

NSL development with Papyrus UML

30/03/2010
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Fundamentals of Computer Design support page. – Mozilla Firefox

ファイル(F) 編集(E) 表示(V) 履歴(S) ブックマーク(B) ツール(T) ヘルプ(H)

http://www.ip-arch.jp/indexe.html

よく見るページ Firefox を使いこなそう 最新ニュース

Google 検索 共有 ブックマーク

Naohik...

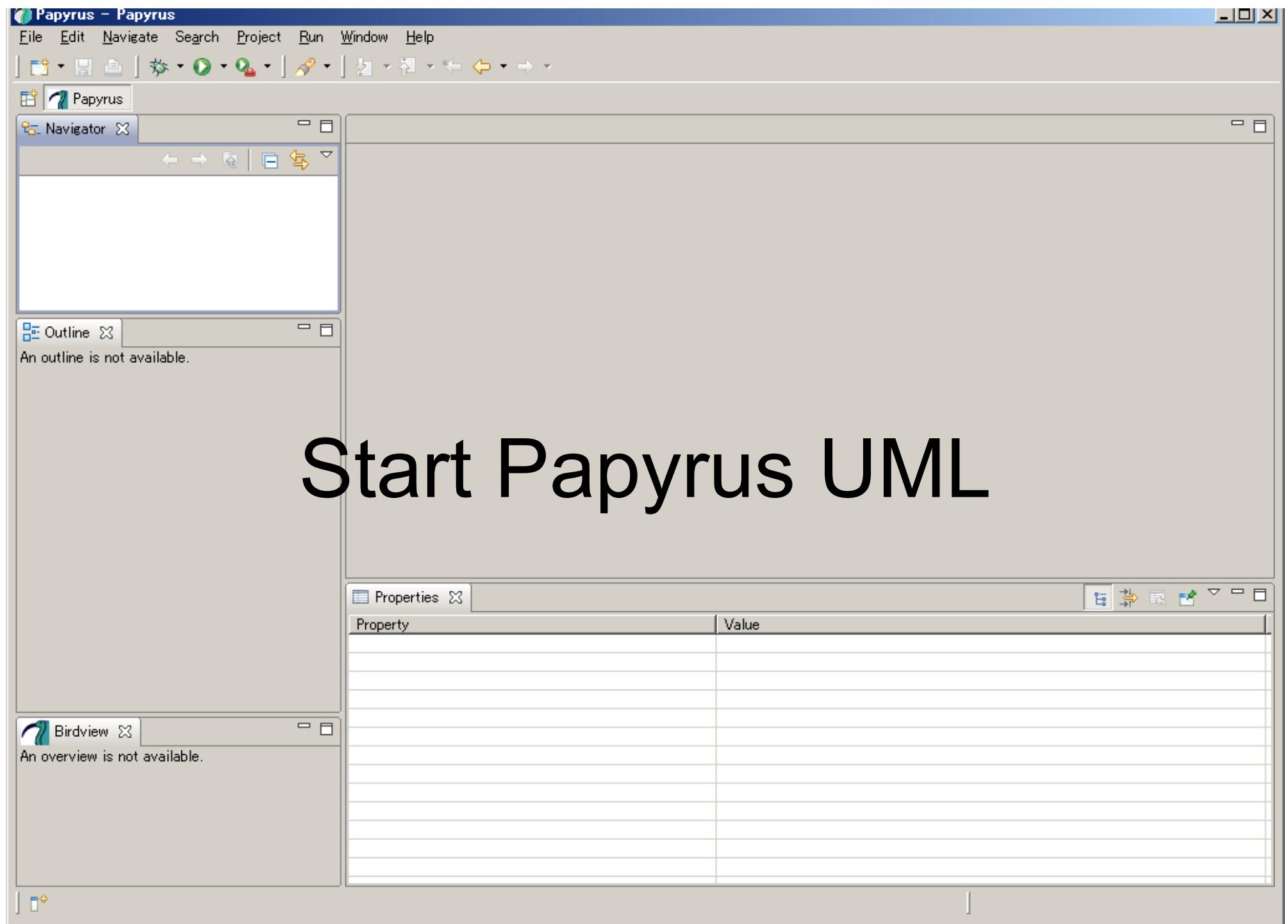
Fundamentals of Computer Design...

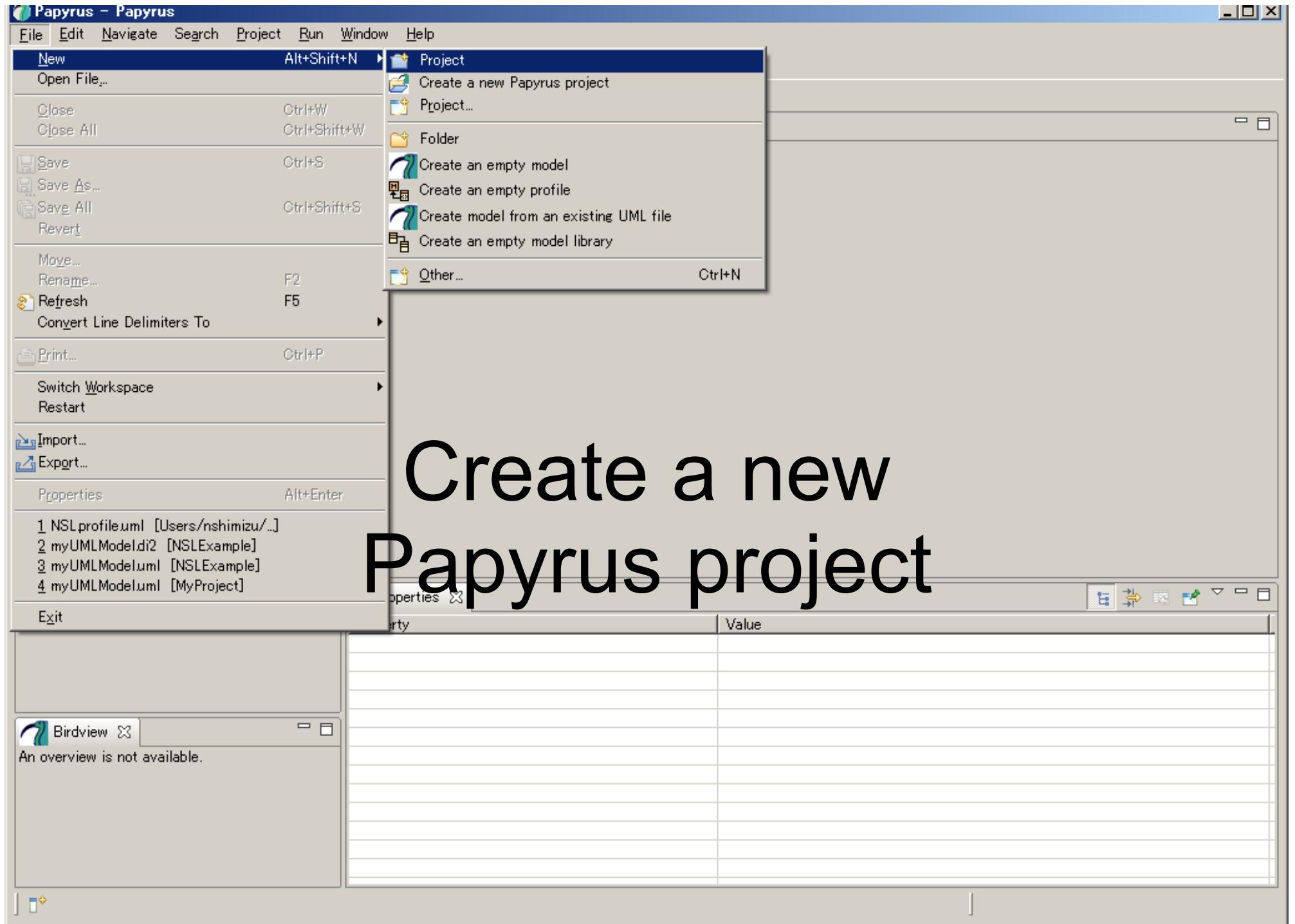
- NSLspecE.txt NSL syntax description
- UMLtoNSL UML to NSL/SFL converter (.NET version)
- [NSL development with Papyrus UML](#)
 - [NSL profile for UML](#)
- [uml2nsl](#) UML to NSL converter (Java version)
- SN/X CPU written with PapyrusUML

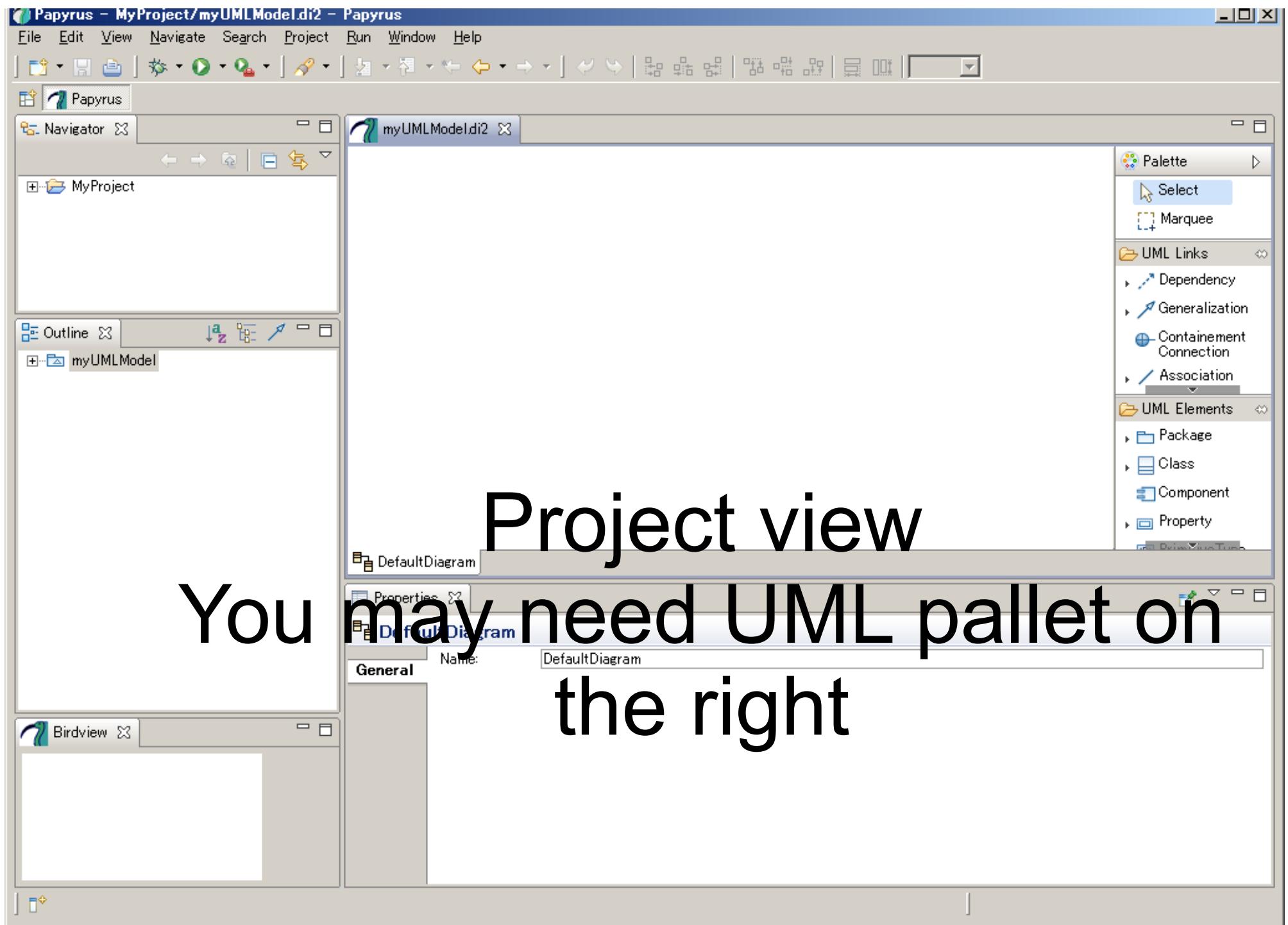
The corresponding of class diagram and SFL syntax is followings:

