A Short Introduction to Eclipse

Plug-in Architecture, Workbench, Important Technologies

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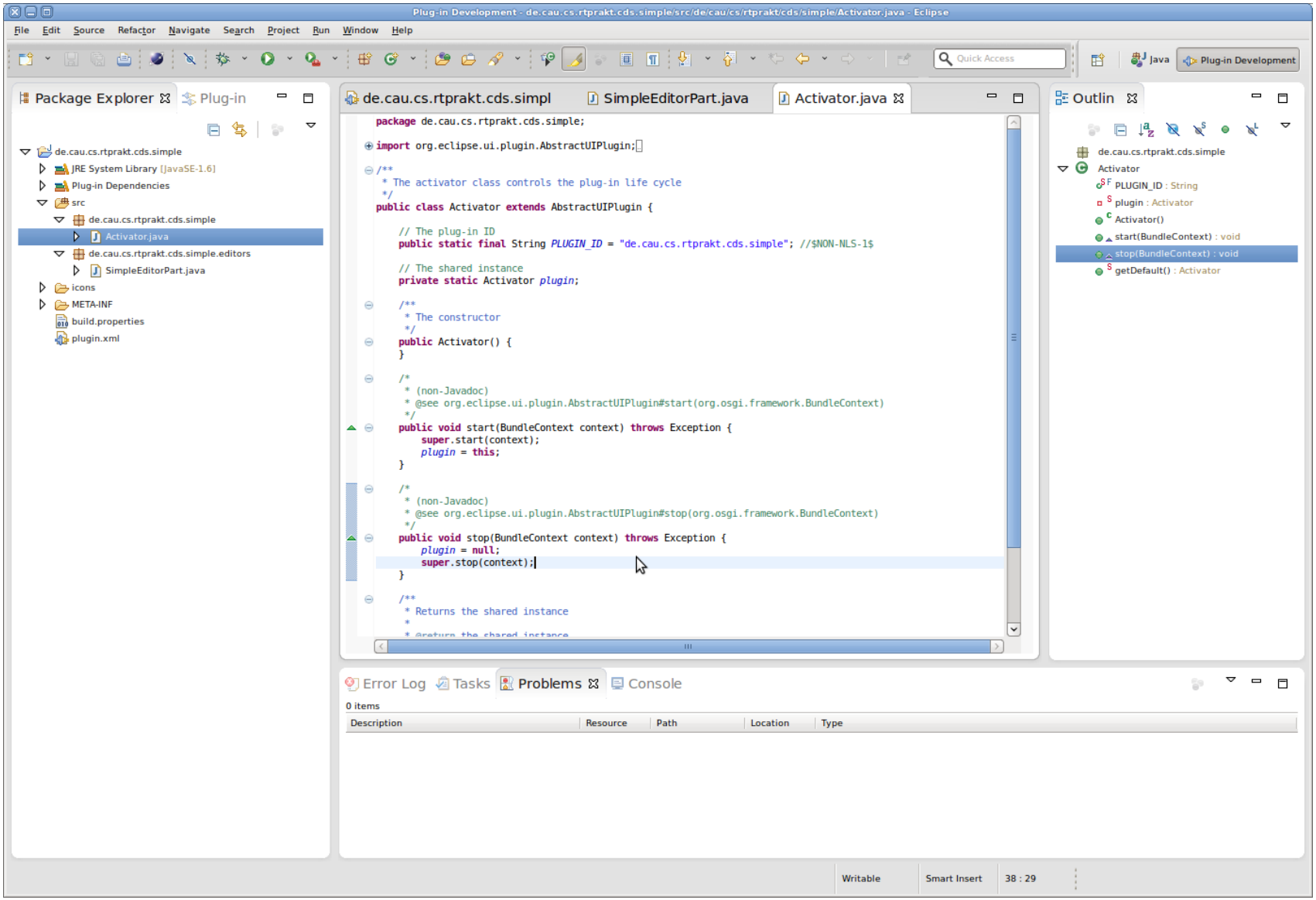
Introducing Eclipse

