

Index

1. Introduction
 2. Creating a New Project
 - Selecting Project Type
 - Filling Project Metadata and Adding Dependencies
 3. Diagram Builder
 4. Maven Project & Vert.x Project
 - Components Bar
 - Package
 - Custom Component
 - UML Style Components
 - Editing and Deleting Components
 5. Spring Boot Project & WebFlux Project
 - Components Bar
 - Package
 - Custom Component
 - UML Style Components
 - Editing and Deleting Components
 6. Editing Project Initializer Information
 7. Sharing a Project
 8. Generating Code
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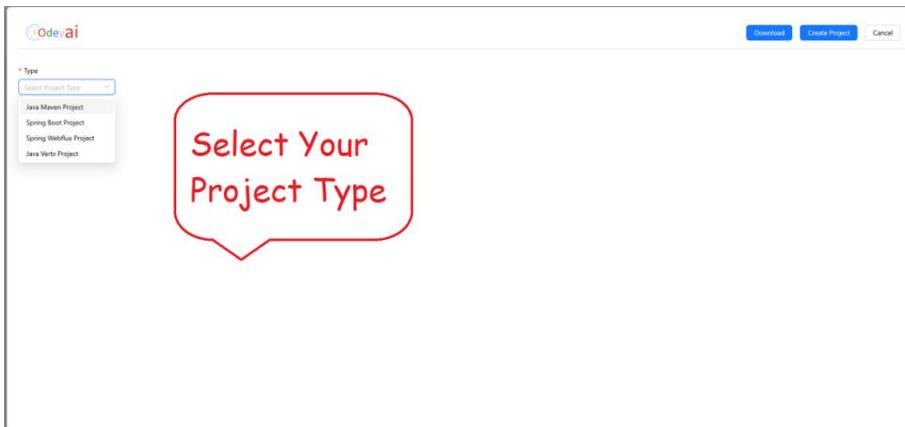
1. Introduction

This document provides a step-by-step guide on how to create, design, and manage projects using the diagram builder, including details on project components, editing, sharing, and code generation.

2. Creating a New Project

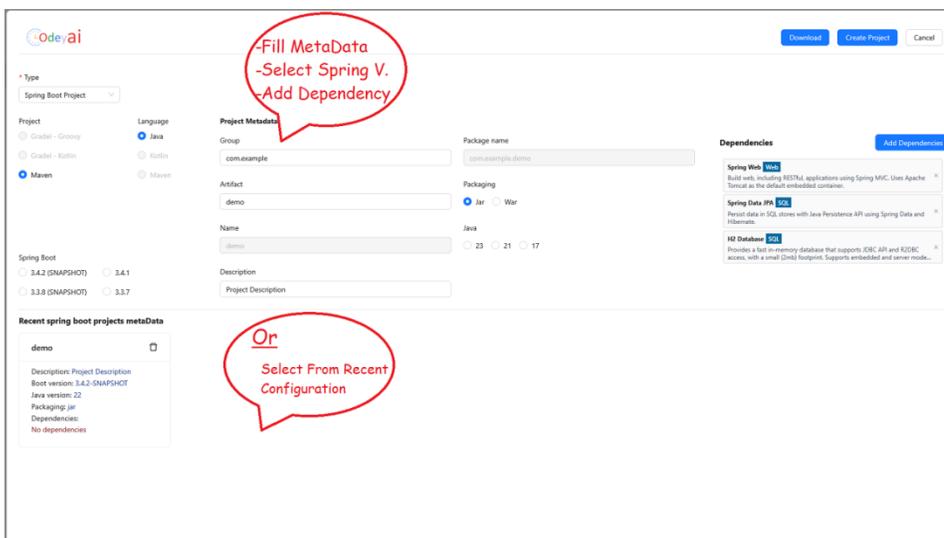
Selecting Project Type

- Choose the desired project type: Maven, Vert.x, Spring Boot, or WebFlux.