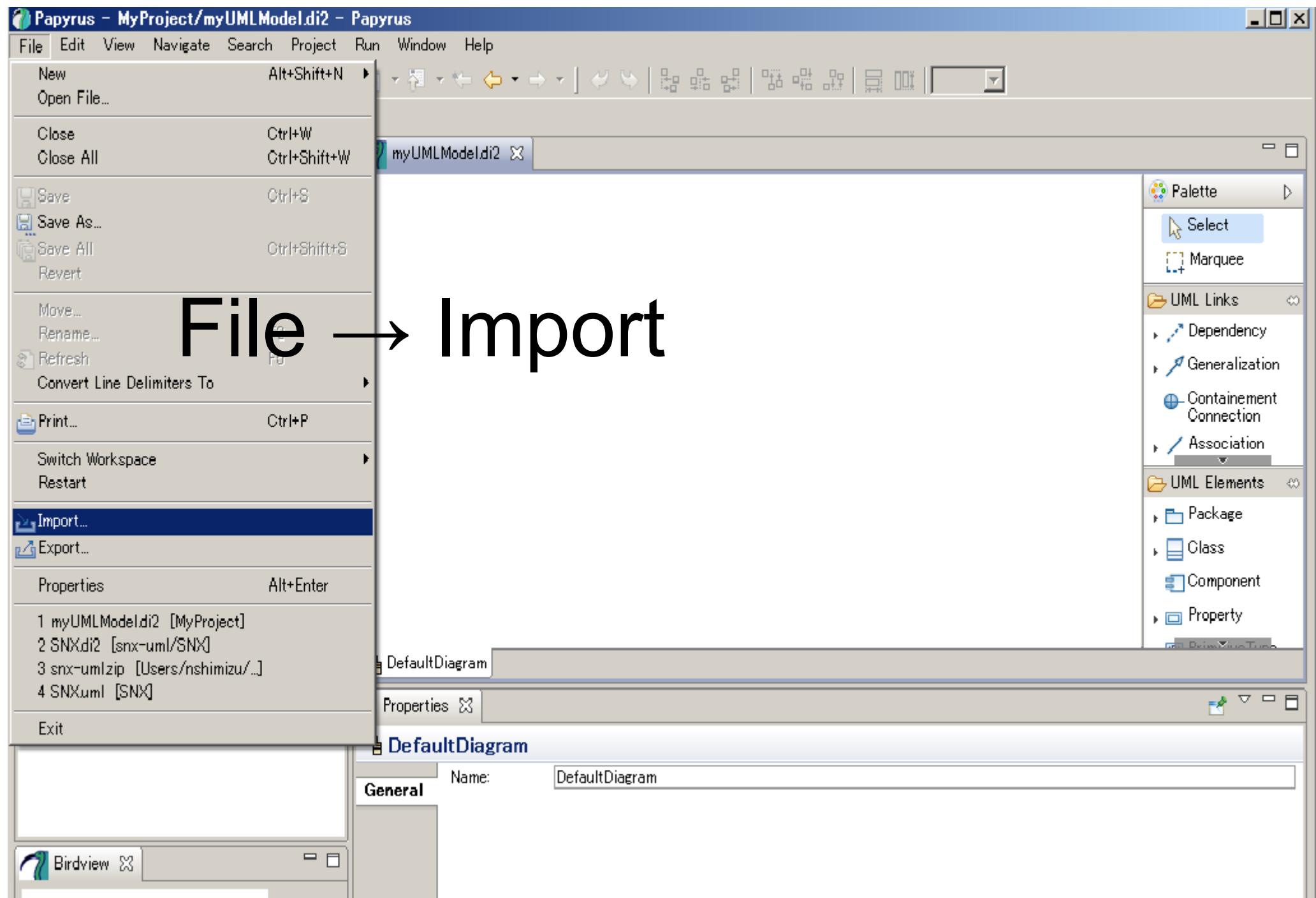
- class: module
- +attribute: input/output pin