Overwhelming Newcomers since 2004



Outline

1. Plug-ins and Extensions
2. The Eclipse Platform
3. Important Technologies

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2 The Eclipse Platform

3 Important Technologies

Basic Architecture

OSGi and a Heap of Plug-ins

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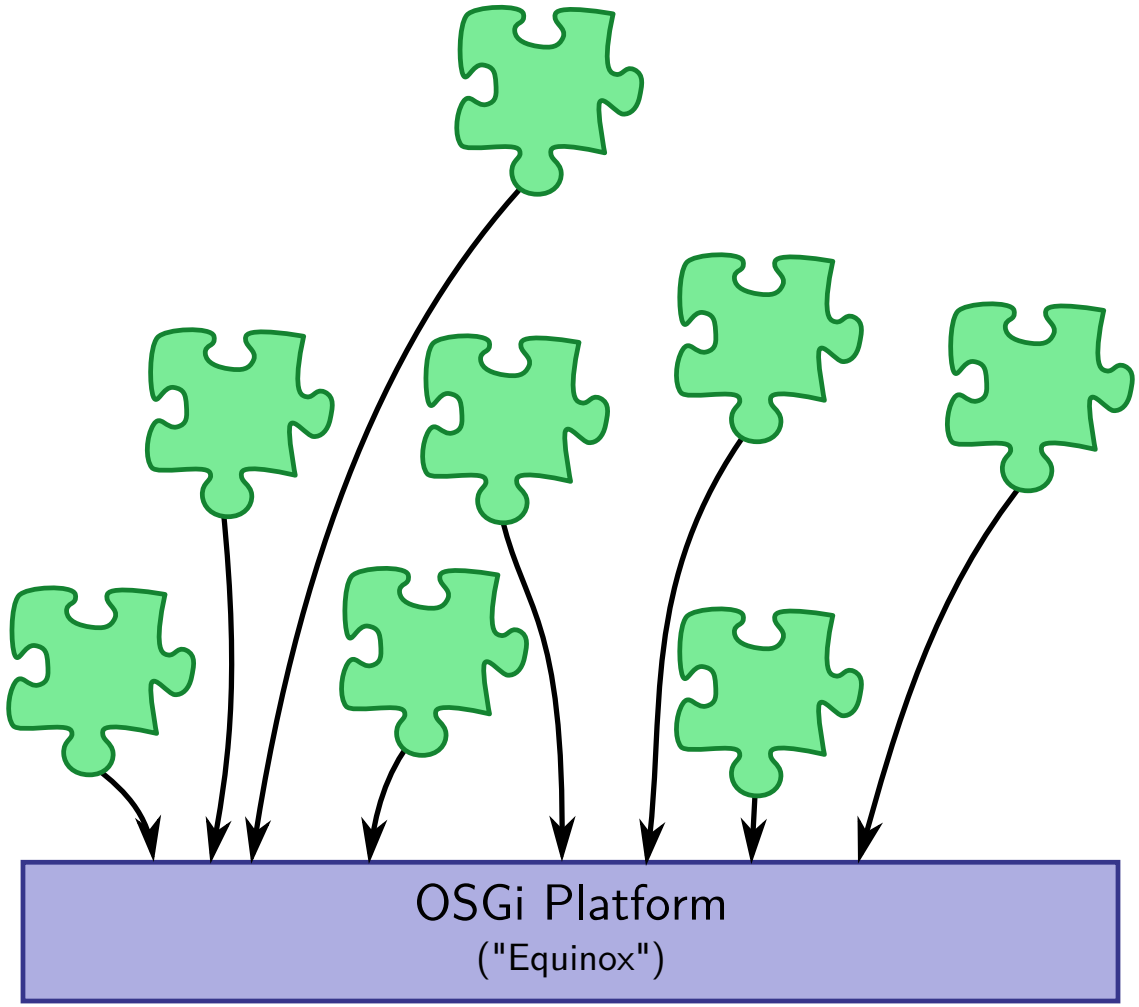

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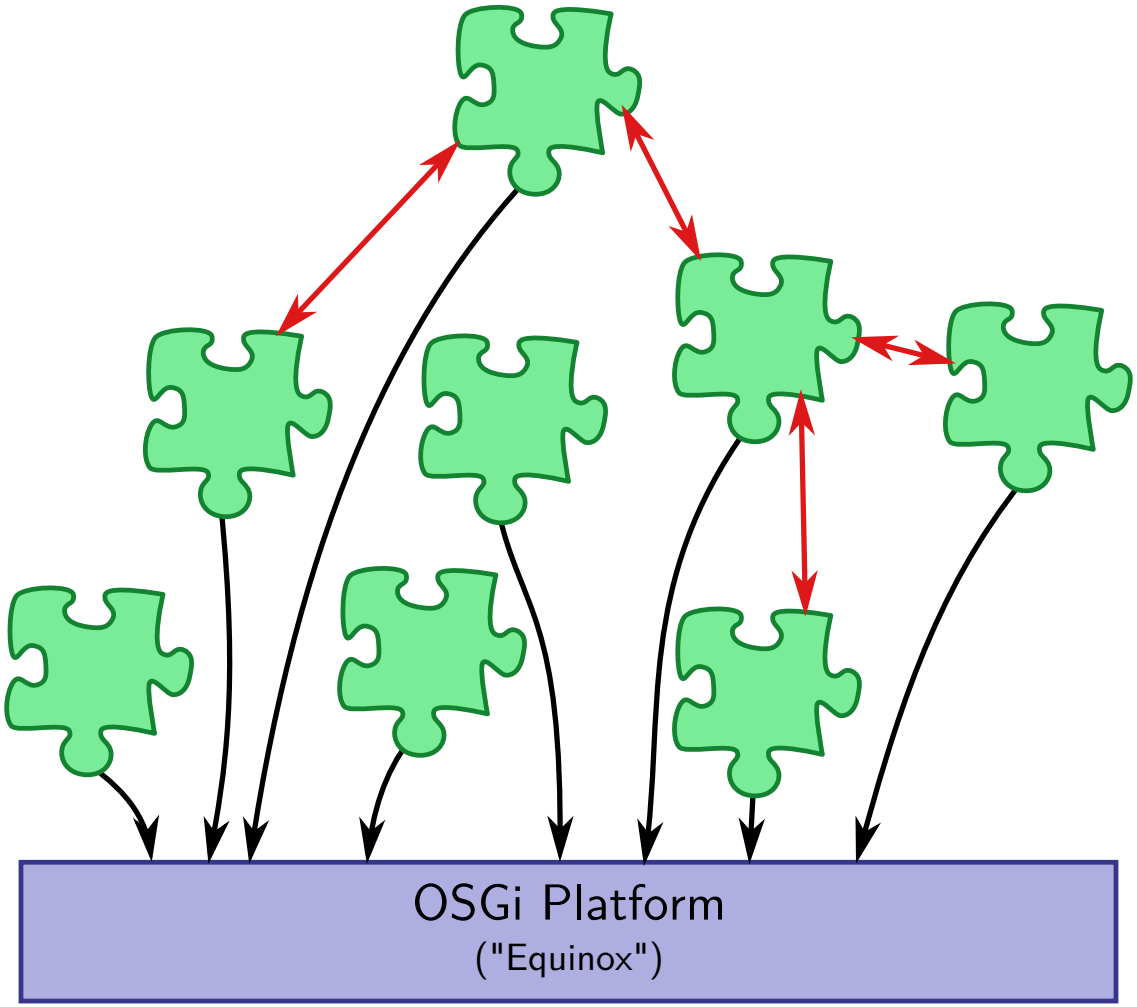
OSGi and a Heap of Plug-ins



The Big Deal

What's so Interesting About this Stuff?

We have:

- Core runtime (Equinox)
- Ever changing set of plug-ins
- Plug-ins working together
- A "seamless" user experience

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How does this work?

