Compilation Lesson 3.2 MD18

The UML model has been completed now. You are ready to compile and to deploy the UML model, and to test it with the Model Debugger.

Compile the xUML service **EducationLesson3**.

Solving Errors

If no error has been reported, skip this chapter.

If you find no way to fix the errors in your lesson 3 model, you can use the solution model of lesson 3 as a reference. Click the link to download the Builder project Education Solution to your computer and unzip it to a folder of your choice. The solution project contains the solutions of all three lessons.
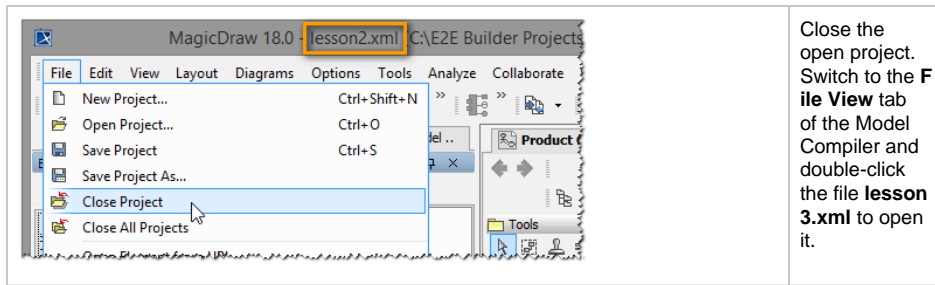

Open the Builder project **Education Solution**.

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 all reference models of lesson 3.

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

On this Page:

- Solving Errors

Close the open project. Switch to the **File View** tab of the Model Compiler and double-click the file **lesson 3.xml** to open it.

You can compare the solution model with your model to find the error. Remember, that you can switch between open project files using the **Switch 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 MagicDraw. Wanting to continue working with **Education**, you will have to reopen this project. See Solving Errors in lesson 1 or 2 to get further information on how to change the active Builder project.

As an alternative, you can continue your studies with the solution model by importing the solution into your own Builder project. See Solving Errors in lesson 1 or 2 to get further information on how to import an XML model into your active Builder project.

Compile the imported model and continue with lesson 3.