

## Migrating Eclipse 3 to Eclipse 4

Objectives	Target Audience	Pre-requisites	
<ul style="list-style-type: none"> <li>✓ Understanding the 4.X architecture</li> <li>✓ Migrating a 3.X to 4.X application</li> <li>✓ Best practices for development</li> </ul>	<ul style="list-style-type: none"> <li>✓ RCP developer</li> <li>✓ Project manager</li> </ul>	<ul style="list-style-type: none"> <li>✓ having done 3.X training</li> <li>✓ or having done projects based on 3.X architecture</li> </ul>	 Duration 2 days

### Eclipse 4 architecture

- Eclipse 4 (EAP) architecture overview
- Comparing with Eclipse 3.X

### Application model

- Application model contents
- Editor for application model and model spy
- UI structure definition
- Creating parts (views or editors)
- Creating commands and handlers
- Best practices to design your model

### Injection and annotations

- Injection mechanism overview
- Specific annotations for injection
- Computed annotations (preference, event)
- Dynamic instantiation

### Injection contexts

- Context hierarchy
- Updating contexts
- Using the context spy to display contexts

### Behavior annotations

- View and editor annotations
- Command handlers annotations

### Addons

- Goal of addons
- Using addons for initialization and migration
- Context update in Addon

### Dialogs

- Preferences management
- Properties and wizards
- Migration policy

### Fragments and processors

- Defining model fragment for your application
- Defining a processor
- Designing your Eclipse application to manage fragments

### E4 services

- Model component management
- Part and selection services
- EventBroker to manage events and event spy
- Adapters and loggers
- Other services

### Look and Feel, CSS

- Modifying code to manage CSS
- Writing the CSS, syntax, editor and the CSS spy
- Binding the CSS in the application
- Changing the CSS during the runtime

### Compatibility layer

- Goal of compatibility layer
- Using the compatibility layer in an application
- Migrating smoothly to a pure 4.X application
- Adding 4.X components using fragments

### Eclipse 4.X Application

- Building a pure 4.X application
- Target platform E4
- Using spies
- Development and design rules
- Migrating an application with or without UI

### Exercises

*This training contains migration exercises from Eclipse 3.X to 4.X and then to a pure 4.X application. Exercises are developed using Eclipse Oxygen 4.7 and are managed using git.*