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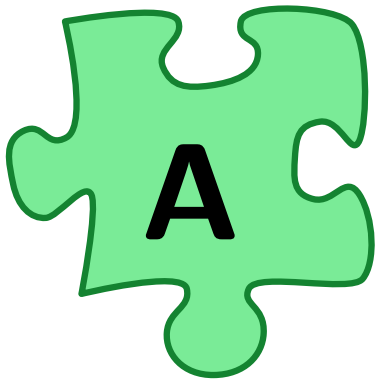
How does this work?

- Extension points
- Extensions
- Dependencies

How Plug-ins Work Together

Extension Points and Extensions (plugin.xml)



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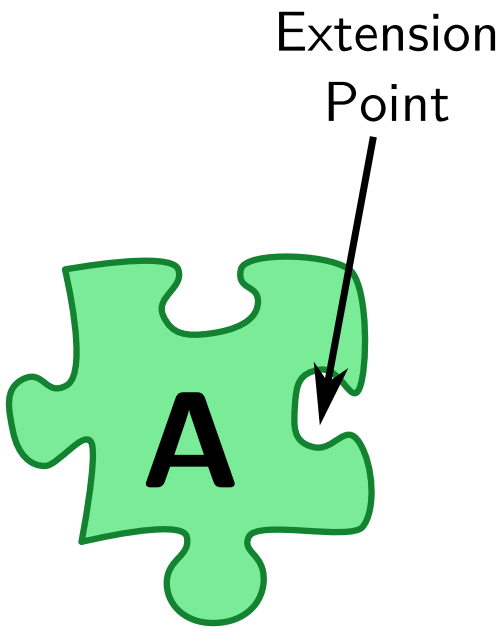

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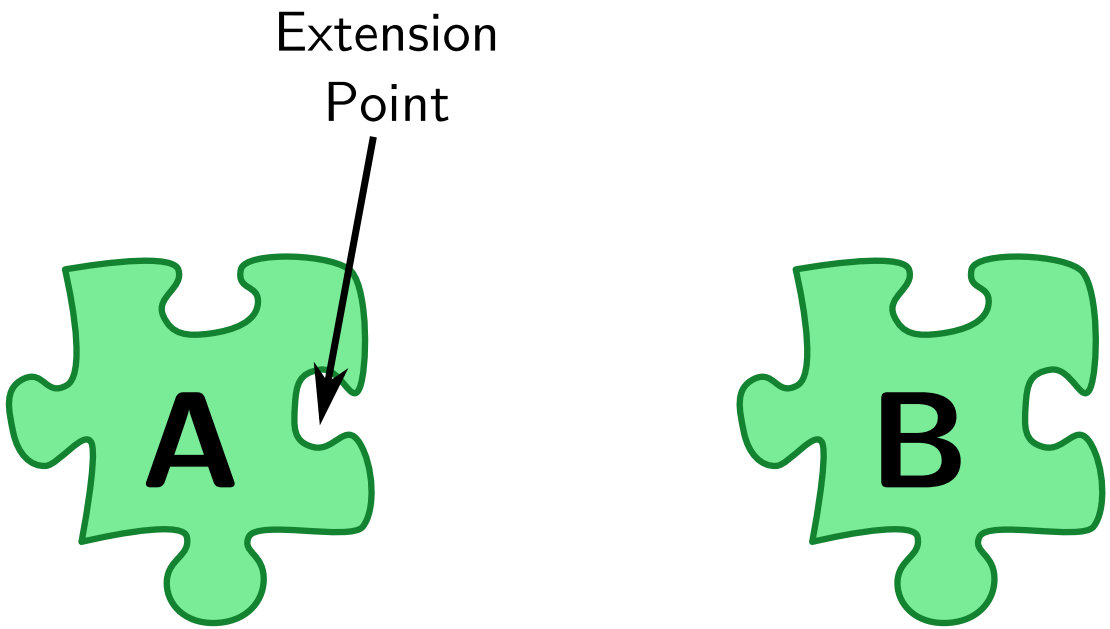

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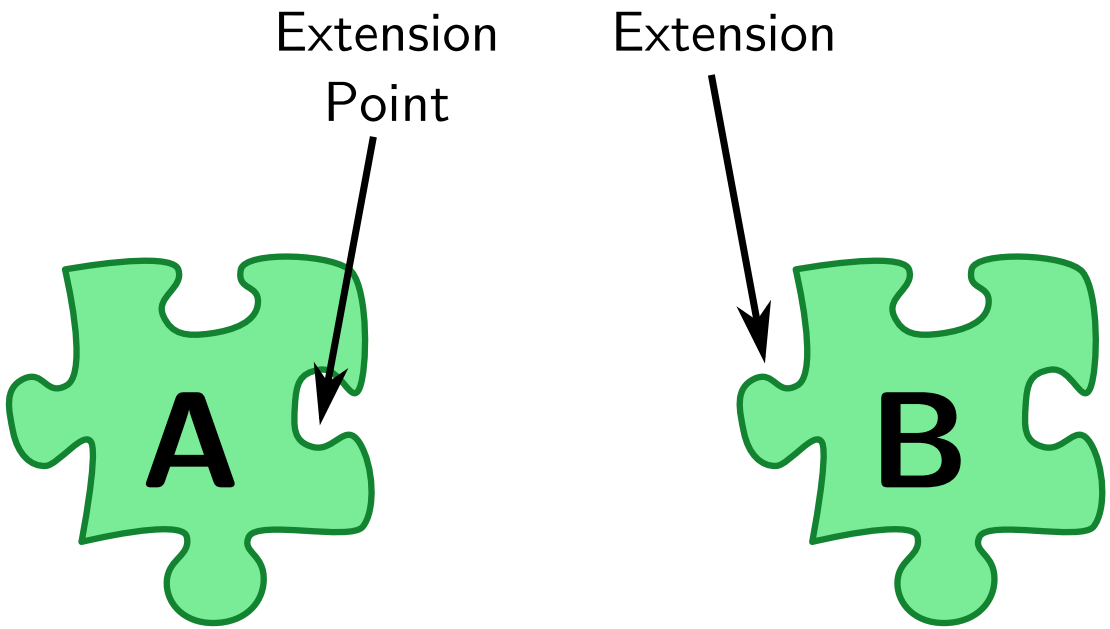

