# **MicroEJ Documentation**



MicroEJ Corp.

Revision ec0af789

Jan 11, 2022

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Welcome to MicroEJ developer documentation. Browse the following chapters to familiarize yourself with MicroEJ Technology and understand the principles of app and platform development with MicroEJ.

- The Glossary chapter describes MicroEJ terminology.
- The Overview chapter introduces MicroEJ products and technology.
- The SDK User Guide chapter presents the MicroEJ Software Development Kit.
- The Application Developer Guide presents how to develop a Java application.
- The Platform Developer Guide teaches you how to integrate a C Board Support as well as simulation configurations.
- The Kernel Developer Guide introduces you to advanced concepts, such as partial updates and dynamic app life cycle workflows.
- The Tutorials chapter covers a variety of topics related to developing with the MicroEJ ecosystem.

#### CHAPTER

# MICROEJ GLOSSARY

This glossary defines the technical terms upon which the MICROEJ VEE (Virtual Execution Environment) is built.

- Add-On Library A MicroEJ Add-On Library is a pure managed code (Java) library. It runs over one or more MicroEJ Foundation Libraries.
- **Abstraction Layer** An Abstraction Layer is the C code that implements a Foundation Library's low-level APIs over a board support package (BSP) or a C library.
- Application A MicroEJ Application is a software program that runs on a Powered by MicroEJ device.
  - **Standalone Application** MicroEJ Standalone Application is a MicroEJ Application that is directly linked to the C code to produce a MicroEJ Mono-Sandbox Firmware. It is edited using MicroEJ SDK.
  - **Sandboxed Application** A MicroEJ Sandboxed Application is a MicroEJ Application that can run over a MicroEJ Multi-Sandbox Firmware. It can be linked either statically or dynamically.
  - **System Application** A MicroEJ System Application is a MicroEJ Sandboxed Application that is statically linked to a MicroEJ Multi-Sandbox Firmware, as it is part of the initial image and cannot be removed.
  - **Kernel Application** A MicroEJ Kernel Application is a MicroEJ Standalone Application that implements the ability to be extended to produce a MicroEJ Multi-Sandbox Firmware.
- **Architecture** A MicroEJ Architecture is a software package that includes the MicroEJ Core Engine port to a target instruction set and a C compiler, core MicroEJ Foundation Libraries (EDC, [BON], [SNI], [KF]) and the MicroEJ Simulator. MicroEJ Architectures are distributed either as evaluation or production version.
- **Core Engine, also named "MEJ32"** MicroEJ Core Engine, also named MEJ32, is a scalable 32-bit core for resource-constrained embedded devices. It is delivered in various flavors, mostly as a binary software package. MicroEJ Core Engine allows applications written in various languages to run in a safe container.
- **Firmware** A MicroEJ Firmware is the result of the binary link of a MicroEJ Standalone Application with a MicroEJ Platform. The firmware is a binary program that can be programmed into the flash memory of a device.
  - **Mono-Sandbox Firmware** A MicroEJ Mono-Sandbox Firmware is a MicroEJ Firmware that implements an unmodifiable set of functions. (previously MicroEJ Single-app Firmware)
  - **Multi-Sandbox Firmware** A MicroEJ Multi-Sandbox Firmware is a MicroEJ Firmware that implements the ability to be extended, by exposing a set of APIs and a memory space to link MicroEJ Sandboxed Applications. (previously MicroEJ Multi-app Firmware)
- **Foundation Library** A MicroEJ Foundation Library is a library that provides core or hardware-dependent functionalities. A Foundation Library combines managed code (Java) and low-level APIs (C) implemented by one or more Abstraction Layers through a native interface (*SNI*).
- **Mock** A MicroEJ Mock is a mockup of a Board Support Package capability that mimics an hardware functionality for the MicroEJ Simulator.

- **Module Manager** MicroEJ Module Manager downloads, installs and controls the consistency of all the dependencies and versions required to build and publish a MicroEJ asset. It is based on Semantic Versioning specification.
- **Platform** A MicroEJ Platform integrates a MICROEJ VEE, a MicroEJ Architecture, one or more Foundation Libraries with their respective Abstraction Layers, and the board support package (BSP) for the target Device. It also includes associated MicroEJ Mocks for the MicroEJ Simulator.
- **SDK** MicroEJ SDK allows MicroEJ Firmware developers to build a MicroEJ-ready device, by integrating a MicroEJ Architecture with both Java and C software on their device.
- **Simulator** MicroEJ Simulator allows running MicroEJ Applications on a target hardware simulator on the developer's desktop computer. The MicroEJ Simulator runs one or more MicroEJ mock that mimics the hardware functionality. It enables developers to develop their MicroEJ Applications without the need of hardware.
- **Studio** MicroEJ Studio allows application developers to write a MicroEJ Sandboxed Application, run it on a Virtual Device, deploy it on a MicroEJ-ready device, and publish it to a MicroEJ Forge instance.
- **VEE** MICROEJ VEE is an applications container. VEE stands for Virtual Execution Environment, and refers to the first implementation that embeds a virtual 32-bit processor, hence the term "Virtual". MICROEJ VEE runs on any OS/RTOS commonly used in embedded systems (FreeRTOS, QP/C, uc/OS, ThreadX, embOS, Mbed OS, Zephyr OS, VxWorks, PikeOS, Integrity, Linux, QNX, ...) and can also run without RTOS (bare-metal) or proprietary RTOS. MICROEJ VEE includes the small MEJ32, along with a wide range of libraries (Add-On Libraries and Foundation Libraries).
- **Virtual Device** A MicroEJ Virtual Device is a software package that includes the simulation part of a MicroEJ Firmware: runtime, libraries and application(s). It can be run on any PC without the need of MicroEJ Studio. In case a MicroEJ Multi-Sandbox Firmware, it is also used for testing a MicroEJ Sandboxed Application in MicroEJ Studio.

#### CHAPTER

### TWO

# **OVERVIEW**

MicroEJ offers a comprehensive toolset to build the embedded software of a device. The toolset covers two levels in device software development:

- MicroEJ SDK for device firmware development
- MicroEJ Studio for application development

The firmware will generally be produced by the device OEM, it includes all device drivers and a specific set of MicroEJ functionalities useful for application developers targeting this device.

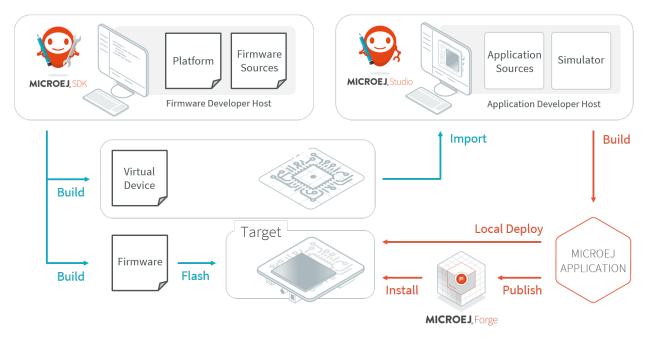


Fig. 1: MicroEJ Development Tools Overview

Using the MicroEJ SDK tool, a firmware developer will produce two versions of the MicroEJ binary, each one able to run applications created with the MicroEJ Studio tool:

- A MicroEJ Firmware binary to be flashed on OEM devices;
- A Virtual Device which will be used as a device simulator by application developers.

Using the MicroEJ Studio tool, an application developer will be able to:

• Import Virtual Devices matching his target hardware in order to develop and test applications on the Simulator;

- Deploy the application locally on an hardware device equipped with the MicroEJ Firmware;
- Package and publish the application on a MicroEJ Forge Instance, enabling remote end users to install it on their devices. For more information about MicroEJ Forge, please consult <a href="https://www.microej.com/product/forge">https://www.microej.com/product/forge</a>.

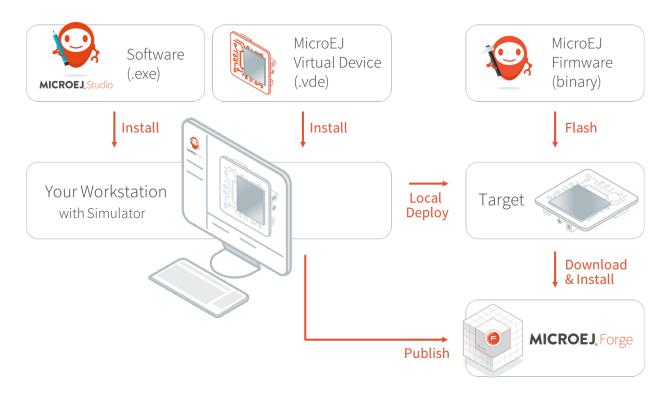
# 2.1 Getting Started

MicroEJ Studio Getting Started is available on https://developer.microej.com/5/getting-started-studio.html.

Starting from scratch, the steps to go through the whole process are:

- 1. Setup a board and test a MicroEJ Firmware:
  - Select between one of the available boards;
  - Download and install a MicroEJ Firmware on the target hardware;
  - Deploy and run a MicroEJ demo on board.
- 2. Setup and learn to use development tools:
  - Download and install MicroEJ Studio;
  - Download and install the corresponding Virtual Device for the target hardware;
  - Download, build and run your first application on Simulator;
  - Build and run your first application on target hardware.

The following figure gives an overview of the MicroEJ software components required for both host computer and target hardware:





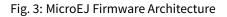
# 2.2 MicroEJ Firmware

### 2.2.1 Bootable Binary with Core Services

A MicroEJ Firmware is a binary software program that can be programmed into the flash memory of a device. A MicroEJ Firmware includes an instance of a MicroEJ runtime linked to:

- underlying native libraries and BSP + RTOS,
- MicroEJ libraries and application code (C and Java code).

		YOU	R APPLIC	ATIONS				
		ADI	D-ON LIB	RARIES				ode ipt,)
		FOUN	DATION I	IBRARIE	S			ged C vaScr
FS	NET/SSL	MicroUl	EDC	BON	ECOM	BLE		Managed Code (Java, JavaScript,
		\$	MICRO	<b>)ej</b> ,vee				
							VIRTUALIZATIO	N
ABSTRACTION		Graphics				LEVEL API		
File System	Internet Protocol	Engine	M	<b>EJ</b> 32	I/O	Bluetoc	oth	code ()
	Drivers		BS	P		rivers		Native Code (C/ASM,)
			RTOS	5/OS				z O
			C Runti	me				
			_	_			PLATFOR	2M
Mass Storage	Ethernet Wi-Fi / LTE	Display		CESSOR	UART	Bluetoc	oth	
							HARDWA	RE



### 2.2.2 Specification

The set of libraries included in the firmware and its dimensioning limitations (maximum number of simultaneous threads, open connections, ...) are firmware specific. Please refer to <a href="https://developer.microej.com/5/getting-started-studio.html">https://developer.microej.com/5/getting-started-studio.html</a> for evaluation firmware release notes.

# 2.3 MicroEJ Runtime

### 2.3.1 Language

MicroEJ is compatible with the Java language version 7.

Java source code is compiled by the Java compiler<sup>1</sup> into the binary format specified in the JVM specification<sup>2</sup>. This binary code needs to be linked before execution: .class files and some other application-related files (see *MicroEJ Classpath*) are compiled to produce the final application that the MicroEJ Runtime can execute.

MicroEJ complies with the deterministic class initialization (<clinit>) order specified in [BON]. The application is statically analyzed from its entry points in order to generate a clinit dependency graph. The computed clinit sequence is the result of the topological sort of the dependency graph. An error is thrown if the clinit dependency graph contains cycles.

### 2.3.2 Scheduler

The MicroEJ Architecture features a green thread platform that can interact with the C world [SNI]. The (green) thread policy is as follows:

- preemptive for different priorities,
- round-robin for same priorities,
- "priority inheritance protocol" when priority inversion occurs.<sup>3</sup>

MicroEJ stacks (associated with the threads) automatically adapt their sizes according to the thread requirements: Once the thread has finished, its associated stack is reclaimed, freeing the corresponding RAM memory.

### 2.3.3 Garbage Collector

The MicroEJ Architecture includes a state-of-the-art memory management system, the Garbage Collector (GC). It manages a bounded piece of RAM memory, devoted to the Java world. The GC automatically frees dead Java objects, and defragments the memory in order to optimize RAM usage. This is done transparently while the MicroEJ Applications keep running.

### 2.3.4 Foundation Libraries

#### **Embedded Device Configuration (EDC)**

The Embedded Device Configuration specification defines the minimal standard runtime environment for embedded devices. It defines all default API packages:

- java.io
- java.lang
- java.lang.annotation
- java.lang.ref
- java.lang.reflect
- java.util

<sup>&</sup>lt;sup>1</sup> The JDT compiler from the Eclipse IDE.

<sup>&</sup>lt;sup>2</sup> Tim Lindholm & Frank Yellin, The Java™ Virtual Machine Specification, Second Edition, 1999

<sup>&</sup>lt;sup>3</sup> This protocol raises the priority of a thread (that is holding a resource needed by a higher priority task) to the priority of that task.

#### **Beyond Profile (BON)**

*[BON]* defines a suitable and flexible way to fully control both memory usage and start-up sequences on devices with limited memory resources. It does so within the boundaries of Java semantics. More precisely, it allows:

- Controlling the initialization sequence in a deterministic way.
- Defining persistent, immutable, read-only objects (that may be placed into non-volatile memory areas), and which do not require copies to be made in RAM to be manipulated.
- Defining immortal, read-write objects that are always alive.
- Defining and accessing compile-time constants.

# 2.4 MicroEJ Libraries

A MicroEJ Foundation Library is a MicroEJ Core library that provides core runtime APIs or hardware-dependent functionality. A Foundation library is divided into an API and an implementation. A Foundation library API is composed of a name and a 2 digits version (e.g. EDC-1.3) and follows the semantic versioning (http://semver.org) specification. A Foundation Library API only contains prototypes without code. Foundation Library implementations are provided by MicroEJ Platforms. From a MicroEJ Classpath, Foundation Library APIs dependencies are automatically mapped to the associated implementations provided by the Platform or the Virtual Device on which the application is being executed.

A MicroEJ Add-On Library is a MicroEJ library that is implemented on top of MicroEJ Foundation Libraries (100% full Java code). A MicroEJ Add-On Library is distributed in a single JAR file, with a 3 digits version and provides its associated source code.

Foundation and Add-On Libraries are added to MicroEJ Classpath by the application developer as module dependencies (see *MicroEJ Module Manager*).



Fig. 4: MicroEJ Foundation Libraries and Add-On Libraries

MicroEJ Corp. provides a large number of libraries through the *MicroEJ Central Repository*. To consult its libraries APIs documentation, please visit https://developer.microej.com/microej-apis/.

# 2.5 Module Repositories

This chapter describes the *module repositories* provided by MicroEJ Corp.

### 2.5.1 MicroEJ Central Repository

The MicroEJ Central Repository is the module repository distributed and maintained by MicroEJ Corp. It contains Foundation Library APIs and numerous Add-On Libraries.

#### Use

By default, MicroEJ SDK is configured to connect the MicroEJ Central Repository.

You can also manually browse the repository at https://repository.microej.com/modules/.

Before starting to develop production code, it is strongly recommended to import the repository to your local environment. Please follow the steps described at https://developer.microej.com/central-repository/.

#### Licensing

Please consult the LICENSE.txt file attached to each module.

#### Changelog

The MicroEJ Central Repository content is versioned. The changelog is available at https://repository.microej. com/.

Please consult the CHANGELOG.md file attached to each module.

#### Javadoc

To consult the APIs documentation (Javadoc) of all *libraries* available in the repository, please visit https:// repository.microej.com/javadoc/microej\_5.x/apis/.

### 2.5.2 Developer Repository

The developer repository is an online repository hosted by MicroEJ Corp., contains community modules provided "as-is". It is similar to what Maven Central Repository are for hosting Java standard modules.

MicroEJ Corp. contributes to the developer repository in the following cases:

- Demos (Platforms, Firmware, Virtual Devices, Applications),
- Incubating Libraries,
- Former MicroEJ Central Repository versions,
- Hardware specific modules.

#### Use

By default, MicroEJ SDK is configured to connect the developer repository<sup>1</sup>.

You can also manually browse the repository at <a href="https://forge.microej.com/artifactory/microej-developer-repository-release/">https://forge.microej.com/artifactory/</a> microej-developer-repository-release/.

Before starting to develop production code, it is strongly recommended to transfer the desired modules to your local environment by creating your own *module repository* copy.

#### Licensing

Please consult the LICENSE.txt file attached to each module.

<sup>&</sup>lt;sup>1</sup> Require SDK version 5.4.0 or higher.

#### Changelog

The developer repository is populated from multiple sources, thus there is no changelog for the whole repository content as it is the case of the MicroEJ Central Repository.

Please consult the CHANGELOG.md file attached to each module.

#### Javadoc

To consult the APIs documentation (Javadoc) of *libraries* available in the developer repository, please consult the javadoc attached to each module.

#### Community

The developer repository can host modules developed by the community. If your organization plan to develop such module, please contact *our support team* to get dedicated credentials for publication.

### 2.5.3 Content Organization

The following table describes how are organized the *modules natures* within the repository.

Table 1. MicroL3 Modules Organization					
Organization	Module Nature				
ej.api,com.microej.api	Foundation Library API				
com.microej.architecture	MicroEJ Architecture				
com.microej.pack	MicroEJ Pack				
ej.tool, com.microej.tool	Tool or Add-On processor				
Any other	Add-On Library				

#### Table 1: MicroEJ Modules Organization

## 2.6 Embedded Specification Requests

MicroEJ implements the following ESR Consortium specifications:

[BON]	http://e-s-r.net/download/specification/ESR-SPE-0001-BON-1.2-F.pdf
[SNI]	http://e-s-r.net/download/specification/ESR-SPE-0012-SNI_GT-1.2-H.pdf
[SP]	http://e-s-r.net/download/specification/ESR-SPE-0014-SP-2.0-A.pdf
[KF]	http://e-s-r.net/download/specification/ESR-SPE-0020-KF-1.4-F.pdf

# 2.7 GitHub Repositories

A large number of examples, libraries, demos and tools are shared on MicroEJ GitHub account: https://github.com/ MicroEJ.

Most of these GitHub repositories contain projects ready to be imported in MicroEJ SDK.

### 2.7.1 Repository Import

This section explains the steps to import a Github repository in MicroEJ SDK, illustrated with the MWT Examples repository.

**Note:** MicroEJ SDK Distribution includes the Eclipse plugin for Git.

First, from the GitHub page, copy the repository URI (HTTP address) from the dedicated field in the right menu (highlighted in red):

Why GitHub? ~ Team Enterprise Explore ~ Marketplace Pricing ~ Se	earch	Sign in Sign up
뮤 MicroEJ / ExampleJava-MWT	• Watch	2 🖧 Star 1 😵 Fork 0
<> Code ① Issues ३ Pull requests    Actions    Projects    Security    ✓ Insights	5	
<sup>2</sup> master → <sup>2</sup> 1 branch	Code 🗸	About
privron Merge branch 'develop' into 'master'     Clone     HTTPSGitHub CLI	?	These projects provide examples for MWT
com.microej.example.mwt.basic Fix api minor version @ignc https://github.com/MicroEJ/ExampleJ	a 📋	🛱 Readme
com.microej.example.mwt.butt Fix api minor version @ignc Use Git or checkout with SVN using the web URL     com.microej.example.mwt.hello Fix api minor version @ignc		ধাঁহ View license
com.microej.example.mwt.mvc Fix api minor version @ignc		Releases
com.microej.example.mwt.slidi Fix api minor version @ignc Download ZIP		∑ 2 tags
.gh-copyright.template     Move mwt example from foundation libraries @ignore_branc	years ago	Packages

In MicroEJ SDK, to clone and import the project from the remote Git repository into the MicroEJ workspace, select File > Import > Git > Projects from Git wizard.

🤤 Import		σ×
Select Import one or more projects from a Git Repository.		Ľ
Select an import wizard:		
type filter text		
<ul> <li>General</li> <li>C/C++</li> <li>CVS</li> <li>Git</li> <li>Projects from Git</li> <li>Install</li> <li>MicroEJ</li> <li>Plug-in Development</li> <li>Run/Debug</li> <li>Tasks</li> <li>Team</li> <li>XML</li> </ul>		
? < Back Next >	Finish	Cancel

Click Next, select Clone URI, click Next and paste the remote repository address in the URI field. For this repository, the address is https://github.com/MicroEJ/ExampleJava-MWT.git. If the HTTP address is a valid repository, the other fields are filed automatically.

🧟 Import Projects from Git 🦳 🗆 🗙
Source Git Repository GIT
Enter the location of the source repository.
Location
URI: https://github.com/MicroEJ/ExampleJava-MWT.git Local File
Host: github.com
Repository path: /MicroEJ/ExampleJava-MWT.git
Connection
Protocol: https 🗸
Port:
Authentication
User:
Password:
Store in Secure Store
? < Back Next > Finish Cancel

Click Next , select the master branch, click Next and accept the proposed *Local Destination* by clicking Next once again.

🧟 Import Projec	ts from Git —	
Local Destination	<b>on</b> cal storage location for ExampleJava-MWT.	GIT
Destination		
Directory:	C:\Users\user\git\ExampleJava-MWT	Browse
Initial branch:	master	$\sim$
Clone subm	odules	
Configuration		
Remote name:	origin	
?	< Back Next > Finish	Cancel

Click Next once more and finally Finish . The Package Explorer view now contains the imported projects.

😫 Package Explorer 🛛 🍃 Type Hierarchy 📄 😤 💈
🗸 🚰 com.microej.example.mwt.basic [ExampleJava-MWT master]
> 👍 src/main/java
> 🛋 Module Dependencies module.ivy [*]
> 🔄 src
🙀 CHANGELOG.md
🔒 LICENSE.txt
kg module.ivy
💀 README.md
> 😭 com.microej.example.mwt.button [ExampleJava-MWT master]
> 💏 com.microej.example.mwt.helloworld [ExampleJava-MWT master]
> 😭 com.microej.example.mwt.mvc [ExampleJava-MWT master]
> 🙀 com.microej.example.mwt.slidingwidget [ExampleJava-MWT master]

If you want to import projects from another (GitHub) repository, you simply have to do the same procedure using the Git URL of the desired repository.

### 2.7.2 MicroEJ GitHub Badges

MicroEJ GitHub Badges are badges embedded in a README at the root of the repository. They highlight the compatibilities of the repository at a quick glance with MicroEJ Architecture, MicroEJ SDK and Graphical User Interface versions.

The color of the badge has the following meaning:

- Green means a current supported version: MicroEJ SDK 5.4.1
- Orange means a still supported version that will be deprecated in the future: MicroEJ SDK 4.1.5
- Gray means a deprecated version: MicroEJ SDK 3.1.1

#### CHAPTER

### THREE

# **SDK USER GUIDE**

MicroEJ SDK provides tools based on Eclipse to develop software applications for MicroEJ-ready devices. MicroEJ SDK allows application developers to write MicroEJ Applications and run them on a virtual (simulated) or real device.

The purpose of MicroEJ SDK is to develop for targeted MCU/MPU computers (IoT, wearable, etc.) and it is therefore a cross-development tool. Unlike standard low-level cross-development tools, MicroEJ SDK offers unique services like hardware simulation and local deployment to the target hardware.

Application development is based on the following elements:

- MicroEJ SDK, the integrated development environment for writing applications. It is based on Eclipse and relies on the integrated Java compiler (JDT). It also provides a dependency manager for managing MicroEJ Libraries (see *MicroEJ Module Manager*). The current distribution of MicroEJ SDK (21.03) is built on top of Eclipse 2020-06.
- MicroEJ Platform, a software package including the resources and tools required for building and testing an application for a specific MicroEJ-ready device. MicroEJ Platforms are imported into MicroEJ SDK within a local folder called MicroEJ Platforms repository. Once a MicroEJ Platform is imported, an application can be launched and tested on Simulator. It also provides a mean to locally deploy the application on a MicroEJready device.
- MicroEJ Virtual Device, a software package including the resources and tools required for building and testing an application for a specific MicroEJ-ready device. A Virtual Device will simulate all capabilities of the corresponding hardware board:
  - Computation and Memory,
  - Communication channels (e.g. Network, USB ...),
  - Display,
  - User interaction.

Virtual Devices are imported into MicroEJ SDK within a local folder called MicroEJ Repository. Once a Virtual Device is imported, an application can be launched and tested on Simulator. It also provides a mean to locally deploy the application on a MicroEJ-ready device.

MicroEJ-ready device, a hardware device that has been previously programmed with a MicroEJ Firmware. A
MicroEJ Firmware is a binary instance of MicroEJ runtime for a target hardware board. MicroEJ-ready devices
are built using MicroEJ SDK. MicroEJ Virtual Devices and MicroEJ Firmwares share the same version (there is
a 1:1 mapping).

The following figure gives an overview of MicroEJ SDK possibilities:

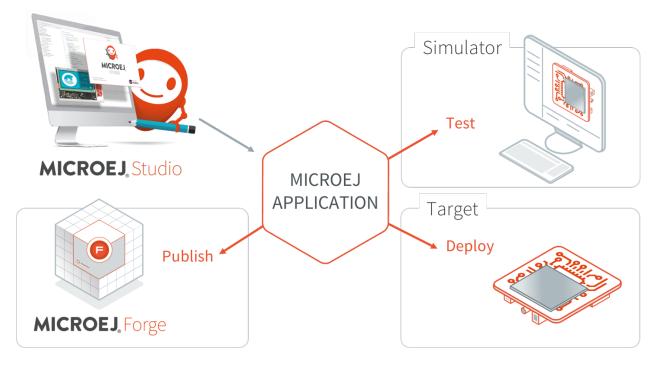


Fig. 1: MicroEJ Application Development Overview

Starting from scratch, the steps to go through the whole process are detailed in the following sections of this chapter :

- Download and install a MicroEJ Platform
- Build and run your first Application on Simulator
- Build and run your first Application on Device

# 3.1 Download and Install

MicroEJ Studio and SDK are available for download at https://developer.microej.com/get-started. Check the *System Requirements* page for the list of supported environments.

Once downloaded, execute the installer and follow the installation process.

# 3.2 System Requirements

#### **MicroEJ SDK and MicroEJ Studio**

- Intel x64 PC with minimum :
  - Dual-core Core i5 processor
  - 4GB RAM
  - 2GB Disk
- Operating Systems :

- Windows 10, Windows 8.1 or Windows 8
- Linux distributions (tested on Ubuntu 18.04 and 20.04) As of SDK 20.10 (based on Eclipse 2020-06), Ubuntu 16.04 is not supported.
- Mac OS X (tested on version 10.13 High Sierra, 10.14 Mojave)
- Java:
- JRE or JDK 8 (Oracle JDK or other OpenJDK build: tested on AdoptOpenJDK/Eclipse Adoptium)

Warning: When installing keys must be enabled:	the AdoptOpenJDK build on \	Windo	ws, the opt	ion JavaSoft	(Oracle)	registry
🛃 AdoptOpenJDK JD	K with Hotspot 8u282-b0	8 (x6	4) Setup	_		×
Custom Setup Select the way you	want features to be installed					
Click the icons in th	e tree below to change the w	ay fea	atures will t	oe installed.		
	<mark>ith Hotspot</mark> Add to PATH Associate .jar Set JAVA HOME variable		AdoptOpe Hotspot	nJDK Developn	nent Kit wit	h
	JavaSoft (Oracle) registry ke Icea i ea-web	ys	hard drive	rre requires 18 e. It has 3 of 5 The subfeature ard drive.	subfeature	s
<	2	>				
Location:	C:\Program Files\AdoptOpen	IDK\jd	k-8.0.282.8	3-hotspot\	Browse	
Reset	Disk Usage		Back	Next	Cano	el
Without this option, the SD a Java Runtime Environ	K installer cannot find the JRI nent 1.8.0 is displayed.	E/JDK	and the me	essage The app	olication	requires

# 3.3 Workspaces and MicroEJ Repositories

When starting MicroEJ SDK, it prompts you to select the last used workspace or a default workspace on the first run. A workspace is a main folder where to find a set of projects containing MicroEJ source code.

When loading a new workspace, MicroEJ SDK prompts for the location of the MicroEJ repository, where the MicroEJ Architectures, Platforms or Virtual Devices will be imported. By default, MicroEJ SDK suggests to point to the default MicroEJ repository on your operating system, located at *\${user.home}/.microej/repositories/[version]*. You can select an alternative location. Another common practice is to define a local repository relative to the workspace, so that the workspace is self-contained, without external file system links and can be shared within a zip file.

# 3.4 SDK Version

In MicroEJ SDK, go to Help > About MicroEJ SDK menu.

In case of MicroEJ SDK 4.1.x, the MicroEJ SDK version is directly displayed, such as 4.1.5:

🗲 About MicroEJ®	SDK -	-		×
	MicroEJ® SDK			
	Version 4.1.5			
	Copyright ©2016-2018 IS2T S.A. All Rights Reserved.			
	Use of this program is subject to MicroEJ License Agreement. MicroEJ® SDK is built on Eclipse, licensed under the terms of the License (CPL). MicroEJ® SDK and the MicroEJ logos are trademarks of MicroEJ		mon Pul	blic
<b>@</b>	Z 💽 📔 💓 J 🧱 🍫 🧲	2	N 4	
? Installation	Details		Close	

In case of MicroEJ SDK 5.x, the value displayed is the MicroEJ SDK distribution, such as 19.05 or 20.07:

😵 About MicroEJ®	SDK			×
	MicroEJ ® SDK			
	Dist. 20.07			
	Copyright ©2018-2020 MicroEJ Corp. All Rights Reserv	ed.		
	Use of this program is subject to MicroEJ License Agree MicroEJ® SDK is built on Eclipse, licensed under the te Public License (CPL). MicroEJ® SDK and the MicroEJ logos are trademarks o	erms of t		non
<b>@</b>	Z 🜔 📔 😔 🗾 J 🙋	1	<b>y</b> :	<b>?</b>
? Installation	Details		Close	

To retrieve the MicroEJ SDK version that is currently installed in this distribution, proceed with the following steps:

- Click on the Installation Details button,
- Click on the Installed Software tab,
- Retrieve the version of entry named MicroEJ SDK (or MicroEJ Studio).

	alled Software Installation History Features Plug-ins Co	onfiguration		
Na	ame	Version	ld	Provider
>	🚯 C/C++ Development Tools SDK	9.4.3.201802261533	org.eclipse.cdt.sdk.feature.group	Eclipse CDT
	C/C++ GCC Cross Compiler Support	9.4.3.201802261533	org.eclipse.cdt.build.crossgcc.feature.group	Eclipse CDT
	C/C++ GDB Hardware Debugging	9.4.3.201802261533	org.eclipse.cdt.debug.gdbjtag.feature.gro	Eclipse CDT
	🚯 Eclipse Checkstyle Plug-in	6.8.0.201507251301	net.sf.eclipsecs.feature.group	http://eclipse-cs.st
	🖗 Eclipse Runner Feature	1.3.4	com.eclipserunner.feature.feature.group	Eclipse Runner Tea
>	🚯 Eclipse SDK	4.7.3.M20180330-06	org.eclipse.sdk.ide	Eclipse.org
>	🚯 Eclipse XML Editors and Tools	3.9.2.v201803221834	org.eclipse.wst.xml_ui.feature.feature.group	Eclipse Web Tools
>	🖗 Git integration for Eclipse	4.9.2.201712150930-r	org.eclipse.egit.feature.group	Eclipse EGit
>	🖗 JAutodoc	1.13.0	net.sf.jautodoc.feature.feature.group	Martin Kesting
	🚯 Markdown Editor	0.2.3	markdown.editor.feature.feature.group	Winterwell
	MicroEl Packaging Product	1 11 1 20200728-1506	com.is2t.microej.mpp-feature.feature.gro	MicroEJ
>	🚯 MicroEJ SDK	5.2.0	com.is2t.microej.sdk.feature.feature.group	MicroEJ
	Imp MicroEJ-SDK Packaging Product	1.1.0.20200728-1506	com.is2t.microej.mpp.product.feature.fea	MicroEJ
>	🚯 Mylyn WikiText	3.0.19.201711172000	org.eclipse.mylyn.wikitext_feature.feature	Eclipse Mylyn
	🖗 PMD Plug-in	4.0.5.v20141105-1906	net.sourceforge.pmd.eclipse.feature.group	PMD Project
	🚯 SonarLint for Eclipse	4.0.0.201810170711	org.sonarlint.eclipse.feature.feature.group	SonarSource

# 3.5 Licenses

### 3.5.1 License Manager Overview

MicroEJ Architectures are distributed in two different versions:

- Evaluation Architectures, associated with a software license key. They can be downloaded at <a href="https://repository.microej.com/modules/com/microej/architecture/">https://repository.microej.com/modules/com/microej/architecture/</a>.
- Production Architectures, associated with a hardware license key stored on a USB dongle. They can be requested to *our support team*.

The license manager is provided with MicroEJ Architectures and then integrated into Platforms, consequently:

- Evaluation licenses will be shown only if at least one Evaluation Architecture or Platform built from an Evaluation Architecture has been imported in MicroEJ SDK.
- Production licenses will be shown only if at least one Production Architecture or Platform built from a Production Architecture has been imported in MicroEJ SDK.

The list of installed licenses is available in MicroEJ SDK preferences dialog page in Window > Preferences > MicroEJ :

rpe filter text		MicroEJ						← → ⇒ →
Checkstyle Copyright ⊳ Data Management		General settings for MicroEJ developme MicroEJ repository	ent:					
Easyant4Eclipse Help		C:\P\runtime-New_configuration\r	epo				Browse	Refresh
> IceTea > Install/Update	Ш	Licenses					]	
Instant Messaging		License Id	Edition	License Tags	Expiration Date	Packs		Add
Java		XFRYS-J2MSN-Y3MA5-R8K46	STD	IS2T_J8F5C	2020-12-31			Remove
MicroEJ Architectures Naming Convention Platforms								Refresh
Platforms in workspace Updates	Ŧ						Restore Default	s Apply

Fig. 2: MicroEJ Licenses View

### 3.5.2 Evaluation Licenses

This section should be considered when using Evaluation Architectures, which use software license keys. A machine UID needs to be provided to activate an Evaluation license on the MicroEJ Licenses Server. The machine UID is a 16 hexadecimal digits number.

#### **Get your Machine UID**

Retrieving the machine UID depends on the kind of MicroEJ Platform being evaluated.

If your MicroEJ Platform is already *imported in Package Explorer* and built with *MicroEJ Module Manager*, the MicroEJ Architecture has been automatically imported. The machine UID will be displayed when building a *MicroEJ Standalone Application on device*.

Otherwise, a MicroEJ Architecture or Platform should have been manually imported from the MicroEJ SDK preferences page. The machine UID can be retrieved as follows:

- Go to Window > Preferences > MicroEJ ,
- Select either Architectures or Platforms ,
- Click on one of the available Architectures or Platforms,
- Press the Get UID button to get the machine UID.

**Note:** To access this Get UID option, at least one Evaluation Architecture or Platform must have been imported before (see *License Manager Overview*).

Copy the UID. It will be needed when requesting a license.

UID successfully generated	×
Your UID was successfully generated.	
Your UID is: A856470297673E28	
	ОК

Fig. 3: Machine UID for Evaluation License

#### **Request your Activation Key**

- Go to MicroEJ Licenses Server https://license.microej.com.
- Click on Create a new account link.
- Create your account with a valid email address. You will receive a confirmation email a few minutes after. Click on the confirmation link in the email and log in with your new account.
- Click on Activate a License .
- Set Product P/N: to 9PEVNLDBU6IJ.
- Set UID: to the machine UID you copied before.
- Click on Activate .
- The license is being activated. You should receive your activation by email in less than 5 minutes. If not, please contact *our support team*.

• Once received by email, save the attached zip file that contains your activation key.

#### **Install the License Key**

If your MicroEJ Platform is already *imported in Package Explorer* and built with *MicroEJ Module Manager*, the license key zip file must be simply dropped to the ~/.microej/licenses/ directory (create it if it doesn't exist).

> This PC > Local Disk (C:) > Users > user > .microej > licenses							
	Name	Date modified	Туре	Size			
	R8W2Z-XS7RL-5ZYUE-K33DC.zip	30/09/2020 12:27	Compressed (zipp	1 KB			

Fig. 4: MicroEJ Shared Licenses Directory

**Note:** The MicroEJ SDK Preferences page will be automatically refreshed when building a *MicroEJ Standalone Application on device*.

Otherwise, the license key must be installed as follows:

- Go back to MicroEJ SDK.
- Select the Window > Preferences > MicroEJ menu.
- Press Add... .
- Browse the previously downloaded activation key archive file.
- Press OK. A new license is successfully installed.
- Go to Architectures sub-menu and check that all Architectures are now activated (green check).
- Your MicroEJ SDK is successfully activated.

If an error message appears, the license key could not be installed. (see section *Troubleshooting*). A license key can be removed from the key-store by selecting it and by clicking on Remove button.

#### Troubleshooting

Consider this section when an error message appears while adding the Evaluation license key. Before contacting *our support team*, please check the following conditions:

- Key is corrupted (wrong copy/paste, missing characters, or extra characters)
- · Key has not been generated for the installed environment
- · Key has not been generated with the machine UID
- Machine UID has changed since submitting license request and no longer matches license key
- Key has not been generated for one of the installed Architectures (no license manager able to load this license)

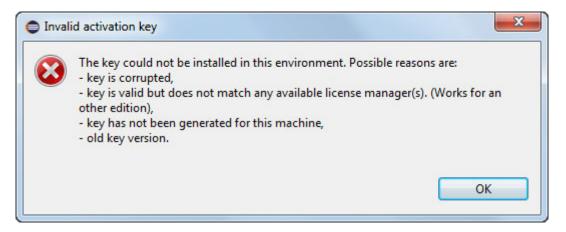


Fig. 5: Invalid License Key Error Message

### 3.5.3 Production Licenses

This section should be considered when using Production Architectures, which use hardware license keys stored on a USB dongle.



Fig. 6: MicroEJ USB Dongle

**Note:** If your USB dongle has been provided to you by your sales representative and you don't have received an activation certificate by email, it may be a pre-activated dongle. Then you can skip the activation steps and directly jump to the *Check Activation on MicroEJ SDK* section.

#### **Request your Activation Key**

- Go to license.microej.com.
- Click on Create a new account link.
- Create your account with a valid email address. You will receive a confirmation email a few minutes after. Click on the confirmation link in the email and login with your new account.
- Click on Activate a License .
- Set Product P/N: to **The P/N on the activation certificate**.

- Enter your UID: serial number printed on the USB dongle label (8 alphanumeric char.).
- Click on Activate and check the confirmation message.
- Click on Confirm your registration .
- Enter the Registration Code provided on the activation certificate.
- Click on Submit .
- Your Activation Key will be sent to you by email as soon as it is available (12 business hours max.).

**Note:** You can check the My Products page to verify your product registration status, the Activation Key availability, and download the Activation Key when available.

Once the Activation Key is available, download and save the Activation Key ZIP file to a local directory.

#### Activate your USB Dongle

This section contains instructions that will allow you to flash your USB dongle with the proper activation key.

You shall ensure that the following prerequisites are met :

- Your operating system is Windows
- The USB dongle is plugged and recognized by your operating system (see *Troubleshooting* section)
- No more than one USB dongle is plugged into the computer while running the update tool
- The update tool is not launched from a network drive or a USB key
- The activation key you downloaded is the one for the dongle UID on the sticker attached to the dongle (each activation key is tied to the unique hardware ID of the dongle).

You can then proceed to the USB dongle update:

- Unzip the Activation Key file to a local directory
- Enter the directory just created by your ZIP extraction tool.
- Launch the executable program.
- Accept running the unsigned software if requested (Windows 10)

User Account Control			
Do you want to allow this app from an unknown publisher to make changes to your device?			
update.exe			
Publisher: Unknown File origin: Hard drive on this computer			
Show more details			
Yes	No		
Yes	No		

• Click on the Update button (no password needed)

ų	pdate_E24C 0785.exe		
	<b>±</b>	Update Tool	×
	Key(character string)		
	Key		
		Update	Cancel

Fig. 7: Dongle Update Tool

• On success, an Update successfully message shall appear. On failure, an Error key or no proper rockey message may appear.

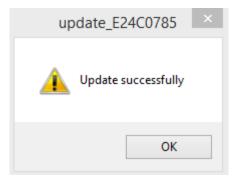


Fig. 8: Successful Dongle Update

## **Check Activation on MicroEJ SDK**

**Note:** Production licenses will be shown only if at least one Production Architecture or Platform has been imported before (see *License Manager Overview*).

- Go back to MicroEJ SDK,
- Go to Window > Preferences > MicroEJ ,
- Go to Architectures or Platforms sub-menu and check that all Production Architectures or Platforms are now activated (green check).

type filter text	Platforms	← → ⇒ ▼
Easyant4Eclipse ∧ ▷ Help ▷ IceTea	Add or remove platforms. Platforms, Virtual Devices and Architectures:	
<ul> <li>Install/Update</li> <li>Instant Messaging</li> </ul>	Name Version Lic	Select All
⊳ lvy	FRDM-KL46Z Jakarta Kickstart     1.3.5	Deselect All
<ul> <li>Java</li> <li>MicroEJ</li> <li>Architectures</li> <li>Naming Conventior</li> <li>Platforms</li> <li>Platforms in worksp</li> <li>Updates</li> </ul>	STM Hardware Part Number: Jakarta  STM Compilation Toolchain: CM0_ARMCC  STM Name: KickStart  STM Provider: IS2T  STM Version: 1.3.5  Gore Engine Architecture: 14  STM Usage Level: EEV  STM STM Usage Version: 1.6	Import Uninstall Get UID
<ul> <li>Mylyn</li> <li>Planning</li> <li>Plug-in Development</li> </ul>	License Tag [S2T_J8F5C] Build Label: 20150407-1647 Path: .microej\repositories\Full\1.6\sd002	

Fig. 9: Platform License Status OK

## Troubleshooting

This section contains instructions to check that your operating system correctly recognizes your USB dongle.

## **GNU/Linux Troubleshooting**

For GNU/Linux Users (Ubuntu at least), by default, the dongle access has not been granted to the user, you have to modify udev rules. Please create a /etc/udev/rules.d/91-usbdongle.rules file with the following contents:

```
ACTION!="add", GOTO="usbdongle_end"
SUBSYSTEM=="usb", GOTO="usbdongle_start"
SUBSYSTEMS=="usb", GOTO="usbdongle_start"
GOTO="usbdongle_end"
LABEL="usbdongle_start"
ATTRS{idVendor}=="096e" , ATTRS{idProduct}=="0006" , MODE="0666"
LABEL="usbdongle_end"
```

Then, restart udev: /etc/init.d/udev restart

You can check that the device is recognized by running the lsusb command. The output of the command should contain a line similar to the one below for each dongle: Bus 002 Device 003: ID 096e:0006 Feitian Technologies, Inc.

#### Windows Troubleshooting

• If the *dongle activation* failed with No rockey message, check there is one and only one dongle recognized with the following hardware ID :

HID\VID\_096E&PID\_0006&REV\_0201

Go to theDevice Manager>Human Interface Devicesand check among theUSB Input Deviceentriesthat theDetails>Hardware Idsproperty match the ID mentioned before.

• If the *dongle activation* was successful with Update successfully message but the license does not appear in MicroEJ SDK or is not updated, try to activate again by starting the executable with administrator privileges:

9F8I1-HNLPM-94N	IS5-763KG	
Name	^	Date modified
license.xml		18/03/2020 14:16
🐴 update.exe	Open	
	💡 Run as administrator	

• If the following error message is thrown when building a MicroEJ Firmware, either the dongle plugged is a verbatim dongle or it has not been successfully *activated*:

Invalid license check (Dongle found is not compatible).

#### VirtualBox Troubleshooting

In a VirtualBox virtual machine, USB drives must be enabled to be recognized correctly. Make sure to enable the USB dongle by clicking on it in the VirtualBox menu Devices > USB.

To make this setting persistent, go to Devices > USB > USB Settings... and add the USB dongle in the USB Devices Filters list.

# 3.6 MicroEJ Module Manager

# 3.6.1 Introduction

Modern electronic device design involves many parts and teams to collaborate to finally obtain a product to be sold on its market. MicroEJ encourages modular design which involves various stake holders: hardware engineers, UX designers, graphic designers, drivers/BSP engineers, software engineers, etc.

Modular design is a design technique that emphasizes separating the functionality of an application into independent, interchangeable modules. Each module contains everything necessary to execute only one aspect of the desired functionality. In order to have team members collaborate internally within their team and with other teams, MicroEJ provides a powerful modular design concept, with smart module dependencies, controlled by the MicroEJ Module Manager (MMM). MMM frees engineers from the difficult task of computing module dependencies. Engineers specify the bare minimum description of the module requirements.

The following schema introduces the main concepts detailed in this chapter.

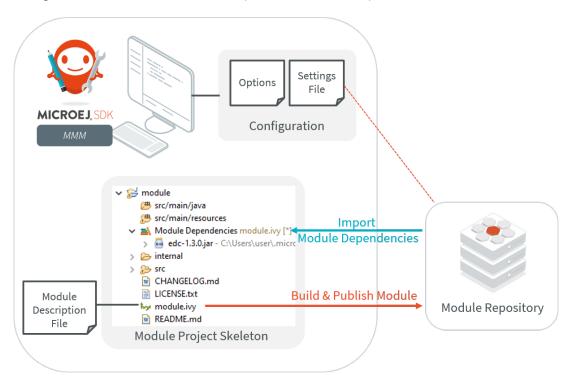


Fig. 10: MMM Overview

MMM is based on the following tools:

- Apache Ivy (http://ant.apache.org/ivy) for dependencies resolution and module publication;
- Apache EasyAnt (https://ant.apache.org/easyant/history/trunk/reference.html) for module build from source code.

# 3.6.2 Specification

MMM provides a non ambiguous semantic for dependencies resolution. Please consult the MMM specification available on https://developer.microej.com/packages/documentation/TLT-0831-SPE-MicroEJModuleManager-2.

#### 0-E.pdf.

## 3.6.3 Module Project Skeleton

In MicroEJ SDK, a new MicroEJ module project is created as follows:

- Select File > New > Project... ,
- Select MicroEJ > Module Project <sup>1</sup>
- Fill the module information (project name, module organization, name and revision),
- Select one of the suggested skeletons depending on the desired *module nature*,
- Click on Finish .

The project is created and a set of files and directories are generated from the selected skeleton.

**Note:** When an empty Eclipse project already exists or when the skeleton has to be created within an existing directory, the MicroEJ module is created as follows:

- In the Package Explorer, click on the parent project or directory,
- Select File > New > Other... ,
- Select EasyAnt > EasyAnt Skeleton .

## 3.6.4 Module Description File

A module description file is an Ivy configuration file named module.ivy, located at the root of each MicroEJ module project. It describes the *module nature* (also called build type) and dependencies to other modules.

```
<ivy-module version="2.0" xmlns:ea="http://www.easyant.org" xmlns:m="http://ant.apache.org/ivy/extra"
                         xmlns:ej="https://developer.microej.com" ej:version="2.0.0">
    <info organisation="[organisation]" module="[name]" status="integration" revision="[version]">
       <ea:build organisation="com.is2t.easyant.buildtypes" module="[buildtype_name]" revision=</pre>
<ea:property name="[buildoption_name]" value="[buildoption_value]"/>
        </ea:build>
   </info>
    <configurations defaultconfmapping="default->default;provided->provided">
       <conf name="default" visibility="public"/>
       <conf name="provided" visibility="public"/>
       <conf name="documentation" visibility="public"/>
       <conf name="source" visibility="public"/>
       <conf name="dist" visibility="public"/>
        <conf name="test" visibility="private"/>
   </configurations>
    <publications>
    </publications>
    <dependencies>
```

(continues on next page)

<sup>1</sup> If using MicroEJ SDK versions lower than 5.2.0, please refer to the *following section*.

(continued from previous page)

```
<dependency org="[dep_organisation]" name="[dep_name]" rev="[dep_version]"/>
    </dependencies>
</ivy-module>
```

#### **Enable MMM Semantic**

The MMM semantic is enabled in a module by adding the MicroEJ XML namespace and the ej:version attribute in the ivy-module node:

<ivy-module xmlns:ej="https://developer.microej.com" ej:version="2.0.0">

**Note:** Multiple namespaces can be declared in the *ivy-module* node.

MMM semantic is enabled in the module created with the *Module Project Skeleton*.

#### **Module Dependencies**

Module dependencies are added to the dependencies node as follow:

```
<dependencies>
  <dependency org="[dep_organisation]" name="[dep_name]" rev="[dep_version]"/>
</dependencies>
```

When no matching rule is specified, the default matching rule is compatible.

#### **Dependency Matching Rule**

The following matching rules are specified by MMM:

Name	Range Notation	Semantic
compatible	[M.m.p-RC, (M+1).0.0-RC[	Equal or up to next major version. Default if
		not set.
equivalent	[M.m.p-RC, M.(m+1).0-RC [	Equal or up to next minor version
greaterOrEqual	[M.m.p-RC, $\infty$ [	Equal or greater versions
perfect	[M.m.p-RC, M.m.(p+1)-RC[	Exact match (strong dependency)

Set the matching rule of a given dependency with ej:match="matching\_rule". For example:

<dependency org="[dep\_organisation]" name="[dep\_name]" rev="[dep\_version]" ej:match="perfect" />

## **Dependency Visibility**

- A dependency declared public is transitively resolved by upper modules. The default when not set.
- A dependency declared private is only used by the module itself, typically for:
  - Bundling the content into the module
  - Testing the module

The visibility is set by the configurations declared in the **configurations** node. For example:

```
<configurations defaultconfmapping="default->default;provided->provided">
<conf name="[conf_name]" visibility="private"/>
</configurations>
```

The configuration of a dependency is specified by setting the **conf** attribute, for example:

```
<dependency org="[dep_organisation]" name="[dep_name]" rev="[dep_version]" conf="[conf_name]->*" />
```

## Automatic Update Before Resolution

The Easyant plugin ivy-update can be used to automatically update the version (attribute rev) of every module dependencies declared.

```
<info organisation="[organisation]" module="[name]" status="integration" revision="[version]">
    <ea:plugin org="com.is2t.easyant.plugins" name="ivy-update" revision="1.+" />
</info>
```

When the plugin is enabled, for each *module dependency*, MMM will check the version declared in the module file and update it to the highest version available which satisfies the matching rule of the dependency.

## **Build Options**

MMM build options can be set with:

```
<ea:property name="[buildoption_name]" value="[buildoption_value]"/>
```

The following build options are globally available:

Table 1: Build Options

Property	Description	Default Value
Name		
	Path of the build directory target~.	
target		\${basedir}/target~

Refer to the documentation of *Module Natures* for specific build options.

## 3.6.5 MicroEJ Module Manager Configuration

By default, when starting an empty workspace, MicroEJ SDK is configured to import dependencies from *MicroEJ Central Repository* and to publish built modules to a local directory. The repository configuration is stored in a *settings file* ( ivysettings.xml ), and the default one is located at \$USER\_HOME\. microej\microej-ivysettings-[VERSION].xml

## **Preferences Page**

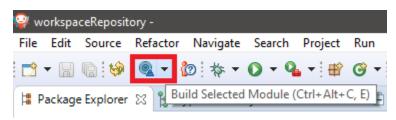
The MMM preferences page in the MicroEJ SDK is available at Window > Preferences > MicroEJ > Module Manager <sup>1</sup>.