完了



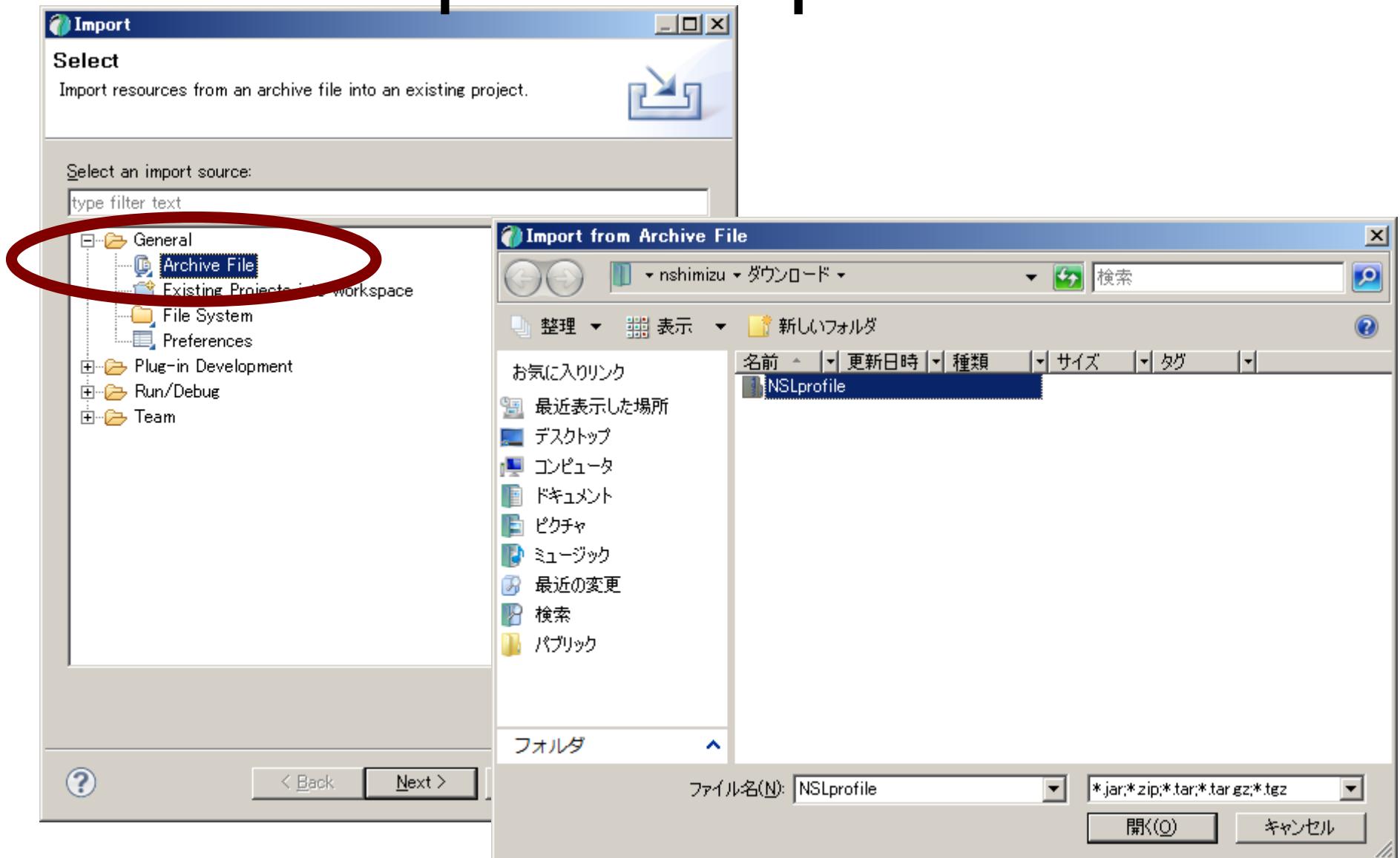




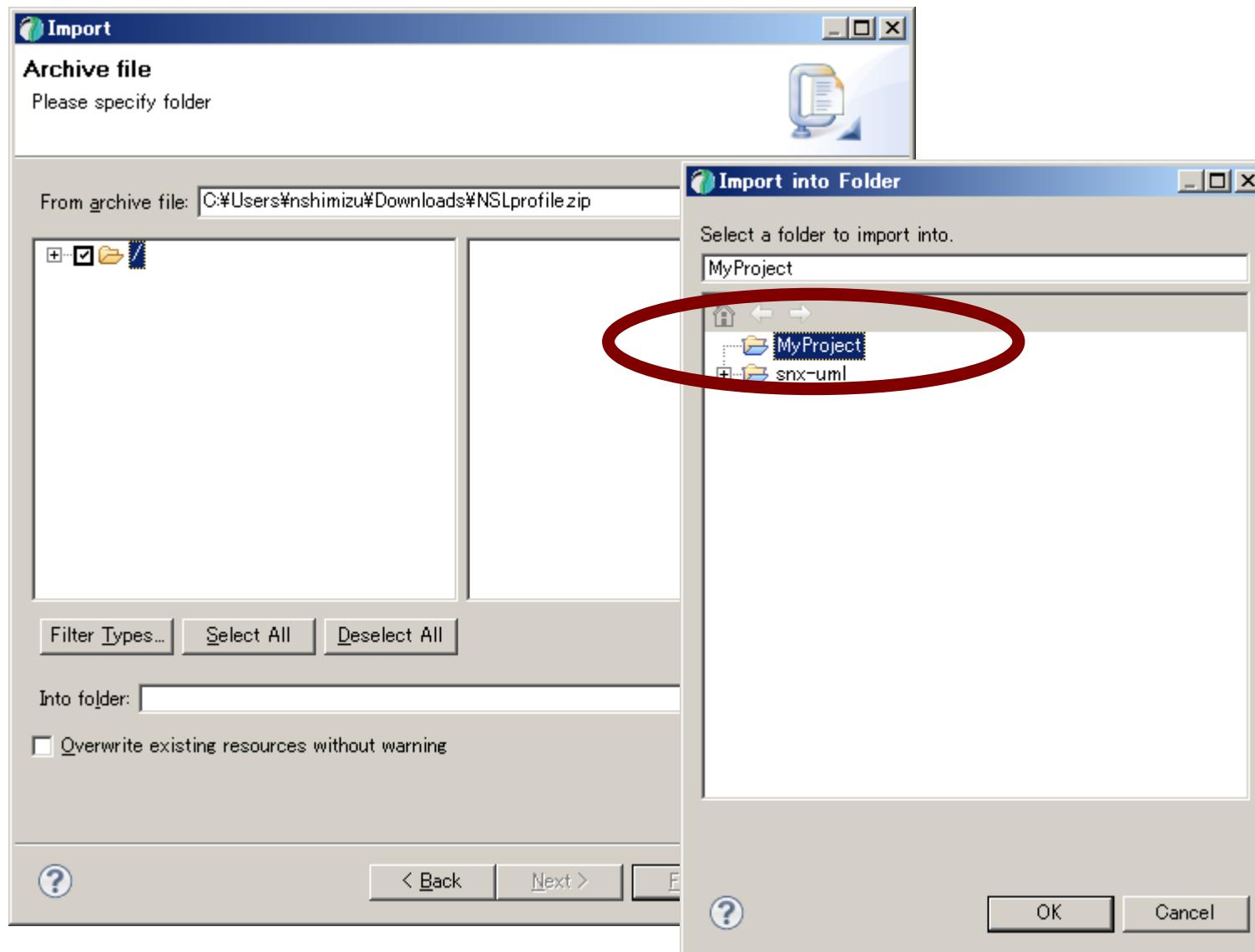


File → Import

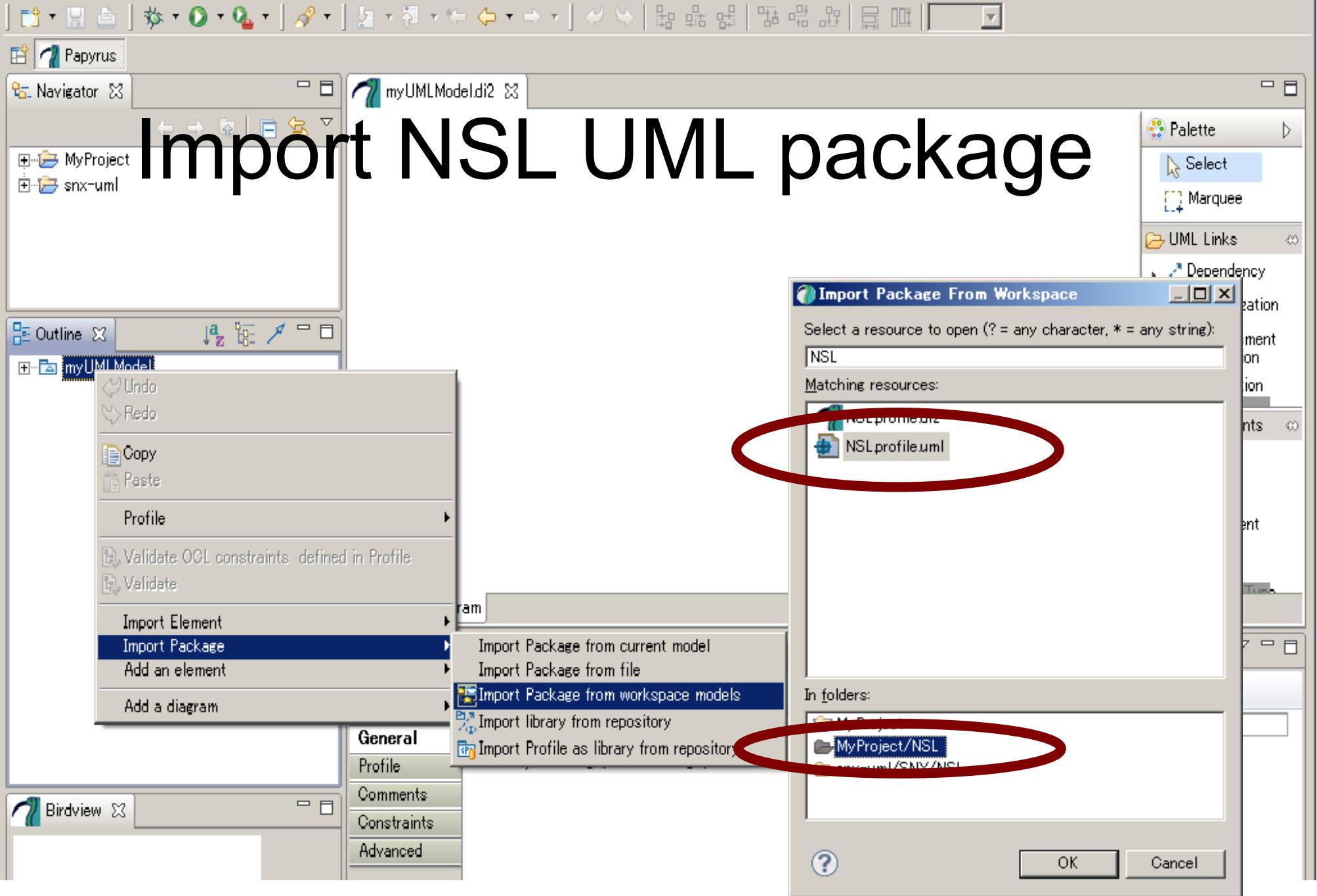
Select Archive File NSLprofile.zip