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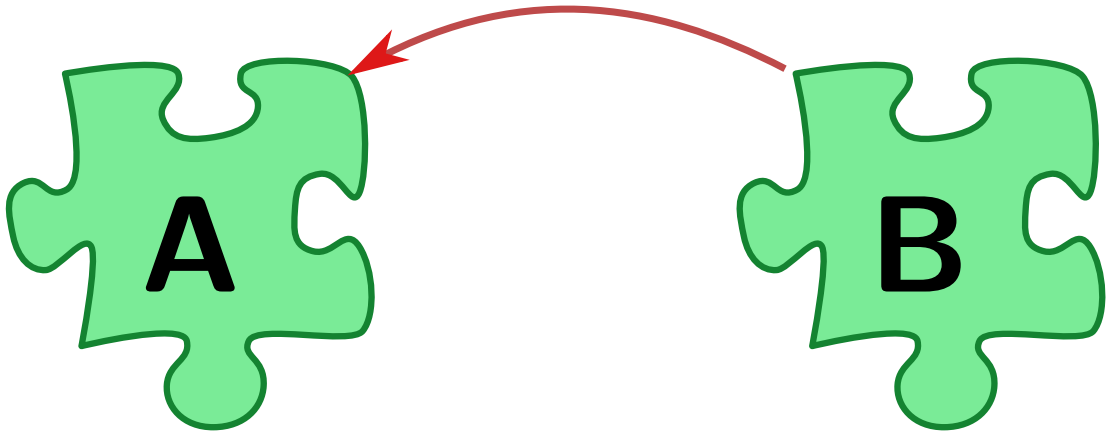
Dependencies (MANIFEST.MF)



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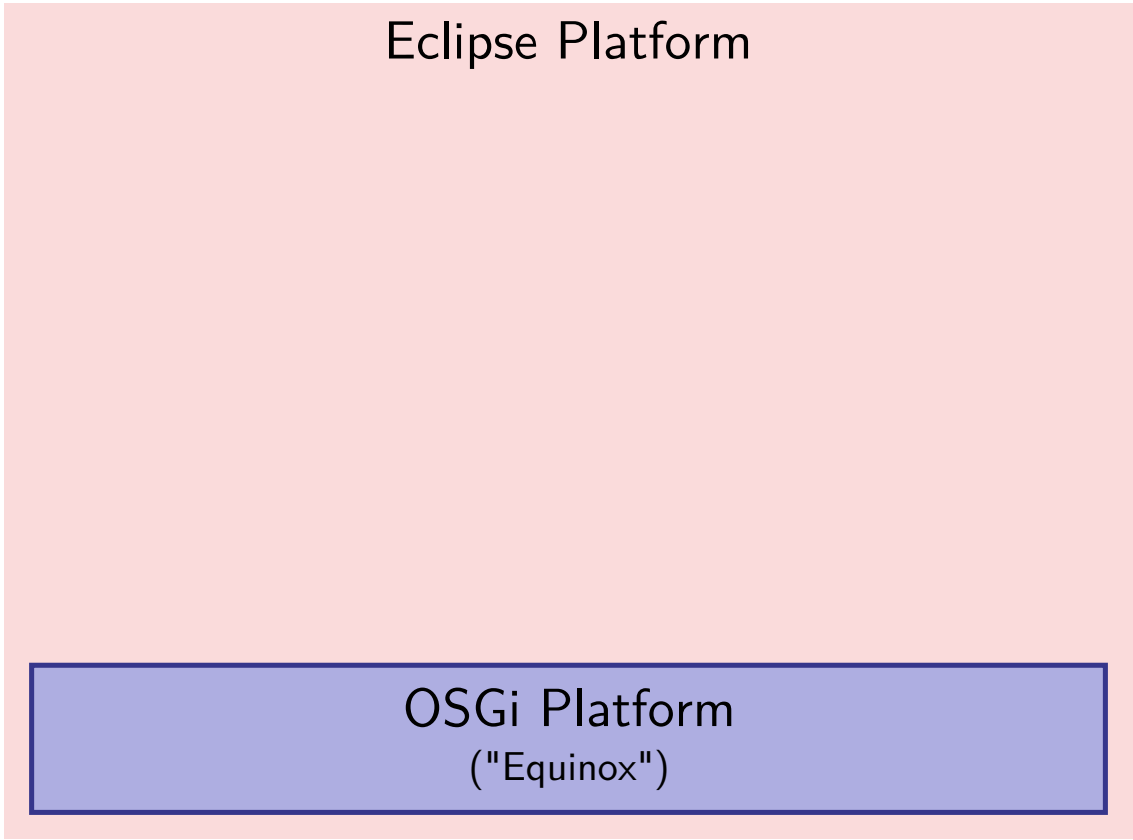
Eclipse Platform

What Do You Get?