🧐 Preferences								—		×
type filter text		odule Manager						4	• • <	⇒ •
> General > Ant		Module Repository								
> C/C++ Checkstyle	(1)	Settings File: C:\Users\user\.microe	j\microej-ivysettings-5.xml							
> Help > Install/Update		mport Repository				Default	Workspace	File System	Varia	bles
> Java ✔ MicroEJ		Options								
Architectures Module Manager	(2)	Property files:							E	dit
Naming Convention Platforms									A	dd
Platforms in workspace Settings										move
Updates Virtual Devices										Up Jown
> Mylyn > Plug-in Development										own
> PMD > Run/Debug	(3)	Build Repository Use Module repository as Build rep	ository							
> SonarLint > Team	(4)	Settings File: C:\Program Files\Micr	oEJ\MicroEJ-SDK-20.07\rcp\cc	onfiguration\org.eclipse.c	osgi\9\data\repositories\micro	ej-build-rep	ository\ivysettir	ngs.xml	Brows	se
Terminal Validation		Export Build Kit								
> XML	(5)	Set verbose mode								
	(6)	Runtime JRE: jre1.8.0_221								~
	(r)	Max build history size: 5								
< >							Res	tore Defaults	Ap	oply
?							Apply	and Close	Cano	cel

#### Fig. 11: MMM Preferences Page

This page allows to configure the following elements:

- 1. Settings File: the file describing how to connect *module repositories*. See the settings file section.
- 2. Options : files declaring MMM options. See the Options section.
- 3. Use Module repository as Build repository: the *settings file* for connecting the build repository in place of the one bundled in MicroEJ SDK. This option shall not be enabled by default and is reserved for advanced configuration.
- 4. Build repository Settings File: the *settings file* for connecting the build repository in place of the one bundled in MicroEJ SDK. This option is automatically initialized the first time MicroEJ SDK is launched. It shall not be modified by default and is reserved for advanced configuration.
- 5. Set verbose mode: to enable advanced debug traces when building a module.
- 6. Runtime JRE : the Java Runtime Environment that executes the build process.
- 7. Max build history size: the maximum number of previous builds available in Build Module shortcut list:



## **Settings File**

The settings file is an XML file that describes how MMM connects local or online *module repositories*. The file format is described in Apache Ivy documentation.

To configure MMM to a custom settings file (usually from an offline repository):

- 1. Set Settings file to a custom ivysettings.xml settings file<sup>1</sup>,
- 2. Click on Apply and Close button

If the workspace is not empty, it is recommended to trigger a full resolution and rebuild all the projects using this new repository configuration:

- 1. Clean caches
  - In the Package Explorer, right-click on a project;
  - Select Ivy > Clean all caches .
- 2. Resolve projects using the new repository

To resolve all the workspace projects, click on the Resolve All button in the toolbar:

🥰 workspaceRepository -									
File	Edit	Source	Refactor	Navigate	Searc				
1	• 🛛	6	19	▼ 20 3	\$F <b>-</b> (				
1 F	ackag	e Explorer	Resolv	e All erarch	iy				

To only resolve a subset of the workspace projects:

- In the Package Explorer, select the desired projects,
- Right-click on a project and select Ivy > Clean all caches .
- 3. Trigger Add-On Library processors for automatically generated source code
  - Select Project > Clean... ,
  - Select Clean all projects ,
  - Click on Clean button.

#### Options

Options can be used to parameterize a *module description file* or a *settings file*. Options are declared as key/value pairs in a standard Java properties file, and are expanded using the *\${my\_property}* notation.

A typical usage in a *settings file* is for extracting repository server credentials, such as HTTP Basic access authentication:

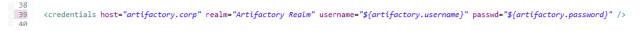
1. Declare options in a properties file



2. Register this property file to MMM options

Options	
Property files:	\${workspace_loc:test/credentials.properties}

3. Use this option in a settings file

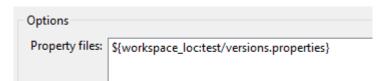


A typical usage in a *module description file* is for factorizing dependency versions across multiple modules projects:

1. Declare an option in a properties file

ven	sions.prope	erties	×						
1#	Specify	the	EDC	version	used	in	this	workspace	
2 eo	dc.versio	on=1.	3.0						
3									

2. Register this property file to MMM options



3. Use this option in a *module description file* 

```
22 <dependencies>
23 <!--
24 Use the EDC version defined by MMM configuration
25 -->
26 <dependency org="ej.api" name="edc" rev="${edc.version}" />
27 </dependencies>
28 </ivy-module>
```

# 3.6.6 Module Build

In MicroEJ SDK, the build of a MicroEJ module project can be started as follows:

- In the Package Explorer, right-click on the project,
- Select Build Module .

1 - 1	🦃 🍳 🕶 🧑 🎋 🕶 💽 🕶	94 - 😰 🎯 - 🙋	ا• 🔗 😂
🛱 Package Explo	rer 🖾 🍃 Type Hierarchy	E 9	₿ % 🗆 🗖
✓ 2→ module 2→ src/r 2→ src/r	New Go Into	>	
æ src/t æ src/t ✓ ■ Moc	Open in New Window Open Type Hierarchy	F4	
> 👼 e	Show In	Alt+Shift+W >	:roej.com-5\ej.
> 🗦 src M CHA LICE		Ctrl+C	
ty moc		Ctrl+V	
🐨 REAI 🗙	Delete	Delete	
	Build Path	>	
	Source	Alt+Shift+S >	
	Refactor	Alt+Shift+T >	
2	Import		
r	Export		
S	Refresh	F5	
	Close Project		
	Assign Working Sets		
C	Run As	>	
*	Debug As	>	
	Profile As	>	
0	Build Module		
	Restore from Local History		
(2)	P JAutodoc	>	

Fig. 12: Module Build

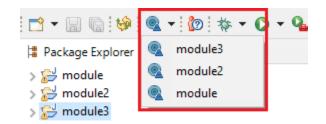
The build of a module can take time depending on

• the *module nature* to build,

- the number and the size of module dependencies to download,
- the repository connection bandwidth, ...

The module build logs are redirected to the integrated console.

Alternatively, the build of a MicroEJ module project can be started from the build history:





## 3.6.7 Build Kit

The Module Manager Build Kit is a consistent set of tools, scripts, configuration and artifacts required for building modules in command-line mode. Starting from MicroEJ SDK 5.4.0, it also contains a *Command Line Interface* (CLI). The Build Kit allows to work in headless mode (e.g. in a terminal) and to build your modules using a Continuous Integration tool.

The Build Kit is bundled with MicroEJ SDK and can be exported using the following steps:<sup>2</sup>

- Select File > Export > MicroEJ > Module Manager Build Kit ,
- Choose an empty Target directory ,
- Click on the Finish button.

Once the Build Kit is fully exported, the directory content shall look like:

```
bin
bin
mmm.bat
conf
lib
microej-build-repository
ant-contrib
com
com
vysettings.xml
microej-module-repository
vysettings.xml
release.properties
```

• Add the bin directory of the Build Kit directory to the PATH environment variable of your machine.

<sup>2</sup> If using MicroEJ SDK versions lower than 5.4.0, please refer to the *following section*.

- Make sure the JAVA\_HOME environment variable is set and points to a JRE/JDK installation or that java executable is in the PATH environment variable (Java 8 is required)
- Confirm that the installation works fine by executing the command mmm --version. The result should display the MMM CLI version.

The mmm tool can run on any supported *Operating Systems*:

- on Windows, either in the command prompt using the Windows batch script mmm.bat or in MinGW environments such as Git BASH using the bash script mmm.
- on Mac OS X and Linux distributions using the bash script mmm.

The build repository (microej-build-repository directory) contains scripts and tools for building modules. It is specific to a MicroEJ SDK version and shall not be modified by default.

The module repository (microej-module-repository directory) contains a default Settings File for importing modules from *MicroEJ Central Repository* and this local repository (modules that are locally built will be published to this directory). You can override with custom settings or by extracting an offline repository.

To go further with headless builds, please consult *the next chapter* for command line builds, and this *tutorial* to setup MicroEJ modules build in continuous integration environments.

# 3.6.8 Command Line Interface

Starting from version 5.4.0, MicroEJ SDK provides a Command Line Interface (CLI). Please refer to the *Build Kit* section for installation details.

The following operations are supported by the MMM CLI:

- creating a module project
- cleaning a module project
- · building a module project
- running a MicroEJ Application project on the Simulator
- publishing a module in a module repository

#### Usage

In order to use the MMM CLI for your project:

- go to the root directory of your project
- run the following command

```
mmm [OPTION]... [COMMAND]
```

where COMMAND is the command to execute (for example mmm build). The available commands are:

- help: display help information about the specified command
- init : create a new project
- clean : clean the project
- build : build the project
- publish : build the project and publish the module
- run : run the MicroEJ Application project on the Simulator

The available options are:

- --help (-h): show the help message and exit
- --version (-V): print version information and exit
- --build-repository-settings-file (-b): path of the Ivy settings file for build scripts and tools. Defaults to \${CLI\_HOME}/microej-build-repository/ivysettings.xml.
- --module-repository-settings-file (-r): path of the Ivy settings file for modules. Defaults to \${CLI\_HOME}/microej-module-repository/ivysettings.xml.
- --ivy-file (-f): path of the project's Ivy file. Defaults to ./module.ivy.
- --verbose (-v): verbose mode. Disabled by default. Add this option to enable verbose mode.
- -Dxxx=yyy : any additional option passed as system properties.

When no command is specified, MMM CLI executes Easyant with custom targets using the --targets (-t) option (defaults to clean, package).

#### **Shared configuration**

In order to share configuration across several projects, these parameters can be defined in the file *\${user.home}/.microej/.mmmconfig*. This file uses the TOML format. Parameters names are the same than the ones passed as system properties, except the character \_ is used as a separator instead of -. The parameters defined in the [options] section are passed as system properties. Here is an example:

```
build_repository_settings_file = "/home/johndoe/ivy-configuration/ivysettings.xml"
module_repository_settings_file = "/home/johndoe/ivy-configuration/ivysettings.xml"
ivy_file = "ivy.xml"
```

```
[options]
my.first.property = "value1"
my.second.property = "value2"
```

#### Warning:

- TOML values must be surrounded with double quotes
- Backslash characters ( \ ) must be doubled (for example a Windows path C:\\Users\\johndoe\\ivysettings.xml)

Command line options take precedence over those defined in the configuration file. So if the same option is defined in both locations, the value defined in the command line is used.

#### Commands

init

The command **init** creates a new project (executes Easyant with **skeleton**:generate target). The skeleton and project information must be passed with the following system properties:

- skeleton.org:organisation of the skeleton module. Defaults to com.is2t.easyant.skeletons.
- skeleton.module : name of the skeleton module. Mandatory, defaults to microej-javalib.
- skeleton.rev : revision of the skeleton module. Mandatory, defaults to + (meaning the latest released version).

- project.org: organisation of the project module. Mandatory, defaults to com.mycompany.
- project.module: name of the project module. Mandatory, defaults to myproject.
- project.rev: revision of the project module. Defaults to 0.1.0.
- skeleton.target.dir: relative path of the project directory (created if it does not exist). Mandatory, defaults to the current directory.

#### For example

```
mmm init -Dskeleton.org=com.is2t.easyant.skeletons -Dskeleton.module=microej-javalib -Dskeleton.rev=4.2.
→8 -Dproject.org=com.mycompany -Dproject.module=myproject -Dproject.rev=1.0.0 -Dskeleton.target.
→dir=myproject
```

#### If one of these properties is missing, it will be asked in interactive mode:

```
$ mmm init -Dskeleton.org=com.is2t.easyant.skeletons -Dskeleton.module=microej-javalib -Dskeleton.rev=4.
→2.8 -Dproject.org=com.mycompany -Dproject.module=myproject -Dproject.rev=1.0.0
-skeleton:check-generate:
   [input] skipping input as property skeleton.org has already been set.
   [input] skipping input as property skeleton.module has already been set.
   [input] skipping input as property skeleton.rev has already been set.
   [input] The path where the skeleton project will be unzipped [/home/tdelhomenie/microej/working/
```

→skeleton]

To force the non-interactive mode, the property skeleton.interactive.mode must be set to false. In noninteractive mode the default values are used for missing non-mandatory properties, and the creation fails if mandatory properties are missing.

```
$ mmm init -Dskeleton.org=com.is2t.easyant.skeletons -Dskeleton.module=microej-javalib -Dskeleton.rev=4.
→2.8 -Dproject.org=com.mycompany -Dskeleton.target.dir=myproject -Dskeleton.interactive.mode=false
```

\* Problem Report:

expected property 'project.module': Module name of YOUR project

#### clean

The command clean cleans the project (executes Easyant with clean target). For example

mmm clean

cleans the project.

build

The command build builds the project (executes Easyant with clean, package targets). For example

mmm build -f ivy.xml -v

builds the project with the Ivy file ivy.xml and in verbose mode.

#### publish

The command publish builds the project and publishes the module. This command accepts the publication target as a parameter, amongst these values:

- local (default value): executes the clean, publish-local Easyant target, which publishes the project with the resolver referenced by the property local.resolver in the *Settings File*.
- shared : executes the clean, publish-shared Easyant target, which publishes the project with the resolver referenced by the property shared.resolver in the Settings File.
- release : executes the clean, release Easyant target, which publishes the project with the resolver referenced by the property release.resolver the *Settings File*.

#### For example

mmm publish local

builds the project and publishes the module using the local resolver.

#### run

The command run runs the application on the Simulator (executes Easyant with compile, simulator:run targets). It has the following requirements:

- to run on the Simulator, the project must be configured with one of the following *Module Natures*:
  - Sandboxed Application
  - Standalone Application
  - Add-On Library
- the property application.main.class must be set to the Fully Qualified Name of the application main class (for example com.mycompany.Main)
- a MicroEJ Platform must be provided (see *Platform Selection* section)
- Application Options must be defined using properties file under in the build directory (see Using a Properties File section)
- the module must have been built once before running the Simulator. So the mmm build command must be executed before running the Simulator the first time or after a project clean (mmm clean command).

**Note:** The next times, it is not required to rebuild the module if source code files have been modified. The content of src/main/java and src/main/resources folders are automatically compiled by mmm run command before running the Simulator.

#### For example

mmm run -D"platform-loader.target.platform.file"="/path/to/the/platform.zip"

runs the application on the given platform.

The Simulator can be launched in debug mode by setting the property execution.mode of the application file build/commons.properties to debug:

execution.mode=debug

The debug port can be defined with the property <u>debug.port</u>. Go to <u>Simulator Debug options section</u> for more details.

#### help

The command help displays the help for a command. For example

mmm help run

displays the help of the command run.

## 3.6.9 Troubleshooting

#### **Unresolved Dependency**

If the following message appears when resolving module dependencies:

First, check that either a released module com.mycompany/mymodule/M.m.p or a snapshot module com. mycompany/mymodule/M.m.p-RCYYYYMMDD-HHMM exists in your module repository.

- If the module does not exist,
  - if it is declared as a *direct dependency*, the module repository is not compatible with your source code. You can either check if an other module version is available in the repository or add the missing module to the repository.
  - otherwise, this is likely a missing transitive module dependency. The module repository is not consistent. Check the module repository settings file and that consistency check has been enabled during the module repository build (see *Configure Consistency Check*).
- If the module exists, this may be either a configuration issue or a network connection error. We have to find the cause in the resolution logs with the *verbose mode option* enabled:

For URL repositories, find:

```
trying https://[MY_REPOSITORY_URL]/[MY_REPOSITORY_NAME]/com.mycompany/mymodule/
tried https://[MY_REPOSITORY_URL]/[MY_REPOSITORY_NAME]/com.mycompany/mymodule/
```

#### For filesystem repository, find:

```
trying [MY_REPOSITORY_PATH]/com.mycompany/mymodule/
tried [MY_REPOSITORY_PATH]/com.mycompany/mymodule/
```

If your module repository URL or filesystem path does not appear, check your *settings file*. This is likely a missing resolver.

Otherwise, if your module repository is an URL, this may be a network connection error between MMM (the client) and the module repository (the server). First, check for *Invalid Certificate* issue.

Otherwise, the next step is to debug at the HTTP level:

```
HTTP response status: [RESPONSE_CODE] url=https://[MY_REPOSITORY_URL]/com.mycompany/mymodule/
CLIENT ERROR: Not Found url=https://[MY_REPOSITORY_URL]/com.mycompany/mymodule/
```

Depending on the HTTP error code:

- 401 Unauthorized : check your settings file credentials configuration.
- 404 Not Found : add the following options to log raw HTTP traffic:

-Dorg.apache.commons.logging.Log=org.apache.commons.logging.impl.SimpleLog -Dorg.apache. → commons.logging.simplelog.showdatetime=true -Dorg.apache.commons.logging.simplelog.log.org. → apache.http=DEBUG -Dorg.apache.commons.logging.simplelog.log.org.apache.http.wire=ERROR

Particularly, Ivy requires the HTTP HEAD request which may be disabled by some servers.

#### **Invalid Certificate**

If the following message appears when resolving module dependencies:

```
HttpClientHandler: sun.security.validator.ValidatorException: PKIX path building failed: sun.security.

→provider.certpath.SunCertPathBuilderException: unable to find valid certification path to requested_

→target url=[artifactory address]
```

The server may use a self-signed certificate that has to be added to the JRE trust store that is running MicroEJ Module Manager. Here is a way to do it:

- 1. Install Keystore Explorer,
- 2. Start Keystore Explorer, and open file [JRE\_HOME]/lib/security/cacerts or [JDK\_HOME]/jre/lib/ security/cacerts with the password changeit. You may not have the right to modify this file. Edit rights if needed before opening it,
- 3. Click on Tools , then Import Trusted Certificate ,
- 4. Select your certificate,
- 5. Save the cacerts file.

If the problem still occurs, add the following option to enable SSL protocol traces:

-Djavax.net.debug=all

This is useful to detect advanced errors such as:

- invalid certificate chain: one of root or intermediate certificate may be missing in the JRE/JDK truststore.
- TLS protocol negotiation issues.

#### Target "simulator:run" does not exist

If the following message appears when executing the mmm run command:

```
* Problem Report:
```

Target "simulator:run" does not exist in the project "my-app".

it means that the command **run** is not supported by the build type declared by your module project. Make sure it is one of the following ones:

- build-application, with version 7.1.0 or higher
- build-microej-javalib, with version 4.2.0 or higher
- build-firmware-singleapp, with version 1.3.0 or higher

# 3.6.10 Meta Build

A Meta Build is a module allowing to build other modules. It is typically used in a project containing multiple modules. The Meta Build module serves as an entry point to build all the modules of the project.

## **Meta Build creation**

• In the MicroeEJ SDK, select	File	>	New	>	Module Project	
In the Microces obly, Select	1110		140.44		module i roject	•

<u>F</u> ile	<u>E</u> dit	<u>N</u> avigate	Se <u>a</u> rch	<u>P</u> roject	<u>R</u> un	<u>W</u> indow	<u>H</u> elp	
	New				A	t+Shift+N	> 🏄	Sandboxed Application Project
	Open	File					1	Standalone Application Project
	Open Projects from File System							Add-On Library Project
	Recent Files						> 😕	Module Project
	-						- 9	Platform Project
	Close	Editor				Ctrl+W	FP	Front Panel Project
	Close	All Editors			Ctr	I+Shift+W		Project

Fig. 14: New Meta Build Project

- Fill in the fields Project name, Organization, Module and Revision, then select the Skeleton named microej-meta-build
- Click on Finish . A template project is automatically created and ready to use.

## Meta Build configuration

The main element to configure in a meta build is the list of modules to build. This is done in 2 files, located at the root folder:

- public.modules.list which contains the list of the modules relative paths to build and publish.
- private.modules.list which contains the list of the modules relative paths to build. These modules are not published but only stored in a private and local repository in order to be fetched by the public modules.

The format of these files is a plain text file with one module path by line, for example:

module1	
module2	
module3	

These paths are relative to the meta build root folder, which is set by default to the parent folder of the meta build module ( . . ). For this reason, a meta build module is generally created at the same level of the other modules to build. Here is a typical structure of a meta build:

The modules build order is calculated based on the dependency information. If a module is a dependency of another module, it is built first.

For a complete list of configuration options, please refer to *Meta Build Module Nature* section.

# 3.6.11 Former MicroEJ SDK Versions (lower than 5.2.0)

This section describes MMM configuration elements for MicroEJ SDK versions lower than 5.2.0.

## New MicroEJ Module Project

The New MicroEJ Module Project wizard is available at File > New > Project... , EasyAnt > EasyAnt Project

## **Preferences Pages**

MMM Preferences Pages are located in two dedicated pages. The following pictures show the options mapping using the same options numbers declared in *Preferences Page*.

## **Ivy Preferences Page**

The Ivy Preferences Page is available at Window > Preferences > Ivy > Settings .

🞯 Preferences	:	×
type filter text	Settings 🗢 🖛 🖒 👻	•
Seneral     Ant     C/C++     Checkstyle     Copyright     Easyant4Eclipse     Help     IccTea     Install/Update     Install/Update	reload the settings only on demand     reload the settings only on demand     by settings path: C:\Users\user\.microej\microej-ivysettings-5.xml     Default Workspace, File System, Variables     Workspace, File System, Variables	
Advanced     Classpath Container     Security     Settings     Source/Javadoc Ma;     Workspace Resolver     XML Editor     Java     LawScript	(2) Property files: {workspace_loc:easyant-build-component/ivy/ivyDE.properties} {workspace_loc:easyant-build-component/ivy/ivyDE_windows.properties} Ledit Add Remov Up Down	a
< > > Javascript	Restore Defaults Apply	
?	Apply and Close Cancel	

## **Easyant Preferences Page**

The Easyant Preferences Page is available at Window > Preferences > EasyAnt4Eclipse .

👺 Preferences	- 0	×
	syant4Eclipse 🗘 👻	⇒ • •
> Ant > C/C++ (5) Checkstyle (3)	: preferences for EasyAnt4Eclipse. Set verbose mode Use lvyDE preferences for lvy settings path	
Easyant4Eclipse	settings path: C:\Program Files\MicroEl\SDK-19.05\rcp\configuration\org.eclipse.osgi\546\0\.cp\repositories\ivysettings.xml Br ix build history size: 5	owse
> Install/Update Instant Messaging	ntime JRE jre1.8.0_221	~
Vivy Advanced Classpath Container Security		
< Settings V	Restore Defaults A	Apply
?	Apply and Close Ca	ncel

#### **Build Kit**

- Create an empty directory (e.g. mmm\_sdk\_[version]\_build\_kit),
- Locate your SDK installation plugins directory (by default, C:\Program Files\MicroEJ\MicroEJ SDK-[version]\rcp\plugins on Windows OS),
- Open the file com.is2t.eclipse.plugin.easyant4e\_[version].jar with an archive manager,
- Extract the directory **lib** to the target directory,
- Open the file com.is2t.eclipse.plugin.easyant4e.offlinerepo\_[version].jar with an archive manager,
- Navigate to directory repositories,

• Extract the file named microej-build-repository.zip for MicroEJ SDK 5.x or is2t\_repo.zip for MicroEJ SDK 4.1.x to the target directory.

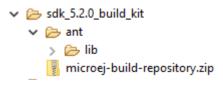
# 3.6.12 Former MicroEJ SDK Versions (from 5.2.0 to 5.3.x)

## **Build Kit**

The Build Kit is bundled with MicroEJ SDK and can be exported using the following steps:

- Select File > Export > MicroEJ > Module Manager Build Kit ,
- Choose an empty Target directory ,
- Click on the Finish button.

Once the Build Kit is fully exported, the directory content shall look like:



# 3.7 Release Notes

Starting from MicroEJ version 5.0.0, MicroEJ Architectures are distributed separately from MicroEJ SDK. MicroEJ Evaluation Architectures can be downloaded from the Architectures Repository.

MicroEJ Studio (resp. SDK) is now packaged into an Eclipse P2 repository (https://repository.microej.com/p2/ studio), allowing partial updates and installation on any compatible Eclipse version. The historical version (5) of MicroEJ is reused for the P2 repository delivery.

MicroEJ continues to regularly build all-in-one packages, called *Distributions*, including an Eclipse base version, various utility plugins, and dedicated OS installers. This distribution has a separate versioning, which follows modern convention: [YY].[MM].

# 3.8 SDK Distribution Changelog

# 3.8.1 [21.11] - 2021-11-15

**NOTE:** This release prepares for a future JRE 11 support. However, the only officially supported JRE version is still JRE 8. Please refer to *System Requirements* for more details.

- Included Studio / SDK 5.5.0.
- Updated installer to accept both JRE 8 and JRE 11.
- Fixed error Error while loading manipulator when installing SDK updates on MacOS.
- Updated End User License Agreement.

## 3.8.2 [21.03] - 2021-03-25

- Included Studio / SDK 5.4.0.
- Updated End User License Agreement.

## **KNOWN ISSUES:**

• The following error occurs when installing an SDK update on MacOS:

```
!MESSAGE Error while loading manipulator.
ISTACK 0
java.lang.IllegalStateException: Error while loading manipulator.
    at org.eclipse.equinox.internal.p2.touchpoint.eclipse.LazyManipulator.
→loadDelegate(LazyManipulator.java:64)
    at org.eclipse.equinox.internal.p2.touchpoint.eclipse.LazyManipulator.
→getConfigData(LazyManipulator.java:117)
    at org.eclipse.equinox.internal.p2.touchpoint.eclipse.actions.UninstallBundleAction.
uninstallBundle(UninstallBundleAction.java:57)
    at org.eclipse.equinox.internal.p2.touchpoint.eclipse.actions.UninstallBundleAction.
→execute(UninstallBundleAction.java:33)
    at org.eclipse.equinox.internal.p2.engine.ParameterizedProvisioningAction.
→ execute(ParameterizedProvisioningAction.java:42)
    at org.eclipse.equinox.internal.p2.engine.Phase.mainPerform(Phase.java:186)
    at org.eclipse.equinox.internal.p2.engine.Phase.perform(Phase.java:99)
    at org.eclipse.equinox.internal.p2.engine.PhaseSet.perform(PhaseSet.java:50)
    at org.eclipse.equinox.internal.p2.engine.Engine.perform(Engine.java:80)
    at org.eclipse.equinox.internal.p2.engine.Engine.perform(Engine.java:48)
    at org.eclipse.equinox.p2.operations.ProvisioningSession.
→performProvisioningPlan(ProvisioningSession.java:181)
    at org.eclipse.equinox.p2.operations.ProfileModificationJob.

¬runModal(ProfileModificationJob.java:76)

    at org.eclipse.equinox.p2.operations.ProvisioningJob.run(ProvisioningJob.java:190)
    at org.eclipse.core.internal.jobs.Worker.run(Worker.java:63)
```

The workaround is to replace /eclipse/plugins/ by /Eclipse/plugins/ (capital E) in MicroEJ-SDK-21.03.app\Contents\Eclipse\eclipse.ini.

• See Studio / SDK 5.4.0 Known Issues section

# 3.8.3 [20.12] - 2020-12-11

- Included Studio / SDK 5.3.1
- Disabled Java version check when updating Studio/SDK (see known issues of Studio/SDK Distribution 20.10)

## 3.8.4 [20.10] - 2020-10-30

- Included Studio / SDK 5.3.0
- Updated to Eclipse version 2020-06
- Fixed low quality MacOS SDK icons

**NOTE:** Starting with this release, only 64bits JRE are supported because 32bits JRE support has been removed since Eclipse version 2018–12. See this link for more details.

#### **KNOWN ISSUES:**

- Projects configured with Null Analysis must be updated to import EDC API 1.3.3 or higher in order to avoid an Eclipse JDT builder error (see also this link for more details).
- The default settings file for connecting MicroEJ Central Repository is not automatically installed. To connect to the MicroEJ Central Repository, follow the procedure:
  - For Windows, create the folder: C:\Users\%USERNAME%\.microej.
  - For Linux, create the folder: /home/\$USER/.microej.
  - For macos, create the folder: /Users/\$USER/.microej.
  - Download and save this file microej-ivysettings-5.xml to the previously created .microej folder.
- By default, a check is done on the JRE version required by the plugins on install/update. Since CDT requires JRE 11, it prevents to install/update a newer SDK version. The CDT documentation explains that this can be bypassed by disabling the option Windows > Preferences > Install/Update > Verify provisioning operation is compatible with currently running JRE .

## 3.8.5 [20.07] - 2020-07-28

- Included *MicroEJ Studio / SDK 5.2.0*
- Updated the default microej repository folder name (replaced Studio/SDK version by the distribution number)
- Added Dist. prefix in installer name (e.g. MicroEJ SDK Dist. 20.07) to avoid confusion between SDK distribution vs SDK version
- Updated SDK and Studio End User License Agreement
- Disabled popup window when installing a SDK update site (allow to install unsigned content by default)

## 3.8.6 [19.05] - 2019-05-17

- Included *Studio / SDK version 5.1.0*
- Updated MicroEJ icons (16x16 and 32x32)
- Updated the publisher of Windows executables (MicroEJ instead of IS2T SA.)
- Updated the JRE link to download in case the default JRE is not compatible. (https://www.java.com is deprecated)

# 3.8.7 [19.02] - 2019-02-22

- Updated to Eclipse Oxygen version 4.7.2
- Included Studio / SDK version 5.0.1
- Included Sonarlint version 4.0.0

# 3.9 SDK Changelog

SDK includes all Studio features.

A line prefixed by [Studio] is valid for both Studio and SDK. A line prefixed by [SDK] is only valid for SDK.

# 3.9.1 [5.5.2] - 2021-12-22

## General

• [Studio] Fixed Addon Processors of a project in a workspace being applied to others projects.

## MicroEJ Module Manager

## **Build Plugins**

• [Studio] Updated Log4j in Artifact Checker and Cobertura plugins to version 2.17.0.

# 3.9.2 [5.5.1] - 2021-12-02

## General

• [Studio] Fixed wrong category name in New Project wizard.

# 3.9.3 [5.5.0] - 2021-11-15

**NOTE:** This release prepares for a future JRE 11 support. However, the only officially supported JRE version is still JRE 8. Please refer to *System Requirements* for more details.

## General

- [Studio] Added Add-On Processor resolution in workspace.
- [Studio] Updated tools for both JRE 8 and JRE 11 compatibility.
- [Studio] Fixed corrupted font file created by the Font designer when importing large number of glyphs.
- [SDK] Updated Architecture version check during Pack import (greaterOrEqual instead of compatible). This allows to import *Architecture Specific Pack* and *Legacy Generic Pack* on future Architecture 8.x versions.
- [SDK] Updated End User License Agreement.

## MicroEJ Module Manager

- [Studio] Added bin folder to .gitignore file of module natures Java project skeleton.
- [Studio] Added Null Analysis configuration to artifact-checker. When building a module repository, null analysis configuration is only checked on the highest module version included in the repository.
- [Studio] Added Eclipse Public License v2.0 to the list of default licenses allowed for artifact-checker.
- [Studio] Clarified input messages of mmm init command.
- [Studio] Updated artifact-checker plugin binding to target verify. This allow module checks to be executed on builds triggered by a pull request (no publication).
- [Studio] Fixed missing artifact-checker plugin to some module natures (custom, firmware-multiapp, firmware-singleapp, microej-javaimpl, microej-mock, microej-testsuite, product-java).
- [Studio] Fixed mmm run execution on a firmware-singleapp module (do not trigger the Firmware build).

- [Studio] Fixed kf-testsuite plugin test project build.
- [Studio] Added support of branch analysis with Sonar.
- [SDK] Added ability to package private dependencies to mock module natures (configuration embedded).
- [SDK] Added testsuite and javadoc plugin to firmware-singleapp module nature.
- [SDK] Added ssh deployment to microej-kf-testsuite plugin.
- [SDK] Updated firmware-multiapp to remove the bsp directory in Virtual Devices.
- [SDK] Updated firmware-multiapp to allow Virtual Devices for launching a specific main class other than the Kernel main class. This is useful for running JUnit tests using a Virtual Device instead of a Platform.
- [SDK] Updated firmware-multiapp to allow Virtual Devices for automatically launching a Sandboxed Application project in MicroEJ Studio.
- [SDK] Updated firmware-multiapp to automatically configure the Virtual Device Kernel UID when a Firmware is built.
- [SDK] Fixed firmware-multiapp skeleton default dependencies with only modules available in MicroEJ Central Repository.
- [SDK] Fixed firmware-multiapp unexpected build error when no declared Resident Application.
- [SDK] Fixed firmware-multiapp build which may fail an unexpected Unresolved Dependencies error the first time, for Kernel APIs module dependencies (configuration kernelapi) or Virtual Device specific modules dependencies (configuration default-vd).
- [SDK] Fixed firmware-multiapp unexpected build error when no Application (.wpk file) found in the dropins folder.
- [SDK] Fixed firmware-multiapp unexpected build error when no declared Resident Application.
- [SDK] Fixed firmware-singleapp and firmware-multiapp skeletons wrong package name generation for the default Main class.
- [SDK] Fixed artifact-repository changelog check for modules with a snapshot version.

# 3.9.4 [5.4.1] - 2021-04-16

**NOTE:** This release is both compatible with Eclipse version 2020–06 and Eclipse Oxygen, so it can still be installed on a previous Studio / SDK Distribution.

## MicroEJ Module Manager

- [Studio] Fixed missing repository configuration in artifact-repository skeleton (this configuration is required to include modules bundled in an other module repository)
- [Studio] Fixed missing some old build types versions that were removed by error. (introduced in SDK 5.4.0, please refer to the *Known Issues* section for more details)
- [Studio] Fixed wrong version of module built in a meta-build (module was published with the module version instead of the snapshot version)
- [Studio] Fixed code coverage analysis on source code (besides on bytecode) thanks to the property cc. src.folders (only for architectures in version 7.16.0 and beyond)

# 3.9.5 [5.4.0] - 2021-03-25

**NOTE:** This release is both compatible with Eclipse version 2020–06 and Eclipse Oxygen, so it can still be installed on a previous Studio / SDK Distribution.

## **Known Issues**

- Some older build types versions have been removed by error. Consequently, using SDK 5.4.0, it may be not possible to build modules that have been created with an older SDK version (For example, MicroEJ GitHub code). The list of missing build types:
  - [Studio] build-application 7.0.2
  - [Studio] build-microej-javalib 4.1.1
  - [SDK] build-firmware-singleapp 1.2.10
  - [SDK] build-microej-extension 1.3.2

## General

- [Studio] Added MicroEJ Module Manager Command Line Interface in Build Kit
- [Studio] Added ignore optional compilation problems in Addon Processor generated source folders
- [Studio] Added logs to Standalone Application build indicating the mapping of Foundation Libraries to the Platform
- [SDK] Updated End User License Agreement
- [SDK] Added the latest HIL Engine API to mock-up skeleton (native resources management)
- [SDK] Updated the Architecture import wizard to automatically accept Pack licenses when the Architecture license is accepted

## MicroEJ Module Manager

## General

- [Studio] Added JSCH library to execute MicroEJ test suites on Device through ssh
- [Studio] Added pre-compilation phase before executing Addon Processor to have compiled classes available
- [Studio] Updated the default settings file to import modules from MicroEJ Developer repository (located at \${user.dir}\.microej\microej-ivysettings-5.4.xml)

## **Build Types**

- [Studio] Updated all relevant build types to load the Platform using the platform configuration instead of the test configuration:
  - Sandboxed Application (application)
  - Foundation Library Implementation (javaimpl)
  - Addon Library (javalib)

- MicroEJ Testsuite ( testsuite )
- [Studio] Updated Module Repository to allow to partially include an Architecture module (eval and/or prod)
- [Studio] Fixed potential Addon Processor error NoClassDefFoundError: ej/tool/addon/util/Message depending on the resolution order
- [SDK] Removed javadoc generation for microej-extension

#### **Build Plugins**

- [Studio] Updated Addon Processor to fail the build when an error is detected. Error messages are dumped to the build logs.
- [Studio] Updated Platform Loader to handle Platform module (.zip file)
- [Studio] Updated Platform Loader to handle Virtual Device module (.vde file) declared as a dependency. It worked before only by using the dropins folder.
- [Studio] Updated Platform Loader to list the Platforms locations when too many Platform modules are detected

#### Skeletons

- [Studio] Fixed wrong README.md generation for artifact-repository skeleton
- [SDK] Removed useless files in microej-javaapi, microej-javaimpl and microej-extension skeletons (intern changelog and .dbk file)

## 3.9.6 [5.3.1] - 2020-12-11

**NOTE:** This release is both compatible with Eclipse version 2020–06 and Eclipse Oxygen, so it can still be installed on a previous Studio/SDK Distribution.

#### General

• [Studio] Fixed missing default settings file for connecting MicroEJ Central Repository when starting a fresh install (introduced in 5.3.0)

#### **MicroEJ Module Manager**

#### **Build Plugins**

• [Studio] Fixed potential build error when computing Sonar classpath from dependencies (ivy:cachepath task was sometimes using a wrong cache location)

## Skeletons

• [Studio] Fixed skeleton dependency to EDC-1.3.3 to avoid an Eclipse JDT builder error when Null Analysis is enabled (see *known issues of Studio/SDK Distribution 20.10*)

# 3.9.7 [5.3.0] - 2020-10-30

**NOTE:** This release is both compatible with Eclipse version 2020–06 and Eclipse Oxygen, so it can still be installed on a previous Studio / SDK Distribution.

#### **Known Issues**

• [Studio] Library module build may lead to unexpected Unresolved Dependencies error in some cases (in sonar:init target / ivy:cachepath task). Workaround is to trigger the library build again.

#### General

- [Studio] Fixed various plugins for Eclipse version 2020-06 compatibility (icons, project explorer menu entries)
- [Studio] Fixed closed module.ivy files after an SDK restart that were opened before
- [Studio] Removed license check before launching an Application on Device
- [Studio] Disabled Activate on new event option of the Error Log view to prevent popup of this view when an internal error is thrown
- [SDK] Removed license check before Platform build
- [SDK] Updated filter of the Launch Group configuration (exclude the deprecated Eclipse CDT one)
- [SDK] Fixed inclusion of mock project dependencies in launcher mock classpath
- [SDK] Enhance error message in Platform editor ( .platform files) when the required Architecture has not been imported (displays Architecture information)

#### **MicroEJ Module Manager**

#### General

- [Studio] Fixed workspace default settings file when clicking on the Default button
- [Studio] First wrong resolved dependency when ChainResolver returnFirst option is enabled and the module to resolve is already in the cache
- [Studio] Fixed potential build module crash (Not comparable issue) when resolving module dependencies across multiple configurations

#### **Build Types**

- [Studio] Exclude packs from artifact checker when building a module repository
- [Studio] Merged Foundation & Add-On Libraries javadoc when building a module repository
- [Studio] Added Module dependency line for each type in module repository javadoc
- [Studio] Added an option to skip deprecated types, fields, methods in module repository javadoc
- [Studio] Allow to include or exclude Java packages in module repository javadoc
- [Studio] Added an option skip.publish to skip artifacts publication in build-custom build type

- [Studio] Allow to define Application options from build option using the platform-launcher.inject. prefix
- [Studio] Added generation and publication of code coverage report after a testsuite execution. The report generation is enabled under the following conditions:
  - at least one test is executed,
  - tests are executed on Simulator,
  - build option s3.cc.activated is set to true (default),
  - the Platform is based on an Architecture version 7.12.0 or higher
  - if testing a Foundation Library (using microej-testsuite), build option microej.testsuite.cc. jars.name.regex must be set to match the simple name of the library being covered (e.g. edc-\*.jar or microui-\*.jar)
- [Studio] Fixed sonar false negative Null Analysis detection in some cases
- [SDK] Added a better error message for Studio rebrand build when izpack.microej.product.location option is missing
- [SDK] Deprecated build-microej-ri and disabled documentation generation (useless docbook toolchains have been removed to reduce the bundle size: -150MB)

#### Skeletons

• [Studio] Fixed microej-mock content script initialization folder name

# 3.9.8 [5.2.0] - 2020-07-28

#### General

- [Studio] Added Dist. prefix in default workspace and repository name to avoid confusion between SDK distribution vs SDK version
- [Studio] Replaced Version by Dist. in Help > About MicroEJ<sup>®</sup> SDK | Studio menu. The SDK or Studio version is available in Installation Details view.
- [Studio] Replaced IS2T S.A. and MicroEJ S.A. by MicroEJ Corp. in Help > About MicroEJ<sup>®</sup> SDK | Studio menu.
- [Studio] Updated Front Panel plugin to version 6.1.1
- [Studio] Removed MicroEJ Copyright in Java class template and skeletons files
- [Studio] Fixed Stopping a MicroEJ launch in the progress view doesn't stop the launch

#### MicroEJ Module Manager

#### General

 [Studio] Added a new configuration page (Window > Preferences > Module Manager). This page is a merge of formerly named Easyant4Eclipse preferences page and Ivy Settings relevant options for MicroEJ.

- [Studio] Added Export > MicroEJ > Module Manager Build Kit wizard, to extract the files required for automating MicroEJ modules builds out of the IDE.
- [Studio] Added New > MicroEJ > Module Project wizard (formerly named New Easyant Project), with module fields content assist and alphabetical sort of the skeletons list
- [Studio] Added Import > MicroEJ > Module Repository wizard to automatically configure workspace with a module repository (directory or zip file)
- [Studio] Added New MicroEJ Add-On Library Project wizard to simplify Add-On Library skeleton project creation
- [Studio] Updated the build repository (microej-build-repository.zip) to be self contained with its owns ivysettings.xml
- [Studio] Updated Virtual Device Player ( firmware-singleapp ) launcher-windows.bat (use launcher-windows-verbose.bat to get logs)
- [Studio] Renamed the classpath container to Module Dependencies instead of Ivy
- [Studio] Fixed Addon Processor src-adpgenerated folder generation when creating or importing a project with the same name than a previously deleted one
- [Studio] Fixed implementation of settings ChainResolver returnFirst option
- [Studio] Fixed Ivy module resolution being blocked from time to time

## **Build Types**

- [Studio] Fixed meta build to publish correct snapshot revisions for built dependencies. (Indirectly fixes ADP resolution issue when an Add-On Library and its associated Addon Processor were built together using a meta build)
- [Studio] Fixed potential infinite loop when building a Modules Repository with MMM semantic enabled
- [Studio] Fixed javadoc not being generated in artifactory repository build when skip.javadoc is set to false
- [Studio] Added the capability to build partial modules repository, by using the user provided ivysettings. xml file to check the repository consistency
- [Studio] Added the possibility to partially extend the build repository in a module repository. The build repository can be referenced by a file system resolver using the property  ${\rm ext}^{\rm out} = {\rm ext}^{\rm out} + {\rm ext}^{$
- [Studio] Added the possibility to include a module repository into an other module repository (using new configuration repository->\*)
- [SDK] Added the possibility to bundle a set of Virtual Devices when building a branded Studio. They are automatically imported to the MicroEJ repository when booting on a new workspace.
- [SDK] Added the possibility to bundle a Module Repository when building a branded Studio. It is automatically imported and settings file is configured when booting on a new workspace.

#### **Build Plugins**

• [Studio] Added variables @MMM\_MODULE\_ORGANISATION@ , @MMM\_MODULE\_NAME@ and @MMM\_MODULE\_VERSION@ for README.md file

- [SDK] Fixed microej-kf-testsuite repository access issue (introduced in SDK 5.0.0).
- [Studio] Fixed artifact-checker to accept revisions surrounded by brackets (as specified by https:// keepachangelog.com/en/1.0.0/)

#### Skeletons

- [Studio] Updated module.ivy indentation characters with tabs instead of spaces
- [Studio] Updated CHANGELOG.md formatting
- [Studio] Updated and standardized README.md files
- [Studio] Updated dependencies in module.ivy to use the latest versions
- [Studio] Added .gitignore to ignore the target~ and src-adpgenerated folder where the module is built
- [Studio] Added Sandboxed Application WPK dropins folder (META-INF/wpk)
- [Studio] Removed conf provided in module.ivy for foundation libraries dependencies
- [Studio] Remove MicroEJ internal site reference in module.ant file
- [Studio] Fixed corrupted library workbenchExtension-api.jar in microej-extension skeleton
- [Studio] Fixed corrupted library HILEngine.jar in microej-mock skeleton
- [Studio] Fixed javadoc content issue in Main class firmware-singleapp skeleton

## Misc

- [Studio] Updated End User License Agreement
- [SDK] Added support for generating Application Options in reStructured Text format

# 3.9.9 [5.1.2] - 2020-03-09

#### **MicroEJ Module Manager**

- [Studio] Fixed potential build error when generating fixed dependencies file (fixdeps task was sometimes using a wrong cache location)
- [Studio] Fixed topogical sort of classpath dependencies when building using Build Module (same as in IvyDE classpath sorted view)
- [Studio] Fixed resolution of modules with a version 0.m.p when transitively fetched (an error was thrown with the range [1.m.p-RC, 1.m. (p+1)-RC[)
- [Studio] Fixed missing classpath dependencies to prevent an error when building a standard JAR with JUnit tests

# 3.9.10 [5.1.1] - 2019-09-26

## General

• [SDK] Fixed files locked in Platform in workspace projects preventing the Platform from being deleted or rebuilt

# 3.9.11 [5.1.0] - 2019-05-17

## General

- [Studio] Updated MicroEJ icons (16x16 and 32x32)
- [Studio] Fixed potential long-blocking operation when launching an application on a Virtual Device on Windows 10 (Windows defender performs a slow analysis on a zip file when it is open for the first time since OS startup)
- [Studio] Fixed missing ADP resolution on a fresh MicroEJ installation
- [Studio] Fixed ADP source folders order generation in .classpath (alphabetical sort of the ADP id)
- [Studio] Fixed Run As... > MicroEJ Application automatic launcher creation: when selecting a Platform in workspace, an other platform of the repository was used instead
- [Studio] Fixed Memory Map Analyzer load of mapping scripts from Virtual Devices
- [Studio] Fixed MMM and ADP resolution when importing a zip project in a fresh MicroEJ install
- [Studio] Fixed ADP crash when a project declares dependencies without a source folder
- [Studio] Fixed inability to debug an application on a Virtual Device if option execution.mode was specified in firmware build properties (now Studio options cannot be overridden)
- [SDK] Updated Front Panel plugin to comply with the new Front Panel engine
  - The Front Panel engine has been refactored and moved from UI Pack to Architecture (UI pack 12.0.0 requires Architecture 7.11.0 or higher)
  - New Front Panel Project wizard now generates a project skeleton for this new Front Panel engine, based on MMM
  - Legacy Front Panel projects for UI Pack v11.1.0 or higher are still valid
- [SDK] Updated Virtual Device builder to speed-up Virtual Device boot time (System Applications are now extracted at build time)
- [SDK] Fixed inability to select a Platform in workspace in a MicroEJ Tool launch configuration
- [SDK] Fixed broken title in MicroEJ export menu (Platform Export)

## MicroEJ Module Manager

## **Build Plugins**

- [Studio] Added a new option application.project.dir passed to launch scripts with the workspace project directory
- [Studio] Updated MMM to throw a non ambiguous error message when a module.ivy configured for MMM declares versions with legacy lvy range notation
- [Studio] Updated MicroEJ Central Repository cache directory to \${user.dir}\. microej\caches\repository.microej.com-[version] instead of \${user.dir}\.ivy2
- [Studio] Updated Update Module Dependencies... to be disabled when module.ivy cannot be loaded. The menu entry is now grayed when the project does not declare an IvyDE classpath container
- [Studio] Fixed wrong resolution order when a module is both resolved in the repository and the workspace (the workspace module must always take precedence to the module resolved in the repository)

- [Studio] Fixed useless unknown resolver trace when cache is used by multiple Ivy settings configurations with different resolver names.
- [Studio] Fixed slow Add-on Processor generation. The classpath passed to ADP modules could contain the same entry multiple times, which leads each ADP module to process the same classpath multiple times.
- [Studio] Fixed misspelled recommendation message when a build failed
- [Studio] Fixed Update Module Dependencies... tool: wrong ej:match="perfect" added where it was expected to be compatible
- [Studio] Fixed Update Module Dependencies... tool: parse error when module.ivy contains <artifact type="rip"/> element
- [Studio] Fixed resolution and publication of a module declared with an Ivy branch
- [Studio] Fixed character '-' rejected in module organisation (according to MMM specification 2.0-B)
- [Studio] Fixed ADP resolution error when the Add-on Processor module was only available in the cache
- [Studio] Fixed potential build crash depending on the build kit classpath order (error was This module requires easyant [0.9,+])
- [Studio] Fixed product-java broken skeleton

#### **Build Types**

- [Studio] Updated Platform Loader error message when the property platform-loader.target. platform.dir is set to an invalid directory
- [Studio] Fixed meta build property substitution in \*.modules.list files
- [Studio] Fixed missing publications for README.md and CHANGELOG.md files
- [Studio] Update skeletons to fetch latest libraries (Wadapps Framework v1.10.0 and Junit v1.5.0)
- [Studio] Updated README.md publication to generate MMM usage and the list of Foundation Libraries dependencies
- [SDK] Added a new build nature for building platform options pages (microej-extension)
- [SDK] Updated Virtual Device builder to speed-up Virtual Device boot time (System Applications are now extracted at build time)
- [SDK] Fixed Virtual Device Player builder (dependencies were not exported into the zip file) and updated firmware-singleapp skeleton with missing configurations

## Skeletons

- [Studio] Updated CHANGELOG.md based on Keep a Changelog specification (https://keepachangelog. com/en/1.0.0/)
- [Studio] Updated offline module repository skeleton to fetch in a dedicated cache directory under \${user. dir}/.microej/caches

# 3.9.12 [5.0.1] - 2019-02-14

## General

• [Studio] Removed Wadapps Code generation (see migration notes below)

- [Studio] Added support for MicroEJ Module Manager semantic (see migration notes below)
- [Studio] Added a dedicated view for Virtual Devices in MicroEJ Preferences
- [Studio] Removed Platform related views and menus in MicroEJ Studio (Import/Export and Preferences)
- [Studio] Added MicroEJ Studio rebranding capability (product name, icons, splash screen and installer for Windows)
- [Studio] Added a new meta build version, with simplified syntax for multi-projects build (see migration notes below)
- [Studio] Added a skeleton for building offline module repositories
- [Studio] Added support for importing extended characters in Fonts Designer
- [Studio] Allow to import Virtual Devices with .vde extension (\*.jpf import still available for backward compatibility)
- [Studio] Removed legacy selection for Types, Resources and Immutables in MicroEJ Launch Configuration (replaced by \*.list files since MicroEJ 4.0)
- [Studio] Enabled IvyDE workspace dependencies resolution by default
- [SDK] Enabled MicroEJ workspace Foundation Libraries resolution by default
- [SDK] Added possibility for Architectures to check for a minimum required version of SDK (sdk.min.version property)
- [SDK] Updated New Standalone Application Project wizard to generate a single-app firmware skeleton
- [SDK] Updated Virtual Device Builder to manage Sandboxed Applications (compatible with Architectures Products \*\_7.10.0 or newer)
- [SDK] Updated Virtual Device Builder to include kernel options (now options are automatically filled for the application developer on Simulator)

#### MicroEJ Module Manager

#### **Build Plugins**

- [Studio] Added IvyDE resolution from properties defined in Windows > Preferences > Ant > Runtime > Properties
- [Studio] Fixed Illegal character in path error that may occur when running an Add-on Processor
- [Studio] Fixed IvyDE crash when defining an Ant property file with Eclipse variables

#### **Build Types**

- [Studio] Kept only latest build types versions (skeletons updated)
- [Studio] Updated metabuild to execute tests by default for private module dependencies
- [Studio] Removed remaining build dependencies to JDK (Java code compiler and Javadoc processors). All MicroEJ code is now compiled using the JDT compiler
- [Studio] Introduced a new plugin for executing custom testsuite using MicroEJ testsuite engine
- [Studio] Fixed MalformedURLException error in Easyant trace
- [Studio] Fixed Easyant build crash when an Ivy settings file contains a cache definitions with a wildcard

- [SDK] Updated Platform Builder to keep track in the Platform of the architecture on which it has been built (architecture.properties)
- [SDK] Updated Virtual Device Builder to generate with .vde extension
- [SDK] Updated Multi-app Firmware Builder to embed (Sim/Emb) specific modules (Add-on libraries and System Applications)
- [SDK] Fixed build-microej-ri v1.2.1 missing dependencies (embedded in SDK 4.1.5)

## Skeletons

- [Studio] Updated all skeletons: migrated to latest build types, added more comments, copyright cleanup and configuration for MicroEJ Module Manager semantic)
- [SDK] Added the latest HIL Engine API to mock-up skeleton (Start and Stop listeners hooks)

# 3.10 Migration Notes

## 3.10.1 From 5.2.x to 5.3.x

This section applies if MicroEJ SDK 5.3.x is started on a workspace that was previously created using MicroEJ SDK 5.2.x.