Filling Project Metadata and Adding Dependencies

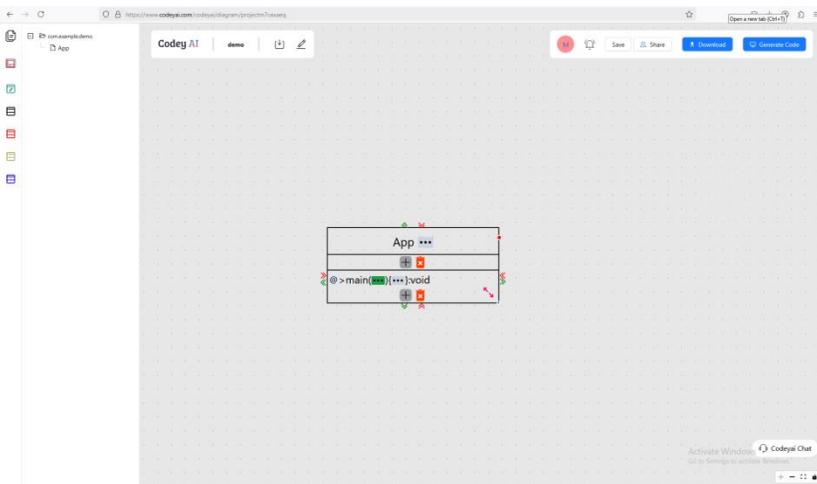
- Enter project metadata.
- Add required dependencies if applicable.



3. Diagram Builder

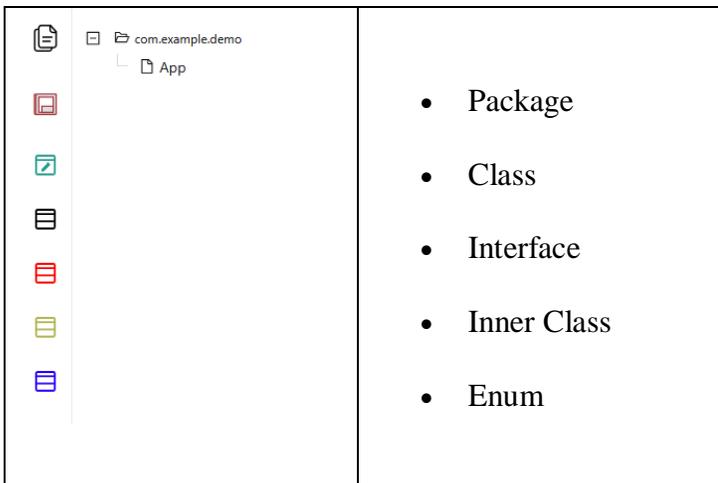
The diagram builder allows users to visually design the project structure, adding various components dynamically.

4. Maven Project & Vert.x Project



Components Bar

Available components:



Project explorer

- Shows the project packages and components

Package

- Drag a package onto the mesh to create a package within the current package.

Custom Component

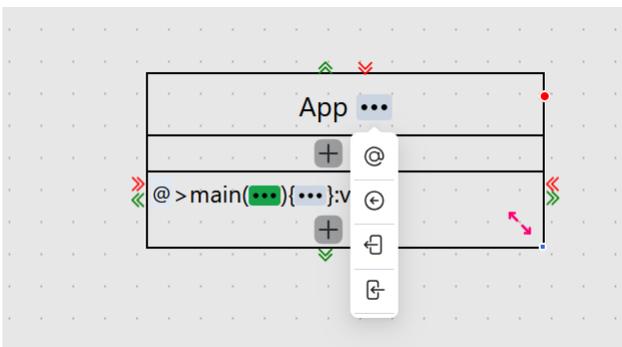
- A built-in IDE-style editor enables users to write code directly.
- Predefined elements accessible by typing \$, allowing selection from:

- \$class, \$Configuration, \$constructor, \$controller, \$entity, \$enum, \$inner class, \$interface, \$Main method, \$method, \$repository, \$service

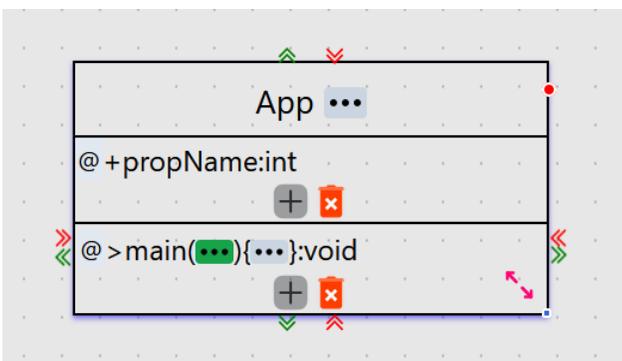
UML Style Components

Class	
Interface	
Inner Class	
Enum	

- Class-level information: annotations, implements, extends, imports (editable via . . . next to the class name)