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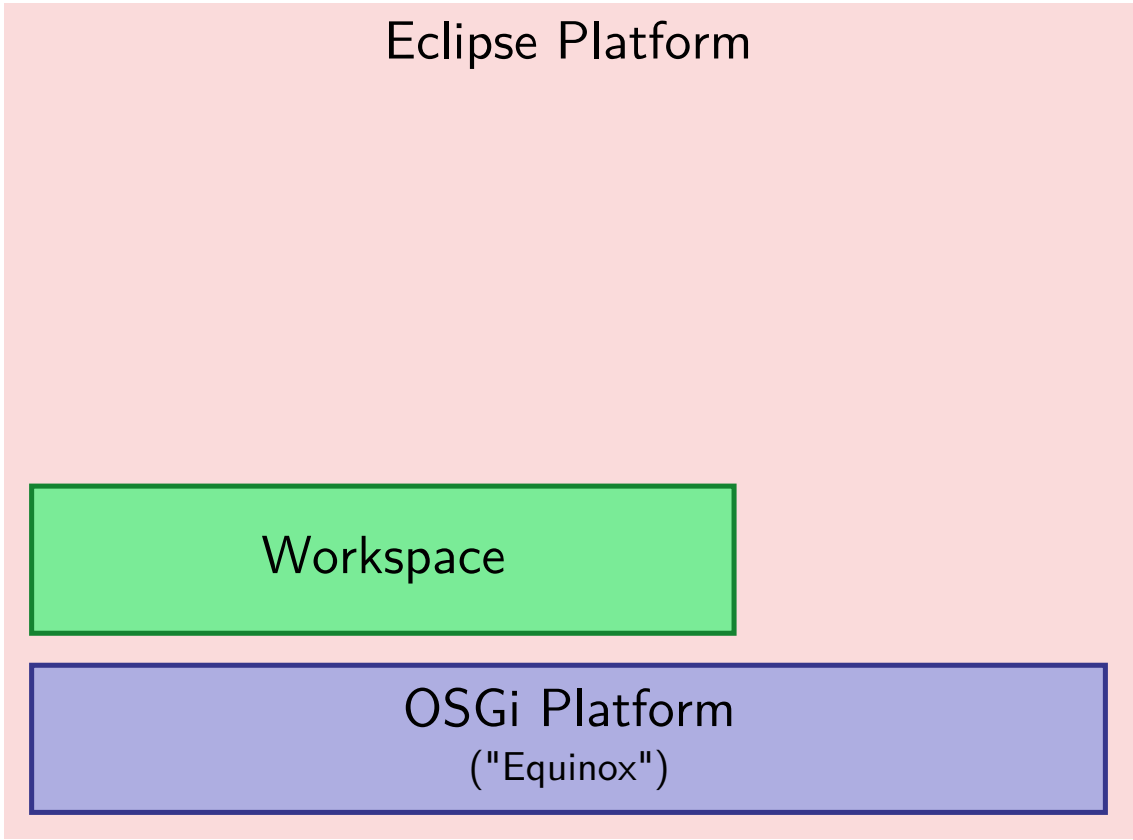

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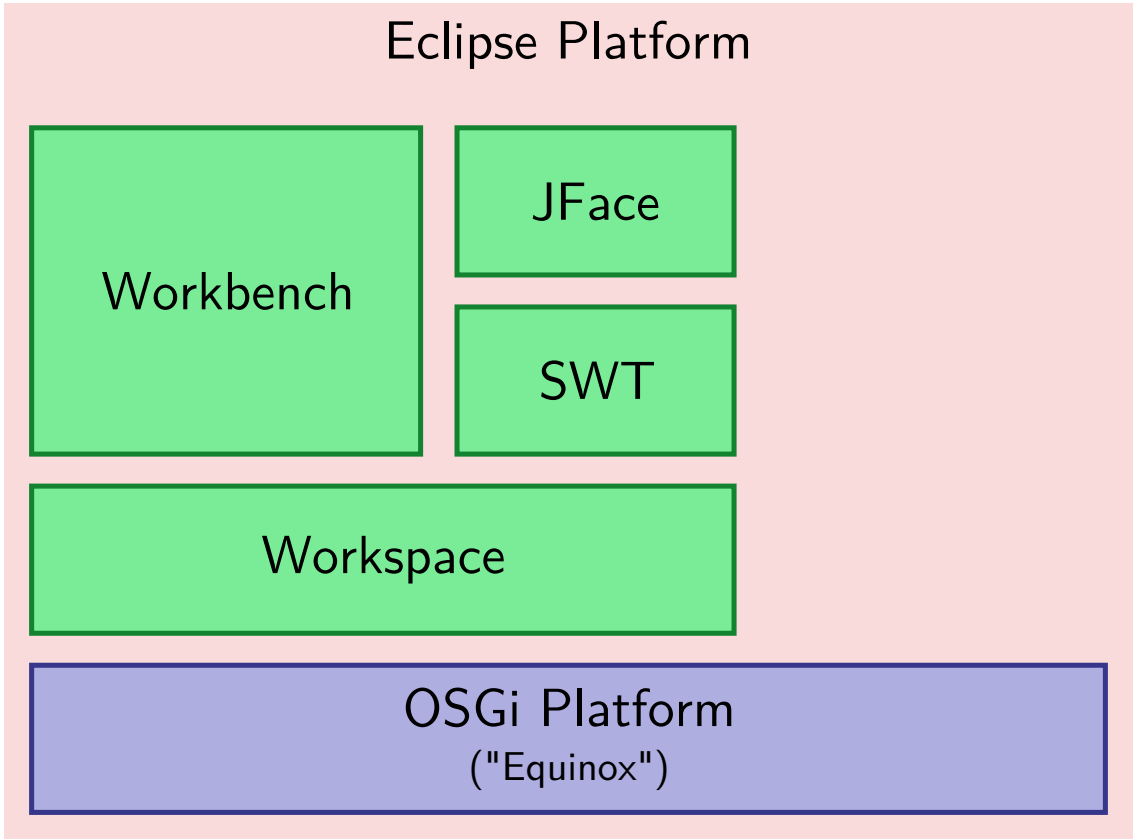

