

Compilation Lesson 3.1 MD18



You can now compile and deploy the UML model and complete the first development iteration. Change to the Model Compiler window and expand the file **lesson3.xml** in the deployment view.

The screenshot shows the 'E2E Model Compiler' window. On the left, there are three panes: 'Deployment View', 'File View', and 'Properties'. The 'Deployment View' pane shows a tree structure with 'lesson1.xml', 'lesson2.xml', and 'lesson3.xml'. 'lesson3.xml' is expanded, showing 'EducationLesson3' and 'EducationLesson3'. A right-click context menu is open over 'EducationLesson3', with options: 'Debug "EducationLesson3"', 'Run "EducationLesson3"', 'Stop "EducationLesson3"', 'Compile "EducationLesson3"', 'Deploy "EducationLesson3"', 'Properties', 'Show Debug View', 'Show Run View', 'Load Dump File', and 'Load Dump From URL'. The 'Compile "EducationLesson3"' option is highlighted. The 'File View' pane shows the 'Properties' tab. The 'Properties' pane is empty.

Compile the xUML service **Educati
onLesson3**.



Testing with E2E SOAP Test Tool

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If everything is okay, the XMI file name and the xUML service's name will turn green. If an error occurs, the name of the xUML service will turn red. Double-clicking the error in the E2E Messages window will highlight the package or the UML element in the containment tree of MagicDraw where the error occurred. Try to correct the error in the UML model and compile the xUML service again.

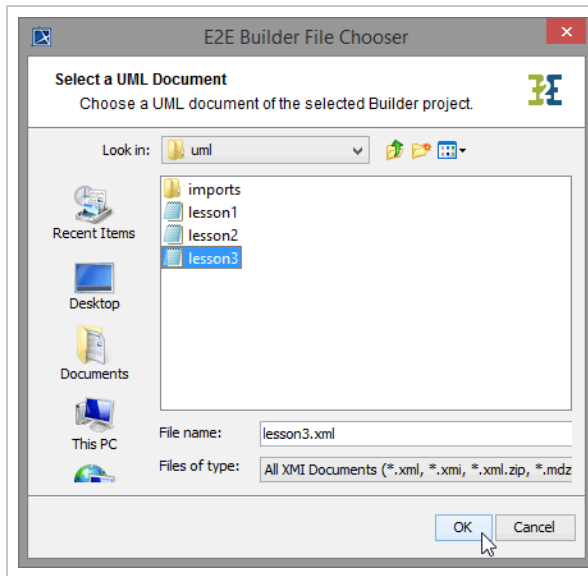
Solving Errors

If no error has been reported, skip this chapter.

The screenshot shows the 'Open E2E Builder Project' dialog box. It has a title bar with a close button. The main area is titled 'Open an E2E Builder Project' and contains the instruction 'Choose an existing Builder project from the list below.' Below this, there is a 'Look in:' dropdown menu set to 'E2E Builder Projects'. A list of projects is shown, with 'Education' and 'Education Solution' listed. 'Education Solution' is selected and highlighted. At the bottom, there are fields for 'File name:' (containing 'Education Solution') and 'Files of type:' (set to 'E2E Builder Project'). There are 'OK' and 'Cancel' buttons at the bottom right.

If you cannot fix the problem, open the Builder project **Education Solution**.

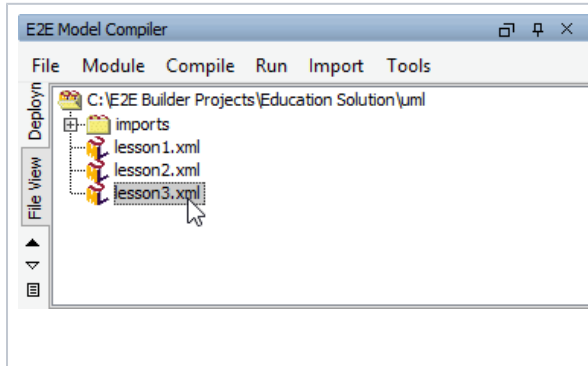
Click **OK**.



If you not have opened this project before, the **E2E Builder File Chooser** pops up.

Select the file **lesson3.xml** in sub folder **uml**, which contains the reference models of the third lesson.

If you already studied the solution models in lesson1 or 2, the builder will automatically open the model file last used.



Close the open project. Switch to the **File View** tab of the Model Compiler and double-click the file **lesson3.xml** to open it.

You can compare the solution model with your own model to find the error, but be aware of the fact that the solution contains the model of lesson 3 after the second iteration.

Remember, that you can switch between open project files using the **Opened Projects** toolbar of Magic Draw.

By loading lesson3.xml from Builder Project **Education Solution** your own project **Education** is no longer the active Builder project, though your own XMI file lesson3.xml is held open within Magic Draw. Wanting to continue working with **Education**, you will have to reopen the project.

See **Solving Errors** in the [lesson 1](#) or [lesson 2](#) document to get further information on how to change the active Builder project.