## Workspace migration warning

Starting with the MicroEJ SDK Distribution 20.10, when opening a workspace which has been created with an older MicroEJ Distribution, a message is displayed with the following warning:

```
The workspace was written with an older version. Continue and update workspace which may make it \rightarrow incompatible with older versions?
```

This is a generic warning from Eclipse which can be safely ignored as long as you don't intend to open it back with an older MicroEJ SDK Distribution then.

# 3.10.2 From 5.1.x to 5.2.x

This section applies if MicroEJ SDK 5.2.x is started on a workspace that was previously created using MicroEJ SDK 5.1.x.

## Enable New Wizards Shortcuts in MicroEJ Perspective

Eclipse perspective settings are stored in the workspace metadata, so the new wizards shortcuts ( Add-On Library Project and Module Project ) are not visible in the File > New menu.

The MicroEJ perspective must be reset to its default settings as following:

- Click on Windows > Perspective > Open Perspective > Other... menu
- Select MicroEJ perspective
- Click on Windows > Perspective > Reset Perspective... menu

• Click on Yes button to accept to reset the MicroEJ perspective to its defaults.

The new wizards shortcuts are now visible into File > New menu.

## Re-enable the Ivy Preferences Pages (Advanced Use)

The original Window > Preferences > Ivy pages can be re-enabled as following:

- Close all running instances of MicroEJ Studio / SDK
- Edit MicroEJ-[SDK[Studio].ini and add the property -Dorg.apache.ivy.showAdvancedPrefs=true
- Start MicroEJ Studio / SDK again
- Go to Window > Preferences > Module Manager page

A new link Ivy settings should appear on the bottom of the page. It opens a popup window with the original Ivy preferences pages.

## 3.10.3 From 4.1.x to 5.x

This section applies if MicroEJ SDK 5.x is started on a workspace that was previously created using MicroEJ SDK 4.1.x.

## Wadapps Application Update

The Wadapps code generator has been moved from IDE to an Addon Processor coming with ej.library.wadapps. framework module (v1.9.0 or higher is required).

A Wadapps Application Project can be updated as follows:

- Right-click on the project, then Configure > Remove Sandboxed Application Nature
- Right-click on the project, then Configure > Add Sandboxed Application Nature
- Update module.ivy dependency to fetch ej.library.wadapps.framework version 1.9.0 (or perform MicroEJ Module Manager update as defined below)
- Delete remaining folder src/.generated~ if any
- Check that project compiles and folder src-adpgenerated/wadapps is generated

## MicroEJ Module Manager Update

It is highly recommended to migrate module.ivy to the MicroEJ Module Manager semantic, since the default Ivy resolution will be no more maintained in future versions.

The module.ivy can be updated as follows:

• Right-click on module.ivy, then Update Module Dependencies...

This has for effect to both migrate the module.ivy to the MicroEJ Module Manager semantic and also to update dependencies version to the latest available in the target repository.

### Meta build Project Update

A project using microej-meta-build version 1.x can be updated to version 2.x as follows:

- Edit module.ivy
  - Replace the microej-meta-build version by 2.0.+
  - Update all properties declaration to append the metabuild.inject. prefix (e.g. <ea:property name="skip.test" value="true" /> must be updated to <ea:property name="metabuild.inject. skip.test" value="true" />)
  - Optionally remove or comment the root folder declaration as it is the default. (<ea:property name="metabuild.root" value=".." />)
- Delete module.properties. It only contains the property easyant.fork.build=true. This property is now automatically set by easyant-build-component since version 1.12.0. Otherwise it must be explicitly injected by the build system as an Ant property: easyant.inject.easyant.fork.build=true
- Extract from override.module.ant the projects declarations lines:
  - Extract the project declarations of local.submodule.dirs.id into a new file named private.
     modules.list (one project per line)
  - Extract the project declarations of submodule.dirs.id into a new file names public.modules.list (one project per line)
- Delete override.module.ant

The new file system structure shall look like:

```
metabuild-project
    module.ivy
    private.modules.list
    public.modules.list
```

# 3.11 Troubleshooting

# 3.11.1 Windows Specifics

If you are using Windows Defender as your default antivirus software, MicroEJ Studio or SDK may be slow down as it manipulates lots of JAR files (which are ZIP files) that are regularly analyzed.

To improve MicroEJ Studio or SDK experience, please find below a list of folders that should be excluded from Windows Defender monitoring:

- %USERPROFILE%\.eclipse
- %USERPROFILE%\.ivy2
- %USERPROFILE%\.microej
- %USERPROFILE%\.p2
- %USERPROFILE%\AppData\Local\Temp\microej
- C:\Program Files\MicroEJ
- your workspace(s) folder(s)

The exclusion page is available in the Settings application (Windows Security > Virus & threat protection >Manage settings > Exclusions > Add or remove exclusions ).

# 3.11.2 Linux Specifics

Starting MicroEJ Studio or SDK on a linux distribution may produce troubles such as missing content pages. This is related to incomplete Eclipse SWT configuration (see Eclipse GTK wiki page).

One solution is to configure Eclipse as follows:

• Add the next lines to MicroEK-[SDK|Studio].ini , before -vmargs argument:

--launcher.GTK\_Version 2

- Ensure GTK is correctly installed (libwebkitgtk packet)
- Configure the following environment variables

```
MOZILLA_FIVE_HOME=/usr/lib/mozilla
LD_LIBRARY_PATH=${MOZILLA_FIVE_HOME}:${LD_LIBRARY_PATH}
```

- Restart MicroEJ Studio/SDK
- Check there is not more SWT/MOZILLA related errors (Window > Show View > Other... > General > Error Log )

# 3.11.3 MacOS Specifics

When launching the SDK using the . app file, you may encounter the following message:

"MicroEJ-SDK-xx.xx" is damaged and can't be opened. You should move it to the Trash.

This is due to MacOS putting applications in quarantine when downloaded with a browser. Use this command to remove the SDK application from quarantine:

sudo xattr -rd com.apple.quarantine sdk.app

where sdk.app is the SDK file name.

CHAPTER

# **APPLICATION DEVELOPER GUIDE**

# 4.1 Introduction

The following sections of this document shall prove useful as a reference when developing applications for MicroEJ. They cover concepts essential to MicroEJ Applications design.

In addition to these sections, by going to https://developer.microej.com/, you can access a number of helpful resources such as:

- Libraries from the MicroEJ Central Repository (https://developer.microej.com/central-repository/);
- Application Examples as source code from MicroEJ Github Repositories (https://github.com/MicroEJ);
- Documentation (HOWTOs, Reference Manuals, APIs javadoc...).

MicroEJ Applications are developed as standard Java applications on Eclipse JDT, using Foundation Libraries. MicroEJ SDK allows you to run / debug / deploy MicroEJ Applications on a MicroEJ Platform.

Two kinds of applications can be developed on MicroEJ: MicroEJ Standalone Applications and MicroEJ Sanboxed Applications.

A MicroEJ Standalone Application is a MicroEJ Application that is directly linked to the C code to produce a MicroEJ Firmware. Such application must define a main entry point, i.e. a class containing a public static void main(String[]) method. MicroEJ Standalone Applications are developed using MicroEJ SDK.

A MicroEJ Sandboxed Application is a MicroEJ Application that can run over a Multi-Sandbox Firmware. It can be linked either statically or dynamically. If it is statically linked, it is then called a System Application as it is part of the initial image and cannot be removed. MicroEJ Sandboxed Applications are developed using MicroEJ Studio.

# 4.2 Standalone Application

# 4.2.1 MicroEJ Platform Import

A MicroEJ Platform is required to run a MicroEJ Standalone Application on the Simulator or build the Firmware binary for the target device.

The *Platform Developer Guide* describes how to create a MicroEJ Platform from scratch for any kind of device. In addition, MicroEJ Corp. provides Platforms for various development boards (see https://repository.microej.com/index.php?resource=JPF).

MicroEJ Platforms are distributed in two packages:

• **Source Platform**. The source files are imported into the workspace. This is the default case.

• **Binary Platform**. A . jpf file is imported into the *MicroEJ repository*. As of MicroEJ SDK 5.3.0, this package is deprecated.

#### **Source Platform Import**

#### **Import from Folder**

This section applies when the Platform files are already available on a local folder. This is likely the case when the files are checked out from a Version Control System, such as a local git repository clone.

**Note:** If you are going to import a Platform from MicroEJ Github, you can follow the specific *GitHub Repositories* section instead (the projects will be automatically imported).

- Select File > Import... > General > Existing Projects into Workspace > Select root directory > Browse...
- Select the root directory. The wizard will automatically discover projects to import.
- Click on the Finish button.

#### Import from Zip File

This section applies when the Platform files are packaged in a .zip file.

- Select File > Import... > General > Existing Projects into Workspace > Select archive file > Browse... .
- Select the zip of the project (e.g., x. zip). The wizard will automatically discover projects to import.
- Click on the Finish button.

#### **Platform Build**

MicroEJ Platforms are usually shared with only the Platform configuration files. Once the projects are imported, follow the platform-specific documentation to build the Platform.

Once imported or built, a Platform project should be available as follows:



Fig. 1: MicroEJ Platform Project

The source folder contains the Platform content which can be set to the target.platform.dir option.

# **Binary Platform Import**

After downloading the MicroEJ Platform . jpf file, launch MicroEJ SDK and follow these steps to import the MicroEJ Platform:

• Open the Platform view in MicroEJ SDK, select Window > Preferences > MicroEJ > Platforms . The view should be empty on a fresh install of the tool.

0	Preferences		- 🗆 🗙
type filter text	Platforms		← - ⇒
<ul> <li>▷ General</li> <li>&gt; Ant</li> <li>▷ C/C++</li> <li>C/C++</li> </ul>	Add or remove platforms. Platforms, Virtual Devices and Architectures:		
Checkstyle Easyant4Eclipse Help Install/Update Vy Java MicroEJ Architectures Naming Convention Platforms Platforms in workspace Updates Mylyn Plug-in Development	Name	Version Lic	Select All Deselect All Import Uninstall Get UID
> PMD		Restore <u>D</u> efaults	Apply
?		ОК	Cancel

# Fig. 2: MicroEJ Platform Import

- Press Import... button.
- Choose Select File... and use the Browse option to navigate to the .jpf file containing your MicroEJ Platform, then read and accept the license agreement to proceed.

	Import Platforms, Virtu	al Devices an	d Architectures	_ □ >
•	, Virtual Devices and			- <b></b>
Select a directory/fi	le to search for available pla	tforms, virtu	al devices and archi	tectures.
Select directory:				B <u>r</u> owse
Select file:	C:\Users\MicroEJPlatform.	ipf		B <u>r</u> owse
latforms, Virtual De	evices and Architectures:			
Name		Version		<u>S</u> elect All
✓	latform	2.1.1		D <u>e</u> select All
MICROEJ LICENSE	AGREEMENT			
MICROEJ LICENSE /	AGREEMENT			
PREAMBLE THIS SOFTWARE LI On purchase of any	AGREEMENT CENSE AGREEMENT (THE « y Licensed Product from IS2 A USER OF THE LICENSED P	T or an IS2T F	Partner or an IS2T D	istributor, the rela
PREAMBLE THIS SOFTWARE LI On purchase of any	CENSE AGREEMENT (THE « y Licensed Product from IS2	T or an IS2T F	Partner or an IS2T D	istributor, the rela
PREAMBLE THIS SOFTWARE LI On purchase of any THE LICENSEE, AS 1 DEFINITIONS	CENSE AGREEMENT (THE « y Licensed Product from IS2 A USER OF THE LICENSED P	T or an IS2T F RODUCTS RE	Partner or an IS2T D FERRED TO ABOVE	istributor, the rela AND ON THE REI >
PREAMBLE THIS SOFTWARE LI On purchase of any THE LICENSEE, AS 1 DEFINITIONS	CENSE AGREEMENT (THE « y Licensed Product from IS2	T or an IS2T F RODUCTS RE	Partner or an IS2T D FERRED TO ABOVE	istributor, the rela AND ON THE REI >

Fig. 3: MicroEJ Platform Selection

• The MicroEJ Platform should now appear in the Platforms view, with a green valid mark.

0	Preferences		- 🗆 ×
type filter text         General         Ant         C/C++         Checkstyle         Easyant4Eclipse         Help         Install/Update         Ny	Preferences Platforms Add or remove platforms. Platforms, Virtual Devices and Architectures: Name MicroEJ Platform	Version Lic 2.1.1 🖋	
<ul> <li>Java</li> <li>MicroEJ         <ul> <li>Architectures</li> <li>Naming Convention</li> <li>Platforms</li> <li>Platforms in workspace</li> <li>Updates</li> </ul> </li> <li>Mylyn</li> <li>Plug-in Development</li> <li>PMD</li> </ul>		Restore <u>D</u> efaul	Uninstall
< >		ОК	Cancel

Fig. 4: MicroEJ Platform List

# 4.2.2 Build and Run an Application

### **Create a MicroEJ Standalone Application**

• Create a project in your workspace. Select File > New > Standalone Application Project .

File	Edit	Source	Refactor	Navigate	Search	Project	Run	Windov	v Help
	New					Alt+S	Shift+N	۱	MicroEJ Standalone Application Project
	Open l	File						1	MicroEJ Standalone Example Project
	Close						Ctrl+W	9	Platform
	Close /	AII				Ctrl+S	hift+W	FP	Front Panel Project
	~						~	1	MicroEJ Sandboxed Application Project
	Save						Ctrl+S	2	Project
Q.	Save A	S						F	MicroEl Font

Fig. 5: New MicroEJ Standalone Application Project

- Fill in the application template fields, the Project name field will automatically duplicate in the following fields. Click on Finish . A template project is automatically created and ready to use, this project already contains all folders wherein developers need to put content:
  - src/main/java: Folder for future sources
  - src/main/resources : Folder for future resources (images, fonts, etc.)

- META-INF : Sandboxed Application configuration and resources
- module.ivy: Ivy input file, dependencies description for the current project
- Right click on the source folder src/main/java and select New > Package . Give a name: com.mycompany . Click on Finish .

0	New Java Package	_ <b>□</b> ×
Java Packa Create a new J		
Creates folders	corresponding to packages.	
Source fol <u>d</u> er:	MyTest/src	Br <u>o</u> wse
Na <u>m</u> e:	com.mycompany	
Create pack	age-info.java	
?		Finish Cancel

Fig. 6: New Package

The package com.mycompany is available under src/main/java folder. Right click on this package and select New > Class. Give a name: Test and check the box public static void main(String[] args). Click on Finish.

0	New Java Class	_ 🗆 🗙
Java Class Create a new Java o	class.	C
Source fol <u>d</u> er:	MyTest/src	Br <u>o</u> wse
Pac <u>k</u> age:	com.mycompany	Bro <u>w</u> se
Enclosing type:		Bro <u>w</u> se
Na <u>m</u> e: Modifiers:	Test <ul> <li>public</li> <li>package</li> <li>private</li> <li>protected</li> </ul>	
	abs <u>t</u> ract final static	
Superclass:	java.lang.Object	Brows <u>e</u>
Interfaces:		<u>A</u> dd
		<u>R</u> emove
Which method stub	<ul> <li>✓ public static void main(String[] args)</li> <li>Constructors from superclass</li> <li>✓ Inherited abstract methods</li> </ul>	
Do you want to add	comments? (Configure templates and default value <u>here</u> )	
?	<u> </u>	Cancel

Fig. 7: New Class

• The new class has been created with an empty main() method. Fill the method body with the following lines:

System.out.println("hello world!");

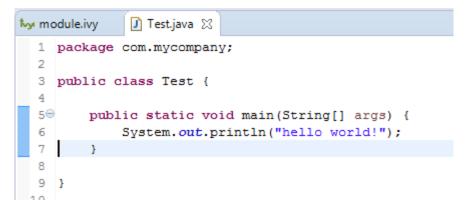


Fig. 8: MicroEJ Application Content

The test application is now ready to be executed. See next sections.

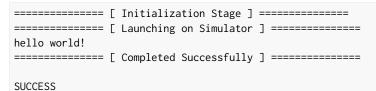
# Run on the Simulator

To run the sample project on Simulator, select it in the left panel then right-click and select Run > Run as > MicroEJ Application .

	New Go Into Open in New Window Open Type Hierarchy Show In Copy Copy Qualified Name Paste Delete Build Path Source Refactor Import	F4 Alt+Shift+W > Ctrl+C Ctrl+V Delete Alt+Shift+S > Alt+Shift+T >	1 2 3 4 5 6 7 8 9 10	-	
2 2 2 2	Export Refresh Close Project Close Unrelated Projects Assign Working Sets	F5			
	Run As Debug As Profile As Validate Build with FasyAnt	> > >	<ul><li>J 2 Jav</li><li>J 3 Mi</li></ul>	va Applet va Application croEJ Application Configurations	Alt+Shift+X, A Alt+Shift+X, J Alt+Shift+X, M

Fig. 9: MicroEJ Development Tools Overview

MicroEJ SDK console will display Launch steps messages.



#### **Run on the Hardware Device**

Compile an application, connect the hardware device and deploy on it is hardware dependant. These steps are described in dedicated documentation available inside the MicroEJ Platform. This documentation is accessible from the MicroEJ Resources Center view.

**Note:** MicroEJ Resources Center view may have been closed. Click on Help > MicroEJ Resources Center to reopen it.

Open the menu Manual and select the documentation [hardware device] MicroEJ Platform, where [hardware device] is the name of the hardware device. This documentation features a guide to run a built-in application on MicroEJ Simulator and on hardware device.

😰 MicroEJ Resource Center 🛛	
type filter text	
🕟 🧇 Javadoc	
Manual	
III Hardware Device MicroEJ Platform	

Fig. 10: MicroEJ Platform Guide

# 4.2.3 Build Output Files

When building a Standalone Application, multiple files are generated next to the ELF executable file.

# Launch Output Folder

Using a *MicroEJ Application Launch*, the files are generated in a folder which is named like the main type and which is located in the output folder specified in the run configuration.

com.microej.demo.widget.common.Navigation

- 🗁 bon
- > 🖂 <
  - externalResources
- > 🗁 fonts
  - 🗁 heapDump
- > 📂 images
  - 🗁 logs
- > 📂 platform
  - icesourceBuffer
- 🗸 🗁 soar
  - com.microej.demo.widget.common.Navigation.clinitmap
  - com.microej.demo.widget.common.Navigation.o
  - com.microej.demo.widget.common.Navigation.s3infos
  - com.microej.demo.widget.common.Navigation.xml
  - 💼 sni\_intern.h
  - 💷 SOAR.map
  - 🗟 SOAR.o

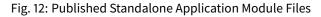
Fig. 11: Build Output Files from MicroEJ Application Launch

# **Published Module Files**

After *building* the Standalone Application, the published module contains the following main files:

- [name]-[version].out : Firmware (ELF Executable)
- [name]-[version].zip: Virtual Device
- [name]-[version]-workingEnv.zip: Build intermediate files, including the content of the launch output Folder)





### The SOAR Map File

The SOAR.map file lists every embedded symbol of the application (section, Java class or method, etc.) and its size in ROM or RAM. This file can be opened using the *Memory Map Analyzer*.

The embedded symbols are grouped into multiple categories. For example, the Object class and its methods are grouped in the LibFoundationEDC category. For each symbol or each category, you can see its size in ROM (Image Size) and RAM (Runtime Size).

The SOAR groups all the Java strings in the same section, which appears in the ApplicationStrings category. The same applies to the static fields (Statics category), the types (Types category), and the class names (ClassNames category).

### **The SOAR Information File**

The soar/<main class>.xml file can be opened using any XML editor.

This file contains the list of the following embedded elements:

- method (in selected\_methods tag)
- resource (in selected\_resources tag)
- system property (in java\_properties tag)
- string (in selected\_internStrings tag)
- type (in selected\_types tag)
- immutable (in selected\_immutables tag)

# 4.2.4 MicroEJ Launch

The MicroEJ launch configuration sets up the *MicroEJ Applications* environment (main class, resources, target platform, and platform-specific options), and then launches a MicroEJ launch script for execution.

Execution is done on either the MicroEJ Platform or the MicroEJ Simulator. The launch operation is platformspecific. It may depend on external tools that the platform requires (such as target memory programming). Refer to the platform-specific documentation for more information about available launch settings.

# Main Tab

The Main tab allows you to set in order:

- 1. The main project of the application.
- 2. The main class of the application containing the main method.
- 3. Types required in your application that are not statically embedded from the main class entry point. Most required types are those that may be loaded dynamically by the application, using the Class.forName() method.
- 4. Binary resources that need to be embedded by the application. These are usually loaded by the application using the Class.getResourceAsStream() method.
- 5. Immutable objects' description files. See the [BON 1.2] ESR documentation for use of immutable objects.

9	Run Configurations						
Create, manage, and run (	configurations						
Image: Second system       Image: Second system         type filter text         Image: Second system         Image: Second system         JU         JU         JU         JU         JU         JU         JU         Image: Second system         Image: Second syst	Name: HelloWorld Main Execution IIII Configuration JRE Source Project MyHelloWorldSample Main type, Required types	urce Common					
🗾 HelloWorld	com.is2t.examples.edc.hello.HelloWorld	Select Main type					
		Add types					
		Extra types					
		Remove					
	Resources						
		Add					
		Remove					
	Immutables	v					
Filter matched 6 of 11 items		Re <u>v</u> ert Apply					
?		<u>R</u> un Close					

Fig. 13: MicroEJ Launch Application Main Tab

# **Execution Tab**

The next tab is the **Execution** tab. Here the target needs to be selected. Choose between execution on a MicroEJ Platform or on a MicroEJ Simulator. Each of them may provide multiple launch settings. This page also allows you

to keep generated, intermediate files and to print verbose options (advanced debug purpose options).

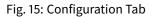
💡 Run Configurations		×
Create, manage, and run confi	gurations	
Image: Second system         type filter text         C C/C++ Application         JU JUnit         Launch Group         MicroEJ Application         Widget Demo (EMB)         Widget Demo (SIM)         Widget Demo (SIM)         MicroEJ Tool	Name:       Widget Demo (SIM)         Image:       Main @ Execution       String Configuration       Image:       Image:       Common         Target       Platform:       STM32F746G-DISCO SingleApp Production [K1AU3] (4.0.0-RC202007301413)       Execution         Image:       Execution       Image:       Execution       Image:       Execution         Image:       Execute on Simulator       Image:       Execute on Device       Core Engine Mode:       Default         Image:       Default       Image:       Settings:       Build & Deploy         The Application is simulated       Image:       Image:       Build & Deploy         Options       Output folder:       Steproject_loc:com.microej.demo.widget}       Image:       Image:         Image:       Clean intermediate files       Image:       Image:       Steproject_loc:com.microej.demo.widget}       Image:         Image:       Steproject_loc:com.microej.demo.widget}/build/common.properties       Steproject_loc:com.microej.demo.widget}/build/sim/sim.properties       Steproject_loc:com.microej.demo.widget}/build/sim/sim.properties       Steproject_loc:com.microej.demo.widget}/build/sim/sim.properties       Steproject_loc:com.microej.demo.widget}/build/sim/sim.properties       Steproject_loc:com.microej.demo.widget}/build/sim/sim.properties       Steproject_loc:com.microej.demo.widget}/build/sim/sim.properties       Steproject_l	Browse Browse Browse Add Remove Up Down
Filter matched 8 of 21 items	Re <u>v</u> ert	Apply
?	<u>R</u> un	Close

Fig. 14: MicroEJ Launch Application Execution Tab

# **Configuration Tab**

The next tab is the Configuration tab. This tab contains all platform-specific options.

0	Run C	onfigurations		×
Create, manage, and run	configurations			
Image: Second system         type filter text         Image: C/C++ Application         Ju JUnit         Image: Launch Group         Image: MicroEJ Application         Image: HelloWorld         Image: MicroEJ Tool	Name: HelloWorld Main Execution Corr Debug Code Coverage Heap Dumper JDWP Logs Simulator Com Port FS HAL Target Memory Libraries EDC Shielded Plug ECOM FS MicroUl Net NLS SSL	figuration A JRE Source	Common	
Filter matched 6 of 11 items			Re <u>v</u> ert	Apply
?			Run	Close



### JRE Tab

The next tab is the JRE tab. This tab allows you to configure the Java Runtime Environment used for running the underlying launch script. It does not configure the MicroEJ Application execution. The VM Arguments text field allows you to set vm-specific options, which are typically used to increase memory spaces:

- To modify heap space to 1024MB, set the -Xmx1024M option.
- To modify string space (also called PermGen space) to 256MB, set the -XX:PermSize=256M -XX:MaxPermSize=256M options.
- To set thread stack space to 512MB, set the -Xss512M option.

# Source Tab

The next tab is the Source tab. By default, it is automatically configured to connect your Add-On Libraries sources dependencies. To connect your Platform Foundation Library sources, please refer to the section *Foundation Library Sources*.

# **Common Tab**

The last tab is the Common tab. This is a default Eclipse tab that allows to configure your launch. Refer to Eclipse help for more details on how to use this tab.

# 4.2.5 Application Options

### Introduction

To run a MicroEJ Standalone Application on a MicroEJ Platform, a set of options must be defined. Options can be of different types:

- Memory Allocation options (e.g set the Java Heap size). These options are usually called link-time options.
- Simulator & Debug options (e.g. enable periodic Java Heap dump).
- Deployment options (e.g. copy microejapp.o to a suitable BSP location).
- Foundation Library specific options (e.g. embed UTF-8 encoding).

The following section describes options provided by MicroEJ Architecture. Please consult the appropriate MicroEJ Pack documentation for options related to other Foundation Libraries (MicroUI, NET, SSL, FS, ...) integrated to the Platform.

Notice that some options may not be available, in the following cases:

- Option is specific to the MicroEJ Core Engine capability (*tiny/single/multi*) which is integrated in the targeted Platform.
- Option is specific to the target (MicroEJ Core Engine on Device or Simulator).
- Option has been introduced in a newer version of the MicroEJ Architecture which is integrated in the targeted Platform.
- Options related to *Board Support Package (BSP) connection*.

### **Defining an Option**

A MicroEJ Standalone Application option can be defined either from a launcher or from a properties file. It is also possible to use both together. Each MicroEJ Architecture and MicroEJ Pack option comes with a default value, which is used if the option has not been set by the user.

### **Using a Launcher**

To set an option in a launcher, perform the following steps:

- 1. In MicroEJ SDK, select Run > Run Configurations... menu,
- 2. Select the launcher of the application under MicroEJ Application or create a new one,
- 3. Select the Configuration tab,
- 4. Find the desired option and set it to the desired value.

It is recommended to index the launcher configuration to your version control system. To export launcher options to the filesystem, perform the following steps:

1. Select the Common tab,

- 2. Select the Shared file: option and browse the desired export folder,
- 3. Press the Apply button. A file named [launcher\_configuration\_name].launch is generated in the export folder.

# **Using a Properties File**

Options can be also be defined in properties files.

When a MicroEJ Standalone Application is built using the firmware-singleapp *skeleton*, options are loaded from properties files located in the build folder at the root of the project.

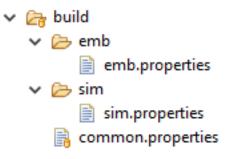
The properties files are loaded in the following order:

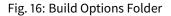
- 1. Every file matching build/sim/\*.properties, for Simulator options only (Virtual Device build). These files are optional.
- 2. Every file matching build/emb/\*.properties , for Device options only (Firmware build). These files are optional.
- 3. Every file matching build/\*.properties, both for Simulator and Device options. At least one file is required.

Usually, the build folder contains a single file named common.properties.

In case an option is defined in multiple properties files, the option of the first loaded file is taken into account and the same option defined in the other files is ignored (a loaded option cannot be overridden).

The figure below shows the expected tree of the **build** folder:





It is recommended to index the properties files to your version control system.

To set an option in a properties file, open the file in a text editor and add a line to set the desired option to the desired value. For example: soar.generate.classnames=false.

To use the options declared in properties files in a launcher, perform the following steps:

- 1. In MicroEJ SDK, select Run > Run Configurations...,
- 2. Select the launcher of the application,
- 3. Select the Execution tab,
- 4. Under Option Files , press the Add... button,
- 5. Browse the sim.properties file for Simulator or the emb.properties file for Device (if any) and press Open button,

6. Add the common.properties file and press the Open button.

**Note:** An option set in a properties file can not be modified in the Configuration tab. Options are loaded in the order the properties files are added (you can use Up and Down buttons to change the file order). In Configuration tab, hovering the pointer over an option field will show the location of the properties file that defines the option.

# **Generating a Properties File**

In order to export options defined in a .launch file to a properties file, perform the following steps:

- 1. Select the [launcher\_configuration\_name].launch file,
- 2. Select File > Export > MicroEJ > Launcher as Properties File ,
- 3. Browse the desired output .properties file,
- 4. Press the Finish button.

#### **Category: Runtime**

<ul> <li>Device</li> <li>Core Engine Kernel</li> <li>Watchdog</li> <li>Deploy</li> <li>Feature</li> <li>Dynamic Download</li> <li>Libraries</li> <li>ECOM</li> </ul>	Types  Embed all type names  Assertions  Execute assertions on Simulator  Execute assertions on Device
Comm Connection	Trace
EDC	Enable execution traces
External Resources Loader	
Shielded Plug	Start execution traces automatically
✓ Runtime Memory	
✓ Simulator	
Code Coverage	
Com Port	
Debug	
Device	
Heap Dumper	
Logs	

#### **Group: Types**

#### **Option(checkbox): Embed all type names**

Option Name: soar.generate.classnames Default value: true Description: Embed the name of all types. When this option is disabled, only names of declared required types are embedded.

# **Group: Assertions**

# **Option(checkbox): Execute assertions on Simulator**

Option Name: core.assertions.sim.enabled

Default value: false

#### Description:

When this option is enabled, assert statements are executed. Please note that the executed code may produce side effects or throw java.lang.AssertionError.

### **Option(checkbox): Execute assertions on Device**

Option Name: core.assertions.emb.enabled

Default value: false

#### Description:

When this option is enabled, assert statements are executed. Please note that the executed code may produce side effects or throw java.lang.AssertionError.

### Group: Trace

### **Option(checkbox): Enable execution traces**

Option Name: core.trace.enabled Default value: false

### **Option(checkbox): Start execution traces automatically**

Option Name: core.trace.autostart Default value: false

# **Category: Memory**

✓ Device	Heaps	
✓ Core Engine	Java heap size (in bytes)	
Kernel	sore neep size (in bytes)	
Watchdog	Immortal heap size (in bytes)	
Deploy	initional heap size (in bytes)	
✓ Feature	Threads	
Dynamic Download		
✓ Libraries	Number of threads	
✓ ECOM		
Comm Connection	Number of blocks in pool	
EDC		
External Resources Loader	Block size (in bytes)	
Shielded Plug		
✓ Runtime	Maximum size of thread stack (in blocks)	
Memory		
✓ Simulator		
Code Coverage Com Port		
Debug Device		
Heap Dumper		
Logs		

#### **Group: Heaps**

### **Option(text): Java heap size (in bytes)**

Option Name: core.memory.javaheap.size

Default value: 65536

Description:

Specifies the Java heap size in bytes.

A Java heap contains live Java objects. An OutOfMemory error can occur if the heap is too small.

## **Option(text): Immortal heap size (in bytes)**

Option Name: core.memory.immortal.size Default value: 4096 Description: Specifies the Immortal heap size in bytes.

The Immortal heap contains allocated Immortal objects. An OutOfMemory error can occur if the heap is too small.

#### **Group: Threads**

Description:

This group allows the configuration of application and library thread(s). A thread needs a stack to run. This stack is allocated from a pool and this pool contains several blocks. Each block has the same size. At thread startup the thread uses only one block for its stack. When the first block is full it uses another block. The maximum number of blocks per thread must be specified. When the maximum number of blocks for a thread is reached or when there is no free block in the pool, a StackOverflow error is thrown. When a thread terminates all associated blocks are freed. These blocks can then be used by other threads.

# **Option(text): Number of threads**

Option Name: core.memory.threads.size Default value: 5 Description: Specifies the number of threads the application will be able to use at the same time.

### **Option(text): Number of blocks in pool**

Option Name: core.memory.threads.pool.size Default value: 15 Description: Specifies the number of blocks in the stacks pool.

### **Option(text): Block size (in bytes)**

Option Name: core.memory.thread.block.size Default value: 512 Description: Specifies the thread stack block size (in bytes).

### **Option(text): Maximum size of thread stack (in blocks)**

Option Name: core.memory.thread.max.size

Default value: 4

Description:

Specifies the maximum number of blocks a thread can use. If a thread requires more blocks a StackOverflow error will occur.

### **Category: Simulator**

✓ Device	
	Options
✓ Core Engine	Use target characteristics
Kernel	
Watchdog	Slowing factor (0 means disabled):
Deploy	
✓ Feature	HIL Connection
Dynamic Download	
✓ Libraries	Specify a port
✓ ECOM	
Comm Connection	Port:
EDC	
External Resources Loader	Timeout (s):
Shielded Plug	
✓ Runtime	Maximum frame size (bytes) :
Memory	
✓ Simulator	Shielded Plug server configuration
Code Coverage	Server socket port:
Com Port	
Debug	
Device	
Heap Dumper	
Kernel	
Logs	
2	

#### **Group: Options**

Description:

This group specifies options for MicroEJ Simulator.

#### **Option(checkbox): Use target characteristics**

Option Name: s3.board.compliant

Default value: false

Description:

When selected, this option forces the MicroEJ Simulator to use the MicroEJ Platform exact characteristics. It sets the MicroEJ Simulator scheduling policy according to the MicroEJ Platform one. It forces resources to be explicitly specified. It enables log trace and gives information about the RAM memory size the MicroEJ Platform uses.

#### **Option(text): Slowing factor (0 means disabled)**

Option Name: s3.slow Default value: 0 Description: Format: Positive integer

This option allows the MicroEJ Simulator to be slowed down in order to match the MicroEJ Platform execution speed. The greater the slowing factor, the slower the MicroEJ Simulator runs.

# **Group: HIL Connection**

# Description:

This group enables the control of HIL (Hardware In the Loop) connection parameters (connection between MicroEJ Simulator and the Mocks).

# **Option(checkbox): Specify a port**

Option Name: s3.hil.use.port Default value: false Description: When selected allows the use of a specific HIL connection port, otherwise a random free port is used.

# **Option(text): Port**

Option Name: s3.hil.port Default value: 8001 Description: Format: Positive integer Values: [1024-65535] It specifies the port used by the MicroEJ Simulator to accept HIL connections.

# **Option(text): Timeout (s)**

Option Name: s3.hil.timeout
Default value: 10
Description:
Format: Positive integer
It specifies the time the MicroEJ Simulator should wait before failing when it invokes native methods.

# **Option(text): Maximum frame size (bytes)**

Option Name: com.microej.simulator.hil.frame.size Default value: 262144 Description: Maximum frame size in bytes. Must be increased to transfer large arrays to native side.

# Group: Shielded Plug server configuration

Description:

This group allows configuration of the Shielded Plug database.

## **Option(text): Server socket port**

Option Name: sp.server.port

Default value: 10082

Description:

Set the Shielded Plug server socket port.

# **Category: Code Coverage**

✓ Device	Code Coverage
<ul> <li>Core Engine</li> </ul>	
Kernel	C Activate code coverage analysis
Watchdog	
Deploy	Saving coverage information period (in sec.): 15
✓ Feature	
Dynamic Download	
✓ Libraries	
V ECOM	
Comm Connection	
EDC	
External Resources Loader	
Shielded Plug	
✓ Runtime	
Memory	
✓ Simulator	
Code Coverage	
Com Port	
Debug	
Device	
Heap Dumper	
Logs	

# Group: Code Coverage

Description:

This group is used to set parameters of the code coverage analysis tool.

## **Option(checkbox): Activate code coverage analysis**

Option Name: s3.cc.activated Default value: false

### Description:

When selected it enables the code coverage analysis by the MicroEJ Simulator. Resulting files are output in the cc directory inside the output directory. You can process these files to an HTML report afterward with the built-in *Code Coverage Analyzer*.

# **Option(text): Saving coverage information period (in sec.)**

Option Name: s3.cc.thread.period

Default value: 15

Description:

It specifies the period between the generation of .cc files.

#### **Category: Debug**

✓ Device	Remote Debug
✓ Core Engine	Debug port: 12000
Kernel	
Watchdog	
Deploy	
✓ Feature	
Dynamic Download	
✓ Libraries	
✓ ECOM	
Comm Connection	
EDC	
External Resources Loader	
Shielded Plug	
✓ Runtime	
Memory	
✓ Simulator	
Code Coverage	
Com Port	
Debug	
Device	
Heap Dumper	
Logs	
-	

#### **Group: Remote Debug**

#### **Option(text): Debug port**

Option Name: debug.port Default value: 12000 Description: Configures the JDWP debug port. Format: Positive integer

### Values: [1024-65535]

# **Category: Heap Dumper**

✓ Device	Heap Inspection
<ul> <li>Core Engine</li> </ul>	
Kernel	Activate heap dumper
Watchdog	
Deploy	
✓ Feature	
Dynamic Download	
✓ Libraries	
✓ ECOM	
Comm Connection	
EDC	
External Resources Loader	
Shielded Plug	
✓ Runtime	
Memory	
✓ Simulator	
Code Coverage	
Com Port	
Debug	
Device	
Heap Dumper	
Logs	
	1

# **Group: Heap Inspection**

Description:

This group is used to specify heap inspection properties.

# **Option(checkbox): Activate heap dumper**

Option Name: s3.inspect.heap

Default value: false

Description:

When selected, this option enables a dump of the heap each time the System.gc() method is called by the MicroEJ Application.

### **Category: Logs**

✓ Device	Logs
<ul> <li>Core Engine</li> </ul>	
Kernel	system thread monitoring
Watchdog	memory schedule monitors
Deploy	
✓ Feature	period (in sec.); 2
Dynamic Download	
✓ Libraries	
✓ ECOM	
Comm Connection	
EDC	
External Resources Loader	
Shielded Plug	
✓ Runtime	
Memory	
✓ Simulator	
Code Coverage	
Com Port	
Debug	
Device	
Heap Dumper	
Logs	

#### **Group: Logs**

#### Description:

This group defines parameters for MicroEJ Simulator log activity. Note that logs can only be generated if the Simulator > Use target characteristics option is selected.

Some logs are sent when the platform executes some specific action (such as start thread, start GC, etc), other logs are sent periodically (according to defined log level and the log periodicity).

### **Option(checkbox): system**

Option Name: console.logs.level.low

Default value: false

Description:

When selected, System logs are sent when the platform executes the following actions:

start and terminate a thread

start and terminate a GC

exit

#### **Option(checkbox): thread**

Option Name: console.logs.level.thread

# Default value: false

# Description:

When selected, thread information is sent periodically. It gives information about alive threads (status, memory allocation, stack size).

# **Option(checkbox): monitoring**

Option Name: console.logs.level.monitoring Default value: false Description: When selected, thread monitoring logs are sent periodically. It gives information about time execution of threads.

# **Option(checkbox): memory**

Option Name: console.logs.level.memory
Default value: false
Description:
When selected, memory allocation logs are sent periodically. This level allows to supervise memory allocation.

# **Option(checkbox): schedule**

Option Name: console.logs.level.schedule Default value: false Description: When selected, a log is sent when the platform schedules a thread.

# **Option(checkbox): monitors**

Option Name: console.logs.level.monitors
Default value: false
Description:
When selected, monitors information is sent periodically. This level permits tracing of all thread state by tracing
monitor operations.

# **Option(text): period (in sec.)**

Option Name: console.logs.period Default value: 2 Description: Format: Positive integer

# Values: [0-60]

Defines the periodicity of periodical logs.

## **Category: Device**

<ul> <li>Device</li> <li>Core Engine</li> </ul>	Device Architecture
Kernel	Use a custom device architecture
Watchdog	
Deploy	Architecture Name:
✓ Feature	
Dynamic Download	Device Unique ID
✓ Libraries	Use a custom device unique ID
✓ ECOM	
Comm Connection	Unique ID (hexadecimal value):
EDC	
External Resources Loader	
Shielded Plug	
✓ Runtime	
Memory	
<ul> <li>Simulator</li> </ul>	
Code Coverage	
Com Port	
Debug	
Device	
Heap Dumper	
Logs	

#### **Group: Device Architecture**

#### **Option(checkbox): Use a custom device architecture**

Option Name: s3.mock.device.architecture.option.use
Default value: false

#### **Option(text): Architecture Name**

Option Name: s3.mock.device.architecture.option
Default value: (empty)

# **Group: Device Unique ID**

#### Option(checkbox): Use a custom device unique ID

Option Name: s3.mock.device.id.option.use
Default value: false

# **Option(text): Unique ID (hexadecimal value)**

Option Name: s3.mock.device.id.option
Default value: (empty)

# Category: Com Port

✓ Device
✓ Core Engine
Kernel
Watchdog
Deploy
✓ Feature
Dynamic Download
✓ Libraries
V ECOM
Comm Connection
EDC
External Resources Loader
Shielded Plug
✓ Runtime
Memory
✓ Simulator
Code Coverage
Com Port
Debug
Device
Heap Dumper
Logs
-

# **Category:** Libraries

~	Device
Ľ	✓ Core Engine
	Kernel
	Watchdog
	Deploy
~	Feature
	Dynamic Download
~	Libraries
	✓ ECOM
	Comm Connection
	EDC
	External Resources Loader
	Shielded Plug
~	Runtime
Ľ	Memory
	Simulator
Ť	Code Coverage
	Com Port
	Debug
	Device
	Heap Dumper
	Logs

# Category: EDC

✓ Device ✓ Core Engine Kernel Watchdog	Java System.out
Deploy V Feature Dynamic Download V Libraries V ECOM	Runtime options       Image: Construction of the second secon
Comm Connection EDC External Resources Loader Shielded Plug V Runtime Memory V Simulator	
Code Coverage Com Port Debug Device Heap Dumper Logs	

# Group: Java System.out

### **Option(checkbox): Use a custom Java output stream**

Option Name: core.outputstream.disable.uart

Default value: false

Description:

Select this option to specify another Java System.out print stream.

If selected, the default Java output stream is not used by the Java application. the JPF will not use the default Java output stream at startup.

# **Option(text): Class**

Option Name: core.outputstream.class

Default value: (empty)

Description:

Format: Java class like packageA.packageB.className

Defines the Java class used to manage System.out.

At startup the JPF will try to load this class using the Class.forName() method. If the given class is not available, the JPF will use the default Java output stream as usual. The specified class must be available in the application classpath.

# **Group: Runtime options**

Description:

Specifies the additional classes to embed at runtime.

# **Option(checkbox): Embed UTF-8 encoding**

Option Name: cldc.encoding.utf8.included Default value: true Description: Embed UTF-8 encoding.

### **Option(checkbox): Enable SecurityManager checks**

Option Name: com.microej.library.edc.securitymanager.enabled Default value: false Description: Enable the security manager runtime checks.

# **Category: Shielded Plug**

Device     Shielded Plug configuration	
Core Engine     Kernel     Database definition:     B	rowse
	rowse
Watchdog	
Deploy	
✓ Feature	
Dynamic Download	
✓ Libraries	
✓ ECOM	
Comm Connection	
EDC	
External Resources Loader	
Shielded Plug	
✓ Runtime	
Memory	
✓ Simulator	
Code Coverage	
Com Port	
Debug	
Device	
Heap Dumper	
Logs	

# Group: Shielded Plug configuration

Description:

Choose the database XML definition.

# **Option(browse): Database definition**

Option Name: sp.database.definition

Default value: (empty)

Description:

Choose the database XML definition.

### **Category: ECOM**

✓ Device	Device Management
✓ Core Engine	Enable registration event notifications
Kernel	
Watchdog	Registration events queue size: 5
Deploy	
✓ Feature	
Dynamic Download	
✓ Libraries	
✓ ECOM	
Comm Connection	
EDC	
External Resources Loader	
Shielded Plug	
✓ Runtime	
Memory	
<ul> <li>Simulator</li> </ul>	
Code Coverage	
Com Port	
Debug	
Device	
Heap Dumper	
Logs	

#### **Group: Device Management**

#### **Option(checkbox): Enable registration event notifications**

Option Name: com.is2t.ecom.eventpump.enabled

Default value: false

Description:

Enables notification of listeners when devices are registered or unregistered. When a device is registered or unregistered, a new ej.ecom.io.RegistrationEvent is added to an event queue. Then events are processed by a dedicated thread that notifies registered listeners.

#### **Option(text): Registration events queue size**

Option Name: com.is2t.ecom.eventpump.size

Default value: 5

Description:

Specifies the size (in number of events) of the registration events queue.

#### Category: Comm Connection

<ul> <li>✓ Device</li> <li>✓ Core Engine</li> <li>Kernel</li> </ul>	Comm Connection Options
Watchdog	Device Management
Deploy ✓ Feature	-
	Enable dynamic comm ports registration
Dynamic Download V Libraries	
V ECOM	
Comm Connection	
EDC	
External Resources Loader	
Shielded Plug	
✓ Runtime	
Memory	
✓ Simulator	
Code Coverage	
Com Port	
Debug	
Device	
Heap Dumper	
Logs	
Logs	

#### **Group: Comm Connection Options**

Description:

This group allows comm connections to be enabled and application-platform mappings set.

#### **Option(checkbox): Enable comm connections**

Option Name: use.comm.connection

Default value: false

Description:

When checked application is able to open a CommConnection.

#### **Group: Device Management**

#### **Option(checkbox): Enable dynamic comm ports registration**

Option Name: com.is2t.ecom.comm.registryPump.enabled

#### Default value: false

### Description:

Enables registration (or unregistration) of ports dynamically added (or removed) by the platform. A dedicated thread listens for ports dynamically added (or removed) by the platform and adds (or removes) their CommPort representation to the ECOM DeviceManager.

#### **Category: External Resources Loader**



#### **Group: External Resources Loader**

#### Description:

This group allows to specify the external resources input folder. The content of this folder will be copied in an application output folder and used by SOAR and the Simulator. If empty, the default location will be [output folder]/externalResources, where [output folder] is the location defined in Execution tab.

### **Option(browse):**

Option Name: ej.externalResources.input.dir

Default value: (empty)

Description:

Browse to specify the external resources folder..

### **Category: Device**

V Device	Specify target options
✓ Core Engine	speed, angle spaces
Kernel	
Watchdog	
Deploy	
✓ Feature	
Dynamic Download	
✓ Libraries	
✓ ECOM	
Comm Connection	
EDC	
External Resources Loader	
Shielded Plug	
✓ Runtime	
Memory	
<ul> <li>Simulator</li> </ul>	
Code Coverage	
Com Port	
Debug	
Device	
Heap Dumper	
Logs	
-	

### **Category: Core Engine**

✓ Device		
✓ Core Engine	Memory	
Kernel	Maximum number of monitors per thread	
Watchdog	Maximum number of frames dumped on OutOfMemoryError	
Deploy		
✓ Feature	Enable Java heap usage monitoring	
Dynamic Download		
✓ Libraries	Java heap initial size (in bytes)	
✓ ECOM		
Comm Connection	SOAR	
EDC		
External Resources Loader	Enable Bytecode Verifier	
Shielded Plug		
✓ Runtime		
Memory		
✓ Simulator		
Code Coverage		
Com Port		
Debug		
Device		
Heap Dumper		
Kernel		
Logs		
Logs		

### Group: Memory

### **Option(text):**

Option Name: core.memory.thread.max.nb.monitors

Default value: 8

Description:

Specifies the maximum number of monitors a thread can own at the same time.

### **Option(text):**

Option Name: core.memory.oome.nb.frames

Default value: 5

Description:

Specifies the maximum number of stack frames that can be dumped to the standard output when Core Engine throws an OutOfMemoryError.

### **Option(checkbox): Enable Java heap usage monitoring**

Option Name: com.microej.runtime.debug.heap.monitoring.enabled
Default value: false

### **Option(text):**

Option Name: com.microej.runtime.debug.heap.monitoring.init.size
Default value: 0
Description:
Specify the initial size (in bytes) of the Java Heap.

### Group: SOAR

### **Option(checkbox): Enable Bytecode Verifier**

Option Name: soar.bytecode.verifier Default value: false

### **Category: Kernel**

✓ Device ✓ Core Engine Kernel	Check APIs allowed by Kernel	
Watchdog Deploy	Maximum number of threads per Feature	
<ul> <li>Feature</li> <li>Dynamic Download</li> </ul>	Installed Features	
✓ Libraries ✓ ECOM	Maximum number of installed Features	
Comm Connection EDC	Code Size (in bytes)	
External Resources Loader	Runtime Size (in bytes)	
Shielded Plug V Runtime Memory V Simulator Code Coverage Com Port Debug Device Heap Dumper Logs		

#### **Option(checkbox): Check APIs allowed by Kernel**

Option Name: apis.check.enable Default value: true

### **Group: Threads**

### **Option(text):**

Option Name: core.memory.feature.max.threads

Default value: 5

Description:

Specifies the maximum number of threads a Feature is allowed to use at the same time.

#### **Group: Installed Features**

#### **Option(text):**

Option Name: core.memory.installed.features.max

Default value: 0

Description:

Specifies the maximum number of installed Features that can be added to this Kernel.

### **Option(text):**

Option Name: core.memory.installed.features.text.size

Default value: 0

Description:

Specifies the size in bytes reserved for installed Features code.

### **Option(text):**

Option Name: core.memory.installed.features.bss.size

Default value: 0

Description:

Specifies the size in bytes reserved for installed Features runtime memory.

### **Category: Watchdog**

✓ Device ✓ Core Engine Kernel	Enable watchdog support     Watchdog	
Watchdog		
Deploy	Maximum number of active watchdogs	
✓ Feature		
Dynamic Download		
✓ Libraries		
✓ ECOM		
Comm Connection		
EDC		
External Resources Loader		
Shielded Plug		
✓ Runtime		
Memory		
✓ Simulator		
Code Coverage Com Port		
Debug		
Device		
Heap Dumper		
Logs		
3		

### **Option(checkbox): Enable watchdog support**

Option Name: enable.watchdog.support Default value: true

### **Group: Watchdog**

### **Option(text):**

Option Name: maximum.active.watchdogs

Default value: 4

Description:

Specifies the maximum number of active watchdogs at the same time.

### **Category: Deploy**

<ul> <li>✓ Device</li> <li>✓ Core Engine</li> <li>Kernel</li> </ul>	Configuration Deploy the compiled MicroEJ application in a folder in MicroEJ application main class project	
Watchdog	Output file:	Browse
Deploy V Feature		
Dynamic Download		
✓ Libraries		
✓ ECOM		
Comm Connection		
EDC		
External Resources Loader		
Shielded Plug		
✓ Runtime		
Memory		
<ul> <li>Simulator</li> <li>Code Coverage</li> </ul>		
Com Port		
Debug		
Device		
Heap Dumper		
Logs		

Description:

Configures the output location where store the MicroEJ Application, the MicroEJ platform libraries and header files.

### **Group: Configuration**

# Option(checkbox): Deploy the compiled MicroEJ Application in a folder in MicroEJ Application main class project

#### Default value: true

#### Description:

Deploy the compiled MicroEJ Application in a folder in MicroEJ Application's main class project.

### **Option(browse): Output file**

Option Name: deploy.copy.filename

Default value: (empty)

Description:

Choose an output file location where copy the compiled MicroEJ Application.