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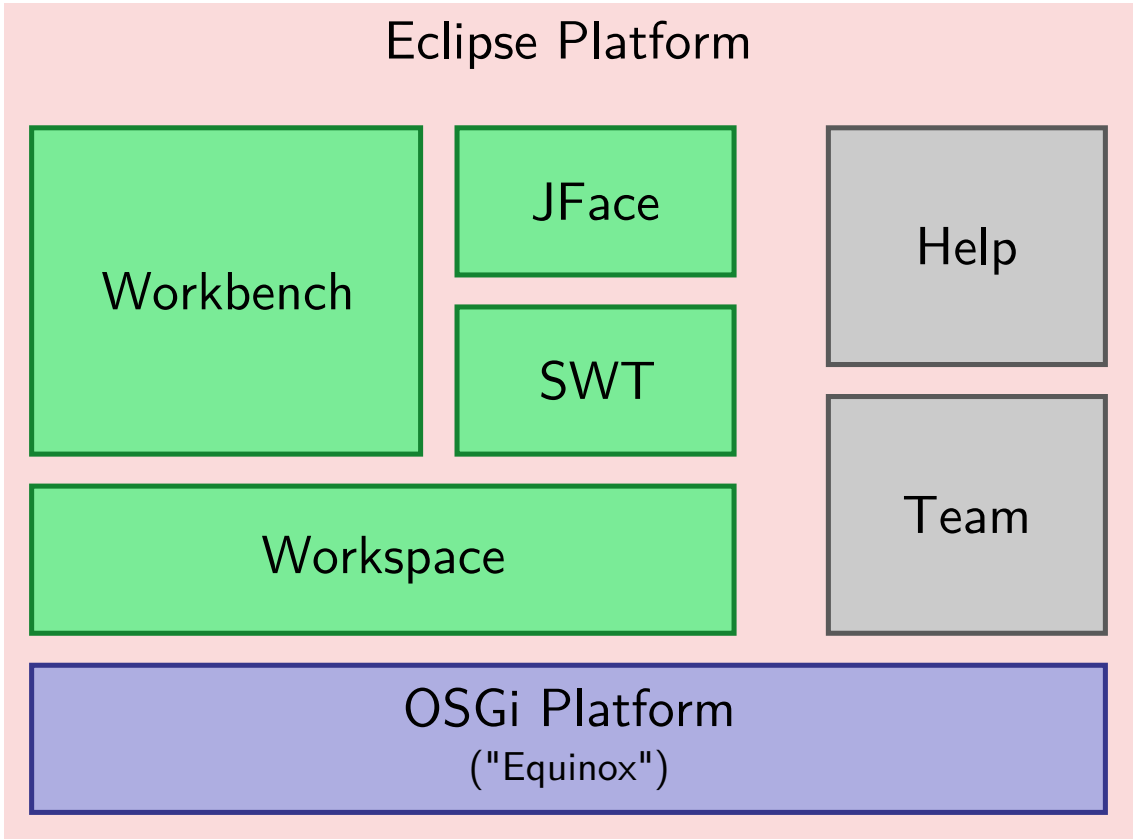
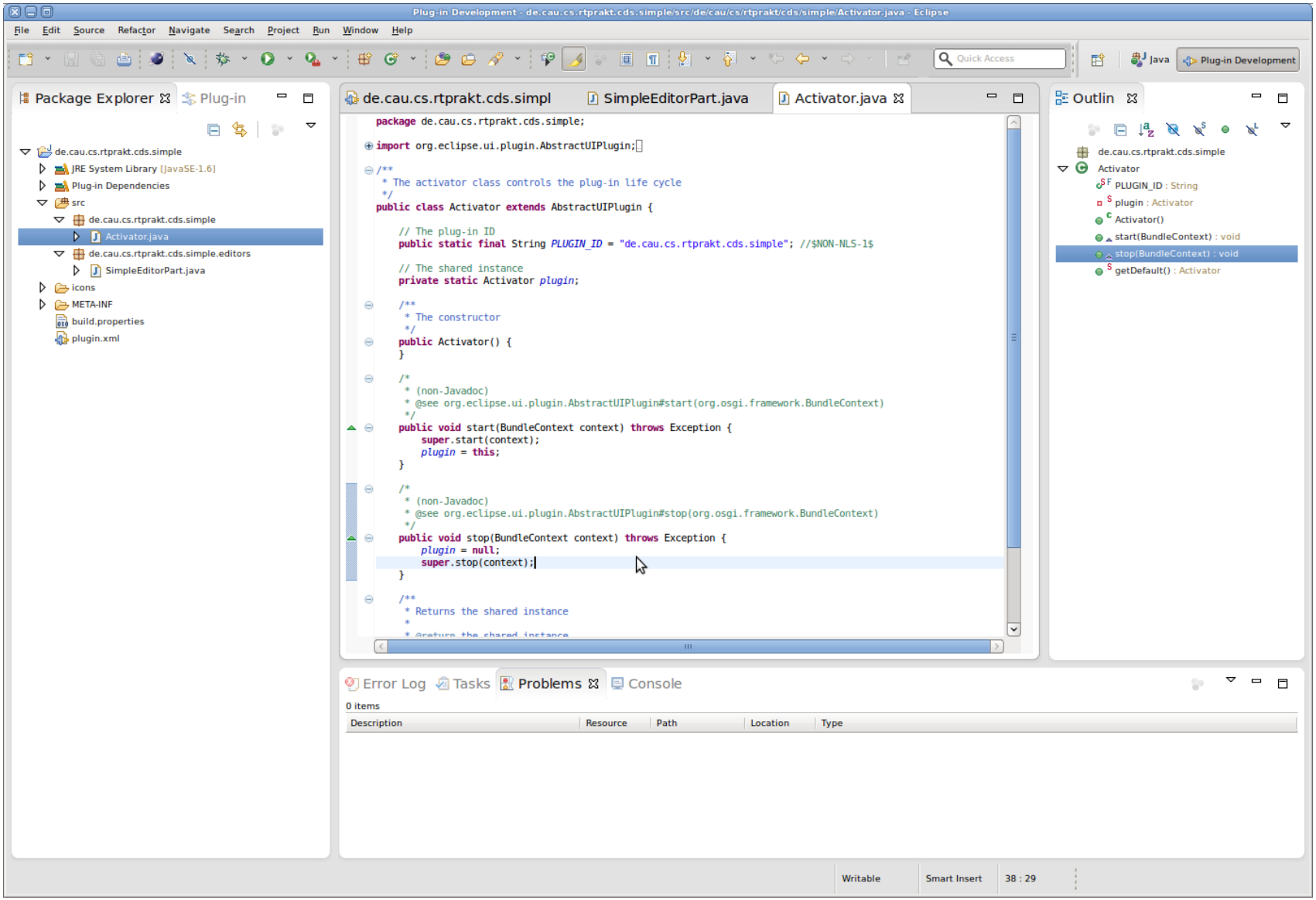


