

# The Model-Oriented Programming Technology

***A new way to program. A new way to design. A new way to learn.***

Works with Java, C++, PHP

Add UML model concepts to code  
or  
Add code to UML

Create UML textually  
or  
Program from a diagram

Generate state-of-the-art code for

- State machines
- Associations with referential integrity
- Concurrency
- Patterns

Raise software productivity

- Build systems quickly from models
- Reduce code volume
- Generate documentation

Improve software quality

- UmpLe is written in itself
- Four levels of testing

Teach and learn modeling faster

- Students 'get' modeling finally
- Demonstrated to improve grades

Adopt modeling incrementally into existing code: *umplication*

Key websites:

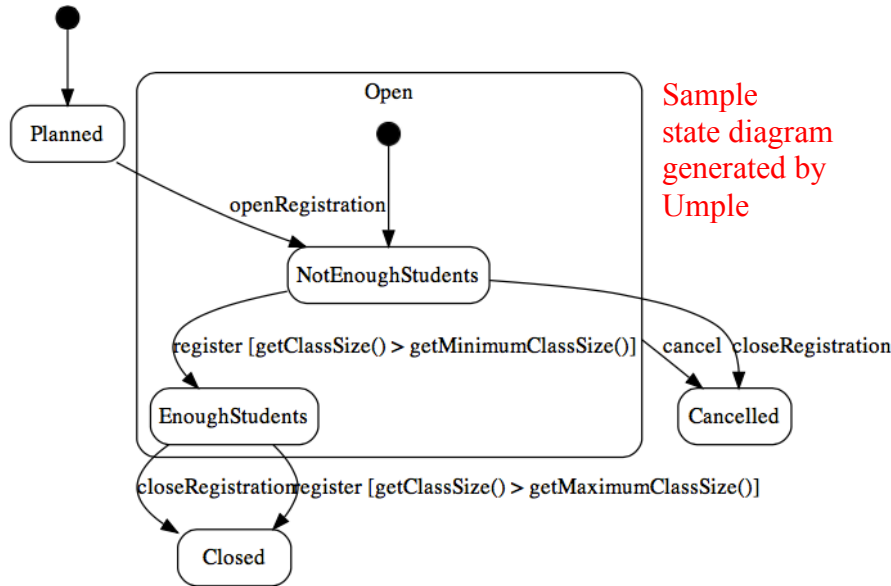
UmpLeOnline: <http://try.umpLe.org>

Open source code: <http://code.umpLe.org>

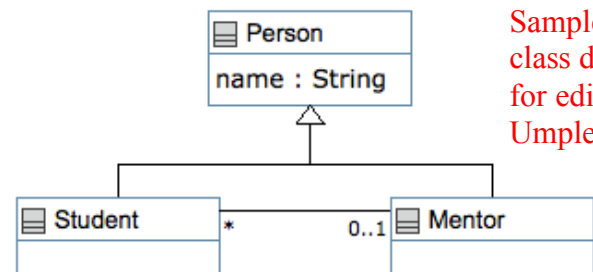
User manual: <http://manual.umpLe.org>

UmpLe =

**U**ML **P**rogramming **L**anguage  
+ **A**mpLe  
+ **S**imple



Sample state diagram generated by UmpLe



Sample class diagram for editing the UmpLe below

Sample UmpLe textual model + code

```

1 class Person {
2   name; // Attribute, string by default
3   String toString () {
4     return(getName());
5   }
6 }
7
8 class Student {
9   isA Person;
10 }
11
12 class Mentor {
13   isA Person;
14 }
15
16 association {
17   0..1 Mentor -- * Student;
18 }
  
```