### **Category: Feature**

✓ Device	Specify Feature options
✓ Core Engine	specify reature options
Kernel	
Watchdog	
Deploy	
✓ Feature	
Dynamic Download	
✓ Libraries	
✓ ECOM	
Comm Connection	
EDC	
External Resources Loader	
Shielded Plug	
✓ Runtime	
Memory	
<ul> <li>Simulator</li> </ul>	
Code Coverage	
Com Port	
Debug	
Device	
Heap Dumper	
Logs	

Description:

Specify Feature options

### **Category: Dynamic Download**

✓ Device ✓ Core Engine	Dynamic Download	
Kernel	Output Name:	
Watchdog		
	Kernel:	Browse
Deploy ✓ Feature	Netrici,	browse
Dynamic Download		
✓ Libraries		
✓ ECOM		
Comm Connection		
EDC		
External Resources Loader		
Shielded Plug		
✓ Runtime		
Memory		
✓ Simulator		
Code Coverage		
Com Port		
Debug		
Device		
Heap Dumper		
Logs		

#### Group: Dynamic Download

### **Option(text): Output Name**

Option Name: feature.output.basename Default value: application

### **Option(browse): Kernel**

Option Name: kernel.filename Default value: (empty)

### 4.2.6 SOAR

### **Class Initialization Code**

SOAR complies with the deterministic class initialization (<clinit>) order specified in [BON]. The application is statically analyzed from its entry points in order to generate a clinit dependency graph. The computed clinit sequence is the result of the topological sort of the dependency graph. An error is thrown if the clinit dependency graph contains cycles.

A clinit map file (ending with extension .clinitmap) is generated beside the SOAR object file. It describes for each clinit dependency:

• the types involved

- the kind of dependency
- the stack calls between the two types

In case of complex clinit code with too many runtime dependencies, the statically computed clinit order may be wrong.

It is then possible to help SOAR by manually declaring explicit clinit dependencies. Such dependencies are declared in XML files with the .clinitdesc extension in the application classpath.

The file has the following format:

```
<?xml version='1.0' encoding='UTF-8'?>
<clinit>
<type name="T1" depends="T2"/>
</clinit>
```

where T1 and T2 are fully qualified names on the form a.b.C. This explicitly forces SOAR to create a dependency from T1 to T2, and therefore cuts a potentially detected dependency from T2 to T1.

# 4.3 Sandboxed Application

### 4.3.1 Sandboxed Application Structure

### **Application Skeleton Creation**

The first step to explore a Sandboxed Application structure is to create a new project.

```
First select File > New > Sandboxed Application Project :
```

Fill in the application template fields, the Project name field will automatically duplicate in the following fields.

A template project is automatically created and ready to use, this project already contains all folders wherein developers need to put content:

src/main/java Folder for future sources;

src/main/resources Folder for future resources (images, fonts, etc.);

**META-INF** Sandboxed Application configuration and resources;

**module.ivy** Ivy input file, dependencies description for the current project.

#### **Sources Folder**

The project source folder (src/main) contains two subfolders: java and resources. java folder will contain all \*. java files of the project, whereas resources folder will contain elements that the application needs at runtime like raw resources, images or character fonts.

### **META-INF Folder**

The META-INF folder contains several folders and a manifest file. They are described hereafter.

certificate (folder) Contains certificate information used during the application deployment.

**libraries (folder)** Contains a list of additional libraries useful to the application and not resolved through the regular transitive dependency check.

- properties (folder) Contains an application.properties file which contains application specific properties
  that can be accessed at runtime.
- **services (folder)** Contains a list of files that describe local services provided by the application. Each file name represents a service class fully qualified name, and each file contains the fully qualified name of the provided service implementation.
- **wpk** (folder) Contains a set of applications ( .wpk files) that will be started when the application is executed on the Simulator.
- MANIFEST.MF (file) Contains the information given at project creation, extra information can be added to this file to declare the entry points of the application.

#### module.ivy File

The module.ivy file describes all the libraries required by the application at runtime. The Ivy classpath container lists all the modules that have been automatically resolved from the content of module.ivy. See *MicroEJ Module Manager* for more informations about MicroEJ Module Manager.

### 4.3.2 Application Publication

#### **Build the WPK**

When the application is ready for deployment, the last step in MicroEJ Studio is to create the WPK (Wadapps PacK-age) file that is intended to be published on a MicroEJ Forge instance for end users.

In MicroEJ Studio, right-click on the Sandboxed Application project name and select Build Module .

The WPK build process will display messages in MicroEJ console, ending up the following message:

[echo] project hello published locally with version 0.1.0-RC201907091602

BUILD SUCCESSFUL

Total time: 1 minute 6 seconds

The WPK file produced by the build process is located in a dedicated target~/artifacts folder in the project and is published to the target module repository declared in *MicroEJ Module Manager settings file*.

The module repository can be a MicroEJ Forge instance.

### 4.3.3 Shared Interfaces

#### Principle

The Shared Interface mechanism provided by MicroEJ Core Engine is an object communication bus based on plain Java interfaces where method calls are allowed to cross MicroEJ Sandboxed Applications boundaries. The Shared Interface mechanism is the cornerstone for designing reliable Service Oriented Architectures on top of MicroEJ. Communication is based on the sharing of interfaces defining APIs (Contract Oriented Programming).

The basic schema:

- A provider application publishes an implementation for a shared interface into a system registry.
- A user application retrieves the implementation from the system registry and directly calls the methods defined by the shared interface.

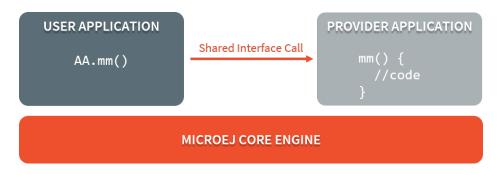


Fig. 17: Shared Interface Call Mechanism

### **Shared Interface Creation**

Creation of a shared interface follows three steps:

- Interface definition,
- Proxy implementation,
- Interface registration.

### **Interface Definition**

The definition of a shared interface starts by defining a standard Java interface.

```
package mypackage;
public interface MyInterface{
    void foo();
}
```

To declare an interface as a shared interface, it must be registered in a shared interfaces identification file. A shared interface identification file is an XML file with the .si suffix with the following format:

Shared interface identification files must be placed at the root of a path of the application classpath. For a MicroEJ Sandboxed Application project, it is typically placed in src/main/resources folder.

Some restrictions apply to shared interface compared to standard java interfaces:

- Types for parameters and return values must be transferable types;
- Thrown exceptions must be classes owned by the MicroEJ Firmware.

### **Transferable Types**

In the process of a cross-application method call, parameters and return value of methods declared in a shared interface must be transferred back and forth between application boundaries.

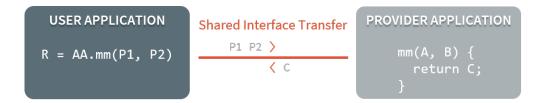


Fig. 18: Shared Interface Parameters Transfer

*Shared Interface Types Transfer Rules* describes the rules applied depending on the element to be transferred.

Туре	Owner	Instance	Rule
		Owner	
Base type	N/A	N/A	Passing by value. (boolean, byte, short
			<pre>, char, int, long, double, float)</pre>
Any Class, Array or Inter-	Kernel	Kernel	Passing by reference
face			
Any Class, Array or Inter-	Kernel	Application	Kernel specific or forbidden
face			
Array of base types	Any	Application	Clone by copy
Arrays of references	Any	Application	Clone and transfer rules applied again on
			each element
Shared Interface	Application	Application	Passing by indirect reference (Proxy cre-
			ation)
Any Class, Array or Inter-	Application	Application	Forbidden
face			

Objects created by an application which class is owned by the Kernel can be transferred to another application if this has been authorized by the Kernel. The list of eligible types that can be transferred is Kernel specific, so you have to consult the firmware specification. *MicroEJ Evaluation Firmware Example of Transfer Types* lists Kernel types allowed to be transferred through a shared interface call. When an argument transfer is forbidden, the call is abruptly stopped and a java.lang.IllegalAccessError is thrown by MicroEJ Core Engine.

Туре	Rule
java.lang.String	Clone by copy
java.io.InputStream	Proxy reference creation
java.util.Map <string,string></string,string>	Clone by deep copy

### **Proxy Class Implementation**

The Shared Interface mechanism is based on automatic proxy objects created by the underlying MicroEJ Core Engine, so that each application can still be dynamically stopped and uninstalled. This offers a reliable way for users and providers to handle the relationship in case of a broken link.

Once a Java interface has been declared as Shared Interface, a dedicated implementation is required (called the Proxy class implementation). Its main goal is to perform the remote invocation and provide a reliable implementation regarding the interface contract even if the remote application fails to fulfill its contract (unexpected excep-

tions, application killed...). The MicroEJ Core Engine will allocate instances of this class when an implementation owned by another application is being transferred to this application.

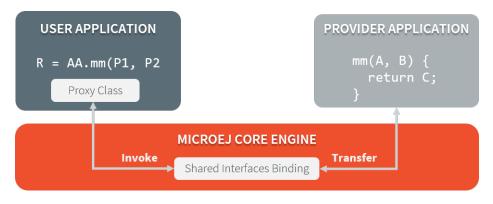


Fig. 19: Shared Interfaces Proxy Overview

A proxy class is implemented and executed on the client side, each method of the implemented interface must be defined according to the following pattern:

```
package mypackage;
public class MyInterfaceProxy extends Proxy<MyInterface> implements MyInterface {
    @Override
    public void foo(){
        try {
            invoke(); // perform remote invocation
        } catch (Throwable e) {
            e.printStackTrace();
        }
    }
}
```

Each implemented method of the proxy class is responsible for performing the remote call and catching all errors from the server side and to provide an appropriate answer to the client application call according to the interface method specification (contract). Remote invocation methods are defined in the super class ej.kf.Proxy and are named invokeXXX() where XXX is the kind of return type. As this class is part of the application, the application developer has the full control on the Proxy implementation and is free to insert additional code such as logging calls and errors for example.

Table 3: Proxy	Remote Invocation	Built-in Methods
----------------	-------------------	------------------

Invocation Method	Usage
void invoke()	Remote invocation for a proxy method that returns void
Object invokeRef()	Remote invocation for a proxy method that returns a reference
boolean invokeBoolean(), byte invokeByte(),	Remote invocation for a proxy method that returns a base type
char invokeChar(), short invokeShort(), int in-	
vokeInt(), long invokeLong(), double invoke-	
Double(), float invokeFloat()	

# 4.4 Virtual Device

### 4.4.1 Using a Virtual Device for Simulation

The Virtual Device includes the same custom MicroEJ Core, libraries and System Applications as the real device. The Virtual Device allows developers to run their applications either on the Simulator, or directly on the real device through local deployment.

The Simulator runs a mockup board support package (BSP Mock) that mimics the hardware functionality. An application on the Simulator is run as a Standalone Application.

Before an application is locally deployed on device, MicroEJ Studio ensures that it does not depend on any API that is unavailable on the device.

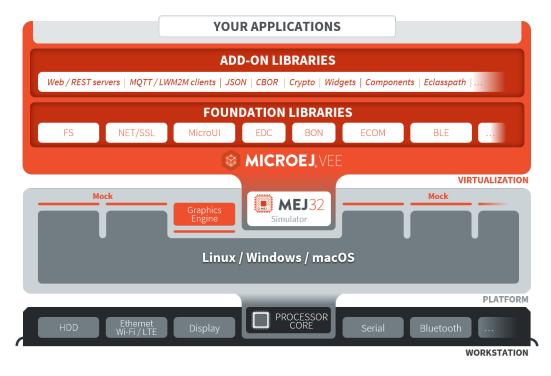


Fig. 20: MicroEJ Virtual Device Architecture

### 4.4.2 Runtime Environment

The set of MicroEJ APIs exposed by a Virtual Device (and therefore provided by its associated firwmare) is documented in Javadoc format in the MicroEJ Resource Center ( Window > Show View > MicroEJ Resource Center ).

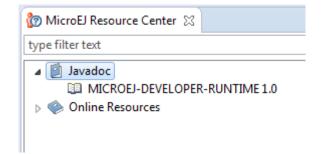


Fig. 21: MicroEJ Resource Center APIs

## 4.5 Module Natures

This page describes the most common module natures as follows:

- Skeleton Name: the project skeleton name.
- **Build Type Name**: the build type name, derived from the module nature name: com.is2t.easyant. buildtypes#build-[NATURE\_NAME].
- **Documentation**: a link to the documentation.
- **SDK Menu**: the menu to the direct wizard in MicroEJ SDK (if available). Any module nature can be created with the default wizard from File > New > Module Project .
- **Configuration**: properties that can be defined to configure the module. Properties are defined inside the ea:build tag of the *module.ivy* file, using ea:property tag as described in the section *Build Options*. A module nature also inherits the configuration properties from the listed *Natures Plugins*.

### 4.5.1 Add-On Library

Skeleton Name: microej-javalib

Build Type Name: com.is2t.easyant.buildtypes#build-microej-javalib

Documentation: MicroEJ Libraries

**SDK Menu**: File > New > Add-On Library Project

### **Configuration**:

This module nature inherits the configuration properties of the following plugins:

- Java Compilation
- Platform Loader
- Javadoc
- Test Suite
- Artifact Checker

### 4.5.2 Add-On Processor

Skeleton Name: addon-processor

Build Type Name: com.is2t.easyant.buildtypes#build-addon-processor

#### **Configuration**:

This module nature inherits the configuration properties of the following plugins:

- Java Compilation
- J2SE Unit Tests
- Artifact Checker

### 4.5.3 Foundation Library API

Skeleton Name: microej-javaapi

Build Type Name: com.is2t.easyant.buildtypes#build-microej-javaapi

**Documentation**: *MicroEJ Libraries* 

#### **Configuration**:

This module nature inherits the configuration properties of the following plugins:

- Java Compilation
- Javadoc
- Artifact Checker

This module nature defines the following dedicated configuration properties:

Name	Description	Default
microej.lib.name	Platform library name on the form: [NAME]-[VERSION]-api	Not set
	[NAME] : name of the implemented Foundation Library API module.	
	- [VERSION] : version of the implemented Foundation Library API	
	module without patch (Major.minor).	
rip.printableName	Printable name for the Platform Editor.	Not set

### 4.5.4 Foundation Library Implementation

Skeleton Name: microej-javaimpl

Build Type Name: com.is2t.easyant.buildtypes#build-microej-javaimpl

**Documentation**: *MicroEJ Libraries* 

#### **Configuration**:

This module nature inherits the configuration properties of the following plugins:

- Java Compilation
- Test Suite
- Artifact Checker<sup>1</sup>

<sup>&</sup>lt;sup>1</sup> MicroEJ SDK version 5.5.0 or higher.

This module nature defines the following dedicated configuration properties:

Name	Description	Default
microej.lib.implfor	Execution target. Possible values are <i>emb</i> (only on Device), <i>sim</i> (only	
	Simulator) and <i>common</i> (both).	common

### 4.5.5 Meta Build

Skeleton Name: microej-meta-build

Build Type Name: com.is2t.easyant.buildtypes#microej-meta-build

Documentation: Meta Build

#### Configuration:

This module nature defines the following dedicated configuration properties:

Name	Description	Default
metabuild.root	Path of the root folder containing the modules to build.	\${basedir}/
private.modules.file	Name of the file listing the private modules to build.	private. modules. list
public.modules.file	Name of the file listing the public modules to build.	public. modules. list

### 4.5.6 Mock

#### Skeleton Name: microej-mock

Build Type Name: com.is2t.easyant.buildtypes#build-microej-mock

### **Documentation**: *Mock*

### Configuration:

This module nature inherits the configuration properties of the following plugins:

- Java Compilation
- J2SE Unit Tests
- Artifact Checker<sup>1</sup>

### 4.5.7 Module Repository

Skeleton Name: artifact-repository
Build Type Name: com.is2t.easyant.buildtypes#build-artifact-repository
Documentation: Module Repository
Configuration:

This module nature inherits the configuration properties of the following plugins:

• Artifact Checker

This module nature defines the following dedicated configuration properties:

Name	Description	Default
bar.check.as.v2.module	When this property is set to true, the artifact checker uses the Mi- croEJ Module Manager semantic.	false
bar.javadoc.dir	Path of the folder containing the generated javadoc.	\${target}/ javadoc
bar.notification.email.froi	mThe email address used as the from address when sending the noti- fication emails.	Not set
bar.notification.email.hos	t The hostname of the mail service used to send the notification emails.	Not set
bar.notification.email.pas	s <b>Wbec</b> password used to authenticate on the mail service.	Not set
bar.notification.email.por	t The port of the mail service used to send the notification emails	Not set
	When this property is set to true, SSL/TLS is used to send the notification emails.	Not set
bar.notification.email.to	The notification email address destination.	Not set
bar.notification.email.use	r The username used to authenticate on the mail service.	Not set
	erName of the resolver used to fetch the modules to populate the repository.	fetchRelease
bar.populate.ivy.settings.	fileath of the Ivy settings file used to fetch the modules to populate the repository.	<pre>\${project. ivy. settings. file}</pre>
bar.populate.repository.c	only configuration of included repositories. The modules of the repositories declared as dependency with this configuration are in- cluded in the built repository.	repository
bar.test.haltonerror	When this property is set to true, the artifact checker stops at the first error.	false
javadoc.excludes	Comma-separated list of packages to exclude from the javadoc.	Empty string
javadoc.includes	Comma-separated list of packages to include in the javadoc.	<pre>** (all pack- ages)</pre>
skip.artifact.checker	When this property is set to true, all artifact checkers are skipped.	Not set
skip.email	When this property is set (any value), the notification email is not sent. Otherwise the bar.notification.* properties are required.	Not set
skip.javadoc	Prevents the generation of the javadoc.	false
skip.javadoc.deprecated	Prevents the generation of any deprecated API at all in the javadoc.	true

### 4.5.8 Sandboxed Application

Skeleton Name: application

Build Type Name: com.is2t.easyant.buildtypes#build-application

**Documentation**: Sandboxed Application

**SDK Menu**: File > New > Sandboxed Application Project

### **Configuration**:

This module nature inherits the configuration properties of the following plugins:

- Java Compilation
- Platform Loader
- Javadoc
- Test Suite
- Artifact Checker

### 4.5.9 Standalone Application

Skeleton Name: firmware-singleapp

Build Type Name: com.is2t.easyant.buildtypes#build-firmware-singleapp

**Documentation**: Standalone Application

**SDK Menu**: File > New > Standalone Application Project

### **Configuration**:

This module nature inherits the configuration properties of the following plugins:

- Java Compilation
- Platform Loader
- Javadoc<sup>1</sup>
- Test Suite<sup>1</sup>
- Artifact Checker<sup>1</sup>

This module nature defines the following dedicated configuration properties:

Name	Description	Default
application.main.class	Full Qualified Name of the main class of the application. This option	Not set
	is required.	
skip.build.virtual.device	When this property is set (any value), the virtual device is not built.	Not set
virtual.device.sim.only	When this property is set (any value), the firmware is not built.	Not set

### 4.5.10 Natures Plugins

This page describes the most common module nature plugins as follows:

- **Documentation**: link to documentation.
- Module Natures: list of *Module Natures* using this plugin.
- **Configuration**: properties that can be defined to configure the module. Properties are defined inside the ea:build tag of the *module.ivy* file, using ea:property tag as described in the section *Build Options*.

### **Java Compilation**

### Module Natures:

This plugin is used by the following module natures:

- Add-On Library
- Foundation Library API
- Foundation Library Implementation
- Standalone Application
- Sandboxed Application

### **Configuration**:

This plugin defines the following configuration properties:

Name	Description	Default
javac.debug.level	Comma-separated list of levels for the Java compiler debug mode.	lines, source, vars
javac.debug.mode	When this property is set to true, the Java compiler is set in debug mode.	false
src.main.java	Path of the folder containing the Java sources.	\${basedir}/ src/main/ java

### **Platform Loader**

### **Documentation**: *Platform Selection*

### Module Natures:

This plugin is used by the following module natures:

- Add-On Library
- Standalone Application
- Sandboxed Application

### **Configuration**:

This plugin defines the following configuration properties:

Name	Description	Default
platform-	Path of the folder to unzip the loaded platform to.	
loader.platform.dir		\${target}/
-		platform
platform.loader.skip.load	.platform this property is set to true, the platform is not loaded. It	C - 1
	must be already available in the directory defined by the property	false
	<pre>platform-loader.platform.dir . Use with caution: the platform</pre>	
	content may be modified during the build (e.g. in case of Testsuite	
	or Virtual Device build).	
platform-	The Ivy configuration used to retrieved the platform if fetched via	
loader.target.platform.co	nfdependencies.	platform
platform-	Path of the root folder of the platform to use in the build. See <i>Plat</i> -	Not set
loader.target.platform.dir	form Selection section for Platform Selection rules.	
platform-	Absolute or relative (to the project root folder) path of the folder	
loader.target.platform.dropidmere the platform can be found (see <i>Platform Selection</i> ).		dropins
platform-	Path of the platform file to use in the build. See <i>Platform Selection</i>	Not set
loader.target.platform.file	section for Platform Selection rules.	

### Javadoc

### Module Natures:

This plugin is used by the following module natures:

- Add-On Library
- Foundation Library API
- Sandboxed Application

### **Configuration**:

This plugin defines the following configuration properties:

Name	Description	Default
src.main.java	Path of the folder containing the Java sources.	\${basedir}/ src/main/ java
javadoc.file.encoding	Encoding used for the generated Javadoc.	UTF-8
javadoc.failonerror	When this property is set to true, the build is stopped if an error is raised during the Javadoc generation.	true
javadoc.failonwarning	When this property is set to true, the build is stopped if a warning is raised during the Javadoc generation.	false
target.reports	Path of the base folder for reports.	\${target}/ reports
target.javadoc	Path of the base folder where the Javadoc is generated.	<pre>\${target. reports}/ javadoc</pre>
target.javadoc.main	Path of the folder where the Javadoc is generated.	<pre>\${target. javadoc}/ main</pre>
javadoc- microej.overview.html	Path of the HTML template file used for the Javadoc overview page.	<pre>\${src. main. java}/ overview. html if exists, oth- erwise a default template.</pre>
target.artifacts	Path of the packaged artifacts.	<pre>\${target}/ artifacts</pre>
target.artifacts.main.java	adðkaj <b>a</b> æn <b>o</b> fnæhe packaged JAR containing the generated Javadoc (stored in folder target.artifacts).	<pre>\${module. name}-javado jar</pre>
javadoc.publish.conf	Ivy configuration used to publish the Javadoc artifact.	documentatio

### **Test Suite**

### **Documentation**: *Test Suite with JUnit*

#### Module Natures:

This plugin is used by the following module natures:

- Add-On Library
- Foundation Library API
- Foundation Library Implementation
- Standalone Application

### Sandboxed Application

### **Configuration**:

This plugin defines the following configuration properties:

Description	Default
desattlessesf classes excluded from the code coverage anal-	Not set
ysis.	
e \$M\$3ecct <b>bistipate</b> rty is set to true, the code coverage anal-	
ysis is enabled.	true
Path to the folders containing the Java sources used for	Java source folder (
code coverage analysis.	<pre>src/main/java ) and</pre>
	Add-On Processor gen-
	erated source folders (
	<pre>src-adpgenerated/*)<sup>2</sup></pre>
When this property is set to true, the verbose trace level	C 1
is enabled.	false
Pattern of classes excluded from the test suite execution.	Empty string (no test)
When this property is set to true, the build fails if an error	
is raised.	true
Pattern of classes included in the test suite execution.	
	<pre>**/* (all tests)</pre>
When this property is set (any value), the tests are not ex- ecuted.	Not set
	deactions of classes excluded from the code coverage analysis.         eMdSecthitiprotederty is set to true, the code coverage analysis is enabled.         Path to the folders containing the Java sources used for code coverage analysis.         When this property is set to true, the verbose trace level is enabled.         Pattern of classes excluded from the test suite execution.         When this property is set to true, the build fails if an error is raised.         Pattern of classes included in the test suite execution.         When this property is set (any value), the tests are not ex-

### **J2SE Unit Tests**

**Warning:** This plugin is reserved for tools written in Java Standard Edition. Tests classes must be created in the folder src/test/java of the project. See *Test Suite* section for MicroEJ tests.

### **Module Natures**:

This plugin is used by the following module natures:

- Add-On Processor
- Mock

### **Configuration**:

This plugin defines the following configuration properties:

Name	Description	Default	
test.run.excludes.pattern	Pattern of classes excluded from the test suite execution.	Empty s (no test)	•
test.run.failonerror	When this property is set to true, the build fails if an error is raised.	true	
test.run.includes.pattern	Pattern of classes included in the test suite execution.	**/* tests)	(all
skip.test	When this property is set (any value), the tests are not executed.	Not set	

<sup>2</sup> Option cc.src.folders is not set by default for MicroEJ SDK versions lower than 5.5.0.

### **Artifact Checker**

### Module Natures:

This plugin is used by the following module natures:

- Add-On Library
- Foundation Library API
- Standalone Application
- Sandboxed Application
- Module Repository

### **Configuration**:

This plugin defines the following configuration properties:

Name	Description	Default
run.artifact.checker	When this property is set (any value), the artifact checker is exe- cuted.	Not set
skip.addonconf.checker	When this property is set to true, the addon configurations checker is not executed.	Not set
skip.changelog.checker	When this property is set to true, the changelog checker is not exe- cuted.	Not set
skip.foundationconf.chec	k when this property is set to true, the foundation configurations checker is not executed.	Not set
skip.license.checker	When this property is set to true, the license checker is not executed.	Not set
skip.publicconf.checker	When this property is set to true, the public configurations checker is not executed.	Not set
skip.readme.checker	When this property is set to true, the readme checker is not exe- cuted.	Not set
skip.retrieve.checker	When this property is set to true, the retrieve checker is not exe- cuted.	Not set

# 4.6 Module Repository

A module repository is a module that bundles a set of modules in a portable ZIP file. It is a tree structure where modules organizations and names are mapped to folders.

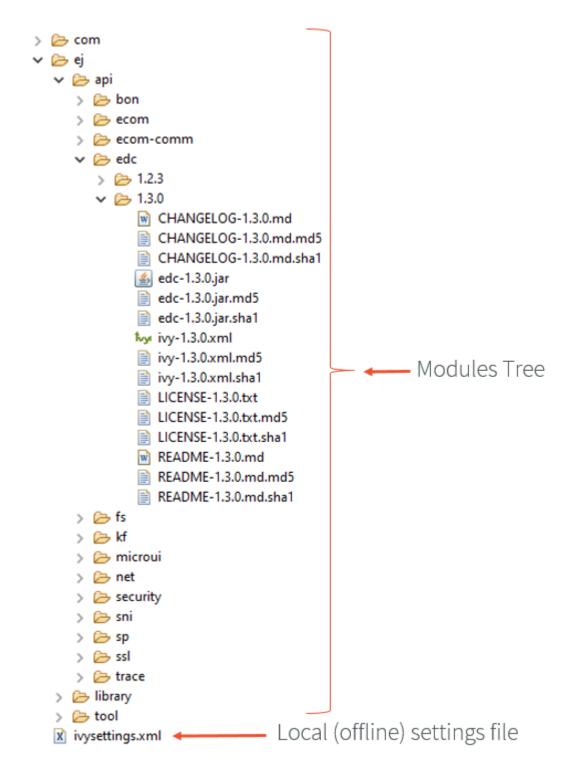


Fig. 22: Example of MicroEJ Module Repository Tree

A module repository takes its input modules from other repositories, usually the *MicroEJ Central Repository* which is itself built by MicroEJ Corp. as a module repository.

A module repository is often called an offline repository as it includes the settings file for a local configuration in MicroEJ SDK. It can also be imported in MicroEJ Forge.

### 4.6.1 Create a Repository Project

In MicroEJ SDK, first create a new *module project* using the artifact-repository skeleton.

- The ivysettings.xml settings file describes how to import the modules of this repository when it is extracted locally on file system. This file will be packaged at the root of the zip file and does not need to be modified.
- The module.ivy file describes how to build repository and lists the module dependencies that will be included in this repository.

### 4.6.2 Configure Resolver for Input Modules

MicroEJ Module Manager (MMM) needs to import dependencies to build the module repository. The location fetched by MMM is defined by a resolver. The resolver is configured with the parameter bar.populate.from. resolver. The preset value is the resolver provided by default in MicroEJ SDK configuration, which is connected to *MicroEJ Central Repository*.

<ea:property name="bar.populate.from.resolver" value="MicroEJChainResolver"/>

The MicroEJChainResolver is a URL resolver defined in \$USER\_HOME\. microej\microej-ivysettings-[VERSION].xml that points to MicroEJ Central Repository.

### 4.6.3 Configure Consistency Check

The module repository consistency check consists in verifying that each declared module can be imported using the settings file provided by the repository. Especially, it ensures that all module transitive dependencies are also available.

It is enabled by default to avoid further issues for repository users such as *Unresolved Dependency*. This is done by the following option:

<ea:property name="skip.retrieve.checker" value="false"/>

Moreover, to ensure the repository will be compliant with the MMM specification, add the following option:

<ea:property name="bar.check.as.v2.module" value="true"/>

### 4.6.4 Advanced Options

There are other advanced options that do not need to be modified by default. These options are described in the module.ivy generated by the skeleton.

See also *Module Repository* for more details.

### 4.6.5 Include Modules

Modules bundled into the module repository must be declared in the dependencies element of the module.ivy file.

#### **Include a Single Module**

To add a module, declare the *module dependency* using the artifacts configuration:

```
<dependencies>
    <dependency conf="artifacts->*" transitive="false" org="[module_org]" name="[module_name]" rev=
    ~"[module_version]" />
    <!-- ... other dependencies ... -->
</dependencies>
```

For example, to add the ej.api.edc library version 1.2.3, write the following line:

<dependency conf="artifacts->\*" transitive="false" org="ej.api" name="edc" rev="1.2.3" />

**Note:** We recommended to manually describe each dependency of the module repository, in order to keep full control of the included modules as well as included modules versions. Module dependencies can still be transitively included by setting the dependency attribute transitive to true. In this case, the included module versions are those that have been resolved when the module was built.

Multiple versions of the same module can be included by declaring each dependency using a different configuration. The artifacts configuration has to be derived with a new name as many times as there are different versions to include.

#### **Include a Module Repository**

To add all the modules already included in an other module repository, add the configuration repository if it does not exist:

</configurations>

Then declare the module repository dependency using the repository configuration:

### 4.6.6 Generate Javadoc

An overall Javadoc can be generated beside the included modules. It is built from of all Java elements of all libraries included in the module repository.

Javadoc generation is disabled in the module.ivy generated by the skeleton. To enable javadoc generation, remove skip.javadoc option or set it to false.

There are also javadoc specific options such as Java packages exclusion. Please refer to **\*javadoc\*** options of *Module Repository* reference documentation.

As of SDK 5.3.0, the module dependency line that defines a Java type is shown in the top menu.



Fig. 23: Example of Javadoc Module Dependency

### 4.6.7 Build the Repository

In the Package Explorer, right-click on the repository project and select Build Module .

The build consists of two steps:

- 1. Gathers all module dependencies. The whole repository content is created under target~/ mergedArtifactsRepository folder.
- 2. Checks the repository consistency. For each module, it tries to import it from this repository and fails the build if at least one of the dependencies cannot be resolved.

The module repository .zip file is built in the target~/artifacts/ folder. This file may be published along with a CHANGELOG.md, LICENSE.txt and README.md.

### 4.6.8 Use the Offline Repository

By default, when starting an empty workspace, MicroEJ SDK is configured to import dependencies from *MicroEJ Central Repository*.

To configure MicroEJ SDK to import dependencies from a local module repository, follow these steps:

- 1. Open the *MMM preferences page*: Window > Preferences > MicroEJ > Module Manager .
- 2. In Module Manager group, click on Import Repository .
- 3. Select the module repository .zip file, and then click on Finish .

The import may take some time. The module repository is unzipped in the folder \${user.dir}/.microej/
repositories, and the settings are updated.

# 4.7 MicroEJ Classpath

MicroEJ Applications run on a target device and their footprint is optimized to fulfill embedded constraints. The final execution context is an embedded device that may not even have a file system. Files required by the application at runtime are not directly copied to the target device, they are compiled to produce the application binary code which will be executed by MicroEJ Core Engine.

As a part of the compile-time trimming process, all types not required by the embedded application are eliminated from the final binary.

MicroEJ Classpath is a developer defined list of all places containing files to be embedded in the final application binary. MicroEJ Classpath is made up of an ordered list of paths. A path is either a folder or a zip file, called a JAR file (JAR stands for Java ARchive).

- Application Classpath explains how the MicroEJ Classpath is built from a MicroEJ Application project.
- *Classpath Load Model* explains how the application contents is loaded from MicroEJ Classpath.
- *Classpath Elements* specifies the different elements that can be declared in MicroEJ Classpath to describe the application contents.

### 4.7.1 Application Classpath

The following schema shows the classpath mapping from a MicroEJ Application project to the MicroEJ Classpath ordered list of folders and JAR files. The classpath resolution order (left to right) follows the project appearance order (top to bottom).

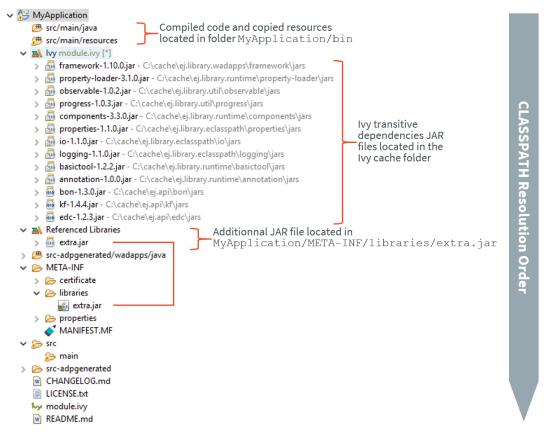


Fig. 24: MicroEJ Application Classpath Mapping

### 4.7.2 Classpath Load Model

A MicroEJ Application classpath is created via the loading of :

- an entry point type,
- all \*.[extension].list files declared in a MicroEJ Classpath.

The different elements that constitute an application are described in *Classpath Elements*. They are searched within MicroEJ Classpath from left to right (the first file found is loaded). Types referenced by previously loaded MicroEJ Classpath elements are loaded transitively.

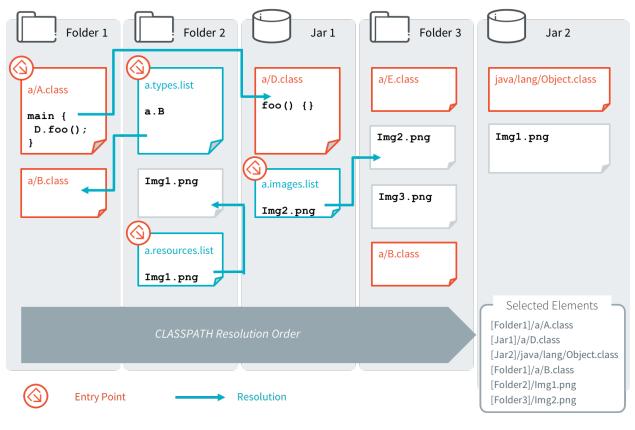


Fig. 25: Classpath Load Principle

### 4.7.3 Classpath Elements

The MicroEJ Classpath contains the following elements:

- An entrypoint described in section *Application Entry Points*;
- Types in .class files, described in section Types;
- Raw resources, described in section *Raw Resources*;
- Immutables Object data files, described in Section Immutable Objects;
- Images, Fonts and Native Language Support (NLS) resources, described in Application Resources;
- \*.[extension].list files, declaring contents to load. Supported list file extensions and format is specific to declared application contents and is described in the appropriate section.

At source level, Java types are stored in src/main/java folder of the *module project*, any other kind of resources and list files are stored in the src/main/resources folder.

### **Application Entry Points**

MicroEJ Application entry point declaration differs depending on the application kind:

• In case of a MicroEJ Standalone Application, it is a class that contains a public static void main(String[]) method, declared using the option application.main.class.

• In case of a MicroEJ Sandboxed Application, it is a class that implements ej.kf.FeatureEntryPoint, declared in the Application-EntryPoint entry in META-INF/MANIFEST.MF file.

#### Types

MicroEJ types (classes, interfaces) are compiled from source code ( . java ) to classfiles ( .class ). When a type is loaded, all types dependencies found in the classfile are loaded (transitively).

A type can be declared as a *Required type* in order to enable the following usages:

- to be dynamically loaded from its name (with a call to Class.forName(String));
- to retrieve its fully qualified name (with a call to Class.getName()).

A type that is not declared as a *Required type* may not have its fully qualified name (FQN) embedded. Its FQN can be retrieved using the stack trace reader tool (see *Stack Trace Reader*).

Required Types are declared in MicroEJ Classpath using **\***.types.list files. The file format is a standard Java properties file, each line listing the fully qualified name of a type. Example:

```
# The following types are marked as MicroEJ Required Types
com.mycompany.MyImplementation
java.util.Vector
```

#### **Raw Resources**

Raw resources are binary files that need to be embedded by the application so that they may be dynamically retrieved with a call to Class.getResourceAsStream(java.io.InputStream). Raw Resources are declared in MicroEJ Classpath using \*.resources.list files. The file format is a standard Java properties file, each line is a relative / separated name of a file in MicroEJ Classpath to be embedded as a resource. Example:

# The following resource is embedded as a raw resource com/mycompany/MyResource.txt

Others resources types are supported in MicroEJ Classpath, see *Application Resources* for more details.

#### **Immutable Objects**

Immutables objects are regular read-only objects that can be retrieved with a call to ej.bon.Immutables. get(String). Immutables objects are declared in files called *immutable objects data files*, which format is described in the [BON] specification. Immutables objects data files are declared in MicroEJ Classpath using \*. immutables.list files. The file format is a standard Java properties file, each line is a / separated name of a relative file in MicroEJ Classpath to be loaded as an Immutable objects data file. Example:

```
# The following file is loaded as an Immutable objects data files
com/mycompany/MyImmutables.data
```

#### **System Properties**

System Properties are key/value string pairs that can be accessed with a call to System.getProperty(String).

System Properties are defined when building a *Standalone Application*, by declaring **\***.properties.list files in MicroEJ Classpath.

The file format is a standard Java properties file. Example:

#### Listing 1: Example of Contents of a MicroEJ Properties File

```
# The following property is embedded as a System property
com.mycompany.key=com.mycompany.value
microedition.encoding=ISO-8859-1
```

System Properties are resolved at runtime, and all declared keys and values are embedded as intern Strings.

System Properties can also be defined using *Application Options*. This can be done by setting the option with a specific prefix in their name:

- Properties for both the MicroEJ Core Engine and the MicroEJ Simulator : name starts with microej.java. property.\*
- Properties for the MicroEJ Simulator: name starts with sim.java.property.\*
- Properties for the MicroEJ Core Engine: name starts with emb.java.property.\*

For example, to define the property myProp with the value theValue, set the following option :

Listing 2: Example of MicroEJ System Property Definition as Application Option

microej.java.property.myProp=theValue

Option can also be set in the VM arguments field of the JRE tab of the launch using the -D option (e.g. -Dmicroej. java.property.myProp=theValue).

**Note:** When building a *Sandboxed Application*, **\***.properties.list files found in MicroEJ Classpath are silently skipped.

#### Constants

**Note:** This feature require [BON] version 1.4 which is available in MicroEJ Runtime starting from MicroEJ Architecture version 7.11.0.

Constants are key/value string pairs that can be accessed with a call to ej.bon.Constants.get[Type](String), where Type if one of:

- Boolean,
- Byte,
- Char,
- Class,
- Double,
- Float,
- Int,
- Long,
- Short,
- String.

Constants are declared in MicroEJ Classpath **\***.constants.list files. The file format is a standard Java properties file. Example:

Listing 3: Example of Contents of a BON constants File

```
# The following property is embedded as a constant
com.mycompany.myconstantkey=com.mycompany.myconstantvalue
```

Constants are resolved at binary level without having to recompile the sources.

At link time, constants are directly inlined at the place of Constants.get[Type] method calls with no cost.

The String key parameter must be resolved as an inlined String:

- either a String literal "com.mycompany.myconstantkey"
- or a static final String field resolved as a String constant

The String value is converted to the desired type using conversion rules described by the [BON] API.

A boolean constant declared in an if statement condition can be used to fully remove portions of code. This feature is similar to C pre-processors **#ifdef** directive with the difference that this optimization is performed at binary level without having to recompile the sources.

Listing 4: Example of if code removal using a BON boolean constant

Please mind that Constants.getXXX must be inlined in the **if** condition to take effect. The following piece of code will not remove the code:

```
static final boolean MY_CONSTANT = Constants.getBoolean("com.mycompany.myconstantkey");
...
if(MY_CONSTANT){
    System.out.println("this code will not be removed when MY_CONSTANT is resolved to 'false'")
}
```

**Note:** In *Multi-Sandbox* environment, constants are processed locally within each context. In particular, constants defined in the Kernel are not propagated to *Sandboxed Applications*.

### 4.8 Application Resources

Application resources are the following *Classpath Elements*:

- Images
- Fonts
- Native Language Support

### 4.8.1 Images

### Overview

Images are graphical resources that can be accessed with a call to ej.microui.display.Image.getImage() or ej.microui.display.ResourceImage.loadImage(). To be displayed, these images have to be converted from their source format to the display raw format. The conversion can either be done at :

- build-time (using the image generator tool),
- run-time (using the relevant decoder library).

Images that must be processed by the image generator tool are declared in MicroEJ Classpath **\***.images.list files. The file format is a standard Java properties file, each line representing a / separated resource path relative to the MicroEJ classpath root referring to a standard image file (e.g. .png , .jpg ). The resource may be followed by an optional parameter (separated by a : ) which defines and/or describes the image output file format (raw format). When no option is specified, the image is embedded as-is and will be decoded at run-time (although listing files without format specifier has no impact on the image generator processing, it is advised to specify them in the **\***. images.list files anyway, as it makes the run-time processing behavior explicit). Example:

```
# The following image is embedded
# as a PNG resource (decoded at run-time)
com/mycompany/MyImage1.png
# The following image is embedded
# as a 16 bits format without transparency (decoded at build-time)
com/mycompany/MyImage2.png:RGB565
# The following image is embedded
# as a 16 bits format with transparency (decoded at build-time)
com/mycompany/MyImage3.png:ARGB1555
```

Please refer to Images for more information.

### 4.8.2 Fonts

### Overview

Fonts are graphical resources that can be accessed with a call to ej.microui.display.Font.getFont(). To be displayed, these fonts have to be converted at build-time from their source format to the display raw format by the font generator tool. Fonts that must be processed by the font generator tool are declared in MicroEJ Classpath \*.fonts.list files. The file format is a standard Java properties file, each line representing a / separated resource path relative to the MicroEJ classpath root referring to a MicroEJ font file (usually with a .ejf file extension). The resource may be followed by optional parameters which define :

- some ranges of characters to embed in the final raw file;
- the required pixel depth for transparency.

By default, all characters available in the input font file are embedded, and the pixel depth is 1 (i.e 1 bit-per-pixel). Example:

```
# The following font is embedded with all characters
# without transparency
com/mycompany/MyFont1.ejf
# The following font is embedded with only the latin
```

(continues on next page)

(continued from previous page)

```
# unicode range without transparency
com/mycompany/MyFont2.ejf:latin
# The following font is embedded with all characters
# with 2 levels of transparency
com/mycompany/MyFont2.ejf::2
```

MicroEJ font files conventionally end with the .ejf suffix and are created using the Font Designer (see *Font Designer*).

#### **Font Range**

The first parameter is for specifying the font ranges to embed. Selecting only a specific set of characters to embed reduces the memory footprint. If unspecified, all characters of the font are embedded.

Several ranges can be specified, separated by ; . There are two ways to specify a character range: the custom range and the known range.

#### **Custom Range**

Allows the selection of raw Unicode character ranges.

Examples:

- myfont: 0x21-0x49: Defines one range: embed all characters from 0x21 to 0x49 (included);
- myfont:0x21-0x49,0x55-0x75 : Defines a set of two ranges: embed all characters from 0x21 to 0x49 and from 0x55 to 0x75.
- myfont: 0x21-0x49, 0x55: Defines a set of one range and one character: embed all characters from 0x21 to 0x49 and character 0x55.

#### **Known Range**

A known range is a range available in the following table.

Examples:

- myfont:basic\_latin: Embed all Basic Latin characters;
- myfont:basic\_latin; arabic : Embed all Basic Latin characters, and all Arabic characters.

#### Transparency

The second parameter is for specifying the font transparency level (1, 2, 4 or 8). If unspecified, the encoded transparency level is 1 (does not depend on transparency level encoded in EJF file).

#### Examples:

- myfont:latin:4: Embed all latin characters with 16 levels of transparency
- myfont::2: Embed all characters with 4 levels of transparency

# 4.8.3 Native Language Support

Native Language Support (NLS) allows the application to facilitate internationalization. It provides support to manipulate messages and translate them in different languages. Each message to be internationalized is referenced by a key, which can be used in the application code instead of using the message directly.

Messages must be defined in PO files, located in the MicroEJ Classpath of the application (for example in the src/ main/resources folder). Here is an example:

```
msgid ""
msgstr ""
"Language: en_US\n"
"Language-Team: English\n"
"MIME-Version: 1.0\n"
"Content-Type: text/plain; charset=UTF-8\n"
msgid "Label1"
msgstr "My label 1"
msgid "Label2"
msgstr "My label 2"
```

These PO files have to be converted to be usable by the application. In order to let the build system know which PO files to process, they must be referenced in files named **\*.nls.list**, located in the MicroEJ Classpath (for example still in the src/main/resources folder). The file format of these **\*.nls.list** files is a standard Java properties file. Each line represents the Full Qualified Name of a Java interface that will be generated and used in the application. Here is an example, let's call it *i18n.nls.list*:

```
com.mycompany.myapp.Labels
com.mycompany.myapp.Messages
```

For each line, PO files whose name starts with the interface name (Messages and Labels in the example) are retrieved from the MicroEJ Classpath and used to generate:

- a Java interface with the given FQN, containing a field for each msgid of the PO files
- a NLS binary file containing the translations

So, in the example, the generated interface com.mycompany.myapp.Labels will gather all the translations from files named Labels\*.po and located in the MicroEJ Classpath. PO files are generally suffixed by their locale (Labels\_en\_US.po) but it is only for convenience since the suffix is not used, the locale is extracted from the PO file's metadata.

Once the generation is done, the application can use the Java interfaces to get internationalized messages, for example:

```
import com.mycompany.myapp.Labels;
public class MyClass {
   String label = Labels.NLS.getMessage(Labels.Label1);
   ...
```

The generation is triggered when building the application or after a change done in any PO or **\*.nls.list** files. This allows to always have the Java interfaces up-to-date with the translations and to use them immediately.

The NLS API module must be added to the *module.ivy* of the MicroEJ Application project to use the NLS library.

<dependency org="com.microej.library.runtime" name="nls-po" rev="2.2.0"/>

# 4.9 NLS External Loader

The NLS External Loader allows to update the *PO files* of an application without rebuilding it. PO files can be dropped in a given location in the Virtual Device folders to dynamically replace the language strings embedded in the application.

This is typically useful when testing or translating an application in order to have a quick feedback when changing the PO files. Once the PO files are updated, a simple restart of the Virtual Device allows to immediately see the result.

# 4.9.1 Installation

To enable the NLS External Loader in the Virtual Device, add the following dependency to the module.ivy file of the MicroEJ Firmware project:

<dependency org="com.microej.tool" name="nls-po-external-loader" rev="2.3.0" transitive="false"/>

Then rebuild the MicroEJ Firmware project to produce the Virtual Device.

## 4.9.2 Usage

Once the project built:

- unzip the Virtual Device and create a folder named translations in the root folder.
- copy all the PO files from the project into the translations folder. All PO files found in this folder are processed, no matter their folder level.
- start the Virtual Device with the launcher. The following logs should be printed if the NLS External Loader has been executed and has found the PO files:

externalPoLoaderInit:init:

```
externalPoLoaderInit:loadPo:
    [mkdir] Created dir: <PATH>\tmp\microejlaunch1307817858\resourceBuffer
[po-to-nls] *.nls files found in <PATH>\output\<FIRMWARE>\resourceBuffer :
    [po-to-nls] - <CLASSPATH>.<CLASSNAME>
    [po-to-nls] - <CLASSPATH>.<CLASSNAME>
    [po-to-nls] Loading *.po files for NLS interface f<CLASSPATH>.<CLASSNAME>
    [po-to-nls] => loaded locales : fr_DA,fr_ES,fr_NL,fr_FI,fr_RU,fr_SV,fr_DE,fr_N0,fr_IT,fr_FR,fr_
    ·>PL,fr_EN
    [po-to-nls] Loading *.po files for NLS interface <CLASSPATH>.<CLASSNAME>
    [po-to-nls] Loading *.po files for NLS interface <CLASSPATH>.<CLASSNAME>
    [po-to-nls] Loading *.po files for NLS interface <CLASSPATH>.<CLASSNAME>
    [po-to-nls] => loaded locales : fr_DA,fr_ES,fr_NL,fr_FI,fr_RU,fr_SV,fr_DE,fr_N0,fr_IT,fr_FR,fr_
    ·>PL,fr_EN
    [po-to-nls] => loaded locales : fr_DA,fr_ES,fr_NL,fr_FI,fr_RU,fr_SV,fr_DE,fr_N0,fr_IT,fr_FR,fr_
    ·>PL,fr_EN
```

- update the languages strings in the PO files of the Virtual Device (the files in the translations/ folder).
- restart the Virtual Device and check the changes.

It is important to know the following rules about the NLS External Loader:

• the external PO files names must match with the default PO files names of the application to be processed.

- when PO files with a given name are loaded, the default translations for these PO files are replaced, there is no merge. It means that:
  - if messages are missing in the new PO files, they are not available anymore for the application and may very probably make it crash.
  - if languages are missing (the application has 3 PO files for English, French and Spanish, and only PO files for English and French are available in the translations folder), the messages of the missing languages are not available anymore for the application and may very probably make it crash.
  - if new messages are added in the PO files, it has no impact, they are ignored by the application.
- External PO files are loaded at Virtual Device startup, so any change requires a restart of the Virtual Device to be considered

# 4.9.3 Troubleshooting

#### java.io.IOException: NLS-PO:S=4

The following error occurs when at least 1 PO file is missing for a language:

```
[parallel2] NLS-PO:I=6
[parallel2] Exception in thread "main" java.io.IOException: NLS-PO:S=4 323463627 -1948548092
[parallel2]
               at java.lang.Throwable.fillInStackTrace(Throwable.java:79)
               at java.lang.Throwable.<init>(Throwable.java:30)
[parallel2]
               at java.lang.Exception.<init>(Exception.java:10)
[parallel2]
[parallel2]
               at java.io.IOException.<init>(IOException.java:16)
               at com.microej.nls.BinaryNLS.loadBinFile(BinaryNLS.java:310)
[parallel2]
[parallel2]
               at com.microej.nls.BinaryNLS.<init>(BinaryNLS.java:157)
               at com.microej.nls.BinaryNLS.newBinaryNLS(BinaryNLS.java:118)
[parallel2]
```

Make sure that all PO files are copied in the translations folder.

# 4.9.4 Crowdin

Crowdin is a cloud-based localization platform which allows to manage multilingual content. The NLS External Loader can fetch translations directly from Crowdin to make the translation process even easier. Translators can then contribute and validate their translations in Crowdin and apply them automatically in the Virtual Device.

A new dependency must be added to the module.ivy file of the MicroEJ Firmware project to enable this integration:

<dependency org="com.microej.tool" name="nls-po-crowdin" rev="1.0.0" transitive="false"/>

Once the module has been built, edit the file platform/tools/crowdin/crowdin.properties to configure the Crowdin connection:

- set crowdin. token to the Crowdin API token. A token can be generated in the Crowdin in Settings > API
   click on New Token .
- set crowdin.projectsIds to the id of the Crowdin project. The project id can be found in the Details section on a project page. Multiple projects can be set by separating their id with a comma (for example crowdin.projectsIds=12,586,874).