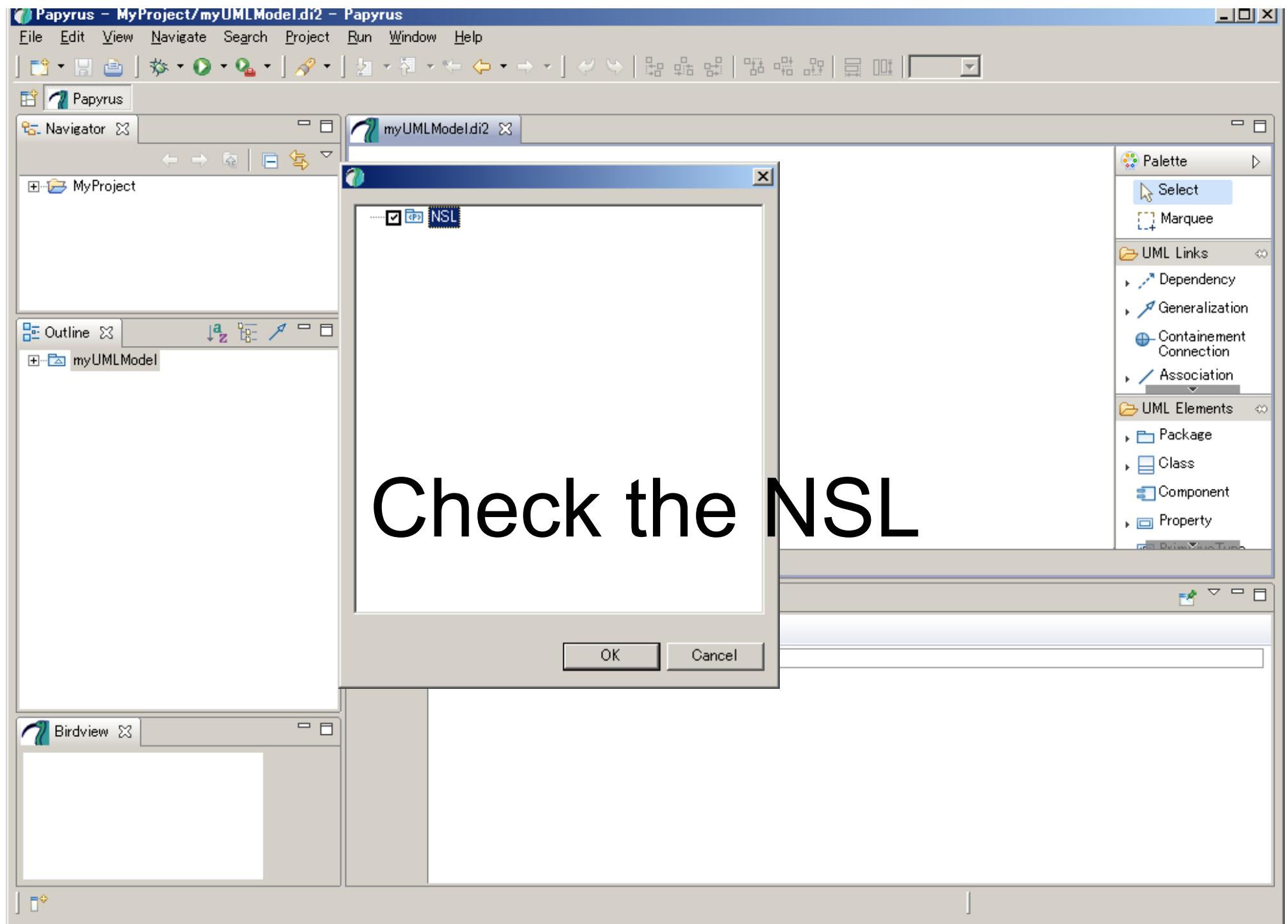


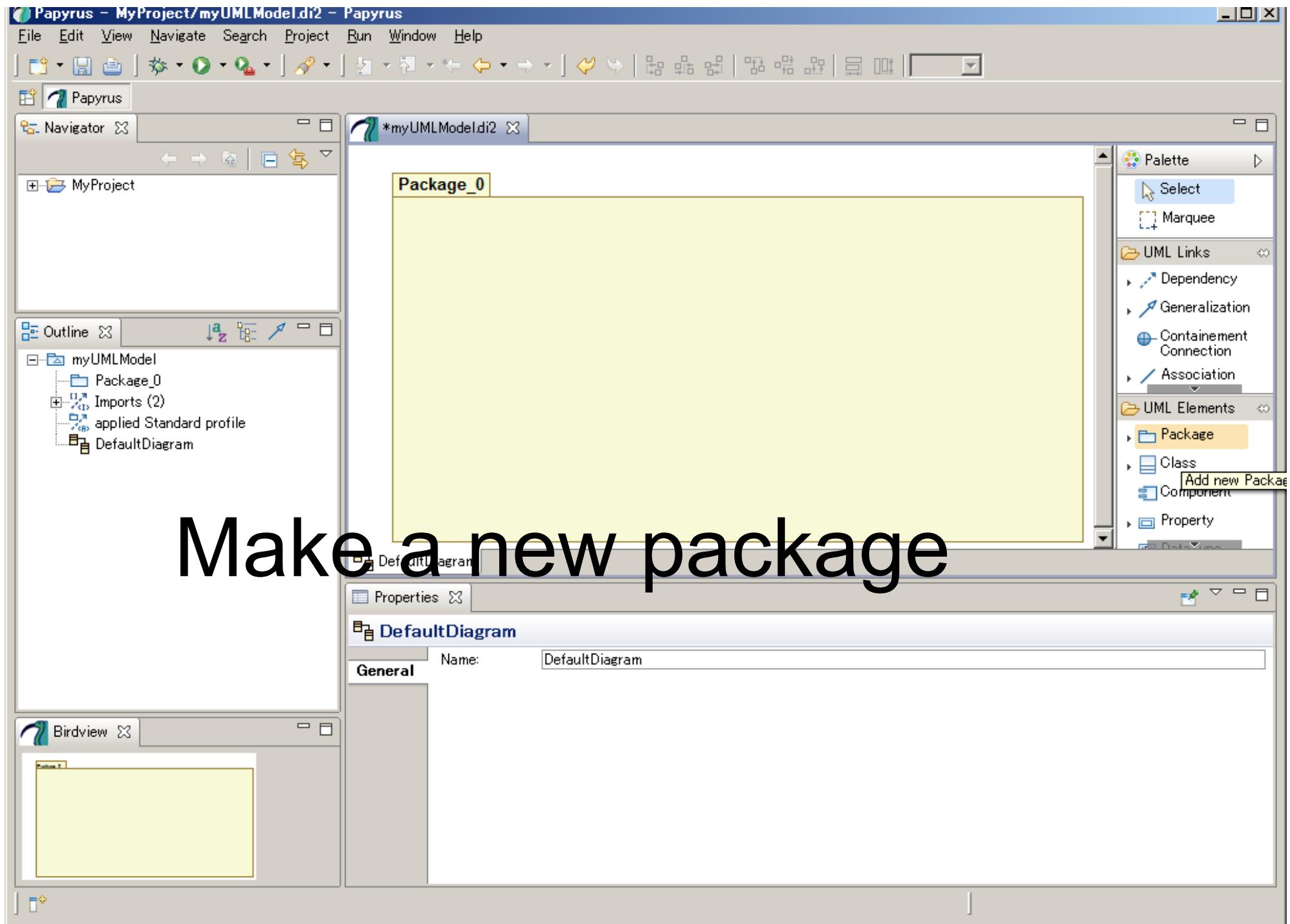
Import into current project



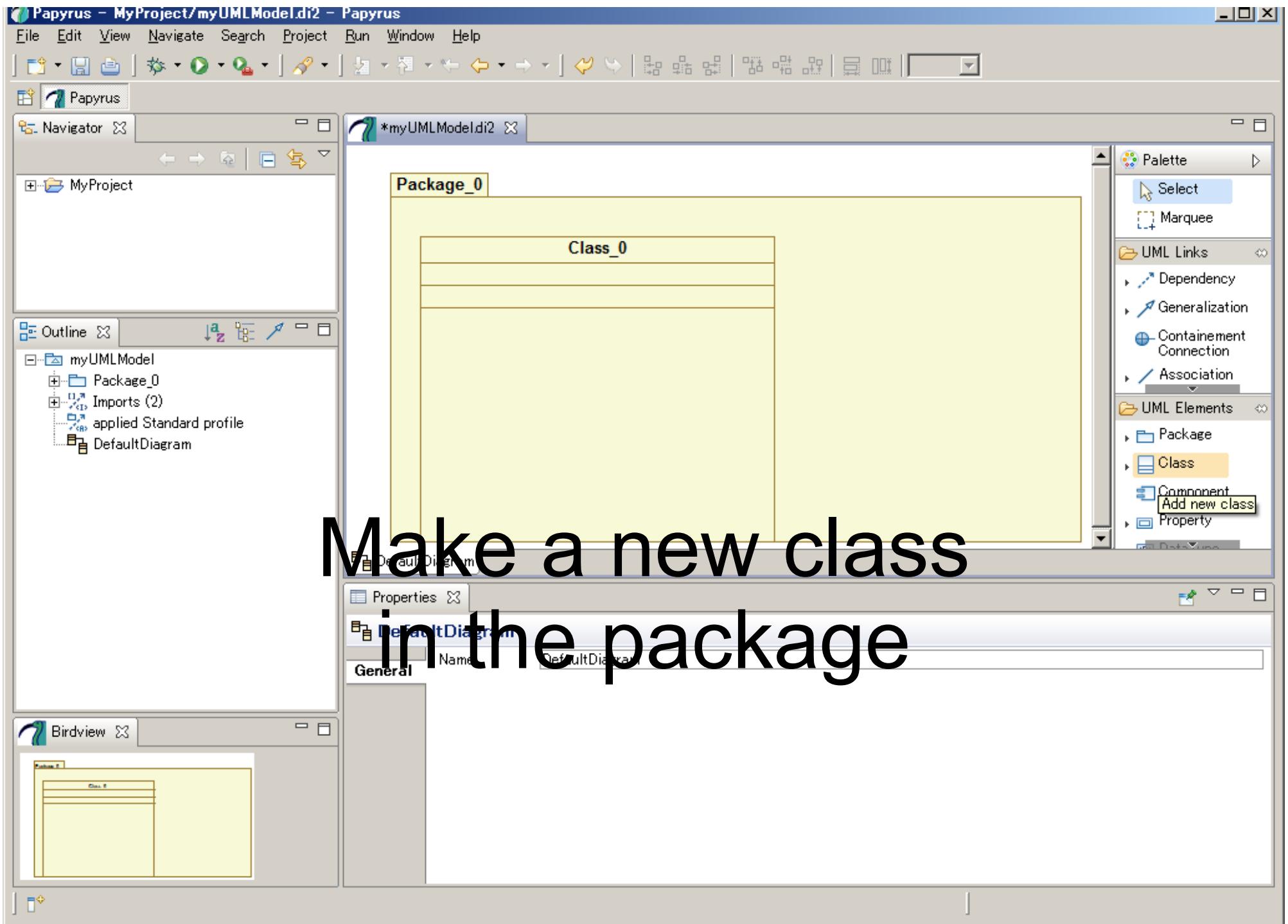
File Edit View Navigate Search Project Run Window Help