Workbench Components

What's in a Window



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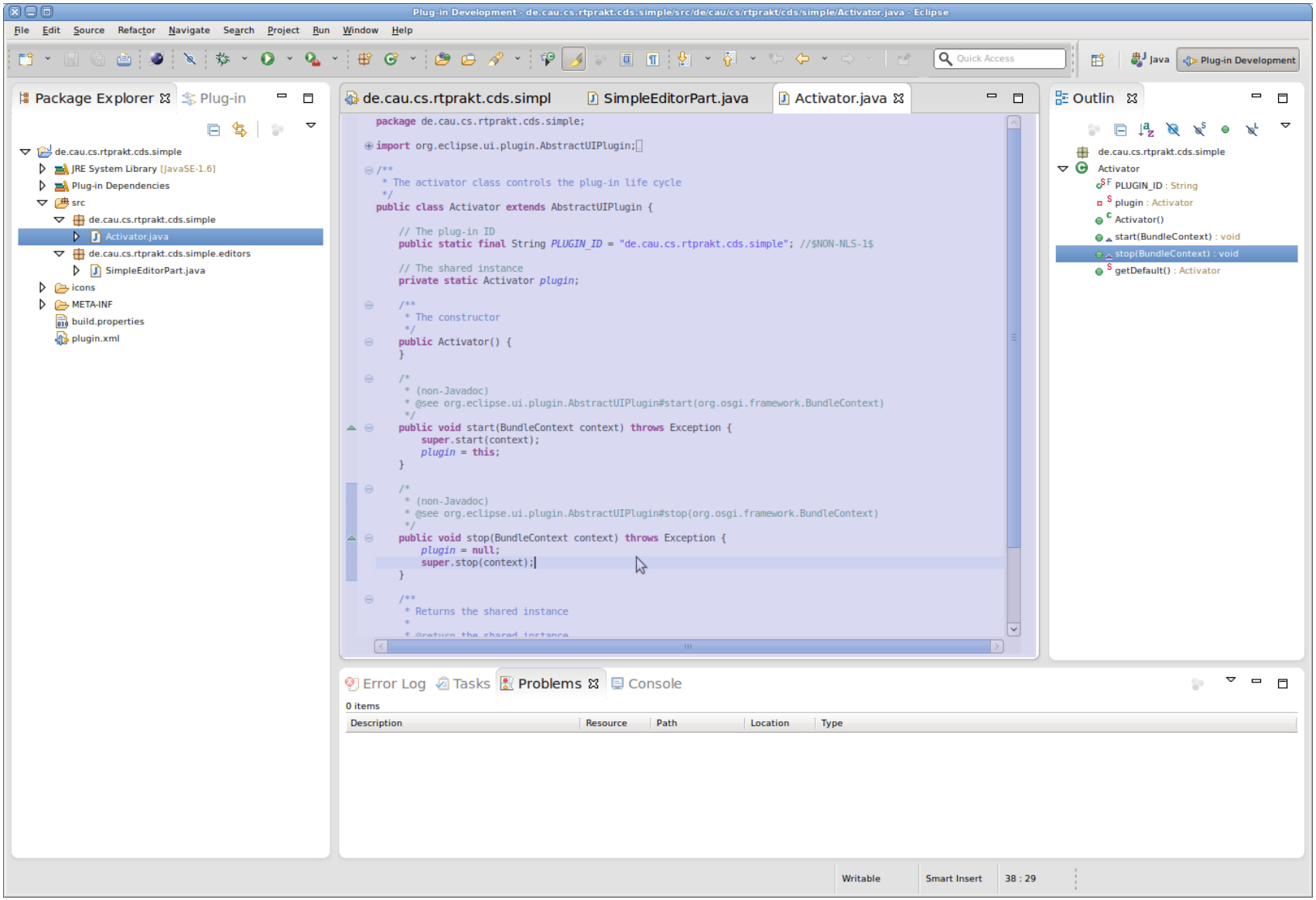