When the configuration is done, the fetch of the Crowdin translations can be done by executing the script crowdin. bat or crowdin.sh located in the folder platform/tools/crowdin/. The PO files retrieved from Crowdin are automatically pasted in the folder translations, therefore the new translations are applied after the next Virtual Device restart.

# 4.10 Debug an Application

To debug an application on Simulator, select it in the left panel then right-click and select Debug As >

MicroEJ Application .

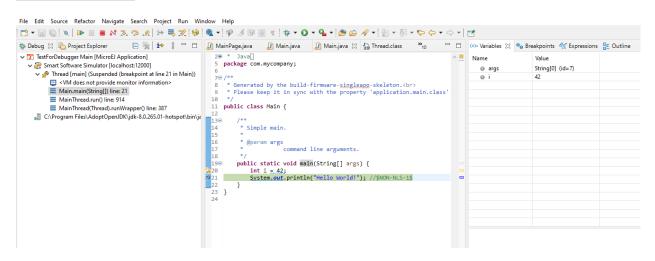


Fig. 26: MicroEJ Development Tools Overview of the Debugger

All libraries included in MicroEJ SDK are provided with their source code and resources. The way the sources are retrieved depends on the kind of library (Add-On Library or Foundation Library).

# 4.10.1 Add-On Library Sources

Add-On Library sources are packaged in a dedicated file named [module\_name]-source.jar available in the module directory:

repository.microej.com	n/mod	ules/ej/library/runtime/basictool/1.6.0/
		Parent Directory
		CHANGELOG-1.6.0.md
		CHANGELOG-1.6.0.md.md5
	No. 10 No. 10 No. 10	CHANGELOG-1.6.0.md.sha1
		LICENSE-1.6.0.txt
		LICENSE-1.6.0.txt.md5
		LICENSE-1.6.0.txt.sha1
		README-1.6.0.md
		README-1.6.0.md.md5
		README-1.6.0.md.sha1
	2	basictool-1.6.0-javadoc.jar
	2	basictool-1.6.0-javadoc.jar.md5
	2	basictool-1.6.0-javadoc.jar.sha1
	2	basictool-1.6.0-sources.jar
	2	basictool-1.6.0-sources.jar.md5
	2	basictool-1.6.0-sources.jar.sha1
	2	basictool-1.6.0.jar
	2	basictool-1.6.0.jar.md5
	2	basictool-1.6.0.jar.sha1

Fig. 27: Add-On Library Sources Location

In MicroEJ SDK, sources are automatically connected to Eclipse JDT when the new Add-On Library is added as a *module dependency*.

On any Java element (type, method, field), press F3 or CTRL-Click to open the implementation:

J	) M	ain.java 🛛
	1	package com.mycompany;
	2	
	3	<pre>import ej.basictool.ArrayTools;</pre>
	4	
	5	<pre>public class Main {</pre>
	6	
	70	
	8	ArrayTools <mark>.add(</mark> new int[2], 0);
	9	} Open Declaration
	10	
	11	Open Implementation

Fig. 28: Add-On Library Open Implementation

Then the implementation class is open in read-only mode.

🕽 Mair	n.java 🚮 ArrayTools.class 🔀
478	* the input array.
479	* @param element
480	* the element to add.
481	* @return the output array.
482	*/
483⊝	<pre>public static int[] add(int[] array, int element) {</pre>
484	<pre>int arrayLength = array.length;</pre>
485	<pre>int[] result = grow(array, arrayLength, 1);</pre>
486	result[arrayLength] = element;
487	return result;
488	}

Fig. 29: Add-On Library Read-Only Source Code

# 4.10.2 Foundation Library Sources

Foundation Library sources are directly included in the implementation file (JAR file) provided by the Platform. They are located in the following Platform folders:

- javaLibs for generic Foundation Libraries (defaults).
- MICROJVM/javaLibs for Foundation Libraries specific to the MicroEJ Core Engine.
- S3/javaLibs for Foundation Libraries specific to the Simulator.

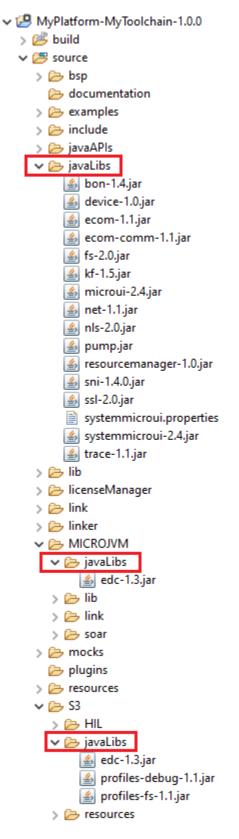


Fig. 30: Foundation Library Platform Folders

In MicroEJ SDK, sources can be connected while debugging an Application on Simulator. This ensures to get the exact source code which is executed on your Platform.

Here are the steps to attach Foundation Library sources from a Platform loaded in the workspace:

- Open a MicroEJ Application launch,
- Select the Source tab (see also Source Tab),
- Click on Add... button,
- Select Archive item and press OK ,

😵 Add Source		$\times$
Add a container to the source lookup path		+
A jar or zip in the workspace containing source files		6
🕆 Absolute File Path		
C Archive		
🕞 Compilation Directory		
🗍 External Archive		
🗁 File System Directory		
Java Classpath Variable		
🛋 Java Library		
🗁 Java Project		
🖉 Path Mapping		
📴 Program Relative File Path		
🗁 Project		
🕞 Project - Path Relative to Source Folders		
🗁 Workspace Folder		
(?)	ОК	Cancel

Fig. 31: Add Foundation Library Sources to MicroEJ Application Launch

• Select the Foundation Libraries from Platform folders and press OK ,

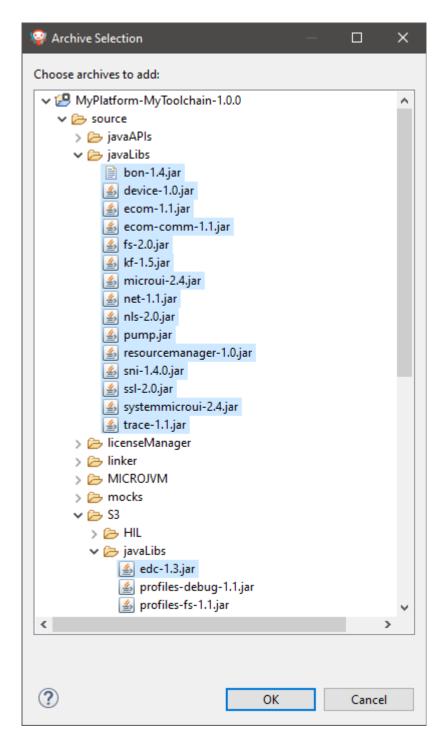


Fig. 32: Select Foundation Libraries Implementation files

**Warning:** You must select the libraries from the Platform project corresponding to the execution Platform (see *Execution Tab*).

In the debug session the implementation sources will be now displayed.

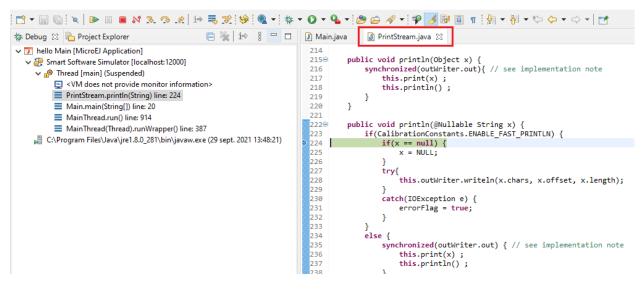


Fig. 33: Foundation Library Read-Only Source Code

# 4.11 Platform Selection

Building or running a *Test Suite* on an application module requires a MicroEJ Platform.

There are 4 different ways to provide a MicroEJ Platform for a module project:

- Set the *build option* platform-loader.target.platform.file to the path of a MicroEJ Platform file (.zip , .jpf or .vde).
- Set the *build option* platform-loader.target.platform.dir to the path of the source folder of an already imported *Source Platform*.
- Declare a *module dependency* with the conf platform:

<dependency org="myorg" name="myname" rev="1.0.0" conf="platform->default" transitive="false"/>

• Copy a MicroEJ Platform file to the dropins folder. The default dropins folder location is [module\_project\_dir]/dropins. It can be changed using the build option platform-loader.target. platform.dropins.

At least 1 of these 4 ways is required to build an application with a platform. If several ways are used, the following rules are applied:

- If platform-loader.target.platform.file or platform-loader.target.platform.dir is set, the other options are ignored.
- If the the module project defined several platforms, the build fails. For example the following cases are not allowed:
  - Setting a platform with the option platform-loader.target.platform.file and another one with the option platform-loader.target.platform.dir
  - Declaring a platform as a dependency and adding a platform in the dropins folder
  - Declaring 2 platforms as Dependencies

- Adding 2 platforms in the dropins folder

Refer to the *Platform Loader* section for a complete list of options.

# 4.12 Development Tools

MicroEJ provides a number of tools to assist with various aspects of development. Some of these tools are run using MicroEJ Tool configurations, and created using the Run Configurations dialog of the MicroEJ SDK. A configuration must be created for the tool before it can be used.

0	Run Configurations ×
Create, manage, and run co	nfigurations
Image: Second system         Image: Second system <th>Name:       MyToolConfig         Image:       Execution         Target       Platform:         STM32F746GDISCO-example-CM7hardfp_ARMCC5 (2.1.0-RC201604072057)       Bgowse         Execution       Settings:         MicroEJavah       V         Generate C headers and implementation skeletons of Java native methods       Options         Output folder:       \$[workspace_loc]/MyHelloWorldSample       Bgowse         Image:       Clean intermediate files       Verbose</th>	Name:       MyToolConfig         Image:       Execution         Target       Platform:         STM32F746GDISCO-example-CM7hardfp_ARMCC5 (2.1.0-RC201604072057)       Bgowse         Execution       Settings:         MicroEJavah       V         Generate C headers and implementation skeletons of Java native methods       Options         Output folder:       \$[workspace_loc]/MyHelloWorldSample       Bgowse         Image:       Clean intermediate files       Verbose
Filter matched 7 of 12 items	Re <u>v</u> ert Apply
?	<u>R</u> un Close

#### Fig. 34: MicroEJ Tool Configuration

*The above figure* shows a tool configuration being created. In the figure, the MicroEJ Platform has been selected, but the selection of which tool to run has not yet been made. That selection is made in the Execution Settings... box. The Configuration tab then contains the options relevant to the selected tool.

# 4.12.1 Test Suite with JUnit

MicroEJ allows to run unit tests using the standard JUnit API during the build process of a MicroEJ library or a MicroEJ Application. The *MicroEJ Test Suite Engine* runs tests on a target Platform and outputs a JUnit XML report.

## Principle

JUnit testing can be enabled when using the microej-javalib (MicroEJ Add-On Library) or the microej-application (MicroEJ Applications) build type. JUnit test cases processing is automatically enabled when the following dependency is declared in the module.ivy file of the project.

<dependency conf="test->\*" org="ej.library.test" name="junit" rev="1.5.0"/>

When a new JUnit test case class is created in the src/test/java folder, a JUnit processor generates MicroEJ compliant classes into a specific source folder named src-adpgenerated/junit/java. These files are automatically managed and must not be edited manually.

#### JUnit Compliance

MicroEJ is compliant with a subset of JUnit version 4. MicroEJ JUnit processor supports the following annotations: @After, @AfterClass, @Before, @BeforeClass, @Ignore, @Test.

Each test case entry point must be declared using the org.junit.Test annotation (@Test before a method declaration). Please refer to JUnit documentation to get details on usage of other annotations.

#### Setup a Platform for Tests

Before running tests, a target platform must be configured.

#### **Execution in SDK**

In order to execute the Test Suite in the SDK, a target platform must be configured in the MicroEJ workspace. The following steps assume that a platform has been previously imported into the MicroEJ Platform repository (or available in the Workspace):

- Go to Window > Preferences > MicroEJ > Platforms (or Platforms in workspace ).
- Select the desired platform on which to run the tests.
- Press F2 to expand the details.
- Select the the platform path and copy it to the clipboard.
- Go to Window > Preferences > Ant > Runtime and select the Properties tab.
- Click on Add Property... button and set a new property named target.platform.dir with the platform path pasted from the clipboard.

#### Execution during module build

In order to execute the Test Suite during the build of the module, a target platform must be configured in the module project as described in the section *Platform Selection*.

#### Setup a Project with a JUnit Test Case

This section describes how to create a new JUnit Test Case starting from a new MicroEJ library project.

- First create a new *module project* using the microej-javalib skeleton. A new project named mylibrary is created in the workspace.
- Right-click on the src/test/java folder and select New > Other... menu item.
- Select the Java > JUnit > New JUnit Test Case wizard.
- Enter a test name and press Finish . A new JUnit test case class is created with a default failing test case.

### **Build and Run a JUnit Test Suite**

- Right-click on the mylibrary project and select Build Module . After the library is built, the test suite engine launches available test cases and the build process fails in the console view.
- On the mylibrary project, right-click and select Refresh . A target~ folder appears with intermediate build files. The JUnit report is available at target~\test\xml\TEST-test-report.xml.
- Double-click on the file to open the JUnit test suite report.
- Modify the test case by replacing

fail("Not yet implemented");

#### with

Assert.assertTrue(true);

- Right-click again on the mylibrary project and select Build Module . The test is now successfully executed on the target platform so the MicroEJ Add-On Library is fully built and published without errors.
- Double-click on the JUnit test suite report to see the test has been successfully executed.

#### **Test Suite Reports**

Once a test suite is completed, the following test suite reports are generated:

• JUnit HTML report in the module project location target~/test/html/test/junit-noframes.html. This report contains a summary and the execution trace of every executed test.

estsuite Re	sults:												
ummary													
Tests	Failures	Errors	Ignored	Tried Again			Succes	s rate				Time	
54	15	0	0	0	72.22%					37	88.653		
	Assertions		Failures	Success					Succi	ess Rate			
963	Assertions	35	- unuroo	928	96.	37%			ouco	oo nato			
ackages	re executed but not counted on the are not computed recursively, the		uites numbers.			Taata	Errora	Failures	Innorad	Tried	Time(s)	Time Stamp	Ha
			Name				EIIUIS		-	Again		-	
com.microej.fs.tests						2	0	-	0	0		1598001204286	-
com.microej.fs.tests						4	0	-	•			1598001339008	-
com.microej.fs.tests						3	0		0			1598001613793	
com.microej.fs.tests						1	0		0		66.171	1598001808250	
com.microej.fs.tests						31	0		0			1598001874436	
com.microej.fs.tests						1	0	v	0			1598004056327	-
com.microej.fs.tests	scenarios					12	0	4	0	0	871.505	1598004121855	loc

#### Fig. 35: Example of MicroEJ Test Suite HTML Report

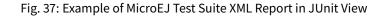
• JUnit XML report in the module project location target~/test/xml/TEST-test-report.xml.

I TEST-test-report.xml ≅
▲ 1 xml version="1.0" encoding="UTF-8" standalone="no"?
2@

Fig. 36: Example of MicroEJ Test Suite XML Report

XML report file can also be open in the JUnit View. Right-click on the file > Open With > JUnit View :

> 🗁 main > 🗁 platform 4 😂 test	rm div JUnit ∺ testsuite-harness-demo test				ł				
<ul> <li>&gt; book</li> <li>&gt; boo</li></ul>	Ji i	2/2 stsuite-harness-de _SingleTest_Math1 _SingleTest_Math1	Fest_testF	48.128 s) act (27.337 s)	Failures:	1	■ Failure	e Trace	



If executed on device, the Firmware binary produced for each test is available in module project location target~/ test/xml/<TIMESTAMP>/bin/<FULLY-QUALIFIED-CLASSNAME>/application.out.

# **Advanced Configurations**

#### **Autogenerated Test Classes**

The JUnit processor generates test classes into the src-adpgenerated/junit/java folder. This folder contains:

- \_AllTestClasses.java file A single class with a main enty point that sequentially calls all declared test methods of all JUnit test case classes.
- \_AllTests\_[TestCase].java files For each JUnit test case class, a class with a main entry point that sequentially calls all declared test methods.
- \_SingleTest\_[TestCase]\_[TestMethod].java files For each test method of each JUnit test case class, a class with a main entry point that calls the test method.

#### JUnit Test Case to MicroEJ Test Case

The *MicroEJ Test Suite Engine* allows to select the classes that will be executed, by setting the following property in the project module.ivy file.

<ea:property name="test.run.includes.pattern" value="[MicroEJ Test Case Include Pattern]"/>

The following line consider all JUnit test methods of the same class as a single MicroEJ test case (default behaviour). If at least one JUnit test method fails, the whole test case fails in the JUnit report.

<ea:property name="test.run.includes.pattern" value="\*\*/\_AllTests\_\*.class"/>

The following line consider each JUnit test method as a dedicated MicroEJ test case. Each test method is viewed independently in the JUnit report, but this may slow down the test suite execution because a new deployment is done for each test method.

<ea:property name="test.run.includes.pattern" value="\*\*/\_SingleTest\_\*.class"/>

#### **Run a Single Test Manually**

Each test can be run independently as each class contains a main entry point.

In the src-adpgenerated/junit/java folder, right-click on the desired autogenerated class (
\_SingleTest\_[TestCase]\_[TestMethod].java) and select Run As > MicroEJ Application .

The test is executed on the selected Platform and the output result is dumped into the console.

#### **Test Suite Options**

The *MicroEJ Test Suite Engine* can be configured with specific options which can be added to the module.ivy file of the project running the test suite, within the <ea:build> XML element.

• Application Option Injection

It is possible to inject an *Application Option* for all the tests, by adding to the original option the microej. testsuite.properties. prefix:

• Retry Mechanism

A test execution may not be able to produce the success trace for an external reason, for example an unreliable harness script that may lose some trace characters or crop the end of the trace. For all these unlikely reasons, it is possible to configure the number of retries before a test is considered to have failed:

<ea:property name="microej.testsuite.retry.count" value="[nb\_of\_retries]"/>

By default, when a test has failed, it is not executed again (option value is set to  $\emptyset$ ).

#### **Test Specific Options**

The *MicroEJ Test Suite Engine* allows to define *Application Options* specific to each test case. This can be done by defining a file with the same name as the generated test case file with the .properties extension instead of the .java extension. The file must be put in the src/test/resources folder and within the same package than the test case file.

# 4.12.2 Stack Trace Reader

#### Principle

Stack Trace Reader is a MicroEJ tool that reads and decodes the MicroEJ stack traces. When an exception occurs, the MicroEJ Core Engine prints the stack trace on the standard output System.out. The class names, non-required types names(see *Types*), and method names obtained are encoded with a MicroEJ internal format. This internal format prevents embedding all class names and method names in the executable image to save some memory space. The Stack Trace Reader tool allows you to decode the stack traces by replacing the internal class names and method names with their real names. It also retrieves the line numbers in the MicroEJ Application.

#### **Functional Description**

The Stack Trace Reader reads the debug information from the fully linked ELF file (the ELF file that contains the MicroEJ Core Engine, the other libraries, the BSP, the OS, and the compiled MicroEJ Application). It prints the decoded stack trace.

When *Multi-Sandbox capability* is enabled, the stack trace reader can simultaneously decode heterogeneous stack traces with lines owned by different MicroEJ Sandboxed Applications and the firmware. Lines owned by the firmware can be decoded with the firmware debug information file (optionally made available by your firmware provider).

#### Dependencies

No dependency.

#### Installation

This tool is a built-in platform tool.

## **Use (Standalone Application)**

For example, write the following new line to dump the currently executed stack trace on the standard output.

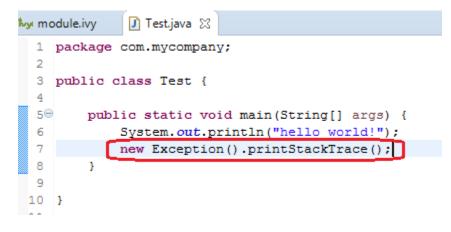


Fig. 38: Code to Dump a Stack Trace

To decode an application stack trace, the stack trace reader tool requires the application executable ELF file. In the case of a platform with full BSP connection (see *BSP Connection Cases*), the file is application.out in the output folder. In the other cases, the ELF file is generated by the C toolchain when building the BSP project (usually a .out or .axf file).

🗸 📂 MyStandaloneApp
> ) ) ) // // // // // // // // // // //
进 src/main/resources
> 🛋 Module Dependencies module.ivy [*]
> 🗁 build
🗸 🗁 com.mycompany.Test
> 🗁 cc
🗁 externalResources
> 🗁 fonts
📂 heapDump
> 🗁 images
🗁 logs
> 🗁 platform
🗁 resourceBuffer
> 🗁 soar
> 🔁 soar 🗟 🗟 soar
application.out
application.out deployHookBSPBuild.properties
application.out     deployHookBSPBuild.properties     SOAR.map
<ul> <li>application.out</li> <li>deployHookBSPBuild.properties</li> <li>SOAR.map</li> <li>SOAR.o</li> </ul>
<ul> <li>application.out</li> <li>deployHookBSPBuild.properties</li> <li>SOAR.map</li> <li>SOAR.o</li> <li>SOAR.s</li> </ul>
<ul> <li>application.out</li> <li>deployHookBSPBuild.properties</li> <li>SOAR.map</li> <li>SOAR.o</li> <li>SOAR.s</li> <li>nvs</li> </ul>
<ul> <li>application.out</li> <li>deployHookBSPBuild.properties</li> <li>SOAR.map</li> <li>SOAR.o</li> <li>SOAR.s</li> <li>nvs</li> <li>src</li> </ul>
<ul> <li>application.out</li> <li>deployHookBSPBuild.properties</li> <li>SOAR.map</li> <li>SOAR.o</li> <li>SOAR.s</li> <li>nvs</li> <li>src</li> <li>wifi</li> </ul>
<ul> <li>application.out</li> <li>deployHookBSPBuild.properties</li> <li>SOAR.map</li> <li>SOAR.o</li> <li>SOAR.s</li> <li>nvs</li> <li>Src</li> <li>wifi</li> <li>CHANGELOG.md</li> </ul>
<ul> <li>application.out</li> <li>deployHookBSPBuild.properties</li> <li>SOAR.map</li> <li>SOAR.o</li> <li>SOAR.s</li> <li>nvs</li> <li>Src</li> <li>src</li> <li>wifi</li> <li>CHANGELOG.md</li> <li>LICENSE.txt</li> </ul>

Fig. 39: Application Binary File

On successful deployment, the application is started on the device and the following trace is dumped on standard output.

VM START Hello World! Exception in thread "main" java.lang.Exception at java.lang.System.@M:0x3f407778:0x3f407782@ at java.lang.Throwable.@M:0x3f408030:0x3f408046@ at java.lang.Throwable.@M:0x3f4089cc:0x3f4089e6@ at com.mycompany.Test.@M:0x3f40762c:0x3f4089e6@ at java.lang.MainThread.@M:0x3f407a84:0x3f407a98@ at java.lang.Thread.@M:0x3f408b88:0x3f408b94@ at java.lang.Thread.@M:0x3f408c74:0x3f408c7f@ VM END (exit code = 0)

Fig. 40: Stack Trace Output

To create a new MicroEJ Tool configuration, right-click on the application project and click on Run As... >

# Run Configurations... .

Create a new MicroEJ Tool configuration. In the Execution tab, select your target platform, then select the Stack Trace Reader tool. Set an output folder in the Output folder field.

📑 🖻 🖗 🗎 🗶 🗖 🔻	Name: Stack Trace Reader						
	Name: Stack Irace Reader						
type filter text	🖋 Execution 🛛 👭 Configuration 🛋 JRE 🔲 Common						
<ul> <li>C/C++ Application</li> <li>Ju JUnit</li> <li>↓ Launch Group</li> <li>↓ MicroEJ Application</li> </ul>	Target Platform: Browse						
V 🔽 MicroEJ Tool	Execution	Execution					
🔁 Stack Trace Reader	Settings: Stack Trace Reader	~					
	Reads stack trace generated by MicroEJ core engine.						
	Options						
	Output folder: \${project_loc:MyStandaloneApp}	Browse					
	Clean intermediate files						
	Options Files						
		Add					
		Remove					
		Up					
		Down					

Fig. 41: Stack Trace Reader Tool Configuration (Platform Selection)

In Configuration tab, browse the previously generated application binary file with debug information ( application.out in case of a Standalone Application with full BSP connection)

📑 🖻 🐢 🗎 🗶 📄 🍸 🗸	Name: Stack Trace Reader		
type filter text		ation 🛛 🛋 JRE 🔲 Common	
<ul> <li>C/C++ Application</li> <li>J∪ JUnit</li> <li>Launch Group</li> <li>MicroEJ Application</li> <li>MicroEJ Tool</li> <li>MicroEJ Tool</li> </ul>	Stack Trace Reader	Application Executable file: DneApp)/com.mycompany.Tet/application.out Additional object files:	Browse Add
		"Trace port" interface for Eclipse	Remove
		Connection type: Console	~
		Port: COM0 Baudrate: 115200	~
		Port: 5555 Address:	
		Stack trace file:	Browse

Fig. 42: Stack Trace Reader Tool Configuration (Standalone Application)

Click on **Run** button and copy/paste the trace into the Eclipse console. The decoded trace is dumped and the line corresponding to the application hook is now readable.

🚍 Console 🔀 🖹 Problems 🛛 Progress
Stack Trace Reader_ [MicroEJ Tool]
[ MicroEJ Core Engine Trace ]
[INFO] Paste the MicroEJ core engine stack trace here.
Exception in thread "main" java.lang.Exception
at java.lang.System.@M:0x3f407778:0x3f407782@
at java.lang.Throwable.@M:0x3f408030:0x3f408046@
at java.lang.Throwable.@M:0x3f4089cc:0x3f4089e6@
at com.mycompany.Test.@M:0x3f40762c:0x3f407652@
at java.lang.MainThread.@M:0x3f407a84:0x3f407a98@
at java.lang.Thread.@M:0x3f408b88:0x3f408b94@
at java.lang.Thread.@M:0x3f408c74:0x3f408c7f@
Exception in thread "main" java.lang.Exception
at java.lang.System.getStackTrace(Unknown Source)
at java.lang.Throwable.fillInStackTrace( <u>Throwable.java:82</u> )
at java.lang.Throwable. <init>(<u>Throwable.java:32</u>)</init>
at com.mycompany.Test.main( <u>Test.java:21</u> )
at java.lang.MainThread.run( <u>Thread.java:855</u> )
at java.lang.Thread.runWrapper( <u>Thread.java:464</u> )
at java.lang.Thread.callWrapper( <u>Thread.java:449</u> )

Fig. 43: Stack Trace Reader Console

#### **Use (Sandboxed Application)**

For example, write the following new line to dump the currently executed stack trace on the standard output.

```
public class MyBackgroundCode implements BackgroundService {
    @Override
    public void onStart() {
        // TODO Auto-generated method stub
        System.out.println("MyBackgroundCode: Hello World");
        new Throwable().printStackTrace();
    }
```

Fig. 44: Code to Dump a Stack Trace

To decode an application stack trace, the stack trace reader tool requires the application binary file with debug information (application.fodbg in the output folder). Note that the file uploaded on the device is application. fo (stripped version without debug information).

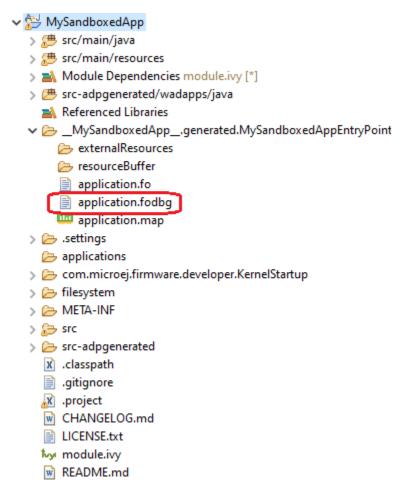


Fig. 45: Application Binary File with Debug Information

On successful deployment, the application is started on the device and the following trace is dumped on standard output.



Fig. 46: Stack Trace Output

To create a new MicroEJ Tool configuration, right-click on the application project and click on Run As... > Run Configurations... .

Create a new MicroEJ Tool configuration. In the Execution tab, select your target platform, then select the Stack Trace Reader tool. Set an output folder in the Output folder field.

📑 🖻 ᅇ 🗎 🗙 🗖 🔻	Name: Stack Trace Reader	
type filter text	💰 Execution 🔡 Configuration 🛋 JRE 🔲 Common	
<ul> <li>c C/C++ Application Ju JUnit</li> <li>➡ Launch Group</li> <li>&gt; ➡ MicroEJ Application</li> <li>&gt; ➡ MicroEJ Tool</li> <li>T Stack Trace Reader</li> </ul>	Target Platform:	Browse
	Execution Settings: Stack Trace Reader Reads stack trace generated by MicroEJ core engine.	~
	Options Output folder: S{project_loc:MySandboxedApp}	Browse
	Clean intermediate files	browse
	Options Files	
		Add
		Remove
		Up
		Down

Fig. 47: Stack Trace Reader Tool Configuration (Virtual Device Selection)

In the Configuration tab, if the Kernel executable file is available to you (usually named firmware.out and located in your Virtual Device files), you can browse for it in the Executable file field, and then add your previously generated application binary file with debug information (application.fodbg in case of a Sandboxed Application) in the Additional object files field.

Name: Stack Trace Reader			
💰 Execution 🚻 Configuration 🛛 🛋 JRE 🔲 Common			
Stack Trace Reader	Application		
	Executable file: \${microej_loc}/1.6/vd001/firmware/firmware.out Browse		
	Additional object files:		
	JAppgenerated.MySandboxedAppEntryPoint/application.fodbg		
	Remove		
	< >		
	"Trace port" interface for Eclipse		
	Connection type: Console ~		
	Port: COM0 Baudrate: 115200 ~		
	Port: 5555 Address:		
	Stack trace file: Browse		

Fig. 48: Select the Kernel Executable File

To check where the Kernel executable file of your Virtual Device is located, if you have access to it, go to Window > Preferences > MicroEJ > Virtual Devices , hover over your Virtual Device in the list and wait until an information popup appears. Press F2 to get all the informations and the path to the directory of your Virtual Device should appear in the list.

Preferences		— 🗆 X
type filter text	Virtual Devices	<> → → * 8
> C/C++ ^ Checkstyle > Help	Add or remove Virtual Devices. Target:	
> Install/Update	Name Version Lic	Select All
> Java ✔ MicroEJ		Deselect All
Architectures Module Manager		Import
Naming Convention	sector from the sector beauty	Uninstall
Platforms Platforms in workspa	and the second second second second	Get UID
Settings		
Updates Virtual Devices	and the second sec	
> Mylyn	Contraction of the second s	
> Plug-in Development		
> PMD > Run/Debug	Path: C:\Users\.microej\repositories\MicroEJ-SDK-Dist-20.12\1.6\vd	001
> SonarLint		
> Team Terminal		
Validation		
> XML 🗸	Restore	Defaults Apply
< >	Nestore 1	Apply Apply
? 🎽 🗹	Apply and t	Close Cancel

Fig. 49: Location of the Virtual Device Directory

In this directory, the Kernel executable file should be named firmware.out in the /firmware sub-directory.

If you do not have access to the Kernel executable file, you can still get some information from the Stack Trace Reader using the application binary file only. In the Configuration tab, browse the previously generated application binary file with debug information (application.fodbg in case of a Sandboxed Application)

📑 🖻 ᅇ 🗎 🗙 🖻 🍸 🗸	Name: Stack Trace Reader	
type filter text	Secution 1000 Configuration	on 🛃 JRE 🔲 Common
<ul> <li>C/C++ Application Ju JUnit</li> <li>⊒ Launch Group</li> <li>J MicroEJ Application</li> <li>☑ MicroEJ Tool</li> <li>☑ Stack Trace Reader</li> </ul>	Stack Trace Reader	Application         Executable file:       rated.MySandboxedAppEntryPoin(application.fodbg)         Browse         Additional object files:         Add         Remove         "Trace port" interface for Eclipse
		Connection type: Console V
		Port: COM0 Baudrate: 115200 V
		Port: 5555 Address:
		Stack trace file: Browse

Fig. 50: Stack Trace Reader Tool Configuration (Sandboxed Application)

Click on **Run** button and copy/paste the trace into the Eclipse console. The decoded trace is dumped and the line corresponding to the application hook is now readable.

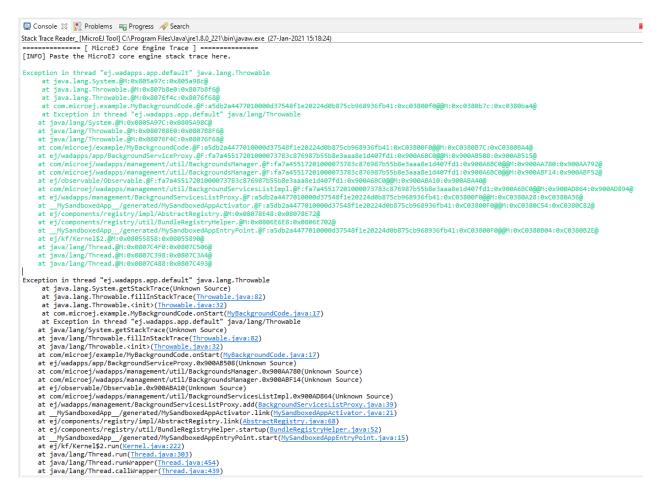


Fig. 51: Stack Trace Reader Console

Other debug information files can be appended using the Additional object files option.

#### **Stack Trace Reader Options**

The following section explains MicroEJ tool options.

## Category: Stack Trace Reader

Stack Trace Reader	Application		
	Executable file:		Browse
	Additional object files:		
			Add
			Remove
	"Trace port" interface for Eclipse		
	Connection type: Console		~
	Port: COM0	Baudrate: 115200	~
	Port: 5555	Address:	
	Stack trace file:		Browse

# **Group: Application**

# **Option(browse): Executable file**

Option Name: application.file Default value: (empty) Description: Specify the full path of a full linked elf file.

#### **Option(list): Additional object files**

Option Name: additional.application.files
Default value: (empty)

#### Group: "Trace port" interface for Eclipse

Description: This group describes the hardware link between the device and the PC.

# **Option(combo): Connection type**

Option Name: proxy.connection.connection.type

Default value: Console Available values: Uart (COM) Socket File Console Description: Specify the connection type between the device and PC.

# **Option(text): Port**

Option Name: pcboardconnection.usart.pc.port Default value: COM0 Description: Format: port name Specifies the PC COM port: Windows - COM1, COM2, ..., COM\*n\* Linux - /dev/ttyS0, /dev/ttyS1, ..., /dev/ttyS\*n\*

# **Option(combo): Baudrate**

Option Name: pcboardconnection.usart.pc.baudrate Default value: 115200 Available values: 9600 38400 57600 115200 Description: Defines the COM baudrate for PC-Device communication.

# **Option(text): Port**

Option Name: pcboardconnection.socket.port Default value: 5555 Description: IP port.

# **Option(text): Address**

Option Name: pcboardconnection.socket.address Default value: (empty) Description: IP address, on the form A.B.C.D.

# **Option(browse): Stack trace file**

Option Name: pcboardconnection.file.path
Default value: (empty)

# 4.12.3 Code Coverage Analyzer

#### Principle

The MicroEJ Simulator features an option to output .cc (Code Coverage) files that represent the use rate of functions of an application. It traces how the opcodes are really executed.

## **Functional Description**

The Code Coverage Analyzer scans the output .cc files, and outputs an HTML report to ease the analysis of methods coverage. The HTML report is available in a folder named htmlReport in the same folder as the .cc files generated by enabling the *Code Coverage option*.

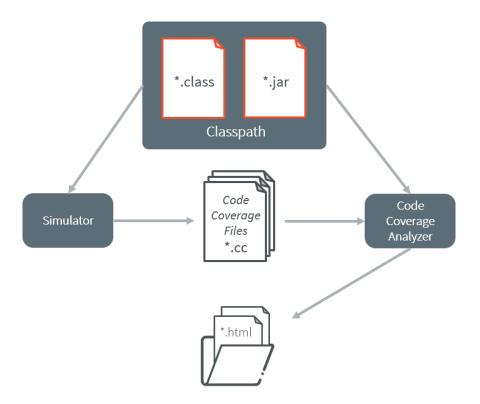


Fig. 52: Code Coverage Analyzer Process

# Dependencies

In order to work properly, the Code Coverage Analyzer should input the .cc files. The .cc files relay the classpath used during the execution of the Simulator to the Code Coverage Analyzer. Therefore the classpath is considered to be a dependency of the Code Coverage Analyzer.

# Installation

This tool is a built-in platform tool.

## Use

A MicroEJ tool is available to launch the Code Coverage Analyzer tool. The tool name is Code Coverage Analyzer.

Two levels of code analysis are provided, the Java level and the bytecode level. Also provided is a view of the fully or partially covered classes and methods. From the HTML report index, just use hyperlinks to navigate into the report and source / bytecode level code.

## **Category: Code Coverage**

Code Coverage	*.cc files folder:	Browse
	Classes filter	
	Includes:	
		Add
		Edit
		Remove
	Excludes:	
		Add
		Edit
		Remove

## **Option(browse): \*.cc files folder**

Option Name: cc.dir Default value: (empty)

Description:

Specify a folder which contains the cc files to process (\*.cc).

## **Group: Classes filter**

## **Option(list): Includes**

Option Name: cc.includes

Default value: (empty)

Description:

List packages and classes to include to code coverage report. If no package/class is specified, all classes found in the project classpath will be analyzed.

Examples:

packageA.packageB.\*: includes all classes which are in package packageA.packageB

packageA.packageB.className: includes the class packageA.packageB.className

# **Option(list): Excludes**

Option Name: cc.excludes

Default value: (empty)

#### Description:

List packages and classes to exclude to code coverage report. If no package/class is specified, all classes found in the project classpath will be analyzed.

Examples:

packageA.packageB.\*: excludes all classes which are in package packageA.packageB

packageA.packageB.className: excludes the class packageA.packageB.className

# 4.12.4 Heap Usage Monitoring

### Introduction

When building a *Standalone Application*, the Java heap size must be specified as an *Application Option* (see *Option(text): Java heap size (in bytes)*). The value to set in this option depends on the maximum heap usage, and the developer can estimate it by running the application.

The Core Engine provides a Java API to introspect the heap usage at runtime. Additionally, heap usage monitoring can be enabled to compute the maximum heap usage automatically.

Here are the descriptions of the different notions related to heap usage:

- Heap: memory area used to store the objects allocated by the application.
- Heap Size: current size of the heap.
- Maximum Heap Size: maximum size of the heap. The heap size cannot exceed this value. See Option(text): Java heap size (in bytes).
- Heap Usage: the amount of the heap currently being used to store alive objects.
- Garbage Collector (GC): a memory manager in charge of recycling unused objects to increase free memory.

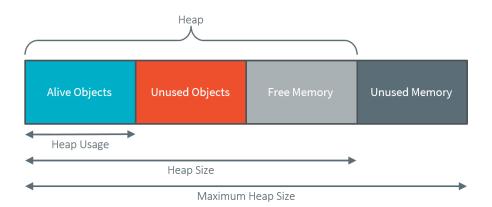


Fig. 53: Heap Structure Summary

The Java class java.lang.Runtime defines the following methods:

- gc(): Runs the garbage collector. System.gc() is an alternative means of invoking this method.
- freeMemory(): Returns the amount of free memory in the heap. This value does not include unused objects eligible for garbage collection. Calling the gc() method may result in increasing the value returned by this method.
- totalMemory(): Returns the current size of the heap. The value returned by this method may vary over time.
- maxMemory(): Returns the maximum size of the heap.

#### **Heap Usage Introspection**

The methods provided by the Runtime class allow introspecting the heap usage by comparing the heap size and the free memory size. A garbage collection must be executed before computing the heap usage to recycle all the unused objects and count only alive objects.

The application can compute the current heap usage by executing the following code:

```
Runtime runtime = Runtime.getRuntime(); // get Runtime instance
runtime.gc(); // Ensure unused objects are recycled
long heapUsage = runtime.totalMemory() - runtime.freeMemory();
```

This example gives the heap usage at a given point but not the maximum heap usage of the application.

**Note:** When heap usage monitoring is disabled, the heap size is fixed, and so totalMemory() and maxMemory() return the same value.

#### **Automatic Heap Usage Monitoring**

The maximum heap usage of an application's execution can be computed automatically by enabling heap usage monitoring.

**Note:** This feature is available in the Architecture versions 7.16.0 or higher for the Applications deployed on hardware devices (not on Simulator).

When this option is activated, an initial size for the heap must be specified, and the Core Engine increases the heap size dynamically. The value returned by totalMemory() is the current heap size. maxMemory() returns the maximum size of the heap. A call to gc() decreases the heap size to the higher value of either the heap usage or the initial heap size.

At any moment, totalMemory() returns the maximum heap usage of the current execution (assuming the maximum heap usage is higher than the initial heap size, and gc() has not been called).

See the section *Option(checkbox): Enable Java heap usage monitoring* to enable this option and configure the initial heap size.

Even if the heap size can vary during time, a memory section of maxMemory() bytes is allocated at link time or during the Core Engine startup. No dynamic allocation is performed when increasing the heap size.

**Warning:** A small initial heap size will impact the performances as the GC will be executed every time the heap size needs to be increased.

Furthermore, the smaller the heap size is, the more frequent the GC will occur. This feature should be used only for heap usage benchmarking.

#### Heap Usage Analysis

To analyze heap usage and see what objects are alive in the application, use the *Heap Dumper & Heap Analyzer* tools.

# 4.12.5 Heap Dumper & Heap Analyzer

#### Introduction

Heap Dumper is a tool that takes a snapshot of the heap. Generated files (with the .heap extension) are available in the application output folder. Note that it works only on simulations. It is a built-in platform tool and has no dependencies.

The Heap Analyzer is a set of tools to help developers understand the contents of the Java heap and find problems such as memory leaks. For its part, the Heap Analyzer plugin is able to open dump files. It helps you analyze their contents thanks to the following features:

- memory leaks detection
- objects instances browse
- heap usage optimization (using immortal or immutable objects)

#### The Heap

The heap is a memory area used to hold Java objects created at runtime. Objects persist in the heap until they are garbage collected. An object becomes eligible for garbage collection when there are no longer any references to it from other objects.

#### **Heap Dump**

A heap dump is an XML file that provides a snapshot of the heap contents at the moment the file is created. It contains a list of all the instances of both class and array types that exist in the heap. For each instance, it records:

- The time at which the instance was created
- The thread that created it
- The method that created it

For instances of class types, it also records:

- The class
- The values in the instance's non-static fields

For instances of array types, it also records:

- The type of the contents of the array
- The contents of the array

For each referenced class type, it records the values in the static fields of the class.

# **Heap Analyzer Tools**

The Heap Analyzer is an Eclipse plugin that adds three tools to the MicroEJ environment.

Tool name	Number of input files	Purpose
Heap Viewer	1	Shows what instances are in the heap, when they were created, and attempts to identify problem areas
Progressive Heap Usage	1 or more	Shows how the number of instances in the heap has changed over time
Compare	2	Compares two heap dumps, showing which objects were created, or garbage collected, or have changed values

#### **Heap Dumper**

When the Heap Dumper option is activated, the garbage collector process ends by performing a dump file that represents a snapshot of the heap at this moment. Thus, to generate such dump files, you must explicitly call the System.gc() method in your code, or wait long enough for garbage collector activation.

The heap dump file contains the list of all instances of both class and array types that exist in the heap. For each instance, it records:

- the time at which the instance was created
- the thread that created it
- the method that created it

For instances of class types, it also records:

- the class
- the values in the instance's non-static fields

For instances of array types, it also records:

- the type of the contents of the array
- the contents of the array

For each referenced class type, it records the values in the static fields of the class.

#### **Category: Heap Dumper**

Heap Dumper	Application
	Executable file: Browse
	Resident application files:
	Add
	Remove
	Memory
	Heap memory file: Browse
	Output
	Heap file name: application.heap

# **Group: Application**

## **Option(browse): Executable file**

Option Name: application.filename Default value: (empty) Description: Specify the full path of a full linked ELF file.

#### **Option(list): Resident application files**

Option Name: additional.application.filenames Default value: (empty) Description: Specify the full path of System Applications .out files linked by the Firmware Linker.

### **Group: Memory**

#### **Option(browse): Heap memory file**

Option Name: heap.filename Default value: (empty)

## Description:

Specify the full path of heap memory dump, in Intel Hex format.

#### **Group: Output**

#### **Option(text): Heap file name**

Option Name: output.name Default value: application.heap

#### **Heap Viewer**

To open the Heap Viewer tool, select a heap dump XML file in the Package Explorer, right-click on it and select Open With > Heap Viewer

Alternatively, right-click on it and select Heap Analyzer > Open heap viewer

This will open a Heap Viewer tool window for the selected heap dump<sup>1</sup>.

The Heap Viewer works in conjunction with two views:

- 1. The Outline view
- 2. The Instance Browser view
- These views are described below.

The Heap Viewer tool has three tabs, each described below.

#### **Outline View**

The Outline view shows a list of all the types in the heap dump, and for each type shows a list of the instances of that type. When an instance is selected it also shows a list of the instances that refer to that instance. The Outline view is opened automatically when an Heap Viewer is opened.

<sup>&</sup>lt;sup>1</sup> Although this is an Eclipse 'editor', it is not possible to edit the contents of the heap dump.

📮 Console 🖳 Problems 🔚 Outline 🛛 🔲 🖾 🖓 🖓 🖓					
33 types - 70 instances (from first to last time st	amp)				
Type name	Instances	Referenced instances	Method	Thread	*
▶ 📟 char[]	1	0			
G com.is2t.cldc.s3.DefaultSystemOut	0	0			=
G com.is2t.test.HeapDumpTest	1	3			
▲ G com.is2t.test.HeapDumpTest\$TestObj	2	0			
∢ #99		0	com.is2t.test.HeapDumpTest.start() : void	🔊 main	
#100		0	com.is2t.test.HeapDumpTest.start() : void	🔎 main	
G com.is2t.test.HeapDumpTest\$TestObj2	1	0			
G ej.bon.Immutables	0	0			
b G ej.bon.ImmutablesFile	1	22			
▷	8	0			
▷ int[][]	2	8			
ist.support.lang.Systools	0	0			-
		-			
Type filter : Contains					
References Type					
♦ #98	t.test.HeapDu	mpTest			

Fig. 54: Outline View

#### **Instance Browser View**

The Instance Browser view opens automatically when a type or instance is selected in the Outline view. It has two modes, selected using the buttons in the top right corner of the view. In 'Fields' mode it shows the field values for the selected type or instance, and where those fields hold references it shows the fields of the referenced instance, and so on. In 'Reference' mode it shows the instances that refer to the selected instance, and the instances that refer to them, and so on.

eld	Туре	Value	
🛭 🚺 this	com.is2t.test.HeapDumpTest\$TestObj	#100	
🚺 a	G int	1	
🚺 b	G int	0	
🚺 c	G int	0	

Fig. 55: Instance Browser View - Fields mode

ield	Туре	Value	
🛛 🚺 this	G com.is2t.test.HeapDumpTest\$TestObj	#100	
🔺 🚺 testObj	com.is2t.test.HeapDumpTest	#98	
<no references<="" td=""><td>&gt; <none></none></td><td><none></none></td><td></td></no>	> <none></none>	<none></none>	

Fig. 56: Instance Browser View - References mode

#### Heap Usage Tab

The Heap usage page of the Heap Viewer displays four bar charts. Each chart divides the total time span of the heap dump (from the time stamp of the earliest instance creation to the time stamp of the latest instance creation) into a number of periods along the x axis, and shows, by means of a vertical bar, the number of instances created during the period.

- The top-left chart shows the total number of instances created in each period, and is the only chart displayed when the Heap Viewer is first opened.
- When a type or instance is selected in the Outline view the top-right chart is displayed. This chart shows the number of instances of the selected type created in each time period.
- When an instance is selected in the Outline view the bottom-left chart is displayed. This chart shows the number of instances created in each time period by the thread that created the selected instance.
- When an instance is selected in the Outline view the bottom-right chart is displayed. This chart shows the number of instances created in each time period by the method that created the selected instance.



Fig. 57: Heap Viewer - Heap Usage Tab

Clicking on the graph area in a chart restricts the Outline view to just the types and instances that were created during the selected time period. Clicking on a chart but outside of the graph area restores the Outline view to showing all types and instances<sup>2</sup>.

The button Generate graphViz file in the top-right corner of the Heap Usage page generates a file compatible with graphviz (www.graphviz.org).

The section *Heap Usage Monitoring* shows how to compute the maximum heap usage.

# **Dominator Tree Tab**

The Dominator tree page of the Heap Viewer allows the user to browse the instance reference tree which contains the greatest number of instances. This can be useful when investigating a memory leak because this tree is likely to contain the instances that should have been garbage collected.

The page contains two tree viewers. The top viewer shows the instances that make up the tree, starting with the root. The left column shows the ids of the instances – initially just the root instance is shown. The Shallow instances

<sup>&</sup>lt;sup>2</sup> The Outline can also be restored by selecting the All types and instances option on the drop-down menu at the top of the Outline view.

column shows the number of instances directly referenced by the instance, and the Referenced instances column shows the total number of instances below this point in the tree (all descendants).

The bottom viewer groups the instances that make up the tree either according to their type, the thread that created them, or the method that created them.

Double-clicking an instance in either viewer opens the Instance Browser view (if not already open) and shows details of the instance in that view.

Oominator tree instances	Туре		
> 🔇 #98	G com.is2t.test.HeapDum	oTest	
ominator tree instances group	ed by type, thread or method		
	ed by type, thread or method	Types	
op consumers com.is2t.test.HeapDum java.lang.Object[]		Înstances	
Fop consumers © com.is2t.test.HeapDum java.lang.Object[] © java.util.Vector	ıpTest\$TestObj	Înstances 500	
op consumers com.is2t.test.HeapDum java.lang.Object[]	ıpTest\$TestObj	Instances 500 1	
op consumers com.is2t.test.HeapDum java.lang.Object[] java.util.Vector	ıpTest\$TestObj	Instances 500 1 1	

Fig. 58: Heap Viewer - Dominator Tree Tab

#### Leak Suspects Tab

The Leak suspects page of the Heap Viewer shows the result of applying heuristics to the relationships between instances in the heap to identify possible memory leaks.

The page is in three parts.

- The top part lists the suspected types (classes). Suspected types are classes which, based on numbers of instances and instance creation frequency, may be implicated in a memory leak.
- The middle part lists accumulation points. An accumulation point is an instance that references a high number of instances of a type that may be implicated in a memory leak.

• The bottom part lists the instances accumulated at an accumulation point.

🚺 heap-0.xml 🖂		
Types suspect	ed	
G com.is2t.test.H	HeapDumpTest\$TestObj	
Accumulation poin	its	
Instance	Туре	
<li>\$</li>	java.lang.Object[]	
Accumulated insta	nces	
Accumulated instal	nces Type	
Instance		
Instance	Туре	
Instance	Type com.is2t.test.HeapDumpTest\$TestObj	
Instance	Type Com.is2t.test.HeapDumpTest\$TestObj Com.is2t.test.HeapDumpTest\$TestObj	
Instance () #123 () #124 () #125 () #126	Type Com.is2t.test.HeapDumpTest\$TestObj Com.is2t.test.HeapDumpTest\$TestObj Com.is2t.test.HeapDumpTest\$TestObj	
Instance () #123 () #124 () #125 () #126 () #130	Type         Image: Com.is2t.test.HeapDumpTest\$TestObj	
Instance () #123 () #124 () #125 () #126 () #130 () #131	Type         Image: Com.is2t.test.HeapDumpTest\$TestObj	
Instance () #123 () #124 () #125 () #126 () #130 () #131 () #132	Type         G com.is2t.test.HeapDumpTest\$TestObj	
	Type         G com.is2t.test.HeapDumpTest\$TestObj	
Instance () #123 () #124 () #125 () #126 () #130 () #131 () #132 () #133	Type         G com.is2t.test.HeapDumpTest\$TestObj         G com.is2t.test.HeapDumpTest\$TestObj	

Fig. 59: Heap Viewer - Leak Suspects Tab

#### **Progressive Heap Usage**

To open the Progressive Heap Usage tool, select one or more heap dump XML files in the Package Explorer, rightclick and select Heap Analyzer > Show progressive heap usage

This tool is much simpler than the Heap Viewer described above. It comprises three parts.

