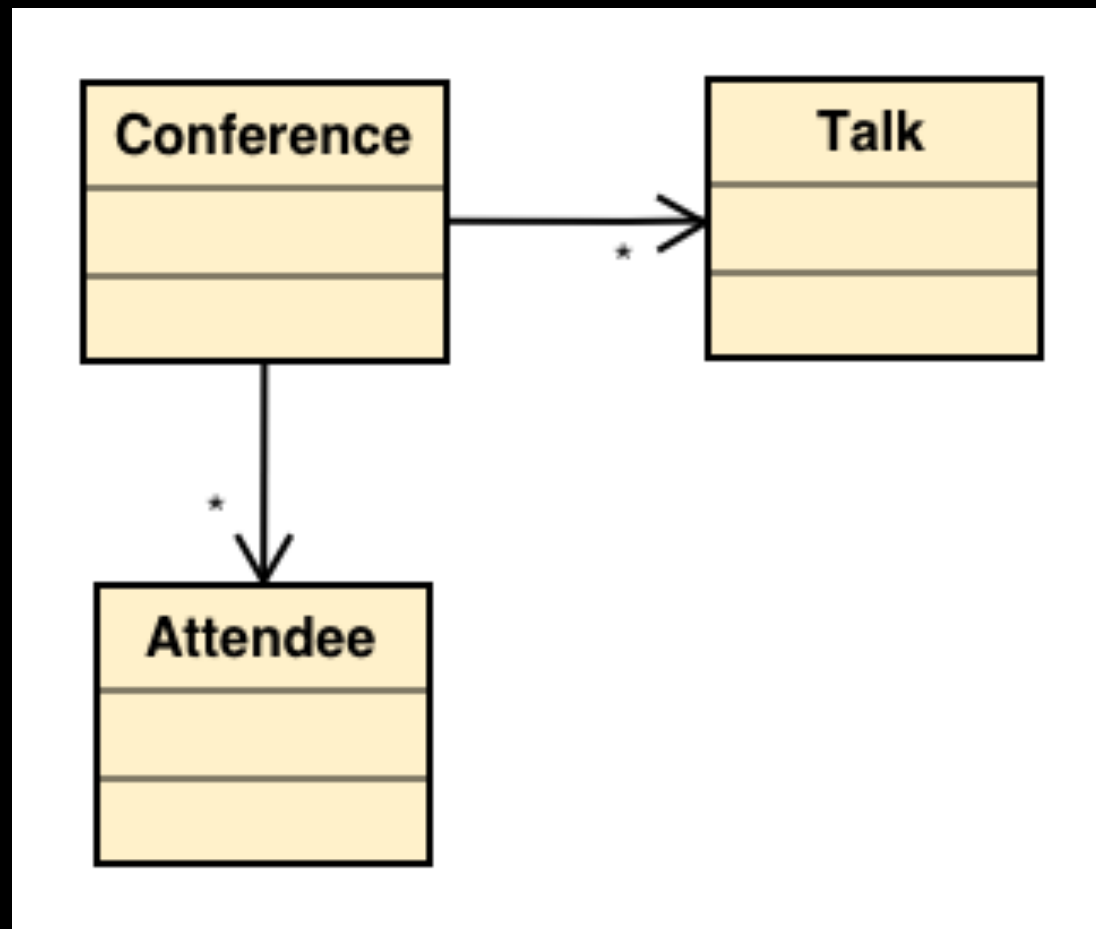
- Describe...
 - ...any class,
 - ...their attributes
 - ...relationships
 - ...some kind of “type”
 - ...accessing and optionally other properties (anyone you need)

Describing models

- Descriptions
 - String, Number, Date, etc.
 - OneToOne, OneToMany, etc.
- Accessors
 - Selector, Pluggable, Chain, etc.
- Mementos

So... what to do with all those descriptions?

“The model”



Interpreting descriptions

- Creating editors
 - complex validations
 - cancel/save (using mementos)
- Building custom interpretations
- Describing non-visual models

Edit anything (I)

- #asComponent
 - addValidation
 - addForm: #()
- Custom component renderers

Demo

Edit anything (2)

- We saw Magritte-Seaside
- There is also Magritte-Morph
- And you can build your own
 - Magritte-Reef

Demo

Build your own renderer

- You can create your own look and feel and behaviours

Demo

Describe and use

- The idea is to use magritte description capabilities to create unique, non-common, non-reusable, behaviors
- But still have the power of using a description (validation, etc.)

We don't have a demo for this,
you have to believe us :)

Describe anything

- JSON/XML
- Magritte-Glorp (DBXTalk: see talk tomorrow)
- Magritte-UML (just an idea)

Demo

Problems

- Where do I place my descriptions?
- Not everything can be *described-then-transformed as I want*
- for instance, not everything can be a “master-detail” and still be useful, but is hard to build a different implementation (not impossible, just hard)

Magritte Issues

- Name collision with #description
- Cache-invalidation
- dynamic descriptions:
 - instance specific descriptions
 - context dependent descriptions

Solutions

- rename #description to #magritteDescription
- move descriptions to instance-side
- Use <magritte>

Further information

- Seaside Book: <http://book.seaside.st/book/advanced/magritte>
- Lukas's site: <http://www.lukas-renggli.ch/smalltalk/magritte>
- mail list: <smallwiki@iam.unibe.ch>
- Esteban's Reef talk on Friday

Questions?