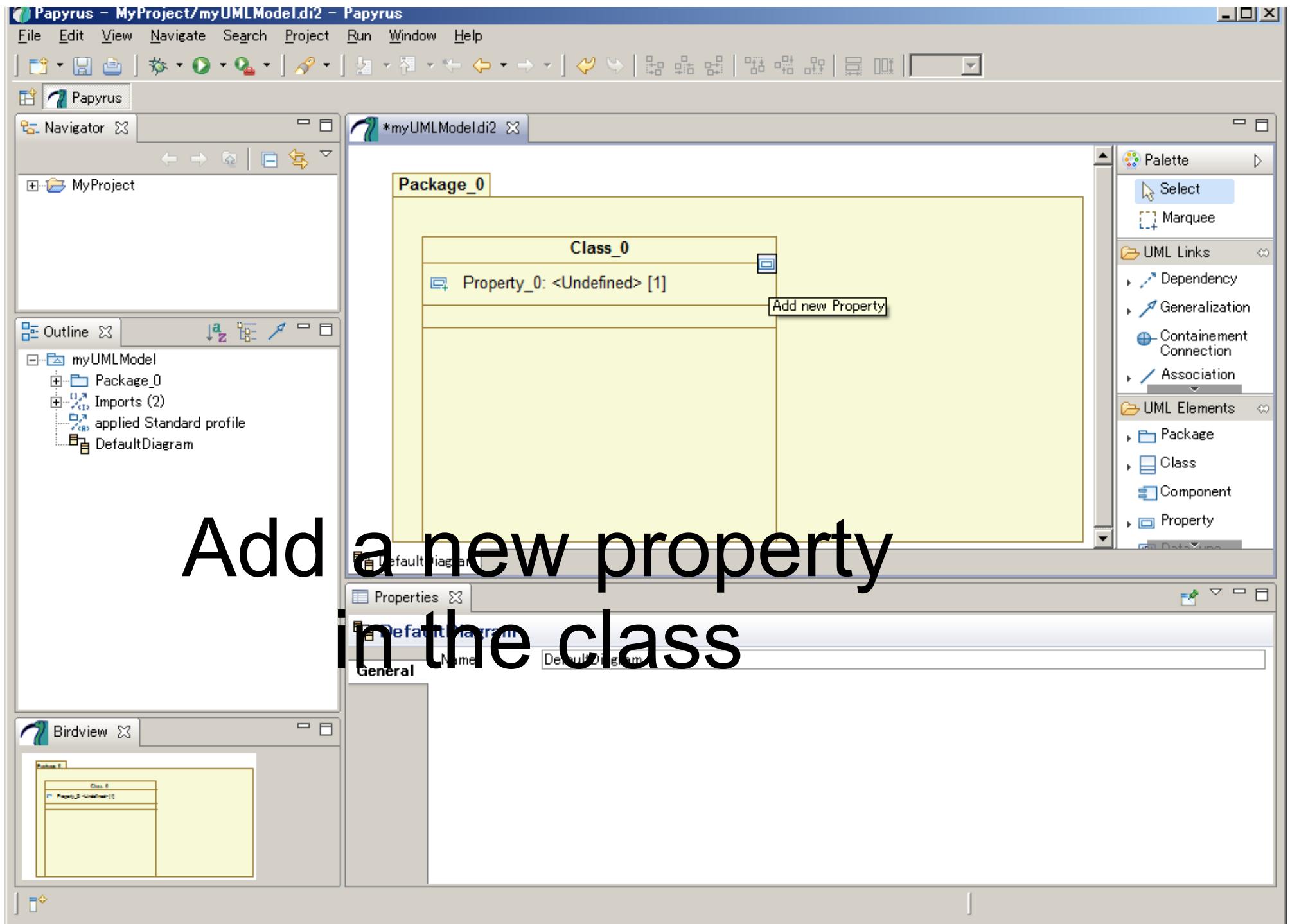




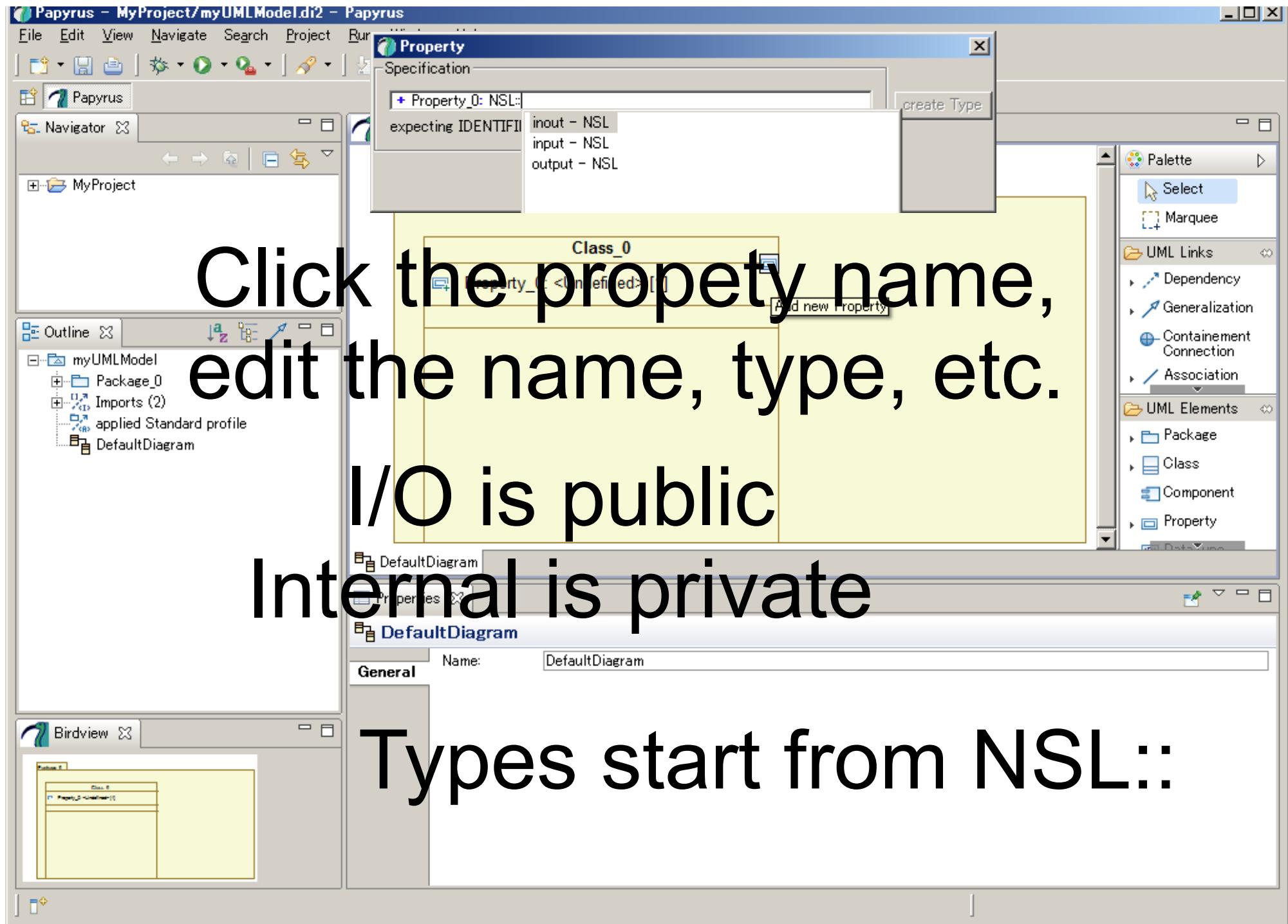
Make a new package

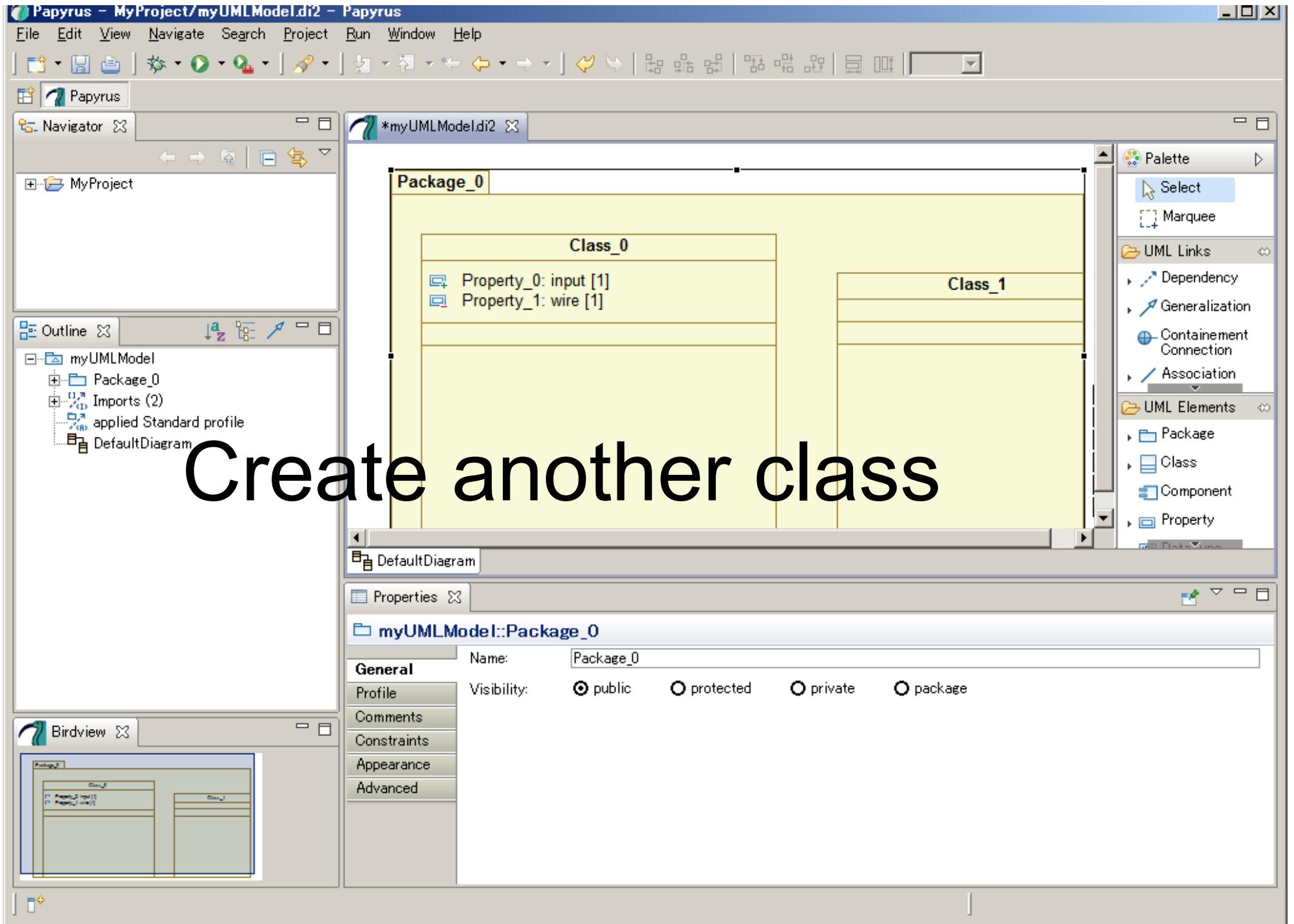


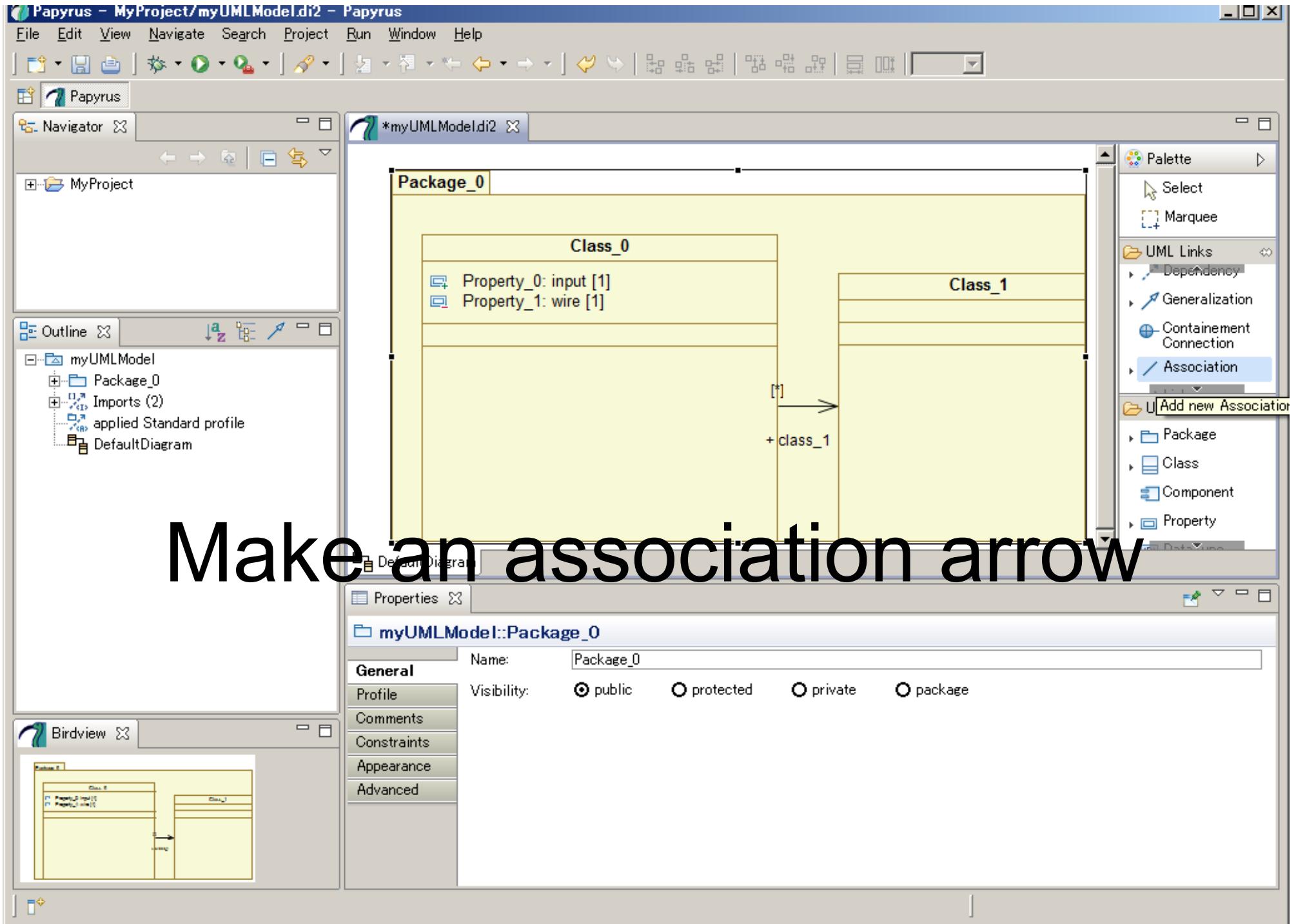
Make a new class
in the package

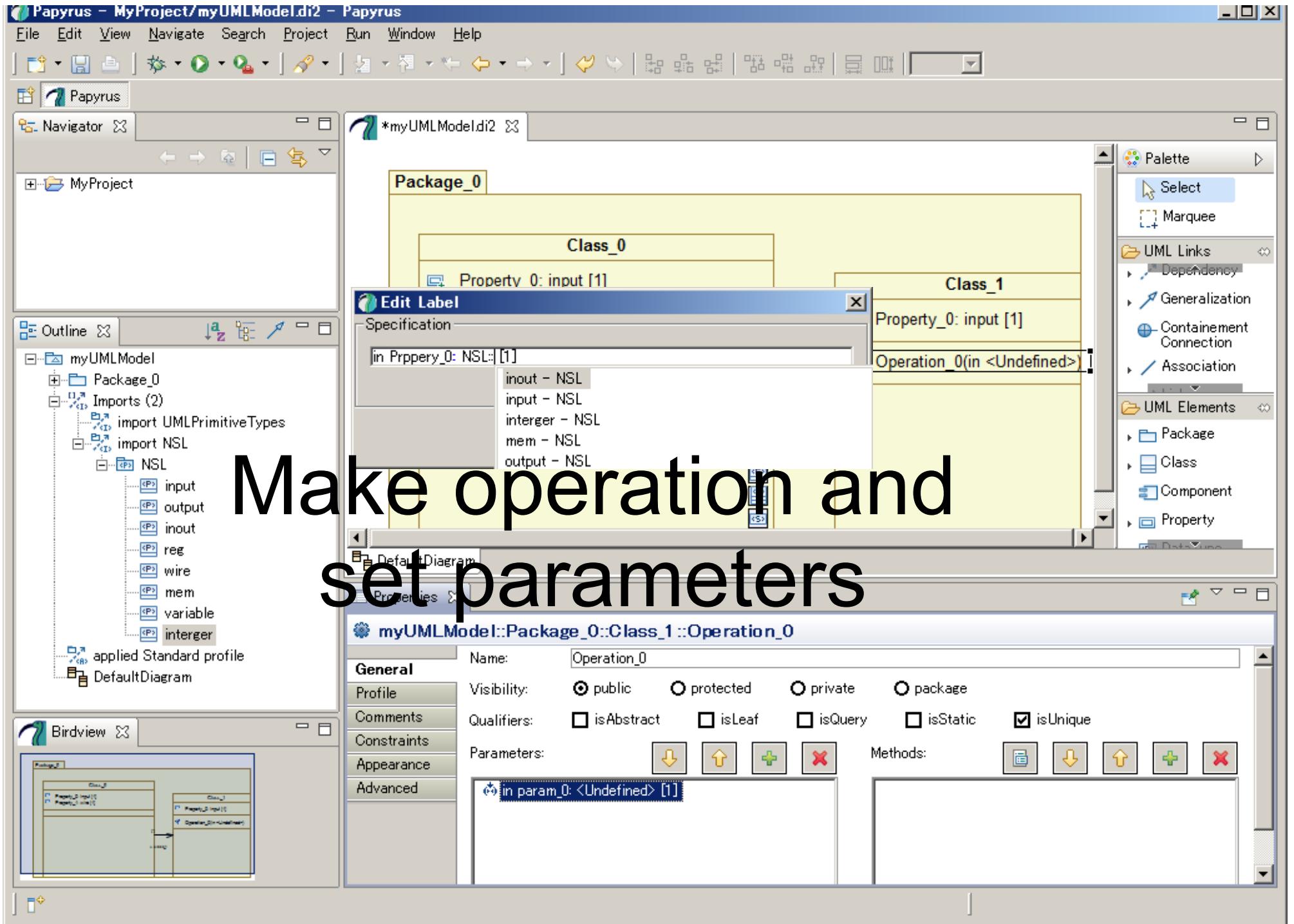