- The top-right part is a line graph showing the total number of instances in the heap over time, based on the creation times of the instances found in the heap dumps.
- The left part is a pane with three tabs, one showing a list of types in the heap dump, another a list of threads that created instances in the heap dump, and the third a list of methods that created instances in the heap dump.
- The bottom-left is a line graph showing the number of instances in the heap over time restricted to those instances that match with the selection in the left pane. If a type is selected, the graph shows only instances of that type; if a thread is selected the graph shows only instances created by that thread; if a method is selected the graph shows only instances created by that method.

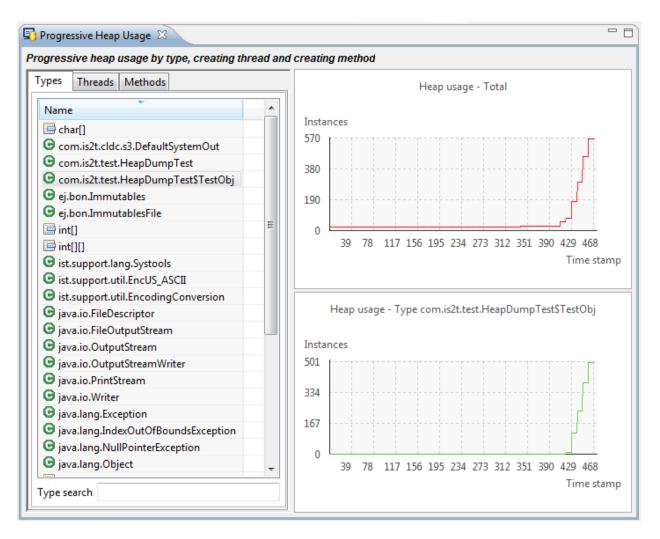


Fig. 60: Progressive Heap Usage

# **Compare Heap Dumps**

The Compare tool compares the contents of two heap dump files. To open the tool select two heap dump XML files in the Package Explorer, right-click and select Heap Analyzer > Compare

The Compare tool shows the types in the old heap on the left-hand side, and the types in the new heap on the right-hand side, and marks the differences between them using different colors.

Types in the old heap dump are colored red if there are one or more instances of this type which are in the old dump but not in the new dump. The missing instances have been garbage collected.

Types in the new heap dump are colored green if there are one or more instances of this type which are in the new dump but not in the old dump. These instances were created after the old heap dump was written.

Clicking to the right of the type name unfolds the list to show the instances of the selected type.

🖥 Heap Comparator 🛛	- D
Show All instances 🔹 🗸 🖾 Array	y type 👿 🕒 Class type
<b>Old heap : heap-0.xml</b> 34 types - 570 instances	New heap : heap-1.xml 35 types - 471 instances
🔚 char[]	🖾 char[]
🕒 com.is2t.cldc.s3.DefaultSystemOut	🕞 com.is2t.cldc.s3.DefaultSystemOut
com.is2t.test.HeapDumpTest	G com.is2t.test.HeapDumpTest
com.is2t.test.HeapDumpTest\$TestObj	G com.is2t.test.HeapDumpTest\$TestObj
com.is2t.test.HeapDumpTest\$TestObj3	Com.is2t.test.HeapDumpTest\$TestObj2
🕒 ej.bon.Immutables	com.is2t.test.HeapDumpTest\$TestObj3
🕒 ej.bon.ImmutablesFile	🕒 ej.bon.Immutables
🚍 int[]	🕒 ej.bon.ImmutablesFile
🚍 int[][]	int[] ≡
G ist.support.lang.Systools	🕮 int[][]
ist.support.util.EncUS_ASCII	G ist.support.lang.Systools
ist.support.util.EncodingConversion	G ist.support.util.EncUS_ASCII
G java.io.FileDescriptor	G ist.support.util.EncodingConversion
java.io.FileOutputStream	G java.io.FileDescriptor
java.io.OutputStream	🕞 java.io.FileOutputStream
java.io.OutputStreamWriter	🕒 java.io.OutputStream
🕒 java.io.PrintStream	G java.io.OutputStreamWriter
🕒 java.io.Writer	🕞 java.io.PrintStream
java.lang.Exception	G java.io.Writer
java.lang.IndexOutOfBoundsException	G java.lang.Exception
java.lang.NullPointerException	java.lang.IndexOutOfBoundsException
🕒 java.lang.Object	G java.lang.NullPointerException
👜 java.lang.Object[]	🕞 java.lang.Object
G java.lang.OutOfMemoryError	🗒 java.lang.Object[]

Fig. 61: Compare Heap Dumps

The combo box at the top of the tool allows the list to be restricted in various ways:

- All instances no restriction.
- Garbage collected and new instances show only the instances that exist in the old heap dump but not in the new dump, or which exist in the new heap dump but not in the old dump.
- Persistent instances show only those instances that exist in both the old and new dumps.
- Persistent instances with value changed show only those instances that exist in both the old and new dumps and have one or more differences in the values of their fields.

#### Instance Fields Comparison View

The Compare tool works in conjunction with the Instance Fields Comparison view, which opens automatically when an instance is selected in the tool.

The view shows the values of the fields of the instance in both the old and new heap dumps, and highlights any differences between the values.

🖥 Heap Com	parator 🛛				
Show Persiste	ent instances with value changed 🔹 🔽 🚍	Array type 🛛	🛛 🕒 Class typ	e	
📋 Old heap :	heap-0.xml 34 types - 570 instances	📋 Nev	v heap : heap	1.xml 35 types - 471 instances	
G com.is	s2t.test.HeapDumpTest	G	com.is2t.test.H	HeapDumpTest	
G com.is	s2t.test.HeapDumpTest\$TestObj3	G	com.is2t.test.H	HeapDumpTest\$TestObj3	
<⊅ #6.	25		🔇 #625		
📄 java.la	ng.Object[]		java.lang.Obje	ct[]	
🕒 java.la	ng.Thread		java.lang.Thre		
G java.ut	til.Vector	G	G java.util.Vector		
Type com.is2t.t	: :est.HeapDumpTest\$TestObj3 : 0 instances gar	bage collected	l, 0 new instand	es, 1 persistent instances.	
📮 Console 🚦	Problems $\left( \stackrel{\text{Per}}{=} \right)$ Outline $\left( \stackrel{\text{Per}}{=} \right)$ Fields and Refer	ence Hierarchy	r <sup>fa®</sup> Instance	Fields Comparison 🕱	- 8
Fields	Туре	Old value	New value		
🔺 🚺 this	G com.is2t.test.HeapDumpTest\$TestObj3	#625	#625		
💕 a	int	0	0		
💕 b	int	0	23		
💕 c	int	0	0		

Fig. 62: Instance Fields Comparison view

# 4.12.6 ELF to Map File Generator

#### Principle

The ELF to Map generator takes an ELF executable file and generates a MicroEJ compliant .map file. Thus, any ELF executable file produced by third party linkers can be analyzed and interpreted using the *Memory Map Analyzer*.

## **Functional Description**



Fig. 63: ELF To Map Process

# Installation

This tool is a built-in platform tool.

#### Use

This chapter explains MicroEJ tool options.

#### Category: ELF to Map

ELF to Map	□ Input
	ELF file: Browse
	Output
	Map file: Browse

## Group: Input

## **Option(browse): ELF file**

Option Name: input.file

Default value: (empty)

### Group: Output

## **Option(browse):** Map file

Option Name: output.file
Default value: (empty)

# 4.12.7 Serial to Socket Transmitter

## Principle

The MicroEJ serialToSocketTransmitter is a piece of software which transfers all bytes from a serial port to a tcp client or tcp server.

### Installation

This tool is a built-in platform tool.

#### Use

This chapter explains MicroEJ tool options.

#### **Category: Serial to Socket**

Serial to Socket	Serial Options	
	Port: COM0 Baudrate: 115200 V	
	Server Options	
	Port: 5555	

#### **Group: Serial Options**

#### **Option(text): Port**

Option Name: serail.to.socket.comm.port
Default value: COM0
Description: Defines the COM port:
Windows - COM1, COM2, ..., COM\*n\*
Linux - /dev/ttyS0, /dev/ttyUSB0, ..., /dev/ttyS\*n\*, /dev/ttyUSB\*n\*

### **Option(combo): Baudrate**

Option Name: serail.to.socket.comm.baudrate Default value: 115200 Available values: 9600 38400 57600 115200

Description: Defines the COM baudrate.

### **Group: Server Options**

## **Option(text): Port**

Option Name: serail.to.socket.server.port

Default value: 5555

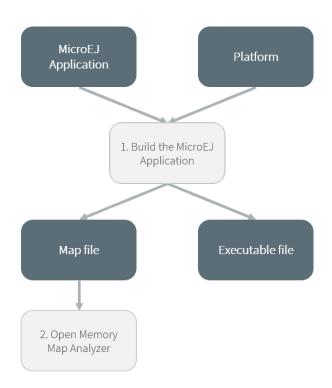
Description: Defines the server IP port.

# 4.12.8 Memory Map Analyzer

#### Principle

When a MicroEJ Application is linked with the MicroEJ Workbench, a Memory MAP file is generated. The Memory Map Analyzer (MMA) is an Eclipse plug-in made for exploring the map file. It displays the memory consumption of different features in the RAM and ROM.

# **Functional Description**





In addition to the executable file, the MicroEJ Platform generates a map file. Double click on this file to open the Memory Map Analyzer.

# Dependencies

No dependency.

## Installation

This tool is a built-in platform tool.

#### Use

The map file is available in the MicroEJ Application project output directory.

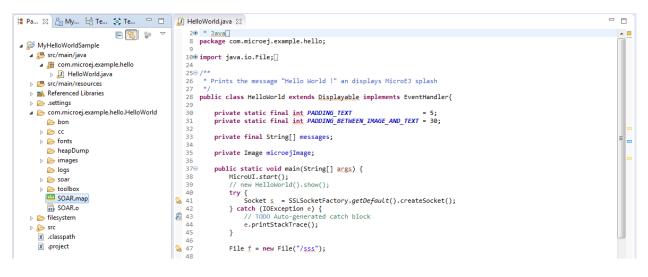


Fig. 65: Retrieve Map File

Select an item (or several) to show the memory used by this item(s) on the right. Select "All" to show the memory used by all items. This special item performs the same action as selecting all items in the list.

E 😪 💱 🗸	Name	Image Size	Runtime Size	Image Sizes
MyHelloWorldSample	> 🛛 All	189.9 KB	51.9 KB	
> 5 src/main/java	ApplicationCode	2.7 KB	0 B	IMAGE: 49.3 KB / 189.9 KB
>      B src/main/resources	ApplicationFonts	24.2 KB	0 B	26.00%
A Referenced Libraries	ApplicationImages	3.2 KB	0 B	
> 🗁 .settings	ApplicationImmutables	264 B	0 B	ApplicationFonts Ap ApplicationStrings
Com.microej.example.hello.HelloWorld	ApplicationResources	20 B	0 B	
i i i i i i i i i i i i i i i i i i i	ApplicationStrings	18.9 KB	0 B	Runtime Sizes
Forts	BSP	600 B	3.7 KB	
be heapDump	ClassesNames	7.1 KB	0 B	
b images	CoreEngine	2.0 KB	7.5 KB	
bogs	CoreEngineAllocator	0 B	36.0 KB	
> 🗁 iogs	Drivers	56 B	0 B	
b toolbox	InstalledFeatures	0 B	64 B	
SOAR.map	b O LibAddonWadapps	228 B	0 B	
SOAR.o	b O LibFoundationBON	856 B	0 B	
> bokito	b O LibFoundationEDC	37.5 KB	486 B	
> > Src	LibFoundationFS	9.1 KB	4 B	
🕅 .classpath	b OLibFoundationKF	19.0 KB	0 B	
X .project	b OLibFoundationMicroUI	26.7 KB	4.1 KB	
(	b libFoundationNET	26.5 KB	44 B	

Fig. 66: Consult Full Memory

Select an item in the list, and expand it to see all symbols used by the item. This view is useful in understanding why a symbol is embedded.

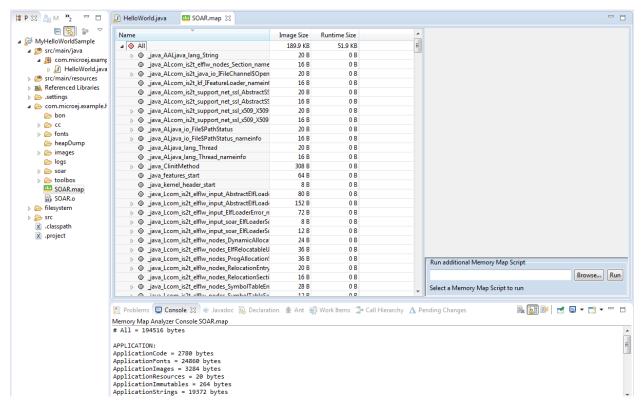


Fig. 67: Detailed View

# 4.12.9 Event Tracing

#### Description

Event Tracing allows to record integer based events for debugging and monitoring purposes without affecting execution performance too heavily. Basically, it gives access to **Tracer** objects that are named and can produce a limited number of different event types.

A record is an event type identified by an eventID and can have a list of values. It can be a single event or a period of time with a start and an end.

Event Tracing can be accessed from two APIs:

• A Java API, provided by the Trace API module. The following dependency must be added to the *module.ivy* of the MicroEJ Application project:

<dependency org="ej.api" name="trace" rev="1.1.0"/>

• A C API, provided by the Platform header file named LLTRACE\_impl.h.

#### **Event Recording**

Events are recorded if and only if:

- the MicroEJ Core Engine trace system is enabled,
- and trace recording is started.

To enable the MicroEJ Core Engine trace system, set the *Application Option* named core.trace.enabled to true (see also *launch configuration*).

Then, multiple ways are available to start and stop the trace recording:

- by setting the *Application Option* named core.trace.autostart to true to automatically start at startup (see also *launch configuration*),
- using the Java API methods ej.trace.Tracer.startTrace() and ej.trace.Tracer.stopTrace(),
- using the CAPI functions LLTRACE\_IMPL\_start(void) and LLTRACE\_IMPL\_stop(void).

#### **Java API Usage**

The detailed Trace API documentation is available here.

First, you need to instantiate a Tracer object by calling its constructor with two parameters. The first parameter, name, is a String that will represent the Tracer object group's name. The second parameter, nbEventTypes, is an integer representing the maximum number of event types available for the group.

Tracer tracer = new Tracer("MyGroup", 10);

Then, you can record an event by calling the recordEvent(int eventId) method. The event ID needs to be in the range 0 to nbEventTypes-1 with nbEventTypes the maximum number of event types set when initializing the Tracer object. Methods named recordEvent(...) always needs the event ID as the first parameter and can have up to ten integer parameters as custom values for the event.

To record the end of an event, call the method recordEventEnd(int eventID) . It will trace the duration of an event previously recorded with one of the recordEvent(int) methods. The recordEventEnd(...) method can also have another integer parameter for a custom value for the event end. One can use it to trace the returned value of a method.

The Trace API also provides a String constant Tracer.TRACE\_ENABLED\_CONSTANT\_PROPERTY representing the *Constant* value of core.trace.enabled option. This constant can be used to *remove at build time* portions of code when the trace system is disabled. To do that, just surround tracer record calls with a if statement that checks the constant's state. When the constant is set to false, the code inside the if statement will not be embedded with the application and thus will not impact the performances.

```
if(Constants.getBoolean(Tracer.TRACE_ENABLED_CONSTANT_PROPERTY)) {
    // This code is not embedded if TRACE_ENABLED_CONSTANT_PROPERTY is set to false.
    tracer.recordEventEnd(0);
}
```

Examples:

• Trace a single event:

```
private static final Tracer tracer = new Tracer("Application", 100);
```

```
public static void main(String[] args) {
  Tracer.startTrace();
  tracer.recordEvent(0);
}
```

Standard Output:

```
VM START
[TRACE] [1] Declare group "Application"
[TRACE] [1] Event 0x0
```

• Trace a method with a start event showing the parameters of the method and an end event showing the result:

```
private static final Tracer tracer = new Tracer("Application", 100);
public static void main(String[] args) {
  Tracer.startTrace();
  int a = 14;
  int b = 54;
  add(a, b);
}
public static int add(int a, int b) {
    tracer.recordEvent(1, a, b);
    int result = a + b;
    tracer.recordEventEnd(1, result);
    return result;
}
```

Standard Output:

```
VM START
[TRACE] [1] Declare group "Application"
[TRACE] [1] Event 0x1 (14 [0xE],54 [0x36])
[TRACE] [1] Event End 0x1 (68 [0x44])
```

#### **Platform Implementation**

By default, when enabled, the Trace API displays a message in the standard output for every recordEvent(...) and recordEventEnd(...) method calls.

It does not print a timestamp when displaying the trace message because it can drastically affect execution performances. It only prints the ID of the recorded event followed by the values given in parameters.

A Platform can connect its own implementation by overriding the functions defined in the LLTRACE\_impl.h file.

MicroEJ provides an implementation that redirects the events to *SystemView* tool, the real-time recording and visualization tool from Segger. It is perfect for a finer understanding of the runtime behavior by showing events sequence and duration.

A implementation example for the NXP OM13098 development board with SystemView support is available here. Please contact *our support team* for more information about how to integrate this Platform module.

#### 4.12.10 Null Analysis

NullPointerException thrown at runtime is one of the most common causes for failure of Java programs. The Null Analysis tool can detect such programming errors (misuse of potential null Java values) at compile-time.

The following example of code shows a typical Null Analysis error detection in MicroEJ SDK.

```
🛃 Main.java 😒
                                                                                                               1 package nullanalysis;
                                                                                                              ~
                                                                                                                2
  З
    public class Main {
  4
  58
         public static void example() {
             // The following 'getProperty' method can return a 'null' value
  6
  7
             // @Nullable String java.lang.System.getProperty(String key)
  8
             String myValue = System.getProperty("APropertyThatMayBeUndefined");
  9
             // The following 'println' method allows Nullable argument
 10
             // void java.io.PrintStream.println(@Nullable String x)
 11
 12
             System.out.println(myValue);
 13
 14
             // ERROR: 'Potential null pointer access: The variable myValue may be null at this location
 15
             myValue.toUpperCase();
         }
 16
     Ł
🛃 Problems 🖾
                                                                                                    7
                                                                                                         8
                                                                                                          1 error, 0 warnings, 0 others
Description
🗸 🔕 Errors (1 item)
     😘 Potential null pointer access: The variable myValue may be null at this location
```



## Principle

The Null Analysis tool is based on Java annotations. Each Java field, method parameter and method return value must be marked to indicate whether it can be null or not.

Once the Java code is annotated, *module projects* must be configured to enable Null Analysis detection in MicroEJ SDK.

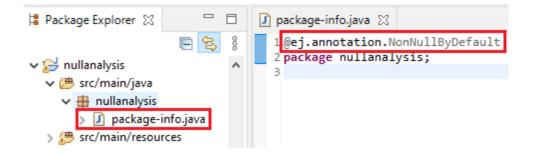
#### **Java Code Annotation**

MicroEJ defines its own annotations:

- @NonNullByDefault: Indicates that all fields, method return values or parameters can never be null in the annotated package or type. This rule can be overridden on each element by using the Nullable annotation.
- @Nullable: Indicates that a field, local variable, method return value or parameter can be null.
- @NonNull: Indicates that a field, local variable, method return value or parameter can never be null.

MicroEJ recommends to annotate the Java code as follows:

• In each Java package, create a package-info.java file and annotate the Java package with @NonNullByDefault. This is a common good practice to deal with non null elements by default to avoid undesired NullPointerException. It enforces the behavior which is already widely outlined in Java coding rules.



• In each Java type, annotate all fields, methods return values and parameters that can be null with @Nullable. Usually, this information is already available as textual information in the field or method Javadoc comment. The following example of code shows where annotations must be placed:

```
@Nullable
public Object thisFieldCanBeNull;
@Nullable
public Object thisMethodCanReturnNull() {
    return null;
}
public void thisMethodParameterCanBeNull(@Nullable Object param) {
}
```

**Note:** MicroEJ SDK 5.3.0 or higher requires annotations declared in EDC-1.3.3 or higher. See EDC 1.3.3 Changelog for more details.

#### **Module Project Configuration**

To enable the Null Analysis tool, a *module project* must be configured as follows:

- In the Package Explorer, right-click on the module project and select Properties ,
- Navigate to Java Compiler > Errors/Warnings ,
- In the Null analysis section, configure options as follows:

🧐 Properties for	-	- O X	
	Errors/Warnings	⇔ → ⇔ * 8	ł
> Resource Builders	Enable project specific settings	Vorkspace Settings.	
Checkstyle Git	Select the severity level for the following optional problems:		
lvy JAutodoc	type filter text (use ~ to filter on preference values, e.g. ~ignore or ~off) ▼ Null analysis	Ē 🖻	
Java Build Path  Java Code Style  Java Compiler  Annotation Processing Building Errors/Warnings Javadoc Task Tags Javadoc Location  Java Editor PMD Project Natures Project References Run/Debug Settings  SonarLint Task Repository WikiText	Null pointer access: Potential null pointer access: Redundant null check: Include 'assert' in null analysis Enable annotation-based null analysis Violation of null specification: Conflict between null annotations and null inference: Unchecked conversion from non-annotated type to @NonNull type: Unsafe conversion of annotated parameterized type to less-annotated type: Problems detected by pessimistic analysis for free type variables: Unsafe '@Nonnull' interpretation of free type variable from library: Redundant null annotation:	Error ~ Error ~ Error ~ Error ~ Error ~ Error ~ Error ~ Error ~ Error ~	
	'@NonNull' parameter not annotated in overriding method: Missing '@NonNullByDefault' annotation on package:	Error ~ Error ~	
	<ul> <li>Use default annotations for null specifications (Configure)</li> <li>Inherit null annotations</li> <li>Enable syntactic null analysis for fields</li> <li>Restore Default</li> </ul>	s Apply	~
?	Apply and Close	Cancel	

- Click on the Configure... link to configure MicroEJ annotations:
  - ej.annotation.Nullable
  - ej.annotation.NonNull
  - ej.annotation.NonNullByDefault

Enter custom annotation name Primary annotations are for act intended only for interpreting a	tive use in source and class files, whereas secondary an	notations are
'Nullable' annotations:		
Elements annotated with the	he '@Nullable' annotation can be null.	
Primary annotation:	j.annotation.Nullable	
Secondary annotations:		Add
'NonNull' annotations:		
Elements annotated with '(	@NonNull' must never be null.	
Primary annotation:	j.annotation.NonNull	
Secondary annotations:		Add
'NonNullByDefault' annotatio	ons:	
or method. When using Ec	annotation sets 'non-null' as default for all elements in lipse's default '@NonNullByDefault' annotation, an opt owing to cancel or fine-tune the 'non-null' default.	
Primary annotation:	j.annotation.NonNullByDefault	
Secondary annotations:		Add
?	Restore Defaults OK	Cancel

• In the Annotations section, check Suppress optional errors with '@SuppressWarnings' option:

	Errors/Warnings		⇔ - ⇔	-	000
Resource Builders	Enable project specific settings	<u>Configure W</u>	orkspace Se	tting	gs.
Checkstyle	Select the severity level for the following optional problems:				
lvy IAutodoc	type filter text (use ~ to filter on preference values, e.g. ~ignore or ~	off) 🕞	Ē		
Jautodoc Java Build Path	✓ Annotations				
Java Code Style	Missing '@Override' annotation:		Ignore	$\sim$	
<ul> <li>Java Compiler</li> <li>Annotation Processin</li> </ul>	✓ Include implementations of interface methods (1.6 or high	ier)			
Building	Missing '@Deprecated' annotation:		Ignore	$\sim$	
Errors/Warnings Javadoc	Annotation is used as super interface:		Warning	$\sim$	
Task Tags	Unhandled token in '@SuppressWarnings':		Warning	$\sim$	
Javadoc Location Java Editor	✓ Enable '@SuppressWarnings' annotations				
PMD	Unused '@SuppressWarnings' token:		Warning	$\sim$	
Project Natures	'Unused' status is not fully known because a relevant option is	s set to 'Ignore':	Info	$\sim$	l
Project References Refactoring History	Suppress optional errors with '@SuppressWarnings'				
Run/Debug Settings		Restore Defaults	<b>A</b>	L .	-
>		Restore Defaults	Арр	iy	_

This option allows to fully ignore Null Analysis errors in advanced cases using @SuppressWarnings("null") annotation.

If you have multiple projects to configure, you can then copy the content of the .settings folder to an other *module project*.

🗸 🔂 nullanalysis	
✓ 进 src/main/java	
> 🌐 nullanalysis	
> 进 src/main/resources	
> 进 src/test/java	
> 进 src/test/resources	
> 🛋 Module Dependencies modu	le.ivy [*]
✓	
org.eclipse.jdt.core.prefs	
📄 org.eclipse.jdt.ui.prefs	
> 🗁 internal	•
> ⊱ src	
> 📂 src-adpgenerated	
📄 .classpath	
📄 .gitignore	
📄 .project	
CHANGELOG.md	
LICENSE.txt	
by module.ivy	
README.md	
•	

Fig. 69: Null Analysis Settings Folder

**Warning:** You may lose information if your target module project already has custom parameterization or if it was created with another MicroEJ SDK version. In case of any doubt, please configure the options manually or merge with a text file comparator.

#### **MicroEJ** Libraries

Many libraries available on *MicroEJ Central Repository* are annotated with Null Analysis. If you are using a library which is not yet annotated, please contact *our support team*.

For the benefit of Null Analysis, some APIs have been slightly constrained compared to the Javadoc description. Here are some examples to illustrate the philosophy:

- System.getProperty(String key, String def) does not accept a null default value, which allows to ensure the returned value is always non null.
- Collections of the Java Collections Framework that can hold null elements (e.g. HashMap) do not accept null elements. This allows APIs to return null (e.g. HashMap.get(Object)) only when an element is not contained in the collection.

Implementations are left unchanged and still comply with the Javadoc description whether the Null Analysis is enabled or not. So if these additional constraints are not acceptable for your project, please disable Null Analysis.

#### **Advanced Use**

For more information about Null Analysis and inter-procedural analysis, please visit Eclipse JDT Null Analysis documentation.

# 4.13 Advanced Tools

# 4.13.1 MicroEJ Linker

## Overview

MicroEJ Linker is a standard linker that is compliant with the Executable and Linkable File format (ELF).

MicroEJ Linker takes one or several relocatable binary files and generates an image representation using a description file. The process of extracting binary code, positioning blocks and resolving symbols is called linking.

Relocatable object files are generated by SOAR and third-party compilers. An archive file is a container of Relocatable object files.

The description file is called a Linker Specific Configuration file (lsc). It describes what shall be embedded, and how those things shall be organized in the program image. The linker outputs :

- An ELF executable file that contains the image and potential debug sections. This file can be directly used by debuggers or programming tools. It may also be converted into a another format (Intel\* hex, Motorola\* s19, rawBinary, etc.) using external tools, such as standard GNU binutils toolchain (objcopy, objdump, etc.).
- A map file, in XML format, which can be viewed as a database of what has been embedded and resolved by the linker. It can be easily processed to get a sort of all sizes, call graphs, statistics, etc.
- The linker is composed with one or more library loaders, according to the platform's configuration.

## **ELF Overview**

An ELF relocatable file is split into several sections:

- allocation sections representing a part of the program
- control sections describing the binary sections (relocation sections, symbol tables, debug sections, etc.)

An allocation section can hold some image binary bytes (assembler instructions and raw data) or can refer to an interval of memory which makes sense only at runtime (statics, main stack, heap, etc.). An allocation section is an atomic block and cannot be split. A section has a name that by convention, represents the kind of data it holds. For example, .text sections hold binary instructions, .bss sections hold read-write static data, .rodata hold read-only data, and .data holds read-write data (initialized static data). The name is used in the .lsc file to organize sections.

A symbol is an entity made of a name and a value. A symbol may be absolute (link-time constant) or relative to a section: Its value is unknown until MicroEJ Linker has assigned a definitive position to the target section. A symbol can be local to the relocatable file or global to the system. All global symbol names should be unique in the system (the name is the key that connects an unresolved symbol reference to a symbol definition). A section may need the value of symbols to be fully resolved: the address of a function called, address of a static variable, etc.

# **Linking Process**

The linking process can be divided into three main steps:

1. Symbols and sections resolution. Starting from root symbols and root sections, the linker embeds all sections targeted by symbols and all symbols referred by sections. This process is transitive while new symbols and/or sections are found. At the end of this step, the linker may stop and output errors (unresolved symbols, duplicate symbols, unknown or bad input libraries, etc.)

- 2. Memory positioning. Sections are laid out in memory ranges according to memory layout constraints described by the lsc file. Relocations are performed (in other words, symbol values are resolved and section contents are modified). At the end of this step, the linker may stop and output errors (it could not resolve constraints, such as not enough memory, etc.)
- 3. An output ELF executable file and map file are generated.

A partial map file may be generated at the end of step 2. It provides useful information to understand why the link phase failed. Symbol resolution is the process of connecting a global symbol name to its definition, found in one of the linker input units. The order the units are passed to the linker may have an impact on symbol resolution. The rules are :

- Relocatable object files are loaded without order. Two global symbols defined with the same name result in an unrecoverable linker error.
- Archive files are loaded on demand. When a global symbol must be resolved, the linker inspects each archive unit in the order it was passed to the linker. When an archive contains a relocatable object file that declares the symbol, the object file is extracted and loaded. Then the first rule is applied. It is recommended that you group object files in archives as much as possible, in order to improve load performances. Moreover, archive files are the only way to tie with relocatable object files that share the same symbols definitions.
- A symbol name is resolved to a weak symbol if and only if no global symbol is found with the same name.

## **Linker Specific Configuration File Specification**

## Description

A Linker Specific Configuration (Lsc) file contains directives to link input library units. An lsc file is written in an XML dialect, and its contents can be divided into two principal categories:

- Symbols and sections definitions.
- Memory layout definitions.

#### Listing 5: Example of Relocation of Runtime Data from FLASH to RAM

```
<?xml version="1.0" encoding="UTF-8"?>
<!--
  An example of linker specific configuration file
-->
<lsc name="MyAppInFlash">
   <include name="subfile.lscf"/>
   <!--
     Define symbols with arithmetical and logical expressions
   <defSymbol name="FlashStart" value="0"/>
   <defSymbol name="FlashSize" value="0x10000"/>
   <defSymbol name="FlashEnd" value="FlashStart+FlashSize-1"/>
   <!--
     Define FLASH memory interval
   -->
   <defSection name="FLASH" start="FlashStart" size="FlashSize"/>
   <1--
     Some memory layout directives
   <memoryLayout ranges ="FLASH">
      <sectionRef name ="*.text"/>
```

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```
<sectionRef name ="*.data"/>
</memoryLayout>
</lsc>
```

#### **File Fragments**

An lsc file can be physically divided into multiple lsc files, which are called lsc fragments. Lsc fragments may be loaded directly from the linker path option, or indirectly using the include tag in an lsc file.

Lsc fragments start with the root tag lscFragment. By convention the lsc fragments file extension is .lscf. From here to the end of the document, the expression "the lsc file" denotes the result of the union of all loaded (directly and indirectly loaded) lsc fragments files.

#### **Symbols and Sections**

A new symbol is defined using defSymbol tag. A symbol has a name and an expression value. All symbols defined in the lsc file are global symbols.

A new section is defined using the defSection tag. A section may be used to define a memory interval, or define a chunk of the final image with the description of the contents of the section.

#### **Memory Layout**

A memory layout contains an ordered set of statements describing what shall be embedded. Memory positioning can be viewed as moving a cursor into intervals, appending referenced sections in the order they appear. A symbol can be defined as a "floating" item: Its value is the value of the cursor when the symbol definition is encountered. In *the example below*, the memory layout sets the FLASH section. First, all sections named .text are embedded. The matching sections are appended in a undefined order. To reference a specific section, the section shall have a unique name (for example a reset vector is commonly called .reset or .vector , etc.). Then, the floating symbol dataStart is set to the absolute address of the virtual cursor right after embedded .text sections. Finally all sections named .data are embedded.

A memory layout can be relocated to a memory interval. The positioning works in parallel with the layout ranges, as if there were two cursors. The address of the section (used to resolve symbols) is the address in the relocated interval. Floating symbols can refer either to the layout cursor (by default), or to the relocated cursor, using the relocation attribute. A relocation layout is typically used to embed data in a program image that will be used at runtime in a read-write memory. Assuming the program image is programmed in a read only memory, one of the first jobs at runtime, before starting the main program, is to copy the data from read-only memory to RAM, because the symbols targeting the data have been resolved with the address of the sections in the relocated space. To perform the copy, the program needs both the start address in FLASH where the data has been put, and the start address in RAM where the data shall be copied.

Listing 6: Example of Relocation of Runtime Data from FLASH to RAM

```
<memoryLayout ranges="FLASH" relocation="RAM" image="true">
    <defSymbol name="DataFlashStart" value="."/>
    <defSymbol name="DataRamStart" value=" ." relocation="true"/>
    <sectionRef name=".data"/>
    <defSymbol name="DataFlashLimit" value="."/>
</memoryLayout>
```

**Note:** the symbol DataRamStart is defined to the start address where .data sections will be inserted in RAM memory.

# **Tags Specification**

Here is the complete syntactical and semantical description of all available tags of the .lsc file.

Tags	Attributes	Description
defSection		Defines a new section. A floating section only holds a declared size attribute. A fixed section declares at least one of the start / end attributes. When this tag is empty, the section is a runtime section, and must define at least one of the start, end or size attributes. When
		this tag is not empty (when it holds a binary description), the section is an image section.
	name	Name of the section. The section name may not be unique. However, it is recommended that you define a unique name if the section must be referred separately for memory positioning.
	start	Optional. Expression defining the absolute start address of the sec- tion. Must be resolved to a constant after the full load of the lsc file.
	end	Optional. Expression defining the absolute end address of the section. Must be resolved to a constant after the full load of the lsc file.
	size	Optional. Expression defining the size in bytes of the section. Invari- ant: (end-start)+1=size. Must be resolved to a constant after the full load of the lsc file.
	align	Optional. Expression defining the alignment in bytes of the section.
	rootSection	Optional. Boolean value. Sets this section as a root section to be em- bedded even if it is not targeted by any embedded symbol. See also rootSection tag.
	symbolPrefix	Optional. Used in collaboration with symbolTags. Prefix of symbols embedded in the auto-generated section. See <i>Auto-generated Sections</i> .
	symbolTags	Optional. Used in collaboration with symbolPrefix. Comma sepa- rated list of tags of symbols embedded in the auto-generated section. See <i>Auto-generated Sections</i> .
defSymbol		Defines a new global symbol. Symbol name must be unique in the linker context
	name	Name of the symbol.
	type	Optional. Type of symbol usage. This may be necessary to set the type of a symbol when using third party ELF tools. There are three types: - none : default. No special type of use function : symbol describes a function data : symbol describes some data.
	value	The value "." defines a floating symbol that holds the current cur- sor position in a memory layout. (This is the only form of this tag that can be used as a memoryLayout directive) Otherwise value is an ex- pression. A symbol expression must be resolved to a constant after memory positioning.
	relocation	Optional. The only allowed value is true. Indicates that the value of the symbol takes the address of the current cursor in the memory layout relocation space. Only allowed on floating symbols.

Table 4: Linker Specific Configuration Tags

Continued on next page

Τασς	Attributes	Description
Tags	rootSymbol	Optional. Boolean value. Sets this symbol as a root symbol that must
	rootsymbol	be resolved. See also rootSymbol tag.
	woold	
	weak	Optional. Boolean value. Sets this symbol as a weak symbol.
group		memoryLayout directive. Defines a named group of sections. Group
		name may be used in expression macros START, END, SIZE. All mem-
		oryLayout directives are allowed within this tag (recursively).
	name	The name of the group.
include		Includes an lsc fragment file, semantically the same as if the fragment contents were defined in place of the include tag.
	name	Name of the file to include. When the name is relative, the file sepa-
		rator is /, and the file is relative to the directory where the current
		lsc file or fragment is loaded. When absolute, the name describes a
		platform-dependent filename.
		Root tag for an .lsc file.
lsc	name	Name of the lsc file. The ELF executable output will be {name}.out,
		and the map file will be {name}.map
lscFragment		Root tag for an lsc file fragment. Lsc fragments are loaded from the
2001 1 480110		linker path option, or included from a master file using the include
		tag.
		Describes the organization of a set of memory intervals. The memory
memoryLayout		layouts are processed in the order in which they are declared in the
		file. The same interval may be organized in several layouts. Each lay-
		out starts at the value of the cursor the previous layout ended. The fol-
		lowing tags are allowed within a memoryLayout directive: defSymbol
		(under certain conditions), group, memoryLayoutRef, padding, and
		sectionRef.
	ranges	Exclusive with default. Comma-separated ordered list of fixed sections
	1 41.900	to which the layout is applied. Sections represent memory segments.
	image	Optional. Boolean value. false if not set. If true, the layout de-
		scribes a part of the binary image: Only image sections can be embed-
		ded. If false, only runtime sections can be embedded.
	relocation	Optional. Name of the section to which this layout is relocated.
	name	Exclusive with ranges. Defines a named memoryLayout directive in-
		stead of specifying a concrete memory location. May be included in a
		parent memoryLayout using memoryLayoutRef.
		memoryLayout directive. Provides an extension-point mechanism to
memoryLayoutRef		include memoryLayout directives defined outside the current one.
	name	All directives of memoryLayout defined with the same name are in-
		cluded in an undefined order.
		memoryLayout directive. Append padding bytes to the current cursor.
padding		Either size or align attributes should be provided.
	size	Optional. Expression must be resolved to a constant after the full load
	0120	of the lsc file. Increment the cursor position with the given size.
	align	Optional. Expression must be resolved to a constant after the full load
	41-0.1	of the lsc file. Move the current cursor position to the next address that
		matches the given alignment. Warning: when used with relocation,
		the relocation cursor is also aligned. Keep in mind this may increase
		the cursor position with a different amount of bytes.
	address	Optional. Expression must be resolved to a constant after the full load
		of the lsc file. Move the current cursor position to the given absolute
		address.
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Table 4 – continued from previous page

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Tags	Attributes	Description
	fill	Optional. Expression must be resolved to a constant after the full load
		of the lsc file. Fill padding with the given value (32 bits).
rootSection		References a section name that must be embedded. This tag is not a
100130011011		definition. It forces the linker to embed all loaded sections matching
		the given name.
	name	Name of the section to be embedded.
rootSymbol		References a symbol that must be resolved. This tag is not a definition.
TOOCSYNDOT		It forces the linker to resolve the value of the symbol.
	name	Name of the symbol to be resolved.
agetionDef		Memory layout statement. Embeds all sections matching the given
sectionRef		name starting at the current cursor address.
	file	Select only sections defined in a linker unit matching the given file
		name. The file name is the simple name without any file separator, e.g.
		bsp.o or mylink.lsc. Link units may be object files within archive
		units.
	name	Name of the sections to embed. When the name ends with *, all sec-
		tions starting with the given name are embedded (name completion),
		except sections that are embedded in another sectionRef using the ex-
		act name (without completion).
	symbol	Optional. Only embeds the section targeted by the given symbol. This
		is the only way at link level to embed a specific section whose name is
		not unique.
	force	Optional. Deprecated. Replaced by the rootSection tag. The only
		allowed value is true. By default, for compaction, the linker embeds
		only what is needed. Setting this attribute will force the linker to em-
		bed all sections that appear in all loaded relocatable files, even sec-
		tions that are not targeted by a symbol.
	sort	Optional. Specifies that the sections must be sorted in memory. The
		value can be: - order : the sections will be in the same order as the
		input files - name : the sections are sorted by their file names - unit
		: the sections declared in an object file are grouped and sorted in the
		order they are declared in the object file
u4		Binary section statement. Describes the four next raw bytes of the
u4		section. Bytes are organized in the endianness of the target ELF ex-
		ecutable.
	value	Expression must be resolved to a constant after the full load of the lsc
		file (32 bits value).
£;11		Binary section statement. Fills the section with the given expression.
fill		Bytes are organized in the endianness of the target ELF executable.
	size	Expression defining the number of bytes to be filled.
	value	Expression must be resolved to a constant after the full load of the lsc
		file (32 bits value).

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#### Expressions

An attribute expression is a value resulting from the computation of an arithmetical and logical expression. Supported operators are the same operators supported in the Java language, and follow Java semantics:

- Unary operators: + , , ~ , !
- Binary operators: + , , \* , / , % , << , >>> , < , > , <= , >= , == , != , &, | , ^ , &
  && , | |

- Ternary operator: cond ? ifTrue : ifFalse
- Built-in macros:
  - START (name) : Get the start address of a section or a group of sections
  - END(name) : Get the end address of a section or a group of sections
  - SIZE(name) : Get the size of a section or a group of sections. Equivalent to END(name)-START(name)
  - TSTAMPH(), TSTAMPL(): Get 32 bits linker time stamp (high/low part of system time in milliseconds)
  - SUM(name, tag) : Get the sum of an auto-generated section (*Auto-generated Sections*) column. The column is specified by its tag name.

An operand is either a sub expression, a constant, or a symbol name. Constants may be written in decimal (127) or hexadecimal form (0x7F). There are no boolean constants. Constant value 0 means false, and other constants' values mean true. Examples of use:

```
value="symbol+3"
value="((symbol1*4)-(symbol2*3)"
```

Note: Ternary expressions can be used to define selective linking because they are the only expressions that may remain partially unresolved without generating an error. Example:

<defSymbol name="myFunction" value="condition ? symb1 : symb2"/>

No error will be thrown if the condition is true and symb1 is defined, or the condition is false and symb2 is defined, even if the other symbol is undefined.

#### **Auto-generated Sections**

The MicroEJ Linker allows you to define sections that are automatically generated with symbol values. This is commonly used to generate tables whose contents depends on the linked symbols. Symbols eligible to be embedded in an auto-generated section are of the form: prefix\_tag\_suffix. An auto-generated section is viewed as a table composed of lines and columns that organize symbols sharing the same prefix. On the same column appear symbols that share the same tag. On the same line appear symbols that share the same suffix. Lines are sorted in the lexical order of the symbol name. The next line defines a section which will embed symbols starting with zeroinit . The first column refers to symbols starting with zeroinit\_start\_; the second column refers to symbols starting with zeroinit\_end\_.

```
<defSection
    name=".zeroinit"
    symbolPrefix="zeroInit"
    symbolTags="start,end"
/>
```

Consider there are four defined symbols named zeroinit\_start\_xxx, zeroinit\_start\_yyy and zeroinit\_end\_yyy. The generated section is of the form:

zeroinit\_end\_xxx ,

```
0x00: zeroinit_start_xxx
0x04: zeroinit_end_xxx
0x08: zeroinit_start_yyy
0x0C: zeroinit_end_yyy
```

If there are missing symbols to fill a line of an auto-generated section, an error is thrown.

#### Execution

MicroEJ Linker can be invoked through an ANT task. The task is installed by inserting the following code in an ANT script

```
<taskdef
name="linker"
classname="com.is2t.linker.GenericLinkerTask"
classpath="[LINKER_CLASSPATH]"
/>
```

[LINKER\_CLASSPATH] is a list of path-separated jar files, including the linker and all architecture-specific library loaders.

The following code shows a linker ANT task invocation and available options.

```
<linker
   doNotLoadAlreadyDefinedSymbol="[true|false]"
   endianness="[little|big|none]"
   generateMapFile="[true|false]"
   ignoreWrongPositioningForEmptySection="[true|false]"
   lsc="[filename]"
   linkPath="[path1:...pathN]"
   mergeSegmentSections="[true|false]"
   noWarning="[true|false]"
   outputArchitecture="[tag]"
   outputName="[name]"
   stripDebug="[true|false]"
    toDir="[outputDir]"
   verboseLevel="[0...9]"
>
       <!-- ELF object & archives files using ANT paths / filesets -->
       <fileset dir="xxx" includes="*.o">
       <fileset file="xxx.a">
       <fileset file="xxx.a">
       <!-- Properties that will be reported into .map file -->
        <property name="myProp" value="myValue"/>
</linker>
```

Option	Description
doNotLoadAlreadyDefinedSymbol	Silently skip the load of a global symbol if it has already
acho choad an an caayber incaey moor	been loaded before. (false by default. Only the first
	loaded symbol is taken into account (in the order input
	files are declared). This option only affects the load se-
	mantic for global symbols, and does not modify the se- mantic for loading weak symbols and local symbols.
	Explicitly declare linker endianness [little, big] or
endianness	[none] for auto-detection. All input files must declare
	the same endianness or an error is thrown.
	Generate the .map file ( true by default).
generateMapFile	Scherate the third file by delatily.
	Silently ignore wrong section positioning for zero size
ignoreWrongPositioningForEmptySection	sections. (false by default).
	Provide a master lsc file. This option is mandatory unless
lsc	the linkPath option is set.
1 inl/Dath	Provide a set of directories into which to load link file
linkPath	fragments. Directories are separated with a platform-
	path separator. This option is mandatory unless the lsc
	option is set.
noWarning	Silently skip the output of warning messages.
	(experimental). Generate a single section per segment.
mergeSegmentSections	This may speed up the load of the output executable file
	into debuggers or flasher tools. (false by default).
autout Anabita atuma	Set the architecture tag for the output ELF file (ELF ma-
outputArchitecture	chine id).
outputName	Specify the output name of the generated files. By de-
	fault, take the name provided in the lsc tag. The output
	ELF executable filename will be name.out. The map file-
	name will be name.map.
stripDebug	Remove all debug information from the output ELF file.
	A stripped output ELF executable holds only the binary
	image (no remaining symbols, debug sections, etc.). Specify the output directory in which to store generated
toDir	files. Output filenames are in the form: od + separator
	+ value of the lsc name attribute + suffix.
	By default, without this option, files are generated in the
	directory from which the linker was launched.
	Print additional messages on the standard output about
verboseLevel	linking process.

# **Error Messages**

This section lists MicroEJ Linker error messages.

Table 6: Linker-S	necific Co	onfiguration	Τασς
Table 0. Linker-3	pecine ce	Jingulation	rags

Message ID	Description
0	The linker has encountered an unexpected internal error. Please contact the support hot- line.
	une.

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	Table 6 – continued from previous page
1	A library cannot be loaded with this linker. Try verbose to check installed loaders.
2	No lsc file provided to the linker.
3	A file could not be loaded. Check the existence of the file and file access rights.
4	Conflicting input libraries. A global symbol definition with the same name has already been
	loaded from a previous object file.
5	Completion (*) could not be used in association with the force attribute. Must be an exact
	name.
6	A required section refers to an unknown global symbol. Maybe input libraries are missing.
7	A library loader has encountered an unexpected internal error. Check input library file in-
	tegrity.
8	Floating symbols can only be declared inside memoryLayout tags.
9	Invalid value format. For example, the attribute relocation in defSymbol must be a
	boolean value.
10	Missing one of the following attributes: address, size, align.
11	Too many attributes that cannot be used in association.
13	Negative padding. Memory layout cursor cannot decrease.
15	Not enough space in the memory layout intervals to append all sections that need to be
	embedded. Check the output map file to get more information about what is required as
	memory space.
16	A block is referenced but has already been embedded. Most likely a block has been espe-
	cially embedded using the force attribute and the symbol attribute.
17	A block that must be embedded has no matching sectionRef statement.
19	An IO error occurred when trying to dump one of the output files. Check the output direc-
	tory option and file access rights.
20	size attribute expected.
21	The computed size does not match the declared size.
22	Sections defined in the lsc file must be unique.
23	One of the memory layout intervals refers to an unknown lsc section.
24	Relocation must be done in one and only one contiguous interval.
25	force and symbol attributes are not allowed together.
26	XML char data not allowed at this position in the lsc file.
27	A section which is a part of the program image must be embedded in an image memory
	layout.
28	A section which is not a part of the program image must be embedded in a non-image
	memory layout.
29	Expression could not be resolved to a link-time constant. Some symbols are unresolved.
30	Sections used in memory layout ranges must be sections defined in the lsc file.
31	Invalid character encountered when scanning the lsc expression.
32	A recursive include cycle was detected.
33	An alignment inconsistency was detected in a relocation memory layout. Most likely one
	of the start addresses of the memory layout is not aligned on the current alignment.
34	An error occurs in a relocation resolution. In general, the relocation has a value that is out
	of range.
35	symbol and sort attributes are not allowed together.
36	Invalid sort attribute value is not one of order, name, or no.
37	Attribute start or end in defSection tag is not allowed when defining a floating section.
38	Autogenerated section can build tables according to symbol names (see Auto-generated
	Sections). A symbol is needed to build this section but has not been loaded.
39	Deprecated feature warning. Remains for backward compatibility. It is recommended that
	you use the new indicated feature, because this feature may be removed in future linker
	releases.
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Table 6 – continued from previous page

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40					
40	Unknown output architecture. Either the architecture ID is invalid, or the library loader has				
	not been loaded by the linker. Check loaded library loaders using verbose option.				
4143	Reserved.				
44	Duplicate group definition. A group name is unique and cannot be defined twice.				
45	Invalid endianness. The endianness mnemonic is not one of the expected mnemonics (				
	little, big, none).				
46	Multiple endiannesses detected within loaded input libraries.				
47	Reserved.				
48	Invalid type mnemonic passed to a defSymbol tag. Must be one of none, function, or				
	data.				
49	Warning. A directory of link path is invalid (skipped).				
50	No linker-specific description file could be loaded from the link path. Check that the link				
	path directories are valid, and that they contain .lsc or .lscf files.				
51	Exclusive options (these options cannot be used simultaneously). For example,				
	-linkFilename and -linkPath are exclusive; either select a master lsc file or a path from				
	which to load .lscf files.				
52	Name given to a memoryLayoutRef or a memoryLayout is invalid. It must not be empty.				
53	A memoryLayoutRef with the same name has already been processed.				
54	A memoryLayout must define ranges or the name attribute.				
55	No memory layout found matching the name of the current memoryLayoutRef.				
56	A named memoryLayout is declared with a relocation directive, but the relocation interval				
	is incompatible with the relocation interval of the memoryLayout that referenced it.				
57	A named memoryLayout has not been referenced. Every declared memoryLayout must				
	be processed. A named memoryLayout must be referenced by a memoryLayoutRef state-				
	ment.				
58	SUM operator expects an auto-generated section.				
59	SUM operator tag is unknown for the targetted auto-generated section.				
60	SUM operator auto-generated section name is unknown.				
61	An option is set for an unknown extension. Most likely the extension has not been set to				
	the linker classpath.				
62	Reserved.				
63	ELF unit flags are inconsistent with flags set using the -forceFlags option.				
64	Reserved.				
65	Reserved.				
66	Found an executable object file as input (expected a relocatable object file).				
67	Reserved.				
68	Reserved.				
69	Reserved.				
70	Not enough memory to achieve the linking process. Try to increase JVM heap that is run-				
	ning the linker (e.g. by adding option -Xmx1024M to the JRE command line).				

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#### **Map File Interpretor**

The map file interpretor is a tool that allows you to read, classify and display memory information dumped by the linker map file. The map file interpretor is a graph-oriented tool. It supports graphs of symbols and allows standard operations on them (union, intersection, subtract, etc.). It can also dump graphs, compute graph total sizes, list graph paths, etc.

The map file interpretor uses the standard Java regular expression syntax.

It is used internally by the graphical *Memory Map Analyzer* tool.

Commands:

• createGraph graphName symbolRegExp ... section=regexp

createGraph all section=.\*

Recursively create a graph of symbols from root symbols and sections described as regular expressions. For example, to extract the complete graph of the application:

createGraphNoRec symbolRegExp ... section=regexp

The above line is similar to the previous statement, but embeds only declared symbols and sections (without recursive connections).

• removeGraph graphName

Removes the graph for memory.

listGraphs

Lists all the created graphs in memory.

listSymbols graphName

Lists all graph symbols.

listPadding

Lists the padding of the application.

listSections graphName

Lists all sections targeted by all symbols of the graph.

• inter graphResult g1 ... gn

Creates a graph which is the intersection of g1/ ... /\gn.

• union graphResult g1 ... gn

Creates a graph which is the union of  $g1 / \dots / gn$ .

• substract graphResult g1 ... gn

Creates a graph which is the substract of  $g1 \dots gn$ .

• reportConnections graphName

Prints the graph connections.

• totalImageSize graphName

Prints the image size of the graph.

• totalDynamicSize graphName

Prints the dynamic size of the graph.

• accessPath symbolName

The above line prints one of the paths from a root symbol to this symbol. This is very useful in helping you understand why a symbol is embedded.

echo arguments

Prints raw text.

• exec commandFile

Execute the given commandFile. The path may be absolute or relative from the current command file.

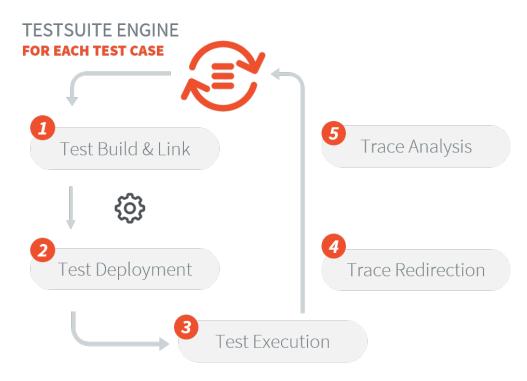
# 4.13.2 MicroEJ Test Suite Engine

#### Introduction

The MicroEJ Test Suite Engine is a generic tool made for validating any development project using automatic testing.

This section details advanced configuration for users who wish to integrate custom test suites in their build flow.

The MicroEJ Test Suite Engine allows the user to test any kind of projects within the configuration of a generic Ant file.



The MicroEJ Test Suite Engine is already pre-configured for running test suites on a MicroEJ Platform (either on Simulator or on Device).

• For Application and Libraries, refer to *Test Suite with JUnit* section.

• For Foundation Libraries Test Suites, refer to *Platform Test Suite* section.

# Using the MicroEJ Test Suite Ant Tasks

Multiple Ant tasks are available in the testsuite-engine.jar provided in the *Build Kit*:

- testsuite allows the user to run a given test suite and to retrieve an XML report document in a JUnit format.
- javaTestsuite is a subtask of the testsuite task, used to run a specialized test suite for Java (will only run Java classes).
- htmlReport is a task which will generate an HTML report from a list of JUnit report files.

#### The testsuite Task

The following attributes are mandatory:

Attribute Name	Description
	The output folder of the test suite. The final report will be generated at [outputDir]/
outputDir	<pre>[label]/[reportName].xml , see the testsuiteReportFileProperty and</pre>
	testsuiteReportDirProperty attributes.
	The harness script must be an Ant script and it is the script which will be called for each test
harnessScript	by the test suite engine. It is called with a basedir located at output location of the current
	test.

Table 7: testsuite task mandatory attributes

The test suite engine provides the following properties to the harness script giving all the informations to start the test:

### Table 8: harnessScript properties

Attribute Name	Description
	The output name of the current test in the report. Default value is the relative path of the
testsuite.	test. It can be manually set by the user. More details on the output name are available in the
test.name	section Specific Custom Properties.
	The current test absolute path in the filesystem.
testsuite.	
test.path	
	The absolute path to the custom properties of the current test (see the property
testsuite.	customPropertiesExtension)
test.	
properties	
	The absolute path to the common properties of all the tests (see the property
testsuite.	commonProperties)
common.	
properties	
	The absolute path to the directory of the final report.
testsuite.	
report.dir	

The following attributes are optional:

Attribute	Description	Default value
Name	· · · · F · ·	
	The time in seconds before any test is considerated as un-	
timeOut	known. Set it to 0 to disable the time-out.	60
	The required level to output messages from the test suite.	
verboseLe	Can be one of those values: error, warning, info,	info
	verbose, debug.	
	The final report name (without extension).	
reportNam		testsuite-report
customPro	The extension of the custom properties for each test. For in-	.properties
Custonii 10	pertiesEiffifisien to .options , a test named xxx/Test1.	. proper cies
	class will be associated with xxx/Test1.options. If a file	
	exists for a test, the property testsuite.test.properties	
	is set with its absolute path and given to the harnessScript	
	. If the test path references a directory, then the custom	
	properties path is the concatenation of the test path and the	
	customPropertiesExtension value.	
commonPro	The properties to apply to every test of the test suite. Those	no common properties
COMMONETO	options might be overhedden by the custom properties of	
	each test. If this option is set and the file exists, the prop-	
	erty testsuite.common.properties is set to the absolute	
	path of the harnessScript file.	
label	The build label.	timestamp of when the test suite
Taper		was invoked.
productNa	The name of the current tested product.	TestSuite
productiva		Testsuite
j∨m	The location of your Java VM to start the test suite (the	java.home location if the property
J *	<pre>harnessScript is called as is: [jvm] [] -buildfile </pre>	is set, java otherwise.
	[harnessScript]).	
jvmargs	The arguments to pass to the Java VM started for each test.	None.
5	The name of the Ant property in which the path of the	
testsuite	RefinaltFeport as stored. Path is [outputDir]/[label]/	<pre>testsuite.report.file</pre>
	[reportName].xml	
	The name of the Ant property in which is store the path of the	
testsuite	Redifectory of the final report. Path is [outputDir]/[label].	testsuite.report.dir
	The name of the Ant property in which you want to have the	None
testsuite	Result of the test suite (true or false), depending if every	·
	tests successfully passed the test suite or not. Ignored tests	
	do not affect this result.	

Table 9: testsuite	task optional attributes
--------------------	--------------------------

Finally, you have to give as nested element the path containing the tests.

Element Name	Description
testPath	Containing all the file of the tests which will be launched by the test suite.
	Any test in the intersection between testIgnoredPath and testPath will be executed by the test suite, but will not appear in the JUnit final report. It will still generate a JUnit re- port for each test, which will allow the HTML report to let them appears as "ignored" if it is generated. Mostly used for known bugs which are not considered as failure but still relevant enough to appears on the HTML report.

# Table 10: testsuite task nested elements

Listing 7: Example of test suite task invocation