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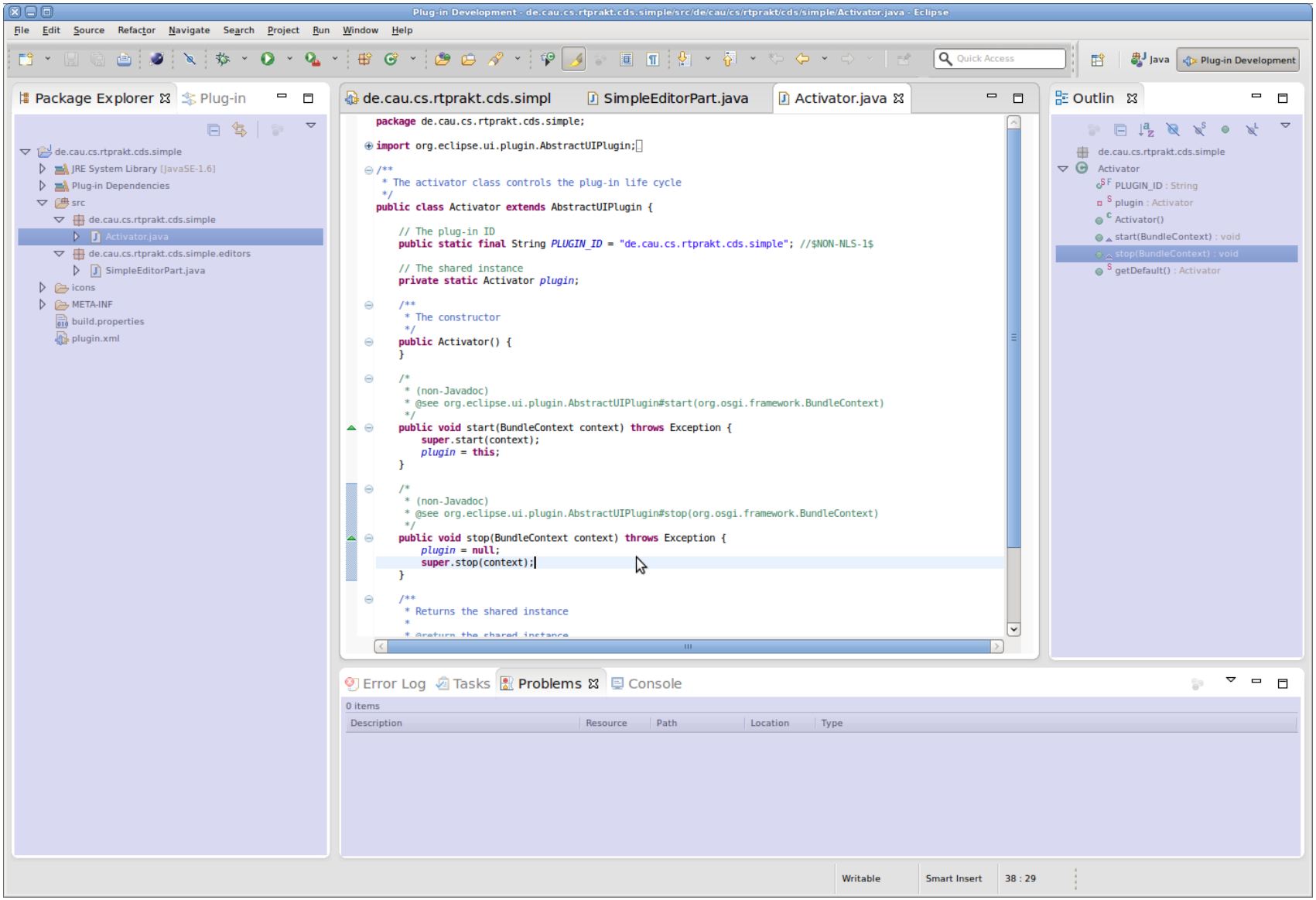

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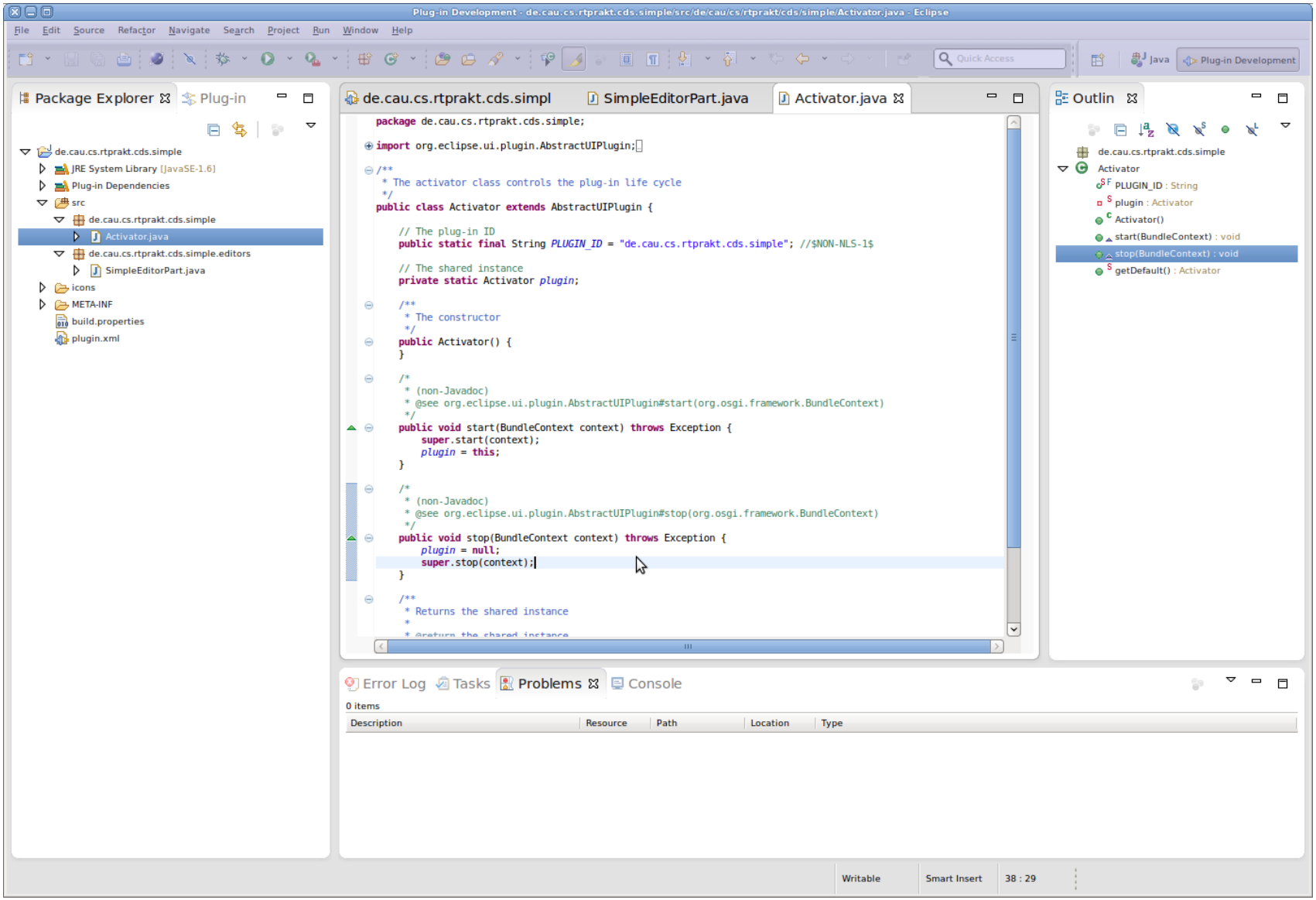

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  - SWT (Standard Widget Toolkit)
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