Add a new property in the class

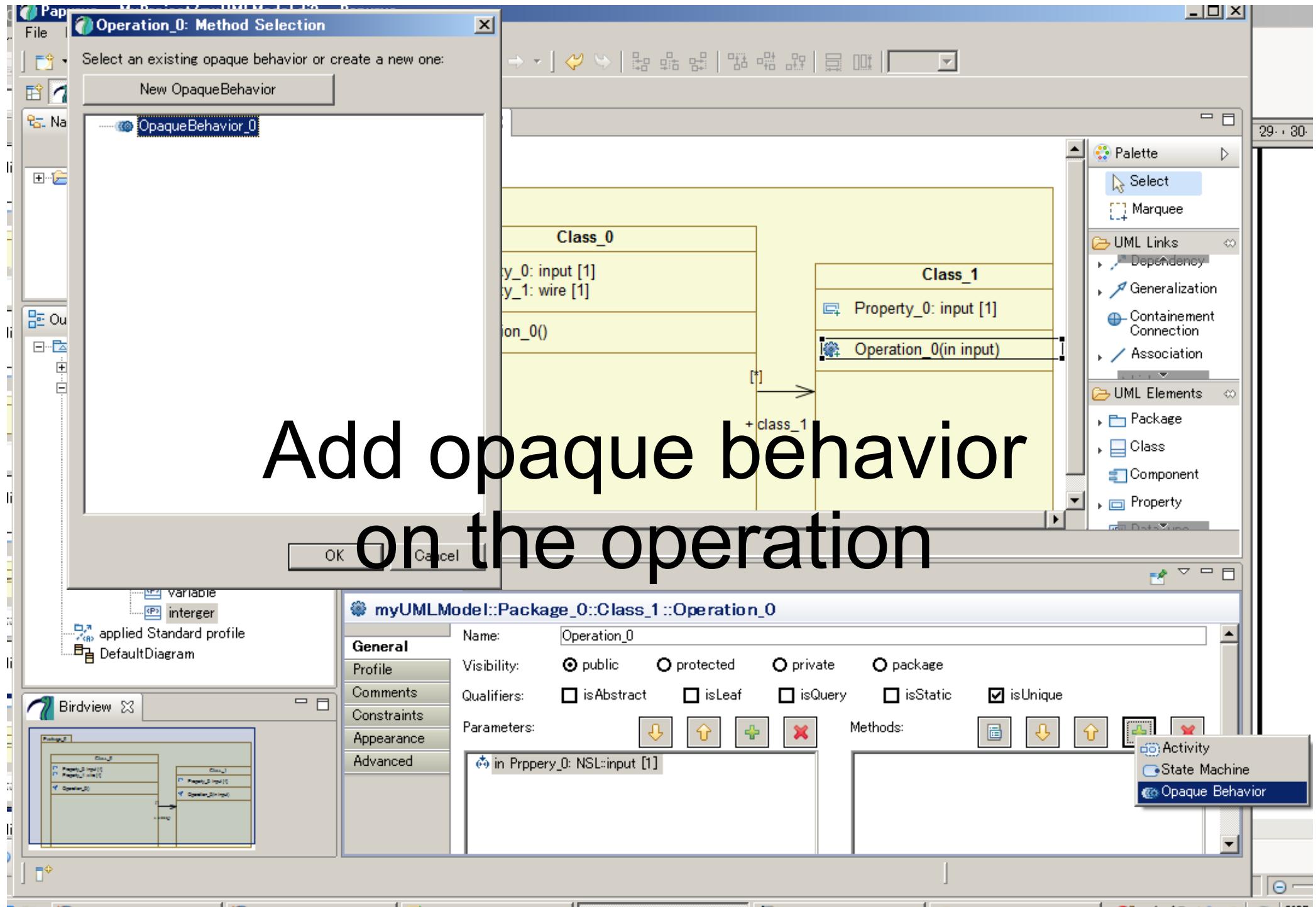


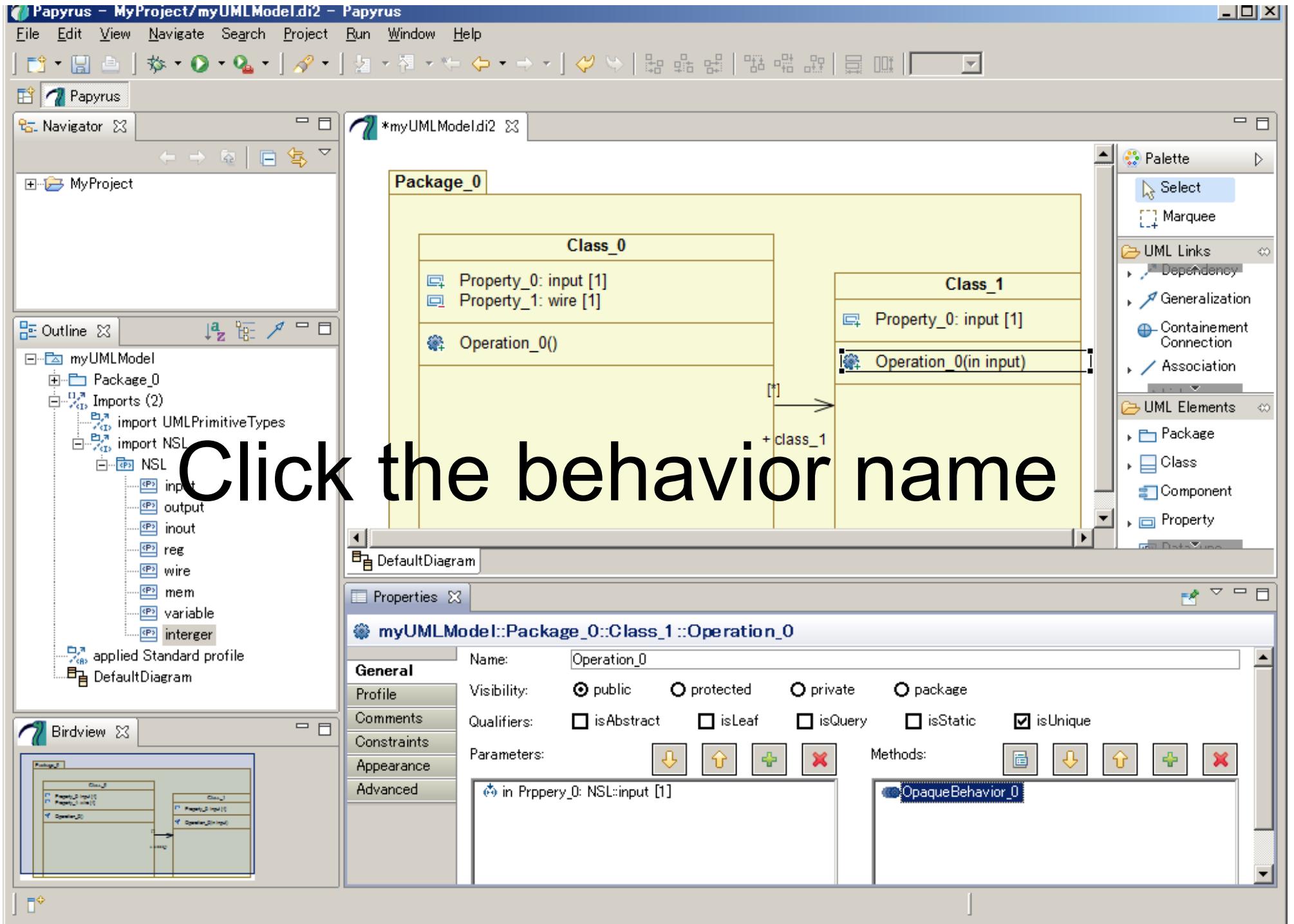


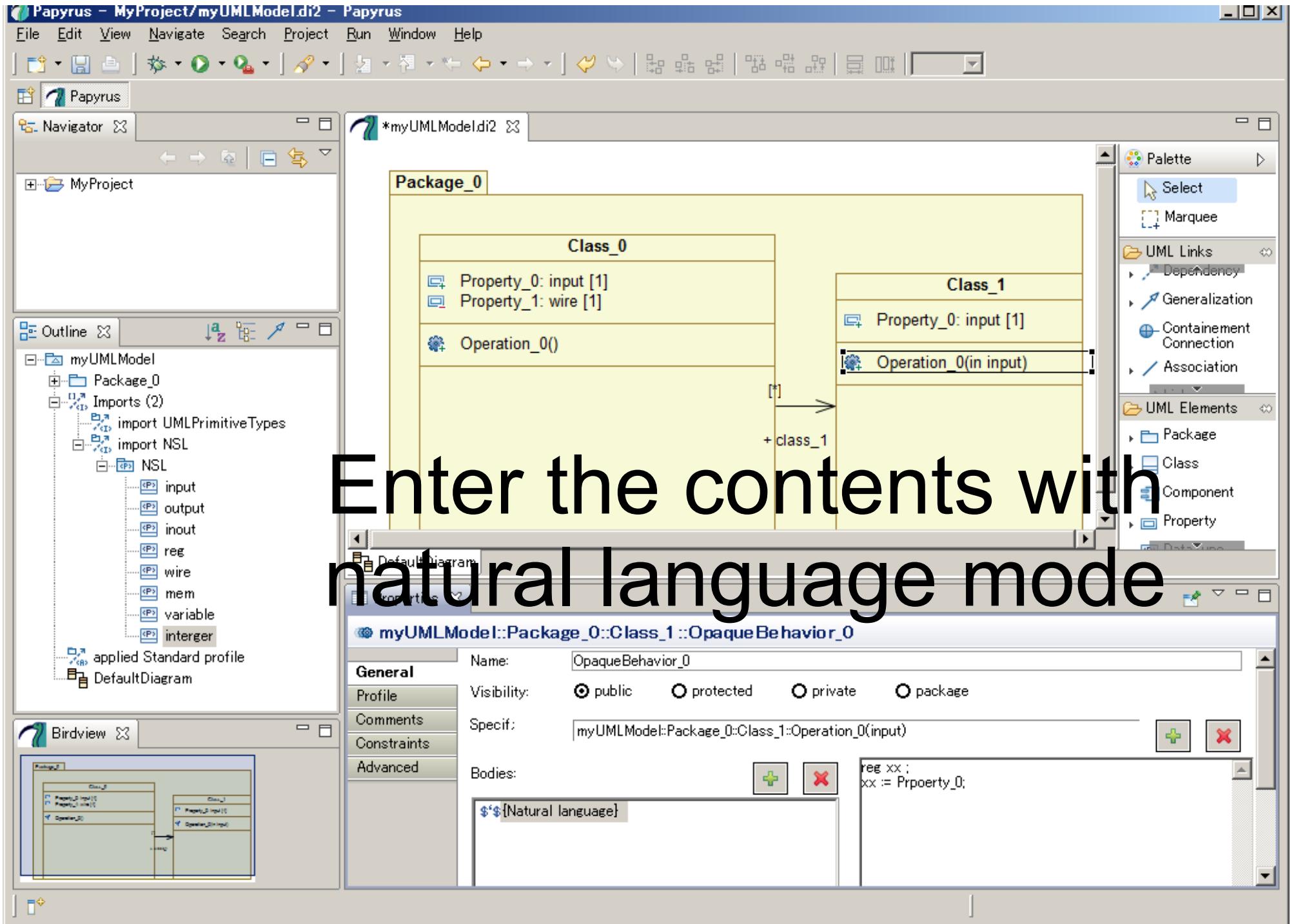


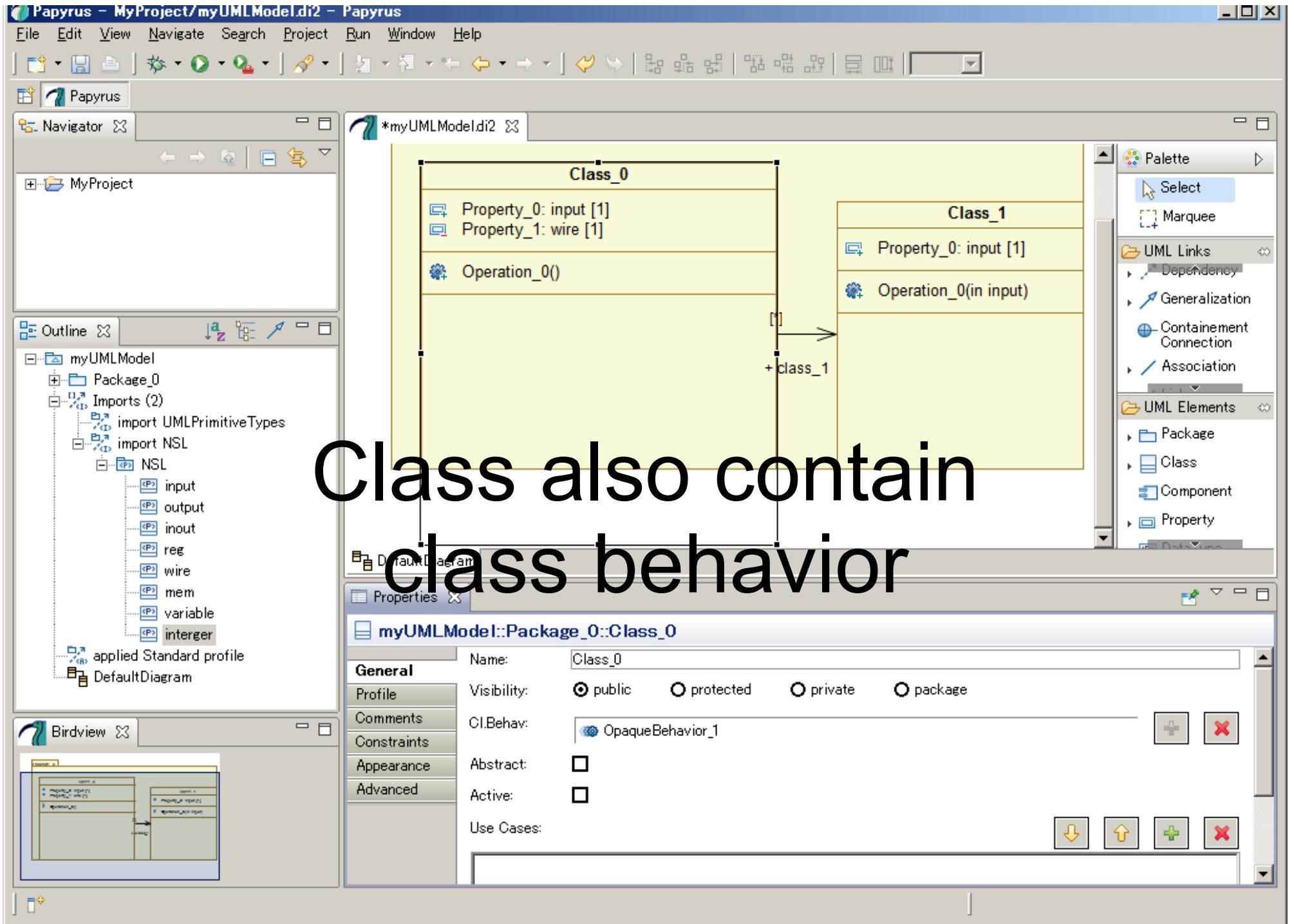


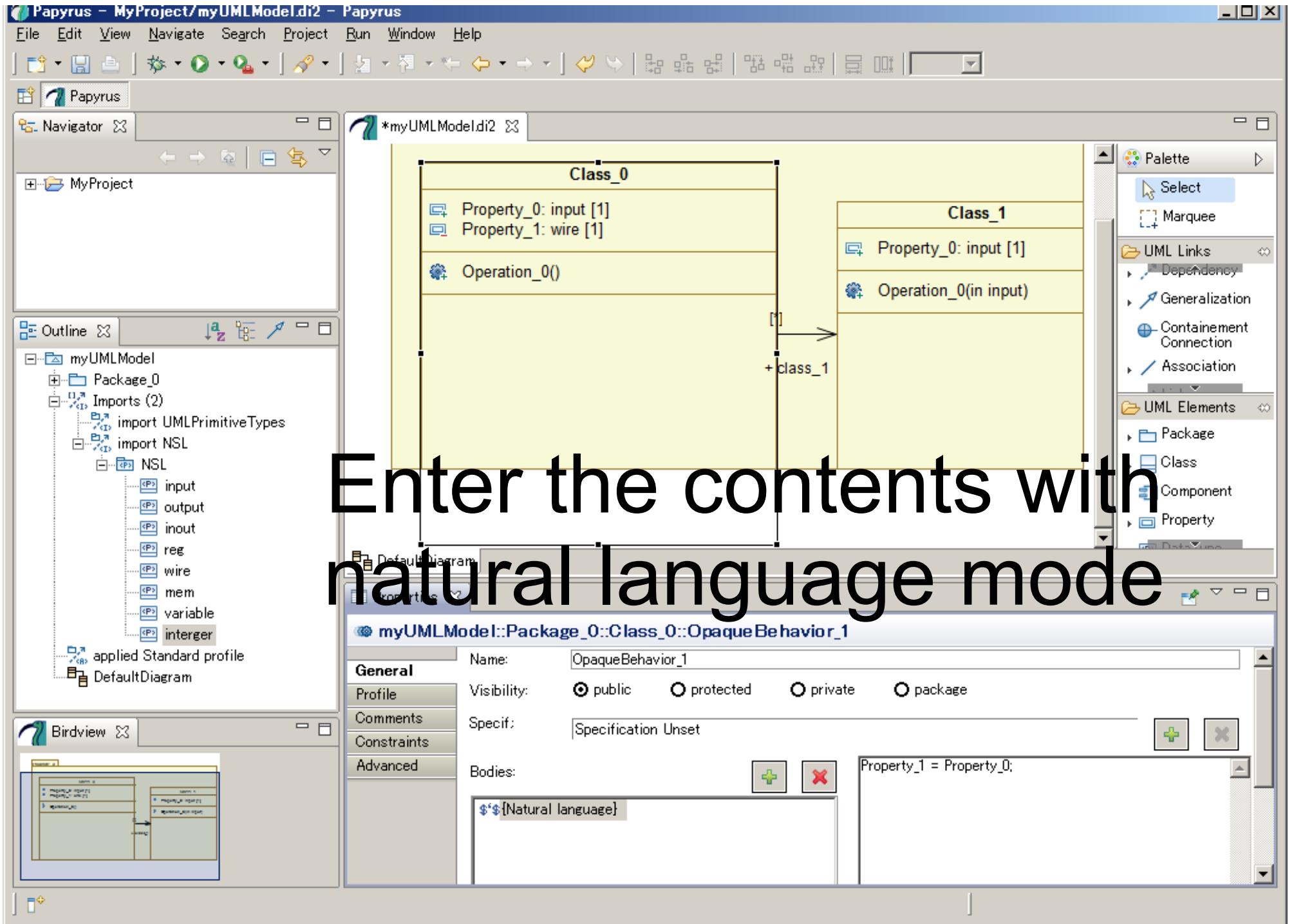
Add opaque behavior on the operation