```
<!-- Launch the testusite engine -->
<testsuite:testsuite
    timeOut="${microej.kf.testsuite.timeout}"
    outputDir="${target.test.xml}/testkf"
    harnessScript="${com.is2t.easyant.plugins#microej-kf-testsuite.microej-kf-testsuite-harness-jpf-emb.
→xml.file}"
   commonProperties="${microej.kf.launch.propertyfile}"
    testsuiteResultProperty="testkf.result"
    testsuiteReportDirProperty="testkf.testsuite.report.dir"
    productName="${module.name} testkf"
    jvmArgs="${microej.kf.testsuite.jvmArgs}"
    lockPort="${microej.kf.testsuite.lockPort}"
    verboseLevel="${testkf.verbose.level}"
>
    <testPath refid="target.testkf.path"/>
</testsuite:testsuite>
```

#### The javaTestsuite Task

This task extends the testsuite task, specializing the test suite to only start real Java class. This task retrieves the classname of the tests from the classfile and provides new properties to the harness script:

Table 11:	javal	<b>Festsuite</b>	task properties	
-----------	-------	------------------	-----------------	--

Property Name	Description
	The classname of the current test. The value of the property testsuite.test.name is also
testsuite.	set to the classname of the current test.
test.class	
	The classpath of the current test.
testsuite.	
test.	
classpath	

#### Listing 8: Example of javaTestsuite task invocation

```
<!-- Launch test suite -->
<testsuite:javaTestsuite
    verboseLevel="${microej.testsuite.verboseLevel}"
    timeOut="${microej.testsuite.timeout}"
    outputDir="${target.test.xml}/@{prefix}"
   harnessScript="${harness.file}"
    commonProperties="${microej.launch.propertyfile}"
    testsuiteResultProperty="@{prefix}.result"
    testsuiteReportDirProperty="@{prefix}.testsuite.report.dir"
   productName="${module.name} @{prefix}"
    jvmArgs="${microej.testsuite.jvmArgs}"
    lockPort="${microej.testsuite.lockPort}"
    retryCount="${microej.testsuite.retry.count}"
    retryIf="${microej.testsuite.retry.if}"
    retryUnless="${microej.testsuite.retry.unless}"
    <testPath refid="target.@{prefix}.path"/>
```

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```
<testIgnoredPath refid="tests.@{prefix}.ignored.path" /> </testsuite:javaTestsuite>
```

#### The htmlReport Task

This task allow the user to transform a given path containing a sample of JUnit reports to an HTML detailed report. Here is the attributes to fill:

- A nested fileset element containing all the JUnit reports of each test. Take care to exclude the final JUnit report generated by the test suite.
- A nested element report :
  - format : The format of the generated HTML report. Must be noframes or frames . When noframes format is choosen, a standalone HTML file is generated.
  - todir : The output folder of your HTML report.
  - The report tag accepts the nested tag param with name and expression attributes. These tags can pass XSL parameters to the stylesheet. The built-in stylesheets support the following parameters:
    - \* **PRODUCT** : the product name that is displayed in the title of the HTML report.
    - \* TITLE : the comment that is displayed in the title of the HTML report.

**Note:** It is advised to set the format to **noframes** if your test suite is not a Java test suite. If the format is set to **frames**, with a non-Java MicroEJ Test Suite, the name of the links will not be relevant because of the non-existency of packages.

#### Listing 9: Example of htmlReport task invocation

#### **Using the Trace Analyzer**

This section will shortly explains how to use the Trace Analyzer. The MicroEJ Test Suite comes with an archive containing the Trace Analyzer which can be used to analyze the output trace of an application. It can be used from different forms;

- The FileTraceAnalyzer will analyze a file and research for the given tags, failing if the success tag is not found.
- The SerialTraceAnalyzer will analyze the data from a serial connection.

### The TraceAnalyzer Tasks Options

Here is the common options to all TraceAnalyzer tasks:

- successTag: the regular expression which is synonym of success when found (by default .\* PASSED.\*).
- failureTag: the regular expression which is synonym of failure when found (by default .\* FAILED.\*).
- verboseLevel : int value between 0 and 9 to define the verbose level.
- waitingTimeAfterSuccess : waiting time (in s) after success before closing the stream (by default 5).
- noActivityTimeout : timeout (in s) with no activity on the stream before closing the stream. Set it to 0 to disable timeout (default value is 0).
- stopEOFReached : boolean value. Set to true to stop analyzing when input stream EOF is reached. If false , continue until timeout is reached (by default false).
- onlyPrintableCharacters : boolean value. Set to true to only dump ASCII printable characters (by default false ).

### The FileTraceAnalyzer Task Options

Here is the specific options of the FileTraceAnalyzer task:

• traceFile : path to the file to analyze.

### The SerialTraceAnalyzer Task Options

Here is the specific options of the SerialTraceAnalyzer task:

- port : the comm port to open.
- baudrate : serial baudrate (by default 9600).
- databits : databits (5|6|7|8) (by default 8).
- **stopBits** : stopbits (0|1|3 for (1\_5)) (by default 1).
- parity: none | odd | event (by default none).

### Appendix

The goal of this section is to explain some tips and tricks that might be useful in your usage of the test suite engine.

### **Specific Custom Properties**

Some custom properties are specifics and retrieved from the test suite engine in the custom properties file of a test.

- The testsuite.test.name property is the output name of the current test. Here are the steps to compute the output name of a test:
  - If the custom properties are enabled and a property named testsuite.test.name is find on the corresponding file, then the output name of the current test will be set to it.
  - Otherwise, if the running MicroEJ Test Suite is a Java test suite, the output name is set to the class name of the test.

- Otherwise, from the path containing all the tests, a common prefix will be retrieved. The output name will be set to the relative path of the current test from this common prefix. If the common prefix equals the name of the test, then the output name will be set to the name of the test.
- Finally, if multiples tests have the same output name, then the current name will be followed by \_XXX , an underscore and an integer.
- The testsuite.test.timeout property allow the user to redefine the time out for each test. If it is negative or not an integer, then global timeout defined for the MicroEJ Test Suite is used.

# 4.14 Graphical User Interface

This section presents libraries relative to the user interface.

The following schema shows the overall architecture and modules:

Widget Examples Applications APP			
ADD-ON LIBRAR		NT Wid	get
FOUNDATION LIBRARIES	EDC BON	MicroUI	Drawing
		v	IRTUALIZATION
<b>MEJ</b> 32		Graphical Engi	
BSP	Drivers	Drivers	Drivers
RTOS/OS			
			PLATFORM
PROCESSOR CORE	LCD	Touch	Buttons
			HARDWARE

Fig. 70: Graphical User Interface Overview

**Note:** This chapter describes the current Graphical User Interface version 3, provided by UI Pack version 13.0.0 or higher. If you are using the former Graphical User Interface version 2 (provided by MicroEJ UI Pack version up to 12.4.x), please refer to this MicroEJ Documentation Archive.

# 4.14.1 MicroUI

## Introduction

MicroUI Foundation Library provides access to a pixel-based display and inputs.

The aim of this library is to enable the creation of user interface in Java by reifying hardware capabilities.

To use the MicroUI Foundation Library, add MicroUI API module to a *module description file*:

<dependency org="ej.api" name="microui" rev="3.1.0"/>

Drawing Foundation Library extends MicroUI drawing APIs<sup>1</sup> with more complex ones such as:

- thick line, arc, circle and ellipse
- polygon
- image deformation and rotation

To use the Drawing Foundation Library, add Drawing API module to a module description file:

<dependency org="ej.api" name="drawing" rev="1.0.3"/>

#### Images

#### **Overview**

Images are graphical resources that can be accessed with a call to ej.microui.display.Image.getImage() or ej.microui.display.ResourceImage.loadImage(). To be displayed, these images have to be converted from their source format to the display raw format. The conversion can either be done at:

- build-time (using the image generator tool),
- run-time (using the relevant decoder library).

Images that must be processed by the image generator tool are declared in *MicroEJ Classpath* \*.images.list files. The file format is a standard Java properties file, each line representing a / separated resource path relative to the MicroEJ classpath root referring to a standard image file (e.g. .png , .jpg ). The resource may be followed by an optional parameter (separated by a : ) which defines and/or describes the image output file format (raw format). When no option is specified, the image is embedded as-is and will be decoded at run-time (although listing files without format specifier has no impact on the image generator processing, it is advised to specify them in the \*. images.list files anyway, as it makes the run-time processing behavior explicit). Example:

```
# The following image is embedded
# as a PNG resource (decoded at run-time)
com/mycompany/MyImage1.png
```

```
# The following image is embedded
```

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```
<sup>1</sup> These APIs were formerly included in MicroUI 2.x
```

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```
# as a 16 bits format without transparency (decoded at build-time)
com/mycompany/MyImage2.png:RGB565
```

```
# The following image is embedded
# as a 16 bits format with transparency (decoded at build-time)
com/mycompany/MyImage3.png:ARGB1555
```

### **Configuration File**

Here is the format of the \*.images.list files.

ConfigFile	::= Line [ 'EOL' Line ]*
Line	::= ImagePath [ ':' ImageOption ]
ImagePath	::= Identifier [ '/' Identifier ]
ImageOption	::= [^:]*
Identifier	::= Letter [ LetterOrDigit ]*
Letter	::= 'a-zA-Z_\$'
LetterOrDigit	::= 'a-zA-Z_\$0-9'

#### **Images Heap**

The images heap is used to allocate the pixel data of:

- mutable images (i.e. BufferedImage instances)
- images which are not byte-addressable, such as images opened with an input stream
- · images which are byte-addressable but converted to a different output format

In other words, every image which can not be retrieved using Image.getImage() is saved on the images heap.

The size of the images heap can be configured with the ej.microui.memory.imagesheap.size property.

#### **Output Formats**

#### **Without Compression**

When no output format is set in the images list file, the image is embedded without any conversion / compression. This allows you to embed the resource as well, in order to keep the source image characteristics (compression, bpp, etc.). This option produces the same result as specifiying an image as a resource in the MicroEJ launcher.

Advantages:

- Preserves the image characteristics;
- Preserves the original image compression.

**Disadvantages:** 

- Requires an image runtime decoder;
- Requires some RAM in which to store the decoded image;
- Requires execution time to decode the image.

image1

#### **Standard Output Formats**

Depending on the target hardware, several generic output formats are available. Some formats may be directly managed by the BSP display driver. Refer to the platform specification to retrieve the list of natively supported formats.

Advantages:

- The pixels layout and bits format are standard, so it is easy to manipulate these images on the C-side;
- Drawing an image is very fast when the display driver recognizes the format (with or without transparency);
- Supports or not the alpha encoding: select the most suitable format for the image to encode.

Disadvantages:

- No compression: the image size in bytes is proportional to the number of pixels, the transparency, and the bits-per-pixel;
- Slower than display format when the display driver does not recognize the format: a pixel conversion is required at runtime.

Select one the following format to use a generic format among this list: ARGB8888, RGB888, ARGB4444, ARGB1555, RGB565, A8, A4, A2, A1, C4, C2, C1, AC44, AC22 and AC11. The following snippets describe the color conversion for each format:

• ARGB8888: 32 bits format, 8 bits for transparency, 8 per color.

```
int convertARGB8888toRAWFormat(int c){
    return c;
}
```

• RGB888: 24 bits format, 8 per color. Image is always fully opaque.

```
int convertARGB8888toRAWFormat(int c){
    return c & 0xffffff;
}
```

• ARGB4444: 16 bits format, 4 bits for transparency, 4 per color.

```
• ARGB1555: 16 bits format, 1 bit for transparency, 5 per color.
```

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```
| ((c & 0x0000f8) >> 3)
;
```

}

• RGB565: 16 bits format, 5 or 6 per color. Image is always fully opaque.

• A8: 8 bits format, only transparency is encoded. The color to apply when drawing the image, is the current GraphicsContext color.

```
int convertARGB8888toRAWFormat(int c){
    return 0xff - (toGrayscale(c) & 0xff);
}
```

• A4: 4 bits format, only transparency is encoded. The color to apply when drawing the image, is the current GraphicsContext color.

```
int convertARGB8888toRAWFormat(int c){
    return (0xff - (toGrayscale(c) & 0xff)) / 0x11;
}
```

• A2: 2 bits format, only transparency is encoded. The color to apply when drawing the image, is the current GraphicsContext color.

```
int convertARGB8888toRAWFormat(int c){
    return (0xff - (toGrayscale(c) & 0xff)) / 0x55;
}
```

• A1: 1 bit format, only transparency is encoded. The color to apply when drawing the image, is the current GraphicsContext color.

```
int convertARGB8888toRAWFormat(int c){
    return (0xff - (toGrayscale(c) & 0xff)) / 0xff;
}
```

• C4: 4 bits format with grayscale conversion. Image is always fully opaque.

```
int convertARGB8888toRAWFormat(int c){
    return (toGrayscale(c) & 0xff) / 0x11;
}
```

• C2: 2 bits format with grayscale conversion. Image is always fully opaque.

```
int convertARGB8888toRAWFormat(int c){
    return (toGrayscale(c) & 0xff) / 0x55;
}
```

• C1: 1 bit format with grayscale conversion. Image is always fully opaque.

```
int convertARGB8888toRAWFormat(int c){
    return (toGrayscale(c) & 0xff) / 0xff;
}
```

• AC44: 4 bits for transparency, 4 bits with grayscale conversion.

• AC22: 2 bits for transparency, 2 bits with grayscale conversion.

• AC11: 1 bit for transparency, 1 bit with grayscale conversion.

Examples:

image1:ARGB8888
image2:RGB565
image3:A4

#### **Display Output Format**

This format encodes the image into the exact display memory representation. If the image to encode contains some transparent pixels, the output file will embed the transparency according to the display's implementation capacity. When all pixels are fully opaque, no extra information will be stored in the output file in order to free up some memory space.

**Note:** When the display memory representation is standard, the display output format is automatically replaced by a standard format.

Advantages:

- Drawing an image is very fast because no pixel conversion is required at runtime;
- Supports alpha encoding when display pixel format allow it.

**Disadvantages:** 

• No compression: the image size in bytes is proportional to the number of pixels.

image1:display

#### **RLE1 Output Format**

The image engine can display embedded images that are encoded into a compressed format which encodes several consecutive pixels into one or more 16-bit words. This encoding manages a maximum alpha level of 2 (alpha level is always assumed to be 2, even if the image is not transparent).

- Several consecutive pixels have the same color (2 words):
  - First 16-bit word specifies how many consecutive pixels have the same color (pixels colors converted in RGB565 format, without opacity data).
  - Second 16-bit word is the pixels' color in RGB565 format.
- Several consecutive pixels have their own color (1 + n words):
  - First 16-bit word specifies how many consecutive pixels have their own color;
  - Next 16-bit word is the next pixel color.
- Several consecutive pixels are transparent (1 word):
  - 16-bit word specifies how many consecutive pixels are transparent.

Advantages:

- Supports fully opaque and fully transparent encoding.
- Good compression when several consecutive pixels respect one of the three previous rules.

Disadvantages:

- Drawing an image is slightly slower than when using Display format.
- Not designed for images with many different pixel colors: in such case, the output file size may be larger than the original image file.

image1:RLE1

#### **Image Generator Error Messages**

These errors can occur while preprocessing images.

ID	Туре	Description
0	Error	The image generator has encountered an unexpected internal error.
1	Error	The images list file has not been specified.
2	Error	The image generator cannot create the final, raw file.
3	Error	The image generator cannot read the images list file. Make sure the system allows reading of
		this file.
4	Warning	The image generator has found no image to generate.
5	Error	The image generator cannot load the images list file.
6	Warning	The specified image path is invalid: The image will be not converted.
7	Warning	There are too many or too few options for the desired format.
8	Error	The display format is not generic; a MicroUIRawImageGeneratorExtension implementation is
		required to generate the MicroUI raw image.
9	Error	The image cannot be read.
10	Error	The image generator has encountered an unexpected internal error (invalid endianness).
11	Error	The image generator has encountered an unexpected internal error (invalid bpp).
12	Error	The image generator has encountered an unexpected internal error (invalid display format).
13	Error	The image generator has encountered an unexpected internal error (invalid pixel layout).
14	Error	The image generator has encountered an unexpected internal error (invalid output folder).
15	Error	The image generator has encountered an unexpected internal error (invalid memory
		alignment).
16	Error	The input image format and / or the ouput format are not managed by the image generator.
17	Error	The image has been already loaded with another output format.

Table 12: Static Image Generator	Error Messages
----------------------------------	----------------

# Fonts

#### Overview

Fonts are graphical resources that can be accessed with a call to ej.microui.display.Font.getFont(). To be displayed, these fonts have to be converted at build-time from their source format to the display raw format by the font generator tool. Fonts that must be processed by the font generator tool are declared in MicroEJ Classpath \*.fonts.list files. The file format is a standard Java properties file, each line representing a / separated resource path relative to the MicroEJ classpath root referring to a MicroEJ font file (usually with a .ejf file extension). The resource may be followed by optional parameters which define :

- some ranges of characters to embed in the final raw file;
- the required pixel depth for transparency.

By default, all characters available in the input font file are embedded, and the pixel depth is 1 (i.e 1 bit-per-pixel). Example:

```
# The following font is embedded with all characters
# without transparency
com/mycompany/MyFont1.ejf
# The following font is embedded with only the latin
# unicode range without transparency
com/mycompany/MyFont2.ejf:latin
# The following font is embedded with all characters
# with 2 levels of transparency
com/mycompany/MyFont2.ejf::2
```

MicroEJ font files conventionally end with the .ejf suffix and are created using the Font Designer (see *Font Designer*).

#### **Configuration File**

Here is the format of the **\***.fonts.list files.

ConfigFile	::= Line [ 'EOL' Line ]*
Line	::= FontPath [ ':' [ Ranges ] [ ':' BitsPerPixel ] ]
FontPath	::= Identifier [ '/' Identifier ]*
Ranges	::= Range [ ';' Range ]*
Range	::= CustomRangeList   KnownRange
CustomRangeList	::= CustomRange [ ',' CustomRange ]*
CustomRange	::= Number   Number '-' Number
KnownRange	::= Name [ SubRangeList ]?
SubRangeList	::= '(' SubRange [ ',' SubRange ]* ')'
SubRange	::= Number   Number - Number
Identifier	::= 'a-zA-Z_\$' [ 'a-zA-Z_\$0-9' ]*
Number	::= Number16   Number10
Number16	::= '0x' [ Digit16 ]+
Number10	::= [ Digit10 ]+
Digit16	::= 'a-fA-F0-9'
Digit10	::= '0-9'
BitsPerPixel	::= '1'   '2'   '4'   '8'

#### **Font Range**

The first parameter is for specifying the font ranges to embed. Selecting only a specific set of characters to embed reduces the memory footprint. If unspecified, all characters of the font are embedded.

Several ranges can be specified, separated by ; . There are two ways to specify a character range: the custom range and the known range.

#### **Custom Range**

Allows the selection of raw Unicode character ranges.

Examples:

- myfont: 0x21-0x49: Defines one range: embed all characters from 0x21 to 0x49 (included);
- myfont: 0x21-0x49, 0x55-0x75 : Defines a set of two ranges: embed all characters from 0x21 to 0x49 and from 0x55 to 0x75.
- myfont: 0x21-0x49, 0x55 : Defines a set of one range and one character: embed all characters from 0x21 to 0x49 and character 0x55.

#### **Known Range**

A known range is a range available in the following table.

Examples:

• myfont:basic\_latin: Embed all Basic Latin characters;

• myfont:basic\_latin; arabic : Embed all *Basic Latin* characters, and all *Arabic* characters.

*The following table* describes the available list of ranges and sub-ranges (processed from the "Unicode Character Database" version 9.0.0 available on the official unicode website https://home.unicode.org/).

News		Chaut	E e al
Name	Tag	Start	End
Basic Latin	basic_latin	0x0	0x7f
Latin-1 Supplement	latin-1_supplement	0x80	0xff
Latin Extended-A	latin_extended-a	0x100	0x17f
Latin Extended-B	latin_extended-b	0x180	0x24f
IPA Extensions	ipa_extensions	0x250	0x2af
Spacing Modifier Letters	spacing_modifier_letters	0x2b0	0x2ff
Combining Diacritical Marks	combining_diacritical_marks	0x300	0x36f
Greek and Coptic	greek_and_coptic	0x370	0x3ff
Cyrillic	cyrillic	0x400	0x4ff
Cyrillic Supplement	cyrillic_supplement	0x500	0x52f
Armenian	armenian	0x530	0x58f
Hebrew	hebrew	0x590	0x5ff
Arabic	arabic	0x600	0x6ff
Syriac	syriac	0x700	0x74f
Arabic Supplement	arabic_supplement	0x750	0x77f
Thaana	thaana	0x780	0x7bf
NKo	nko	0x7c0	0x7ff
Samaritan	samaritan	0x800	0x83f
Mandaic	mandaic	0x840	0x85f
Arabic Extended-A	arabic_extended-a	0x8a0	0x8ff
Devanagari	devanagari	0x900	0x97f
Bengali	bengali	0x980	0x9ff
Gurmukhi	gurmukhi	0xa00	0xa7f
Gujarati	gujarati	0xa80	0xaff
Oriya	oriya	0xb00	0xb7f
Tamil	tamil	0xb80	0xbff
Telugu	telugu	0xc00	0xc7f
Kannada	kannada	0xc80	0xcff
Malayalam	malayalam	0xd00	0xd7f
Sinhala	sinhala	0xd80	0xdff
Thai	thai	0xe00	0xe7f
Lao	lao	0xe80	0xeff
Tibetan	tibetan	0xf00	0xfff
Myanmar	myanmar	0x1000	0x109f
Georgian	georgian	0x10a0	
Hangul Jamo	hangul_jamo	0x1100	0x11ff
Ethiopic	ethiopic	0x1200	0x137f
Ethiopic Supplement	ethiopic_supplement	0x1380	0x139f
Cherokee	cherokee	0x13a0	0x13ff
Unified Canadian Aboriginal Syllabics	unified_canadian_aboriginal_syllabics	0x1400	0x167f
Ogham	ogham	0x1680	0x169f
Runic	runic	0x16a0	0x16ff
Tagalog	tagalog	0x1700	0x171f
Hanunoo	hanunoo	0x1720	0x173f
		Continued on n	

Table 13: Ranges

	e 13 – continued from previous page	Ctort	End
Name Buhid	Tag buhid	Start 0x1740	End 0x175f
		0x1740 0x1760	0x1751 0x177f
Tagbanwa Khmer	tagbanwa khmer	0x1780 0x1780	0x177f
Mongolian	mongolian	0x1780 0x1800	0x1711 0x18af
Unified Canadian Aboriginal Syllabics		0x1800 0x18b0	0x1881 0x18ff
Extended	unified_canadian_aboriginal_syllabics_extended	001800	UXIOII
Limbu	limbu	0x1900	0x194f
Tai Le	tai_le	0x1900 0x1950	0x1941 0x197f
New Tai Lue	new_tai_lue	0x1930 0x1980	0x1971 0x19df
Khmer Symbols	khmer_symbols	0x1980 0x19e0	0x19th 0x19ff
Buginese	buginese	0x19e0 0x1a00	0x1311 0x1a1f
Tai Tham	tai_tham		0x1an 0x1aaf
	combining_diacritical_marks_extended	0x1a20 0x1ab0	0x1aar 0x1aff
Combining Diacritical Marks Extended Balinese	balinese	0x1ab0 0x1b00	0x1an 0x1b7f
Sundanese Batak	sundanese batak	0x1b80	0x1bbf
		0x1bc0	0x1bff
Lepcha Ol Chiki	lepcha ol_chiki	0x1c00	0x1c4f
		0x1c50	0x1c7f
Cyrillic Extended-C	cyrillic_extended-c	0x1c80	0x1c8f
Sundanese Supplement	sundanese_supplement	0x1cc0	0x1ccf
Vedic Extensions	vedic_extensions	0x1cd0	0x1cff
Phonetic Extensions	phonetic_extensions	0x1d00	0x1d7f
Phonetic Extensions Supplement	phonetic_extensions_supplement	0x1d80	0x1dbf
Combining Diacritical Marks Supple-	combining_diacritical_marks_supplement	0x1dc0	0x1dff
ment		0.1.00	0.1.0
Latin Extended Additional	latin_extended_additional	0x1e00	0x1eff
Greek Extended	greek_extended	0x1f00	0x1fff
General Punctuation	general_punctuation	0x2000	0x206f
Superscripts and Subscripts	superscripts_and_subscripts	0x2070	0x209f
Currency Symbols	currency_symbols	0x20a0	0x20cf
Combining Diacritical Marks for Sym-	combining_diacritical_marks_for_symbols	0x20d0	0x20ff
bols		0.0100	0.0145
Letterlike Symbols	letterlike_symbols	0x2100	0x214f
Number Forms	number_forms	0x2150	0x218f
Arrows	arrows	0x2190	0x21ff
Mathematical Operators	mathematical_operators	0x2200	0x22ff
Miscellaneous Technical	miscellaneous_technical	0x2300	0x23ff
Control Pictures	control_pictures	0x2400	0x243f
Optical Character Recognition	optical_character_recognition	0x2440	0x245f
Enclosed Alphanumerics	enclosed_alphanumerics	0x2460	0x24ff
Box Drawing	box_drawing	0x2500	0x257f
Block Elements	block_elements	0x2580	0x259f
Geometric Shapes	geometric_shapes	0x25a0	0x25ff
Miscellaneous Symbols	miscellaneous_symbols	0x2600	0x26ff
Dingbats	dingbats	0x2700	0x27bf
Miscellaneous Mathematical	miscellaneous_mathematical_symbols-a	0x27c0	0x27ef
Symbols-A			
Supplemental Arrows-A	supplemental_arrows-a	0x27f0	0x27ff
Braille Patterns	braille_patterns	0x2800	0x28ff

Table	13 – continued f	rom previous page
Table	15 – Continueu I	ioni previous page

	e 13 – continued from previous page	Chaut	E a d
Name	Tag	Start	End
Supplemental Arrows-B	supplemental_arrows-b	0x2900	0x297f
Miscellaneous Mathematical Symbols-B	miscellaneous_mathematical_symbols-b	0x2980	0x29ff
Supplemental Mathematical Opera- tors	supplemental_mathematical_operators	0x2a00	0x2aff
Miscellaneous Symbols and Arrows	miscellaneous_symbols_and_arrows	0x2b00	0x2bff
Glagolitic	glagolitic	0x2c00	0x2c5f
Latin Extended-C	latin_extended-c	0x2c60	0x2c7f
Coptic	coptic	0x2c80	0x2cff
Georgian Supplement	georgian_supplement	0x2d00	0x2d2f
Tifinagh	tifinagh	0x2d30	0x2d7f
Ethiopic Extended	ethiopic_extended	0x2d80	0x2ddf
Cyrillic Extended-A	cyrillic_extended-a	0x2de0	0x2dff
Supplemental Punctuation	supplemental_punctuation	0x2e00	0x2e7f
CJK Radicals Supplement	cjk_radicals_supplement	0x2e80	0x2eff
Kangxi Radicals	kangxi_radicals	0x2f00	0x2fdf
Ideographic Description Characters	ideographic_description_characters	0x2ff0	0x2fff
CJK Symbols and Punctuation	cjk_symbols_and_punctuation	0x3000	0x303f
Hiragana	hiragana	0x3040	0x309f
Katakana	katakana	0x30a0	0x30ff
Bopomofo	bopomofo	0x3100	0x312f
Hangul Compatibility Jamo	hangul_compatibility_jamo	0x3130	0x318f
Kanbun	kanbun	0x3190	0x319f
Bopomofo Extended	bopomofo_extended	0x31a0	0x31bf
CJK Strokes	cjk_strokes	0x31c0	0x31ef
Katakana Phonetic Extensions	katakana_phonetic_extensions	0x31f0	0x31ff
Enclosed CJK Letters and Months	enclosed_cjk_letters_and_months	0x3200	0x32ff
CJK Compatibility	cjk_compatibility	0x3300	0x33ff
CJK Unified Ideographs Extension A	cjk_unified_ideographs_extension_a	0x3400	0x4dbf
Yijing Hexagram Symbols	yijing_hexagram_symbols	0x4dc0	0x4dff
CJK Unified Ideographs	cjk_unified_ideographs	0x4e00	0x9fff
Yi Syllables	yi_syllables	0xa000	0xa48f
Yi Radicals	yi_radicals	0xa490	0xa4cf
Lisu	lisu	0xa4d0	0xa4ff
Vai	vai	0xa500	0xa63f
Cyrillic Extended-B	cyrillic_extended-b	0xa640	0xa69f
Bamum	bamum	0xa6a0	0xa6ff
Modifier Tone Letters	modifier_tone_letters	0xa700	0xa71f
Latin Extended-D	latin_extended-d	0xa720	0xa7ff
Syloti Nagri	syloti_nagri	0xa800	0xa82f
Common Indic Number Forms	common_indic_number_forms	0xa830	0xa83f
Phags-pa	phags-pa	0xa840	0xa87f
Saurashtra	saurashtra	0xa880	0xa8df
Devanagari Extended	devanagari_extended	0xa8e0	0xa8ff
Kayah Li	kayah_li	0xa900	0xa92f
Rejang			0 05(
	rejang	0xa930	0xa95f
Hangul Jamo Extended-A	rejang hangul_jamo_extended-a	0xa930 0xa960	0xa95f 0xa97f

Table	13 -	continued	from	previous	page
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		Chaut	<b>F</b> is al
Name	Tag	Start	End
Cham	cham	0xaa00	0xaa5f
Myanmar Extended-A	myanmar_extended-a	0xaa60	0xaa7f
Tai Viet	tai_viet	0xaa80	0xaadf
Meetei Mayek Extensions	meetei_mayek_extensions	0xaae0	0xaaff
Ethiopic Extended-A	ethiopic_extended-a	0xab00	0xab2f
Latin Extended-E	latin_extended-e	0xab30	0xab6f
Cherokee Supplement	cherokee_supplement	0xab70	0xabbf
Meetei Mayek	meetei_mayek	0xabc0	0xabff
Hangul Syllables	hangul_syllables	0xac00	0xd7af
Hangul Jamo Extended-B	hangul_jamo_extended-b	0xd7b0	0xd7ff
High Surrogates	high_surrogates	0xd800	0xdb7f
High Private Use Surrogates	high_private_use_surrogates	0xdb80	0xdbff
Low Surrogates	low_surrogates	0xdc00	0xdfff
Private Use Area	private_use_area	0xe000	0xf8ff
CJK Compatibility Ideographs	cjk_compatibility_ideographs	0xf900	0xfaff
Alphabetic Presentation Forms	alphabetic_presentation_forms	0xfb00	0xfb4f
Arabic Presentation Forms-A	arabic_presentation_forms-a	0xfb50	0xfdff
Variation Selectors	variation_selectors	0xfe00	0xfe0f
Vertical Forms	vertical_forms	0xfe10	0xfe1f
Combining Half Marks	combining_half_marks	0xfe20	0xfe2f
CJK Compatibility Forms	cjk_compatibility_forms	0xfe30	0xfe4f
Small Form Variants	small_form_variants	0xfe50	0xfe6f
Arabic Presentation Forms-B	arabic_presentation_forms-b	0xfe70	0xfeff
Halfwidth and Fullwidth Forms	halfwidth_and_fullwidth_forms	0xff00	0xffef
Specials	specials	0xfff0	0xffff

Table	13 –	continued	from	previous page
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## Transparency

The second parameter is for specifying the font transparency level (1, 2, 4 or 8). If unspecified, the encoded transparency level is 1 (does not depend on transparency level encoded in EJF file).

Examples:

- myfont:latin:4: Embed all latin characters with 16 levels of transparency
- myfont::2: Embed all characters with 4 levels of transparency

# **Font Generator Error Messages**

ID	Туре	Description
0	Error	The font generator has encountered an unexpected internal error.
1	Error	The Fonts list file has not been specified.
2	Error	The font generator cannot create the final, raw file.
3	Error	The font generator cannot read the fonts list file.
4	Warning	The font generator has found no font to generate.
5	Error	The font generator cannot load the fonts list file.
6	Warning	The specified font path is invalid: The font will be not converted.
7	Warning	There are too many arguments on a line: the current entry is ignored.
8	Error	The font generator has encountered an unexpected internal error (invalid output format).
9	Error	The font generator has encountered an unexpected internal error (invalid endianness).
10	Error	The specified entry is invalid.
11	Error	The specified entry does not contain a list of characters.
12	Error	The specified entry does not contain a list of identifiers.
13	Error	The specified entry is an invalid width.
14	Error	The specified entry is an invalid height.
15	Error	The specified entry does not contain the characters' addresses.
16	Error	The specified entry does not contain the characters' bitmaps.
17	Error	The specified entry bits-per-pixel value is invalid.
18	Error	The specified range is invalid.
19	Error	There are too many identifiers. The output RAW format cannot store all identifiers.
20	Error	The font's name is too long. The output RAW format cannot store all name characters.
21	Error	There are too many ranges. The output RAW format cannot store all ranges.
22	Error	Output list files cannot be created.
23	Error	Dynamic styles are not supported. Only a PLAIN font can be encoded.
24	Error	Underlined style is not supported. Only a BOLD and ITALIC font can be set.

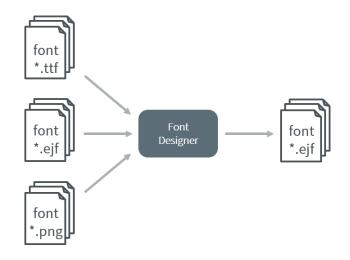
# Table 14: Static Font Generator Error Messages

# **Font Designer**

# Principle

The Font Designer module is a graphical tool (Eclipse plugin) that runs within the MicroEJ IDE used to build and edit MicroUI fonts. It stores fonts in a platform-independent format.

# **Functional Description**





# Font Management

# **Create a MicroEJ Font**

To create a MicroEJ font, follow the steps below:

- 1. Open the Eclipse wizard: File > New > Other... > MicroEJ > MicroEJ Font .
- 2. Select a directory and a name.
- 3. Click Finish.

Once the font is created, a new editor is opened: the MicroEJ Font Designer.

### **Edit a MicroEJ Font**

You can edit your font with the MicroEJ Font Designer (by double-clicking on a **\*.ejf** file or after running the new MicroEJ Font wizard).

This editor is divided into three main parts:

- The top left part manages the main font properties.
- The top right part manages the character to embed in your font.
- The bottom part allows you to edit a set of characters or an individual character.

### **Main Properties**

The main font properties are:

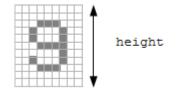
- font size: height and width (in pixels).
- baseline (in pixels).

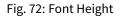
- space character size (in pixels).
- styles and filters.
- identifiers.

Refer to the following sections for more information about these properties.

# **Font Height**

A font has a fixed height. This height includes the white pixels at the top and at the bottom of each character simulating line spacing in paragraphs.





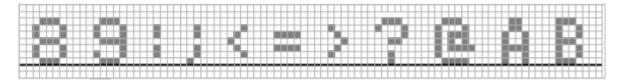
#### Font Width: Proportional and Monospace Fonts

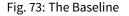
A monospace font is a font in which all characters have the same width. For example a '!' representation will be the same width as a 'w' (they will be in the same size rectangle of pixels). In a proportional font, a 'w' will be wider than a '!'.

A monospace font usually offers a smaller memory footprint than a proportional font because the Font Designer does not need to store the size of each character. As a result, this option can be useful if the difference between the size of the smallest character and the biggest one is small.

### Baseline

Characters have a baseline: an imaginary line on top of which the characters seem to stand. Note that characters can be partly under the line, for example, 'g' or '}.





## **Space Character**

The Space character (0x20) is a specific character because it has no filled pixels. From the Main Properties Menu you can fix the space character size in pixels.

Note: When the font is monospace, the space size is equal to the font width.

# Styles

Font Designer allows creating a font file that holds several combinations of built-in styles (styles hardcoded in pixels map) and runtime styles (styles rendered dynamically at runtime). However, since MicroUI 3, a MicroUI font holds only one style: PLAIN, BOLD, ITALIC or BOLD + ITALIC.

Font Designer features three drop-downs, one for each of BOLD, ITALIC, and UNDERLINED. Each drop-down has three options: None, Built-in and Dynamic. The font options must be adjusted to be compatible with MicroUI 3:

- The style option Dynamic (that targets the runtime style) is forbidden; select None instead.
- The syle UNDERLINED is forbidden; select None instead.

The styles options Built-in tag the font as bold, italic, or bold and italic. This style can be retrieved by the MicroEJ Application thanks the methods Font.isBold() and Font.isItalic(). Adjust the styles options according to the font:

- The font is a *plain* font: select None option for each style.
- The font is a *bold* font: select **Built-in** for the style *bold* and **None** for the other styles.
- The font is an *italic* font: select Built-in for the style *italic* and None for the other styles.
- The font is a *bold* and *italic* font: select **Built-in** for the styles *bold* and *italic* and **None** for **UNDERLINED**.

**Warning:** When a font holds a dynamic style or when the style UNDERLINED is not None, an error at MicroEJ application compile-time is thrown (incompatible font file).

### Identifiers

A number of identifiers can be attached to a MicroUI font. At least one identifier is required to specify the font. Identifiers are a mechanism for specifying the contents of the font – the set or sets of characters it contains. The identifier may be a standard identifier (for example, LATIN) or a user-defined identifier. Identifiers are numbers, but standard identifiers, which are in the range 0 to 80, are typically associated with a handy name. A user-defined identifier is an identifier with a value of 81 or higher.

### **Character List**

The list of characters can be populated through the import button, which allows you to import characters from system fonts, images or another MicroEJ font.

### **Import from System Font**

This page allows you to select the system font to use (left part) and the range of characters. There are predefined ranges of characters below the font selection, as well as a custom selection picker (for example 0x21 to 0xfe for Latin characters).

The right part displays the selected characters with the selected font. If the background color of a displayed character is red, it means that the character is too large for the defined height, or in the case of a monospace font, it means the character is too high or too wide. You can then adjust the font properties (font size and style) to ensure that characters will not be truncated.

When your selection is done, click the Finish button to import this selection into your font.

#### Import from Images

This page allows the loading of images from a directory. The images must be named as follows: 0x[UTF-8]. [extension].

When your selection is done, click the Finish button to import the images into your font.

#### **Character Editor**

When a single character is selected in the list, the character editor is opened.

Preview			Character Pixmap (11 * 20)
	&		
Character	Properties		
Index:		0x26	
Left space	:	0	
Right spac	e:	0	
Current	alpha		
Alpha to	use for input	:	
100%			

Fig. 74: Character Editor

You can define specific properties, such as left and right space, or index. You can also draw the character pixel by pixel - a left-click in the grid draws the pixel, a right-click erases it.

The changes are not saved until you click the Apply button. When changes are applied to a character, the editor shows that the font has changed, so you can now save it.

The same part of the editor is also used to edit a set of characters selected in the top right list. You can then edit the common editable properties (left and right space) for all those characters at the same time.

#### **Working With Anti-Aliased Fonts**

By default, when characters are imported from a system font, each pixel is either fully opaque or fully transparent. Fully opaque pixels show as black squares in the character grid in the right-hand part of the character editor; fully transparent pixels show as white squares.

However, the pixels stored in an ejf file can take one of 256 grayscale values. A fully-transparent pixel has the value 255 (the RGB value for white), and a fully-opaque pixel has the value 0 (the RGB value for black). These grayscale values are shown in parentheses at the end of the text in the Current alpha field when the mouse cursor hovers over a pixel in the grid. That field also shows the transparency level of the pixel, as a percentage, where 100% means fully opaque.

It is possible to achieve better-looking characters by using a combination of fully-opaque and partially-transparent pixels. This technique is called *anti-aliasing*. Anti-aliased characters can be imported from system fonts by checking the anti aliasing box in the import dialog. The '&' character shown in the screenshot above was imported using anti aliasing, and you can see the various gray levels of the pixels.

When the Font Generator converts an ejf file into the raw format used at runtime, it can create fonts with characters that have 1, 2, 4 or 8 bits-per-pixel (bpp). If the raw font has 8 bpp, then no conversion is necessary and the characters will render with the same quality as seen in the character editor. However, if the raw font has less than 8 bpp (the default is 1 bpp) any gray pixels in the input file are compressed to fit, and the final rendering will be of lower quality (but less memory will be required to hold the font).

It is useful to be able to see the effects of this compression, so the character editor provides radio buttons that allow the user to preview the character at 1, 2, 4, or 8 bpp. Furthermore, when 2, 4 or 8 bpp is selected, a slider allows the user to select the transparency level of the pixels drawn when the left mouse button is clicked in the grid.

### **Previewing a Font**

You can preview your font by pressing the Preview... button, which opens the Preview wizard. In the Preview wizard, press the Select File button, and select a text file which contains text that you want to see rendered using your font. Characters that are in the selected text file but not available in the font will be shown as red rectangles.

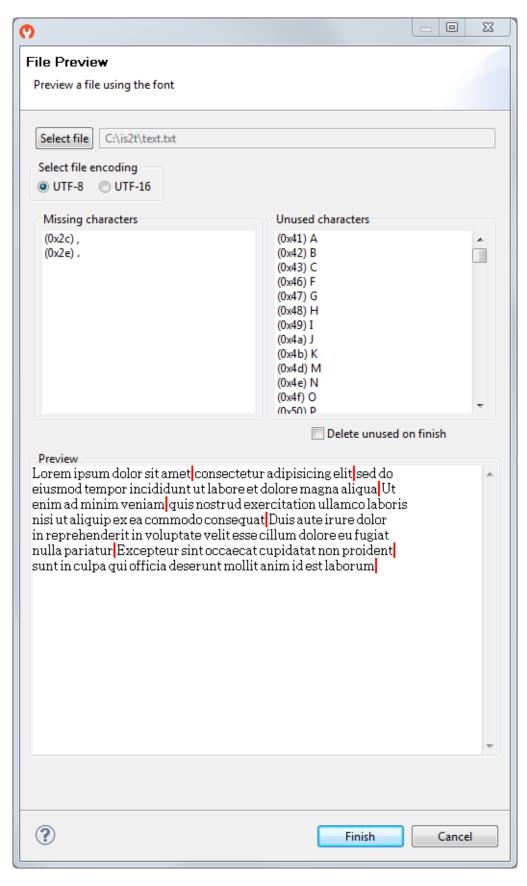


Fig. 75: Font Preview

#### **Removing Unused Characters**

In order to reduce the size of a font file, you can reduce the number of characters in your font to be only those characters used by your application. To do this, create a file which contains all the characters used by your application (for example, concatenating all your NLS files is a good starting point). Then open the Preview wizard as described above, selecting that file. If you select the check box Delete unused on finish, then those characters that are in the font but not in the text file will be deleted from the font when you press the Finish button, leaving your font containing the minimum number of characters. As this font will contain only characters used by a specific application, it is best to prepare a "complete" font, and then apply this technique to a copy of that font to produce an application specific cut-down version of the font.

### **Use a MicroEJ Font**

A MicroEJ Font must be converted to a format which is specific to the targeted platform. The Font Generator tool performs this operation for all fonts specified in the list of fonts configured in the application launch.

#### Dependencies

No dependency.

#### Installation

The Font Designer module is already installed in the MicroEJ environment.

#### Use

Create a new ejf font file or open an existing one in order to open the Font Designer plugin.

#### **Application Options**

MicroUI libraries and its tools provide a set of options. See *Application Options* to have more information about the application options.

**Note:** MicroUI implementation requires one thread (MicroUI Pump) and at least 100 bytes in the *immortals heap*.

# **Category:** Libraries

1. Description		
✓ Libraries		
✓ MicroUI		
Font		
Image		

# Category: MicroUI

<ul> <li>✓ Libraries</li> <li>✓ MicroUI</li> <li>Font</li> <li>Image</li> </ul>	Memory Pump events (inputs and display) queue size (in number of events): 100 Pump events thread priority: 5 v
	Images heap size (in bytes): 131072

# Group: Memory

# Option(text): Pump events (inputs and display) queue size (in number of events)

Option Name: ej.microui.memory.queue.size Default value: 100 Description: Specifies the size of the pump events queue.

# **Option(combo): Pump events thread priority**

Option Name: com.microej.library.microui.pump.priority Default value: 5 Available values: 1 to 10 Description: Specifies the priority of the pump events queue.

### **Option(text): Images heap size (in bytes)**

Option Name: ej.microui.memory.imagesheap.size

Default value: 131072

Description:

Specifies the size of the images heap. This heap is used to store the dynamic user images, the decoded images and the working buffers of embedded image decoders (for instance the PNG decoder). A too small value can cause OutOfMemory errors and incomplete drawings.

# **Category: Font**

✓ Libraries ✓ MicroUI Font Image	Fonts to Process List the fonts for the font pre-processing tool. This tool will convert them into an internal memory format at build time. ☑ Activate the font pre-processing step Fonts list file which will be linked (after pre-processing step) into the CPU address space range (internal device memories, external parallel memories). ☐ Define an explicit list file	
		Browse

#### **Group: Fonts to Process**

#### Description:

This group allows to select a file describing the font files which need to be converted into a RAW format. At MicroUI runtime, the pre-generated fonts will be read from the flash memory without any modifications (see MicroUI specification).

#### **Option(checkbox): Activate the font pre-processing step**

Option Name: ej.microui.fontConverter.useIt

Default value: true

Description:

When checked, enables the next option Fonts list file. When the next option is disabled, there is no check on the file path validity.

#### **Option(checkbox): Define an explicit list file**

Option Name: ej.microui.fontConverter.file.enabled

Default value: false

Description:

By default, list files are loaded from the classpath. When checked, only the next option Fonts list file is processed.

# **Option(browse):**

Option Name: ej.microui.fontConverter.file

Default value: (empty)

Description:

Browse to select a font list file. Refer to Font Generator chapter for more information about the font list file format.

#### **Category: Image**

<ul> <li>✓ Libraries</li> <li>✓ MicroUI</li> <li>Font</li> <li>Image</li> </ul>	Images to Process         List the images for the image pre-processing tool. This tool will convert them into the display memory format (BPP, layout) at build time.         ✓ Activate the image pre-processing step         Images list file which will be linked (after pre-processing step) into the CPU address space range (internal device memories, external parallel memories).         □ Define an explicit list file		
		Browse	

#### **Group: Images to Process**

#### Description:

This group allows to select a file describing the image files which need to be converted into a RAW format. At MicroUI runtime, the pre-generated images will be read from the flash memory without any modifications (see MicroUI specification).

#### **Option(checkbox): Activate the image pre-processing step**

Option Name: ej.microui.imageConverter.useIt

Default value: true

#### Description:

When checked, enables the next option Images list file. When the next option is disabled, there is no check on the file path validity.

# Option(checkbox): Define an explicit list file

Option Name: ej.microui.imageConverter.file.enabled

Default value: false

# Description:

By default, list files are loaded from the classpath. When checked, only the next option Images list file is processed.

# **Option(browse):**

Option Name: ej.microui.imageConverter.file

Default value: (empty)

Description:

Browse to select an image list file. Refer to Image Generator chapter for more information about the image list file format.

#### **Debug Traces**

MicroUI logs several actions when traces are enabled. This chapter explains the traces identifiers.

### **Trace format**

The trace output format is the following:

[TRACE: MicroUI] Event AA(BB[CC],DD[EE])

where:

- AA is the event identifier. See next table.
- BB is the first event data.
- CC is the index of the first event data (0x0).
- DD is the second event data.
- EE is the index of the second event data (0x1).
- etc.

For example, given the following trace output:

## [TRACE: MicroUI] Event 0x2(1[0x0],2[0x1],117571586[0x2])

- 0x2 -> Execute native input event
- 1 -> Event "Button" (index 0x0)
- 2 -> Generator Id (index 0x1)
- 117571586 -> event data (index 0x2)

# Trace identifiers

The following tables describe some events data.

	Table 15: Microut Traces			
Event	Description	End of event		
ID				
0x0	Execute EventGenerator event %0% (see Event Type). Generator id is End of %0% (see Event Type).			
(0)	%1% and data is %2%.			
0x1 (1)	Drop event %0%.			
0x2 (2)	Execute native input event %0% (see Event Type). Generator id is %1%End of %0% (see Event Type).and data is %2%.			
0x3 (3)	Execute display event %0% (see Event Type). Event is %1%. End of %0% (see Event Type)			
0x4 (4)	Execute user event %0%.	user event %0%. End of %0%.		
0x5 (5)	Create new image using %0% algorithm (see Create Image).	Image created, image identi- fier is %0%.		
0x6 (6)	New image characteristics %0% (see Image Type), identifier is %1% and memory size is %2%.			
0xa (10)	Flush back buffer; position ( %0% , %1% ) size ( %2% * %3% ).			
0xb (11)	Flush done.			
0xc (12)	Start internal drawing operation %0% (see Drawing Type).	End of drawing %0% (see Drawing Type)		
0xd (13)	Start drawing operation %0% (see Drawing Type).	End of drawing %0% (see Drawing Type)		
0xe (14)	Unknown event.			
0xf (15)	Asynchronous drawing operation done.			
0x14 (20)	Invalid input event %0%.			
0x15 (21)	Event queue is full, cannot add event %0% .			
0x16 (22)	Add event %0% at index %1%; queue length is %2%.			
0x17 (23)	Replace event %0% by %1% at index %2%; queue length is %3%.			
0x18 (24)	Read event %0% at index %1%.			

Table 15: MicroUI Traces

	rable for Evene type	
Event ID	ID Description	
0x0 (0)	Event "Command"	
0x1 (1)	Event "Button"	
0x2 (2)	Event "Pointer"	
0x3 (3)	Event "State"	
0x4 (4)	Event "Unknwon"	
0x5 (5)	Event "Call Serially"	
0x6 (6)	Event "MicroUI Stop"	
0x7 (7)	Event "Input"	
0x8 (8)	Event "Show Displayable"	
0x9 (9)	Event "Hide Displayable"	
0xb (11)	Event "Pending Flush"	
0xc (12)	Event "Force Flush"	
0xd (13)	Event "Repaint Displayable"	
0xe (14)	Event "Repaint Current Displayable"	
0xf (15)	Event "KF Stop Feature"	

Table 16: Event Type

# Table 17: Create Image

Event ID	Description
0x0 (0)	Create BufferedImage
0x1 (1)	Create Image from path
0x2 (2)	Create Image from InputStream

# Table 18: Image Type

Event ID	Description	
0x0 (0)	New BufferedImage	
0x1 (1)	Load MicroEJ Image from RAW file	
0x2 (2)	New MicroEJ Image from encoded image	
0x3 (3)	New MicroEJ Image from RAW image in external memory	
0x4 (4)	New MicroEJ Image from encoded image in external memory	
0x5 (5)	New MicroEJ Image from memory InputStream	
0x6 (6)	New MicroEJ Image from byte array InputStream	
0x7 (7)	New MicroEJ Image from generic InputStream	
0x8 (8)	Link Image	

0 71	
Description	
Write pixel	
Draw line	
Draw horizontal line	
Draw vertical line	
Draw rectangle	
Fill rectangle	
Unknown	
Draw rounded rectangle	
0x9 (9) Fill rounded rectangle	

# Table 19: Drawing Type

Table 19 – continued from previous page			
Event ID	vent ID Description		
0xa (10)	Draw circle arc		
0xb (11)	Fill circle arc		
0xc (12)	Draw ellipse arc		
0xd (13)	Fill ellipse arc		
0xe (14)	Draw ellipse		
0xf (15)	Fill ellipse		
0x10 (16)	Draw circle		
0x11 (17)	Fill circle		
0x12 (18)	Draw ARGB array		
0x13 (19)	Draw image		
0x32 (50)	Draw polygon		
0x33 (51)	Fill polygon		
0x34 (52)	Get ARGB image data		
0x35 (53)	Draw string		
0x36 (54)	Draw deformed string		
0x37 (55)	Draw deformed image		
0x38 (56) Draw character with rotation (bil			
0x39 (57)	Draw character with rotation (simple)		
0x3a (58)	3) Get string width		
0x3b (59)	Get pixel		
0x64 (100)	4 (100) Draw thick faded point		
0x65 (101) Draw thick faded line			
0x66 (102)	Draw thick faded circle		
0x67 (103)	Draw thick faded circle arc		
0x68 (104)	Draw thick faded ellipse		
0x69 (105)	Draw thick line		
0x6a (106)	Draw thick circle		
0x6b (107)	Draw thick ellipse		
0x6c (108) Draw thick circle arc			
0xc8 (200)	Draw image with fli		
0xc9 (201)	Draw image with rotation (simple)		
0xca (202)	Draw image with rotation (bilinear)		
0xcb (203) Draw image with scalling (simple)			
0xcc (204)	Draw image with scalling (bilinear)		

Table 19 – continued from previous page

# SystemView Integration

The traces are *SystemView* compatible.

LVEIIUS				
ŧ	Timestamp	Context	Event	Detail
129131	22.482 184 140	Scheduler	fx xQueueGenericSend	xQueue=0x00005670 pvItemToQueue=0x2004FFD4 pxHigherPriorityTaskWoken=0 xCopyPosition=0
129132	22.482 207 380	Scheduler	: 🕩 Task Ready	[MEJ] UIPump, runs after 29.8 us (5 964 cycles)
129133	22.482 237 200	[MEJ] UI	. 🕨 Task Run	Runs for 2.6524 ms (530 494 cycles)
129134	22.482 278 470	[MEJ] UI	. 🦮 GE_Draw	(MicroUI GraphicalEngine) Drawing operation DRAW_IMAGE
129135	22.482 370 105	[MEJ] UI	. /s. GE_Draw	(MicroUI GraphicalEngine) Drawing operation DRAW_IMAGEdone after 91.6 us.
129136	22.482 525 170	[MEJ] UI	. Jx xQueueGenericSend	xQueue=0x00005686 pvItemToQueue=0x2004FFCC pxHigherPriorityTaskWoken=0 xCopyPosition=0
129137	22.482 544 990	[MEJ] UI	. fx GE_GPUDrawDone	(MicroUI GraphicalEngine) Asynchronous drawing operation done
129138	22.482 554 455		. /* xQueueGenericSend	xQueue=0x00005670 pvItemToQueue=0x2004FFD4 pxHigherPriorityTaskWoken=0 xCopyPosition=0
129139	22.482 670 435	[MEJ] UI	. 🥍 GE_Draw	(MicroUI GraphicalEngine) Drawing operation STRING_WIDTH
129140	22.482 756 045	[MEJ] UI	√s GE_Draw	(MicroUI GraphicalEngine) Drawing operation STRING_WIDTHdone after 85.6 us.
129141	22.482 859 140	[MEJ] UI	🧏 🧏 GE Draw	(MicroUI GraphicalEngine) Drawing operation DRAW_STRING
129142	22.484 418 845		. ∕s_ GE_Draw	(MicroUI GraphicalEngine) Drawing operation DRAW_STRINGdone after 1.5597 ms.
129143	22 484 698 245		% GF Draw	(MicroIII GranhicalEngine) Drawing operation FILL RECTANGLE

Fig. 76: MicroUI Traces displayed in SystemView

The following text can be copied in a file called SYSVIEW\_MicroUI.txt and copied in SystemView installation folder (e.g. SEGGER/SystemView\_V252a/Description/).

NamedType UIEvent 0=COMMAND NamedType UIEvent 1=BUTTON NamedType UIEvent 2=POINTER NamedType UIEvent 3=STATE NamedType UIEvent 4=UNKNOWN NamedType UIEvent 5=CALLSERIALLY NamedType UIEvent 6=STOP NamedType UIEvent 7=INPUT NamedType UIEvent 8=SHOW\_DISPLAYABLE NamedType UIEvent 9=HIDE\_DISPLAYABLE NamedType UIEvent 11=PENDING\_FLUSH NamedType UIEvent 12=FORCE\_FLUSH NamedType UIEvent 13=REPAINT\_DISPLAYABLE NamedType UIEvent 14=REPAINT\_CURRENT\_DISPLAYABLE NamedType UIEvent 15=KF\_STOP\_FEATURE NamedType UINewImage 0=MUTABLE\_IMAGE NamedType UINewImage 1=IMAGE\_FROM\_PATH NamedType UINewImage 2=IMAGE\_FROM\_INPUTSTREAM NamedType UIImageData 0=NEW\_IMAGE NamedType UIImageData 1=LOAD\_MICROEJ NamedType UIImageData 2=NEW\_ENCODED NamedType UIImageData 3=NEW\_MICROEJ\_EXTERNAL NamedType UIImageData 4=NEW\_ENCODED\_EXTERNAL NamedType UIImageData 5=MEMORY\_INPUTSTREAM NamedType UIImageData 6=BYTEARRAY\_INPUTSTREAM NamedType UIImageData 7=GENERIC\_INPUTSTREAM NamedType UIImageData 8=LINK\_IMAGE NamedType GEDraw 1=WRITE\_PIXEL NamedType GEDraw 2=DRAW\_LINE NamedType GEDraw 3=DRAW\_HORIZONTALLINE NamedType GEDraw 4=DRAW\_VERTICALLINE NamedType GEDraw 5=DRAW\_RECTANGLE NamedType GEDraw 6=FILL\_RECTANGLE NamedType GEDraw 7=UNKNOWN NamedType GEDraw 8=DRAW\_ROUNDEDRECTANGLE NamedType GEDraw 9=FILL\_ROUNDEDRECTANGLE NamedType GEDraw 10=DRAW\_CIRCLEARC NamedType GEDraw 11=FILL\_CIRCLEARC NamedType GEDraw 12=DRAW\_ELLIPSEARC NamedType GEDraw 13=FILL\_ELLIPSEARC NamedType GEDraw 14=DRAW\_ELLIPSE NamedType GEDraw 15=FILL\_ELLIPSE NamedType GEDraw 16=DRAW\_CIRCLE NamedType GEDraw 17=FILL\_CIRCLE NamedType GEDraw 18=DRAW\_ARGB NamedType GEDraw 19=DRAW\_IMAGE NamedType GEDraw 50=DRAW\_POLYGON NamedType GEDraw 51=FILL\_POLYGON NamedType GEDraw 52=GET\_IMAGEARGB NamedType GEDraw 53=DRAW\_STRING NamedType GEDraw 54=DRAW\_DEFORMED\_STRING

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```
NamedType GEDraw 55=DRAW_IMAGE_DEFORMED
NamedType GEDraw 56=DRAW_CHAR_ROTATION_BILINEAR
NamedType GEDraw 57=DRAW_CHAR_ROTATION_SIMPLE
NamedType GEDraw 58=STRING_WIDTH
NamedType GEDraw 59=GET_PIXEL
NamedType GEDraw 100=DRAW_THICKFADEDPOINT
NamedType GEDraw 101=DRAW_THICKFADEDLINE
NamedType GEDraw 102=DRAW_THICKFADEDCIRCLE
NamedType GEDraw 103=DRAW_THICKFADEDCIRCLEARC
NamedType GEDraw 104=DRAW_THICKFADEDELLIPSE
NamedType GEDraw 105=DRAW_THICKLINE
NamedType GEDraw 106=DRAW_THICKCIRCLE
NamedType GEDraw 107=DRAW_THICKELLIPSE
NamedType GEDraw 108=DRAW_THICKCIRCLEARC
NamedType GEDraw 200=DRAW_FLIPPEDIMAGE
NamedType GEDraw 201=DRAW_ROTATEDIMAGENEARESTNEIGHBOR
NamedType GEDraw 202=DRAW_ROTATEDIMAGEBILINEAR
NamedType GEDraw 203=DRAW_SCALEDIMAGENEARESTNEIGHBOR
NamedType GEDraw 204=DRAW_SCALEDIMAGEBILINEAR
#
# MicroUI
#
0
         UI_EGEvent
                                      (MicroUI) Execute EventGenerator event %UIEvent (generatorID = %u,_
→data = %p) | (MicroUI) EventGenerator event %UIEvent done
1
         UI DROPEvent
                             (MicroUI) Drop event %p
2
         UI_InputEvent
                             (MicroUI) Execute native input event %UIEvent (generatorID = %u, event =
         | (MicroUI) Native input event %UIEvent done
→%p)
3
         UI_DisplayEvent
                            (MicroUI) Execute display event %UIEvent (event = %p)
               | (MicroUI) Display event %UIEvent done
4
4
         UI_UserEvent
                             (MicroUI) Execute user event %p
                               | (MicroUI) User event %p done
\rightarrow
5
                            (MicroUI) Create %UINewImage
         UI_OpenImage
               | (MicroUI) Image created; id = %p
\rightarrow
6
         UI_ImageData
                            (MicroUI) %UINewImage ( %UIImageData ): id = %p; size = %d*%d
#
# MicroUI Graphics Engine
#
10
         GE_FlushStart
                            (MicroUI GraphicalEngine) Flush back buffer (%u,%u) (%u*%u)
11
         GE_FlushDone
                            (MicroUI GraphicalEngine) Flush done
                            (MicroUI GraphicalEngine) Drawing operation %GEDraw
12
         GE_DrawInternal
                                                                                                    ١. .
↔ (MicroUI GraphicalEngine) Drawing operation %GEDraw done
         GE_Draw
                            (MicroUI GraphicalEngine) Drawing operation %GEDraw
13
                                                                                                    1
↔ (MicroUI GraphicalEngine) Drawing operation %GEDraw done
         GE_Unknown
                                      (MicroUI GraphicalEngine) Unknown event
14
15
         GE_GPUDrawDone
                            (MicroUI GraphicalEngine) Asynchronous drawing operation done
#
# MicroUI Input Engine
#
20
         IE InvalidEvent
                            (MicroUI Input Engine) Invalid event: %p
21
         IE_QueueFull
                            (MicroUI Input Engine) Queue full, cannot add event %p
22
         IE_AddEvent
                            (MicroUI Input Engine) Add event %p (index = %u / queue length = %u)
```

