

ADOxx 3- Day Training

(Virtual)

https://www.gotomeet.me/OMILAB/adoxxtaining

Date/Time

Wednesday, March 25 2020: 9:00 – 17:00 Thursday, March 26, 2020: 9:00 – 17:00 Friday, March 27 2020: 9:00 – 13:00

Venue Online: https://www.gotomeet.me/OMILAB/adoxxtaining

Registration & Website
ADOxx: www.adoxx.org

Day 1

09:00 - 09:30	Individual ADOxx [®] Access Support for Participants	
Local Installation supp	port of ADOxx [®] on the participants computer	
(participation is option	al for users that have ADOxx [®] installed on their device).	
	Starting from Scratch	
09:30 - 12:00	How to implement a Modelling Method via "Hello World"	
 Hands-On Explored 	planation on how to develop a Modelling Tool	
 Model Types, Model Classes, Relations 		
○ Mode	lling, Analysis, (Simulation), Transformation	
 Hands-On Explored 	planation on how to extend a Modelling Tool with external Features	
o ADOx	x and Batch File (external Application) Interaction	
o ADOx	x and Web-Service Interaction	
12:00 – 13:00	Lunch Break	
	Starting from a Specified Meta Model	
13:00 – 14:00	How to transform requirements into a modelling language using "Entity Relationship" as a use case	
Explanation to	o derive a conceptual and a platform dependent meta model	
Explanation o	f different transformation alternatives	
Hand-On Ses	sion on implementing the meta model	
14:00 – 14:30	Break	
	Starting from a Modelling Method Idea	
14:30 – 16:30	How to conceptualize a modelling method: The "City Bike" Use Case	
Explanation o	f Modelling Method Development Engineering Phases	
How to approa	ach a Modelling Method	
How to define	a Meta Model (Modeltypes, Classes, Relations, Attributes)	
16:30 – 17:00	Individual Practice: Modelling Language Implementation Features	
Modelling Lan	guage Development: Cookbook	
 Individual Pra 	ctice Time on most relevant Modelling Language Features.	



Day 2

09:00 - 09:30	Feedback Session for Questions and Answers from Day 1	
Revisiting the Homework and Questions and Answers of the first day.		
Continuing with a Modelling Method Idea		
09:30 – 12:00	How to use a Modelling Method: The "City Bike" Use Case	
 Explanation of 	Modelling Method Development Engineering Phases	
	model interactions (manual or data import)	
 How to specify 	functional requirements for algorithms:	
AdoScript and external service integration		
12:00 – 13:00	Lunch Break	
Starting from Specified Mechanisms & Algorithms		
13:00 – 14:00	How to transform Requirements into Mechanisms & Algorithms using AdoScript	
Installing Visua	al Studio as AdoScript development environment	
Walk through A	AdoScript code of "City Bike" use case	
14:00 – 14:30	Break	
14:30 – 16:30	How to transform requirements into mechanisms & algorithms using external services	
Explanation of different technological concepts for service integration		
Hands-On Session to integrate a Wiki		
Hands-On Ses	sion to integrate a Process Simulation	
16:30 – 17:00	Individual Practice: Mechanisms and Algorithms Implementation Features	
Mechanisms a	nd Algorithm Development: Cookbook	
Individual Prac	tice Time on most relevant mechanisms & algorithm implementation features.	



Day 3

09:00 - 09:30	Feedback Session for Questions and Answers from Day 2	
Revisiting the Homework and Questions and Answers of the second day.		
Starting from implemented Modelling Method		
09:30 – 11:00	How to build a Modelling Method: The use case "City Bike"	
Creating Support Files (Images, Sample document)		
Collecting Library Files (modelling language, mechanisms and algorithms)		
Building a Modelling Tool for the Modelling Method		
11:00 – 11:30	Break	
Continuing with a Modelling Method: Community Support		
11:30 – 12:30	How to stay in touch with ADOxx.org Community	
Development Tools		
Development Community		
Community Events		
12:30 – 13:00	Feedback Session for Questions and Answers from Training	
Revisiting the Homework and Questions and Answers of the training		