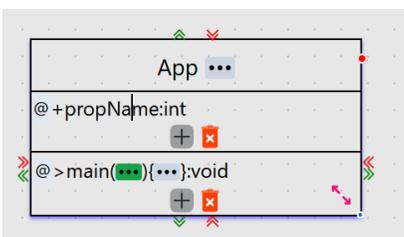
- Class variables: annotations, scope, type (added via + button, modified via direct editing)



- Function-level details:
 - Annotations (@ symbol)
 - Scope (+, <, >, etc.)
 - Function parameters (edited via . . . button, multiple parameters in separate lines)
 - Function body ({ . . . } for natural language, Java, or pseudocode)
 - Return type (select from predefined or custom class types)

Editing and Deleting Components

- Delete a class: Select and press `Delete` (Windows) or `fn + Backspace` (Mac).
- Delete a variable: Place cursor in variable name and press `Delete`.



5. Spring Boot Project & WebFlux Project

Components Bar

Available components:

- Package, Class, Interface, Inner Class, Service, Controller, Configuration, Entity, Repository, Enum

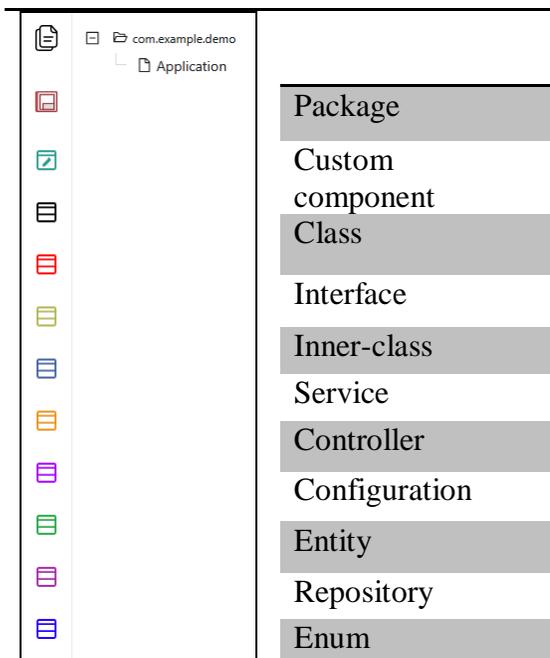
Package

- Drag a package onto the mesh to create a package within the current package.

Custom Component

- Built-in IDE-style editor with predefined elements accessible via \$:
 - \$class, \$Configuration, \$constructor, \$controller, \$entity, \$enum, \$inner class, \$interface, \$Main method, \$method, \$repository, \$service

UML Style Components

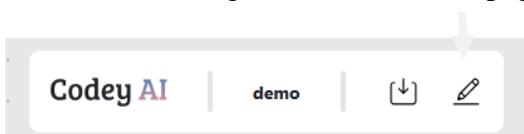


Editing and Deleting Components

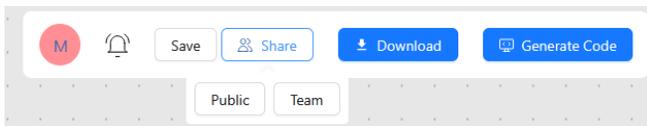
- Follow the same deletion/editing steps as for Maven/Vert.x projects.

6. Editing Project Initializr Information

- Click the edit symbol to modify project metadata or dependencies.
- Save changes on the metadata page, then confirm on the diagram page.



7. Sharing a Project



Options for Sharing

- **Public:** Share in the public repository.
- **Team:** Share with selected team members via email.
 - If only your email is entered, you will be the sole project owner.

Saving and Cloud Storage

- Projects remain local until explicitly shared.
- Shared projects are stored in Azure Cloud.
- Clearing cache deletes locally saved projects, so ensure saving before clearing.

8. Generating Code

- Once the diagram is completed, click **Generate Code**.
- The system generates a complete project, including implementation and unit tests.
- Download the project in moments for further development and deployment.