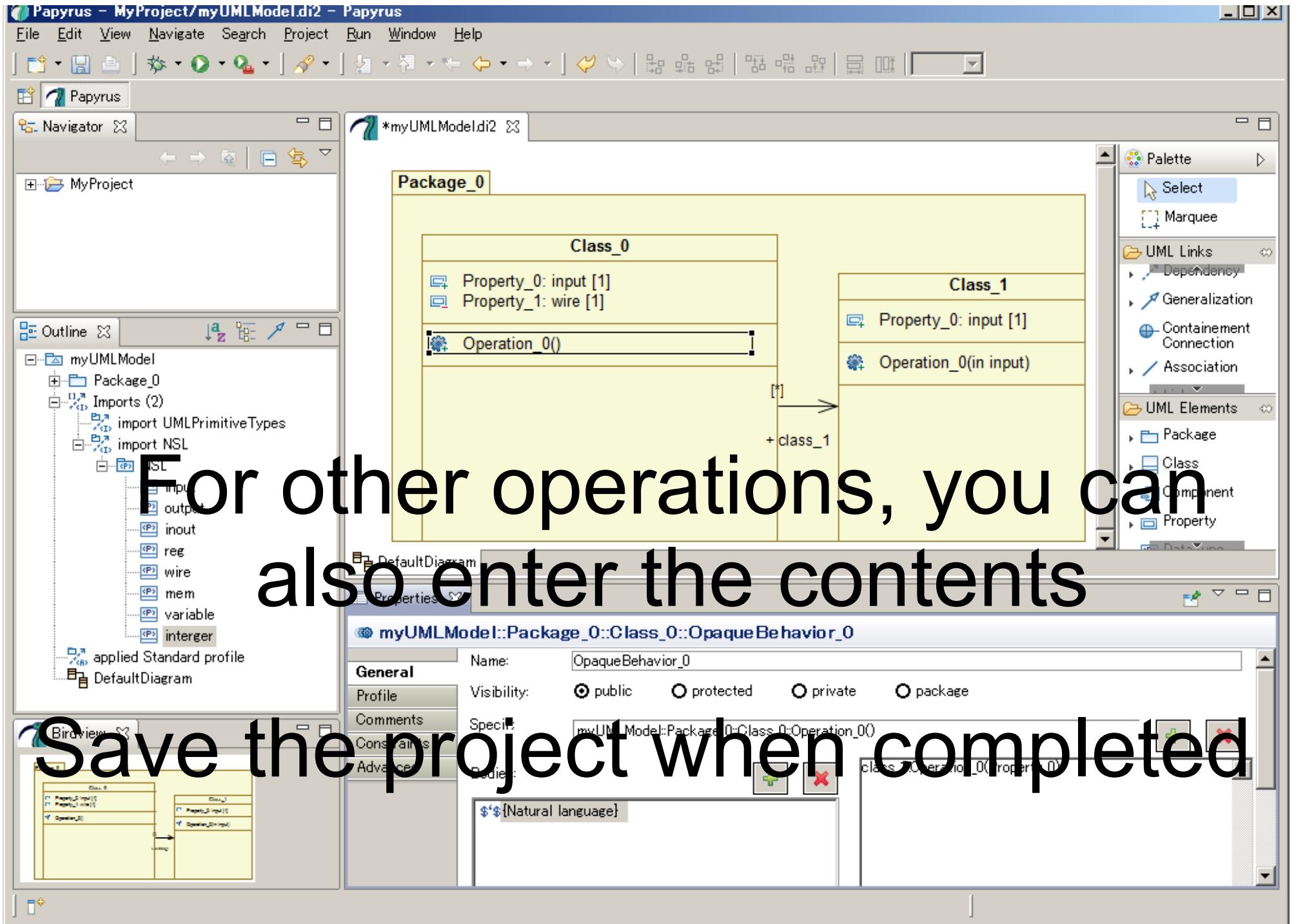




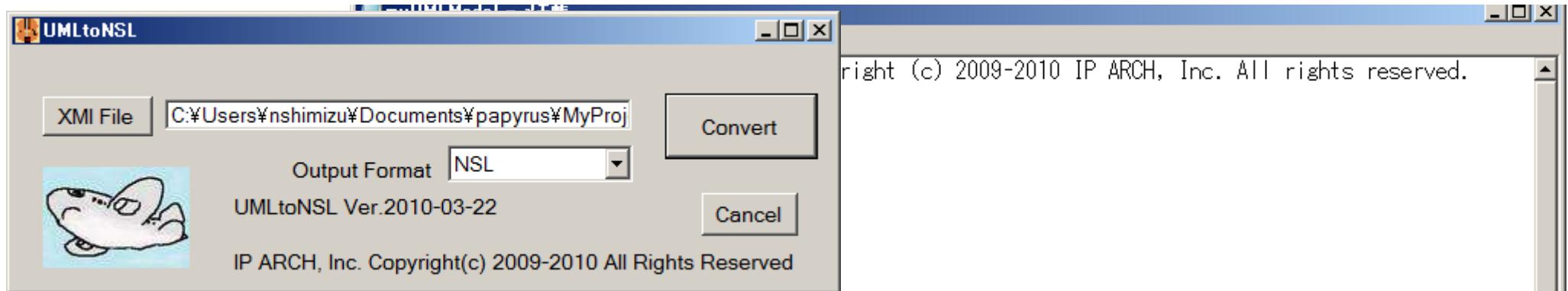








Save the project when completed



Use UMLtoNSL to convert .uml file for NSL

```
}

declare Class_1 {
    // -- Class_1 --
    input Property_0;

    // -- Class_1 --
    func_in Operation_0(Property_0);

}

module Class_0 {
    // -- Class_0 --
    wire Property_1;
    Class_1 Class_1;
}

/* common operations */
{
    Property_1 = Property_0;
}

/* func_in Operation_0() operation */
function Operation_0 {
    class_1.Operation_0(Property_0);
}

}

module Class_1 {
```