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23 ↔%u)	<pre>IE_ReplaceEvent</pre>	(MicroUI Input Engine) Replace event %p by %p (index = %u / queue length =
⇔‰u) 24	IE_ReadEvent	(MicroUI Input Engine) Read event %p (index %u)

### **Error Messages**

When an exception is thrown by the implementation of the MicroUI API, the exception MicroUIException with the error message MicroUI:E=<messageId> is issued, where the meaning of <messageId> is defined in following table:

Message ID	Description		
1	Another EventGenerator cannot be added into the system pool (max 254).		
0	[platform issue] Result of MicroUI static initialization step seems invalid. MicroUI cannot start. Please fix MicroUI static initialization step (see <i>Static Initialization</i> ) and rebuild the platform.		
-1	MicroUI is not started; call MicroUI.start() before using a MicroUI API.		
-2	Unknown event generator class name.		
-3	Deadlock. Cannot wait for an event in the same thread that runs events. Display. waitFlushCompleted() must not be called in the MicroUI thread (for example in render method).		
-4	Resource's path must be relative to the classpath (start with '/') or resource is not available.		
-5	The resource data cannot be read for unknown reason.		
-6	The resource has been closed and cannot be used anymore.		
-7	Out of memory. Not enough memory to allocate the Image 's buffer. Try to close some useless images and retry opening the new image, or increase the size of the MicroUI images heap.		
-8	The platform cannot decode this kind of image, because the required runtime image de- coder is not available in the platform.		
-9	<ul> <li>This exception is thrown when the FIFO of the internal MicroUI thread is full. In this case, no more event (such as requestRender, input events, etc.) can be added into it.</li> <li>Most of time this error occurs when: <ul> <li>There is a user thread which performs too many calls to the method requestRender without waiting for the end of the previous drawing.</li> <li>Too many input events are pushed from an input driver to the MicroUI thread (for example some touch events).</li> </ul> </li> </ul>		
-10	There is no display on the platform.		
-11	There is no font (platform and application).		
-12	The maximum number of event generators in the pool (254) has been reached.		

#### Table 20: MicroUI Error Messages

# **Migration Guide**

The MicroUI implementation is provided by the MicroEJ UI Pack. According the MicroEJ UI Pack used to build the MicroEJ Platform, the application has to be updated.

- Refer to the *table* that illustrates the implemented MicroUI API for each MicroEJ UI Pack.
- Refer to the latest MicroUI API Changelog.
- Refer to the latest Drawing API Changelog.

The following chapters describe the changes to perform in the application according the MicroEJ UI Pack used to build the MicroEJ Platform.

# From 12.x to 13.x

- Update ej.api#microui dependency to the latest available version 3.x.
- Add ej.api#drawing dependency.

```
<dependencies>
    <dependency org="ej.api" name="microui" rev="3.1.0"/>
    <dependency org="ej.api" name="drawing" rev="1.0.3"/>
</dependencies>
```

#### From 10.x to 12.x

- In MicroEJ application launcher > Configuration tab > MicroUI: check Use Flying Images when the
  application is using the flying images (property com.microej.library.microui.flyingimage.enabled).
- In MicroEJ application launcher, increase the *Java heap*: it now contains MicroUI images metadata (size, format, clip etc.). The iceatea heap has been automatically decreased.

#### From 9.x to 10.x

• In MicroEJ application launcher > Configuration tab > MicroUI: set the image heap size (property ej.microui.memory.imagesheap.size).

# 4.14.2 MWT (Micro Widget Toolkit)

#### Introduction

MWT is a toolkit that simplifies the creation and use of graphical user interface widgets on a pixel-based display.

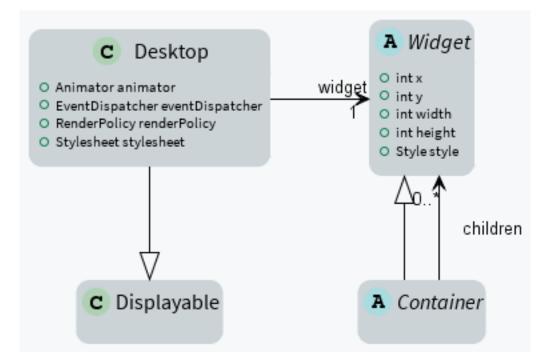
The aim of this library is to be sufficient to create complex applications with a minimal framework. It provides the main concepts without managing particular needs. Specific needs can be met by a MWT expert by creating new widgets, adding more complex concepts, etc. The flexibility of the MWT open framework allows the selection of only what is necessary for the application in order to guarantee lightweight applications and fast execution.

To use the MWT library, add the following line to a *module description file*:

<dependency org="ej.library.ui" name="mwt" rev="3.3.0"/>

#### Concepts

# **Graphical Elements**



# Widget

A widget is an object that is intended to be displayed on a screen. A widget occupies a specific region of the display and holds a state. A user may interact with a widget (using a touch screen or a button for example).

Widgets are arranged on a desktop. A widget can be part of only one desktop hierarchy, and can appear only once on that desktop.

# Container

A container follows the composite pattern: it is a widget composed of other widgets. It also defines the layout policy of its children (defining their bounds). The children's positions are relative to the position of their parent. Containers can be nested to design elaborate user interfaces.

By default, the children are rendered in the order in which they have been added in the container. And thus if the container allows overlapping, the widgets added last will be on top of the widgets added first. A container can also modify how its children are rendered.

# Desktop

A desktop is a displayable intended to be shown on a display (cf. MicroUI). At any time, only one desktop can be displayed per display.

A desktop contains a widget (or a container). When the desktop is shown, its widget (and all its hierarchy for a container) is drawn on the display.

# Rendering

A new rendering of a widget on the display can be requested by calling its requestRender() method. The rendering is done asynchronously in the MicroUI thread.

When a container is rendered, all its children are also rendered.

A widget can be transparent, meaning that it does not draw every pixel within its bounds. In this case, when this widget is asked to be rendered, its parent is asked to be rendered in the area of the widget (recursively if the parent is also transparent). Usually a widget is transparent when its background (from the style) is transparent.

A widget can also be rendered directly in a specific graphics context by calling its render(GraphicsContext) method. It can be useful to render a widget (and its children) in an image for example.

# **Render Policy**

A render policy is a strategy that MWT uses in order to repaint the entire desktop or to repaint a specific widget.

The most naive render policy would be to render the whole hierarchy of the desktop whenever a widget has changed. However DefaultRenderPolicy is smarter than that: it only repaints the widget, and its ancestors if the widget is transparent. The result is correct only if there is no overlapping widget, in which case OverlapRenderPolicy should be used instead. This policy repaints the widget (or its non-transparent ancestor), then it repaints all the widgets that overlap it.

When using a *partial buffer*, these render policies can not be used because they render the entire screen in a single pass. Instead, a custom render policy which renders the screen in multiple passes has to be used. Refer to the partial buffer demo for more information on how to implement this render policy and how to use it.

The render policy can be changed by overridding Desktop.createRenderPolicy().

# Lay Out

All widgets are laid out at once during the lay out process. This process can be started by Desktop. requestLayOut(), Widget.requestLayOut(). The layout is also automatically done when the desktop is shown (Desktop.onShown()). This process is composed of two steps, each step browses the hierarchy of widgets following a depth-first algorithm:

- compute the optimal size for each widget and container (considering the constraints of the lay out),
- set position and size for each widget.

Once the position and size of a widget is set, the widget is notified by a call to onLaidOut().

# **Event Dispatch**

Events generated in the hardware (touch, buttons, etc.) are sent to the event dispatcher of the desktop. It is then responsible of sending the event to one or several widgets of the hierarchy. A widget receives the event through its handleEvent(int) method. This method returns a boolean that indicates whether or not the event has been consumed by the widget.

Widgets are disabled by default and don't receive the events.

# **Pointer Event Dispatcher**

By default, the desktop proposes an event dispatcher that handles only pointer events.

Pointer events are grouped in sessions. A session starts when the pointer is pressed, and ends when the pointer is released or when it exits the pressed widget.

While no widget consumes the events, they are sent to the widget that is under the pointer (see <a href="mailto:Desktop.getWidgetAt(int, int">Desktop.getWidgetAt(int, int)</a>), then sent to all its parent hierarchy recursively.

DisplayPump Des	ktop PointerEven	nt Dispatcher	Widget	Parent
handleEvent(event)	The user presse	s the touch screen handleEvent(event) false (the event has not been cor getParent() handleEvent(event) true (the event has been consum	<b></b>	
	The user start	ts a drag gesture		
handleEvent(event)	dispatchEvent(event)	handleEvent(event) true (the event has been consum	ned)	->
	The user release	s the touch screen		
handleEvent(event)	dispatchEvent(event)	handleEvent(event)	ned)	
DisplayPump Des	ktop PointerEver	nt Dispatcher	Widget	Parent

Once a widget has consumed an event, it will be the only one to receive the next events during the session.



A widget can redefine its reactive area by subclassing the contains(int x, int y) method. It is useful when a widget does not fill fully its bounds.

# Style

A style describes how widgets must be rendered on screen. The attributes of the style are strongly inspired from CSS.

# Dimension

The dimension is used to constrain the size of the widget.

MWT provides multiple implementations of dimensions:

- NoDimension does not constrain the dimension of the widget, so the widget will take all the space granted by its parent container.
- OptimalDimension constrains the dimension of the widget to its optimal size, which is given by the computeContentOptimalSize() method of the widget.
- FixedDimension constrains the dimension of the widget to a fixed absolute size.
- RelativeDimension constrains the dimension of the widget to a percentage of the size of its parent container.

## Alignment

The horizontal and vertical alignments are used to position the content of the widget within its bounds.

The alignment is used by the framework to position the widget within its available space if the size of the widget has been constrained with a **Dimension**.

The alignment can also be used in the **renderContent()** method in order to position the drawings of the widget (such as a text or an image) within its content bounds.

# Outlines

The margin, border and padding are the 3 outlines which wrap the content of the widget. The widget is wrapped in the following sequence: first the padding, then the border, and finally the margin.

Γ	Margin	1
	Border	
	Padding	
	Content	
Ľ		

MWT provides multiple implementations of invisible outlines which are usually used for margin and padding:

- NoOutline does not wrap the widget in an outline.
- UniformOutline wraps the widget in an outline which thickness is equal on all sides.
- FlexibleOutline wraps the widget in an outline which thickness can be configured for each side.

MWT also provides multiple implementations of visible outlines which are usually used for border:

- RectangularBorder draws a plain rectangle around the widget.
- RoundedBorder draws a plain rounded rectangle around the widget.

## Background

The background is used to render the background of the widget. The background covers the border, the padding and the content of the widget, but not its margin.

MWT provides multiple implementations of backgrounds:

- NoBackground leaves a transparent background behind the widget.
- RectangularBackground draws a plain rectangle behind the widget.
- RoundedBackground draws a plain rounded rectangle behind the widget.
- ImageBackground draws an image behinds the widget.

#### Color

The color is not used by the framework itself, but it may be used in the renderContent() to select the color of the drawings.

#### Font

The font is not used by framework itself, but it may be used in the renderContent() to select the font to use when drawing strings.

# Extra fields

Extra fields are not used by framework itself, but they may be used in the renderContent() to customize the behavior and the appearance of the widget.

See chapter *How to Define an Extra Style Field* for more information on extra fields.

#### Stylesheet

A stylesheet allows to customize the appearance of all the widgets of a desktop without changing the code of the widget subclasses.

MWT provides multiple implementations of stylesheets:

- VoidStylesheet assigns the same default style for every widget.
- CascadingStylesheet assigns styles to widgets using selectors, similarly to CSS.

For example, the following code customizes the style of every Label widget of the desktop:

```
CascadingStylesheet stylesheet = new CascadingStylesheet();
EditableStyle labelStyle = stylesheet.getSelectorStyle(new TypeSelector(Label.class));
labelStyle.setColor(Colors.RED);
labelStyle.setBackground(new RectangularBackground(Colors.WHITE));
```

desktop.setStylesheet(stylesheet);

# Animations

MWT provides a utility class in order to animate widgets: Animator. When a widget is being animated by an animator, the widget is notified each time that the display is flushed. The widget can use this interrupt in order to update its state and request a new rendering.

See chapter How to Animate a Widget for more information on animating a widget.

# **Partial buffer considerations**

Rendering a widget in *partial buffer mode* may require multiple cycles if the buffer is not big enough to hold all the pixels to update in a single shot. This means that rendering is slower in partial buffer mode, and this may cause performance being significantly affected during animations.

Besides, the whole screen is flushed in multiple times instead of a single one, which means that the user may see the display at a time where every part of the display has not been flushed yet.

Due to these limitations, it is not recommended to repaint big parts of the screen at the same time. For example, a transition on a small part of the screen will look better than a transition affecting the whole screen. A transition will look perfect if the partial buffer can hold all the lines to repaint. Since the buffer holds a group of lines, a horizontal transition may not look the same as a vertical transition.

#### **Desktop and widget states**

Desktop and widgets pass through different states. Once created, they can be attached, then they can be shown.

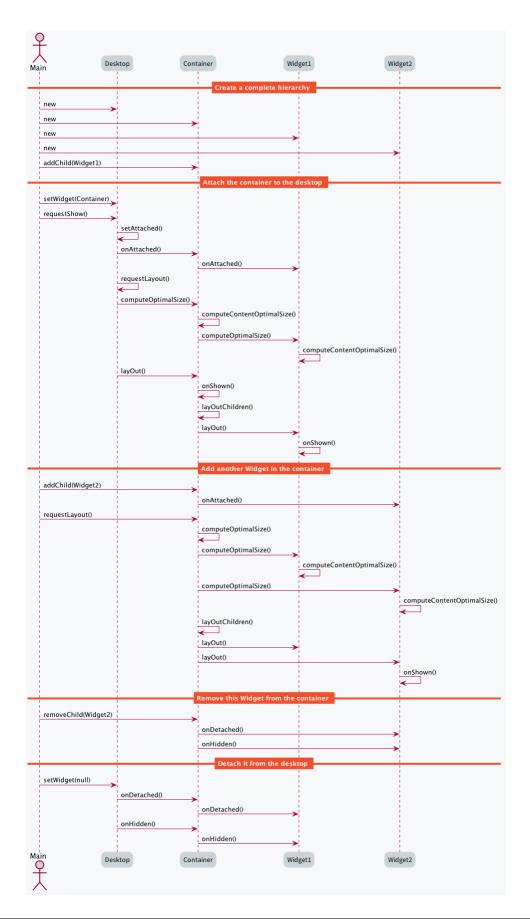
A desktop is attached automatically as soon as it is shown on the display. It can also be attached manually by calling Desktop.setAttached(). It could be used to render the desktop (and its widgets) on an image for example.

A widget is considered as attached when it is contained by a desktop that is attached.

In the same way, by default, a widget is shown when its desktop is shown. But for optimization purpose, a container can control when its children are shown or hidden. A typical use case is when the widgets are moved outside the display.

Once a widget is attached, it means that it is ready to be shown (for instance, the necessary resources are allocated). In other words, once attached a widget is ready to be rendered (on an image or on the display).

Once a widget is shown, it means that it is intended to be rendered on the display. While shown, it may start a periodic refresh or an animation.



The following sections will present several ways to customize and extend the framework to better fit your needs.

# How to Create a Widget

A widget is the main way to render information on the display. A set of pre-defined widgets is described in the *Widgets and Examples* section.

If the needed widget does not already exist, it is possible to create it from scratch (or by derivating another one).

To create a custom widget, a new class should be created, extending the Widget class. Widget subclasses have to implement two methods and may override optional methods, as explained in the following sections.

## Implementing the mandatory methods

## Computing the optimal size of the widget

The computeContentOptimalSize() method is called by the MWT framework in order to know the optimal size of the widget.

The optimal size of the widget is the size of the smallest possible area which would still allow to represent the widget. Unless the widget is using an OptimalDimension in its style, the actual size of the widget will most likely be bigger than the optimal size returned in this method.

The size parameter of the computeContentOptimalSize() method initially contains the size available for the widget. An available width or height equal to Widget.NO\_CONSTRAINT means that the optimal size should be computed without considering any restriction on the respective axis. Before the method returns, the size object should be set to the optimal size of the widget.

When implementing this method, the getStyle() method may be called in order to retrieve the style of the widget.

For example, the following snippet computes the optimal size of an image widget:

```
@Override
protected void computeContentOptimalSize(Size size) {
    size.setSize(this.image.getWidth(), this.image.getHeight());
}
```

#### Rendering the content of the widget

The renderContent() method is called by the MWT framework in order to render the content of the widget.

The g parameter is used to draw the content of the widget. It is already configured with the translation and clipping area which match the widget's bounds. The contentWidth and contentHeight parameters indicate the actual size of the content of the widget (excluding its outlines). Unless the widget is using an OptimalDimension in its style, the given content size will most likely be bigger than the optimal size returned in computeContentOptimalSize(). If the drawings do not take the complete content area, the position of the drawings should be computed using the horizontal and vertical alignment values set in the widget's style.

When implementing this method, the getStyle() method may be called in order to retrieve the style of the widget.

For example, the following snippet renders the content of an image widget:

```
@Override
protected void renderContent(GraphicsContext g, int contentWidth, int contentHeight) {
    Style style = getStyle();
```

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#### **Handling events**

When a widget is created, it is disabled and it will not receive any event. A widget may be enabled or disabled by calling setEnabled(). A common practice is to enable the widget in its constructor.

Enabled widgets can handle events by overriding handleEvent(). MicroUI event APIs may be used in order to know more information on the event, such as its type. The handleEvent() method should return whether or not the event was consumed by the widget.

For example, the following snippet prints a message when the widget receives an event:

```
@Override
public boolean handleEvent(int event) {
    System.out.println("Event type: " + Event.getType(event));
    return false;
}
```

#### **Consuming events**

To indicate that an event was consumed by a widget, handleEvent() should return true. Usually, once an event is consumed, it is not dispatched to other widgets (this behavior is controlled by the event dispatcher). The widget that consumed the event is the last one to receive it.

The following guidelines are recommended to decide when to consume an event and when not to consume an event:

- If the widget triggers an action when receiving the event, it consumes the event.
- If the widget does not trigger an action when receiving the event, it does not consume the event.

**Note:** If the event is **Pointer**. PRESSED, do not consume the event unless it is required that the subsequent widgets in the hierarchy do not receive it. The **Pointer**. PRESSED event is special because pressing a widget is usually not the deciding factor to trigger an action. The user has to release or to drag the widget to trigger an action. If the user presses a widget and then drags the pointer (e.g. their finger or a stylus) out of the widget before releasing it, the action is not triggered.

# Listening to the life-cycle hooks

Widget subclasses may override the following methods in order to allocate and free the necessary resources:

- onAttached()
- onDetached()
- onLaidOut()

- onShown()
- onHidden()

For example, the onAttached() method may be overridden to load an image:

```
@Override
protected void onAttached() {
    this.image = ResourceImage.loadImage(this.imagePath);
}
```

Likewise, the onDetached() method may be overridden to close the image:

```
@Override
protected void onDetached() {
    this.image.close();
}
```

For example, the onShown() method may be overridden to start an animation:

```
@Override
protected void onShown() {
          Animator animator = getDesktop().getAnimator();
          animator.startAnimation(this);
}
```

Likewise, the onHidden() method may be overridden to stop an animation:

```
@Override
protected void onHidden() {
     Animator animator = getDesktop().getAnimator();
     animator.stopAnimation(this);
}
```

#### How to Create a Container

To create a custom container, a new class should be created, extending the Container class. This new class may define a constructor and setter methods in order to provide a way for the user to configure the container, such as its orientation. Container subclasses have to implement two methods and may override optional methods, as explained in the following sections.

#### Implementing the mandatory methods

This section explains how to implement the two mandatory methods of a container subclass.

#### Computing the optimal size of the container

The computeContentOptimalSize() method is called by the MWT framework in order to know the optimal size of the container. The optimal size of the container should be big enough so that each child can be laid out with a size at least as big as its own optimal size.

The container is responsible for computing the optimal size of every child. To do so, the computeChildOptimalSize() method should be called for every child. After this method is called, the optimal size of the child can be retrieved by calling getWidth() and getHeight() on the child widget.

The Size parameter of the computeContentOptimalSize() method initially contains the size available for the container. An available width or height equal to Widget.NO\_CONSTRAINT means that the optimal size should be computed without considering any restriction on the respective axis. Before the method returns, the size object should be set to the optimal size of the container.

For example, the following snippet computes the optimal size of a simple wrapper:

```
@Override
protected void computeContentOptimalSize(Size size) {
    Widget child = getChild(0);
    computeChildOptimalSize(child, size.getWidth(), size.getHeight());
    size.setSize(child.getWidth(), child.getHeight());
}
```

# Laying out the children of the container

The layOutChildren() method is called by the MWT framework in order to lay out every child of the container, i.e. to set the position and size of the children. If a child is laid out outside the bounds of the container (partially or fully), only the part of the widget which is within the container bounds will be visible.

The container is responsible for laying out each child. To do so, the layOutChild() method should be called for every child. Before this method is called, the optimal size of the child can be retrieved by calling getWidth() and getHeight() on the child widget.

When laying out a child, its bounds have to be passed as parameter. The position will be interpreted as relative to the position of the container content. This means that the position should not include the outlines of the container. This means that the (0, 0) coordinates represent the top-left pixel of the container content and the (contentWidth-1, contentHeight-1) coordinates represent the bottom-right pixel of the container content.

For example, the following snippet lays out the children of a simple wrapper:

```
@Override
protected void layOutChildren(int contentWidth, int contentHeight) {
    Widget child = getChild(0);
    layOutChild(child, 0, 0, contentWidth, contentHeight);
}
```

#### Managing the visibility of the children of the container

By default, when a container is shown, each of its children is shown too. This behavior can be changed by overriding the setShownChildren() method of Container. When implementing this method, the setShownChild() method should be called for each child which should be shown when the container is shown.

At any time while the container is visible, children may be shown or hidden by calling setShownChild() or setHiddenChild().

When a container is hidden, each of its children is hidden too (unless it is already hidden). It is not necessary to override setHiddenChildren(), except for optimization.

#### Providing APIs to change the children list of the container

The Container class introduces protected APIs in order to manipulate the list of children of the container. These methods may be overridden in the container subclass and set as public in order to make these APIs available for the user.

Each of the following methods may be overridden individually:

- addChild()
- removeChild()
- removeAllChildren()
- insertChild()
- replaceChild()
- changeChildIndex()

For example, the following snippet allows the user to call the addChild() method on the container:

```
@Override
public void addChild(Widget child) {
    super.addChild(child);
}
```

#### How to Animate a Widget

# Starting and stopping the animation

To animate a widget, an Animator instance is required. This instance can be retrieved from the desktop of the widget by calling Desktop.getAnimator(). Make sure that your widget subclass implements the Animation interface so that it can be used with an Animator.

An animation can be started at any moment, provided that the widget is shown. For example, the animation can start on a click event. Likewise, an animation can be stopped at any moment, for example a few seconds after the animation has started. Once the widget is hidden, its animation should always be stopped to avoid memory leaks and unnecessary operations.

To start the animation of the widget, call the startAnimation() method of the Animator instance. To stop it, call the stopAnimation() method of the same Animator instance.

For example, the following snippet starts the animation as soon as the widget is shown and stops it once the widget is hidden:

```
public class MyAnimatedWidget extends Widget implements Animation {
        private long startTime;
        private long elapsedTime;
       @Override
        protected void onShown() {
               // start animation
                getDesktop().getAnimator().startAnimation(this);
                // save start time
                this.startTime = Util.platformTimeMillis();
                // set widget initial state
                this.elapsedTime = 0;
        }
       @Override
        protected void onHidden() {
                // stop animation
                getDesktop().getAnimator().stopAnimation(this);
```

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}

# Performing an animation step

The tick() method is called by the animator in order to update the widget. It is called in the UI thread once the display has been flushed. This method should not render the widget but should update its state and request a new render if necessary. The tick() method should return whether or not the animation should continue after this increment.

For example, the following snippet updates the state of the widget when it is ticked, requests a new render and keeps the animation going until 5 seconds have passed:

```
@Override
public boolean tick(long platformTimeMillis) {
    // update widget state
    this.elapsedTime = platformTimeMillis - this.startTime;
    // request new render
    requestRender();
    // return whether to continue or to stop the animation
    return (this.elapsedTime < 5_000);
}</pre>
```

The renderContent() method should render the widget by using its current state (saved in the fields of the widget). This method should not call methods such as Util.platformTimeMillis() because the widget could be rendered in multiple passes, for example if a *partial buffer* is used.

For example, the following snippet renders the current state of the widget by displaying the time elapsed since the start of the animation:

```
@Override
protected void renderContent(GraphicsContext g, int contentWidth, int contentHeight) {
    Style style = getStyle();
    g.setColor(style.getColor());
    Painter.drawString(g, Long.toString(this.elapsedTime), style.getFont(), 0, 0);
}
```

# How to Define an Outline or Border

To create a custom outline or border, a new class should be created, extending the **Outline** class. Outline subclasses have to implement two methods, as explained in the following sections.

#### Applying the outline on an outlineable object

The apply(Outlineable) method is called by the MWT framework in order to subtract the outline from a Size or Rectangle object.

The Outlineable parameter of the method initially contains the size or bounds of the box, including the outline. Before the method returns, the outlineable object should be modified by subtracting the outline. In order to remove the outline from the object, the removeOutline() method of Outlineable should be used, passing as argument the thickness on each side.

For example, the following snippet applies an outline of 1 pixel on every side:

```
@Override
public void apply(Outlineable outlineable) {
        outlineable.removeOutline(1, 1, 1, 1);
}
```

#### Applying the outline on a graphics context

The apply (GraphicsContext, Size) method is called by the MWT framework in order to render the outline (only relevant if it is a border) and to update the translation and clip of a graphics context.

The Size parameter of the method initially contains the size of the box, including the outline. Before the method returns, the size object should be modified by subtracting the outline. In order to remove the outline from the object, the removeOutline() method of Outlineable should be used, passing as argument the thickness on each side.

For example, the following snippet applies an outline of 1 pixel on every side:

```
@Override
public void apply(GraphicsContext g, Size size) {
    size.removeOutline(1, 1, 1, 1);
    g.translate(1, 1);
    g.setClip(0, 0, size.getWidth(), size.getHeight());
}
```

#### How to Define a Background

To create a custom background, a new class should be created, extending the Background class. Background subclasses have to implement two methods, as explained in the following sections.

#### Informing whether the background is transparent

The isTransparent() method is called by the MWT framework in order to know whether or not the background is transparent. A background is considered as transparent if it does not draw every pixel with maximal opacity when it is applied.

For example, the following snippet informs that the background is completely opaque regardless of its size:

```
@Override
public boolean isTransparent(int width, int height) {
        return false;
}
```

#### Applying the background on a graphics context

The apply(GraphicsContext g, Size size) method is called by the MWT framework in order to render the background and to set or remove the background color of subsequent drawings.

For example, the following snippet applies a white background:

```
@Override
public void apply(GraphicsContext g, Size size) {
    g.setColor(Colors.WHITE);
    Painter.fillRectangle(g, 0, 0, size.getWidth(), size.getHeight());
    g.setBackgroundColor(Colors.WHITE);
}
```

#### How to Create a Desktop Event Dispatcher

Creating a custom event dispatcher can help you address two use cases:

- [Dispatch] Extending an EventDispatcher is used to dispatch the events. For example, the FocusEventDispatcher will send the events to the widget owning the focus.
- [Handle] Overriding the desktop is used to directly trigger a behavior. For example "BACK" command shows the previous page.

To create a custom event dispatcher, a new class should be created, extending the EventDispatcher class. Event dispatcher subclasses have to implement a method and may override optional methods, as explained in the following sections.

#### Dispatching the events to the widgets

The dispatchEvent() method is called by the MWT framework in order to dispatch a MicroUI event to the widgets of the desktop. The getDesktop() method may be called in order to retrieve the desktop with which the event dispatcher is associated. This is useful in order to browse the widget hierarchy of the desktop, for example by using the getWidget() and getWidgetAt() methods of Desktop.

In order to send an event to one of the widgets of the hierarchy, the sendEventToWidget() method should be used. The dispatchEvent() method should return whether or not the event was dispatched and consumed by a widget.

For example, the following snippet dispatches every event to the widget of the desktop:

```
@Override
public boolean dispatchEvent(int event) {
    Widget desktopWidget = getDesktop().getWidget();
    if (desktopWidget != null) {
        return sendEventToWidget(desktopWidget, event);
    } else {
        return false;
    }
}
```

In addition to dispatching the provided events, an event dispatcher may generate custom events. This may be done by using a DesktopEventGenerator. Its buildEvent() method allows to build an event which may be sent to a widget using the sendEventToWidget() method.

#### Initializing and disposing the dispatcher

EventDispatcher subclasses may override the initialize() and dispose() methods in order to allocate and free the necessary resources.

For example, the initialize() method may be overridden to create an event generator and to add it to the system pool of MicroUI:

```
@Override
public void initialize() {
    this.eventGenerator = new DesktopEventGenerator();
    this.eventGenerator.addToSystemPool();
}
```

Likewise, the dispose() method may be overridden to remove the event generator from the system pool of MicroUI:

```
@Override
public void dispose() {
    this.eventGenerator.removeFromSystemPool();
}
```

#### How to Define an Extra Style Field

Extra style fields allow to customize a widget by configuring graphical elements of the widget from the stylesheet. Extra fields are only relevant to a specific widget type and its subtypes. A widget type can support up to 7 extra fields. The value of an extra field may be represented as an int, a float or any object, and it can not be inherited from parent widgets.

#### Defining an extra field ID

The recommended practice is to add a public constant for the ID of the new extra field in the widget subtype. This ID should be an integer with a value between 0 and 6.

Every extra field ID has to be unique within the widget type. However, two unrelated widget types may define an extra field with the same ID.

For example, the following snippet defines an extra field for a secondary color:

```
public static final int SECONDARY_COLOR_FIELD = 0;
```

#### Setting an extra field in the stylesheet

The value of an extra field may be set in the stylesheet in a similar fashion to built-in style fields, using one of the setExtraXXX() methods of EditableStyle.

For example, the following snippet sets the value of an extra field for all the instances of a widget subtype:

```
EditableStyle style = stylesheet.getSelectorStyle(new TypeSelector(MyWidget.class));
style.setExtraInt(MyWidget.SECONDARY_COLOR_FIELD, Colors.RED);
```

#### Getting an extra field during rendering

The value of an extra field may be retrieved from the style of a widget in a similar fashion to built-in style fields, using one of the getExtraXXX() methods of Style. When calling one of these methods, a default value has to be given in case the extra field is not set for this widget.

For example, the following snippet gets the value of an extra field of the widget:

```
Style style = getStyle();
int secondaryColor = style.getExtraInt(SECONDARY_COLOR_FIELD, Colors.BLACK);
```

#### How to Use the Overlap Render Policy

The MWT library implements two render policies: the DefaultRenderPolicy and the OverlapRenderPolicy:

- DefaultRenderPolicy : renders the specified widget. If the widget is transparent, it renders its parent (and recursively).
- OverlapRenderPolicy : renders the specified widget but also the other widgets that overlap with it.

While the DefaultRenderPolicy will be fine for most GUIs, it will not handle properly the case where widgets overlap. In this case, the OverlapRenderPolicy will be the best match.

#### **Making Widgets Overlap**

A widget is said to overlap with another when:

- their boundaries intersect
- it comes after in the widget tree (depth-first search)

The following snippet displays two widgets that overlap:

```
public static void main(String[] args) {
   MicroUI.start();
   Desktop desktop = new Desktop();
    // make two widgets overlap in a Canvas container
   Canvas rootWidget = new Canvas();
    final Button overlapped = new Button("Overlapped widget");
    rootWidget.addChild(overlapped, 50, 50, 200, 200);
    final Label overlapping = new Label("Overlapping widget");
    rootWidget.addChild(overlapping, 125, 75, 100, 50);
    desktop.setWidget(rootWidget);
    // the overlapping widget is silver
    CascadingStylesheet stylesheet = new CascadingStylesheet();
    EditableStyle style = stylesheet.getSelectorStyle(new TypeSelector(Label.class));
    style.setBackground(new RectangularBackground(Colors.SILVER));
    // the overlapped widget is orange
    style = stylesheet.getSelectorStyle(new TypeSelector(Button.class));
    style.setBackground(new RectangularBackground(0xee502e));
    desktop.setStylesheet(stylesheet);
    desktop.requestShow();
}
```

As expected from the addChild() sequence, the widget overlapping overlaps the widget overlapped:



So far, the DefaultRenderPolicy is being used and it seems to look fine: the widgets of the desktop are rendered successively in depth-first order after the call to desktop.requestShow().

# **Requesting a New Render**

Let's see how the DefaultRenderPolicy performs when the widget overlapped is requested to render again. In most cases, a widget is requested to render when its content has been updated (e.g. the value displayed has changed). For demonstration purposes, let's introduce a mean to trigger a new render: each time the user clicks on the widget overlapped, it will request the widget to render.

The snippet above shows how to do that, by adding an OnClickListener to the overlapped widget:

```
overlapped.setOnClickListener(new OnClickListener() {
    @Override
    public void onClick() {
        overlapped.requestRender();
    }
});
```

When the user clicks on the widget overlapped, the widget is rendered again but not the widget overlapping. As a consequence, the widget that overlaps is not displayed anymore:



When using the DefaultRenderPolicy, widgets are rendered regardless of their order in the widget hierarchy. However, the OverlapRenderPolicy will take account of the relative order of the other widgets: widgets that come after in the widget tree will be rendered if their boundaries intersect those of the widget.

#### Using the OverlapRenderPolicy

Overriding the method createRenderPolicy() of the Desktop, as follows, will cause the OverlapRenderPolicy to be used when rendering widgets:

```
Desktop desktop = new Desktop() {
    @Override
    protected RenderPolicy createRenderPolicy() {
```

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```
return new OverlapRenderPolicy(this);
}
```

Now, both widgets will be displayed correctly when they are requested to render.

As a conclusion, favor the OverlapRenderPolicy when a GUI uses overlapping elements. Note that this render policy is slightly more time-consuming because it traverses the widget tree to determine which widgets are overlapping with each other.

#### How to Debug

#### Highlighting the Bounds of the Widgets

When designing a UI, it can be pretty convenient to highlight the bounds of each widget. Here are some cases where it helps:

- Verify if the layout fits the expected design.
- Set the outlines (margin, padding, border).
- Check the alignment of the widget content inside its bounds.

Setting the ej.mwt.debug.bounds.enabled constant to true will add a rectangle overlay over each widget and container. For more information about constants, see the *Constants* section.

By default, the rectangles around the widgets are magenta. But their color can be adjusted by modifying the ej. mwt.debug.bounds.color constant.

Here is an example of a xxx.constants.list file with the result in an application:

ej.mwt.debug.bounds.enabled=true

ej.mwt.debug.bounds.color=0x00ff00

•	Label	·>
MICROEJ.	Autoscroll Label	$\leftrightarrow$
	Image Widget	<ul> <li>→</li> </ul>
	Slider with value	<ul> <li>→</li> </ul>
	Slider with progress	↔
	Button	<ul> <li>→</li> </ul>
	Checkbox	

Ξ	Wheel				
	July	12	2013		
	August	13	2014		
Ū.	September	14	2015		
S S	October	15	2016		
MICROEJ.	November	16	2017		

# 4.14.3 Widgets and Examples

# Widget Library

The widget library provides very common widgets with basic implementations. These simple widgets may not provide every desired feature, but they can easily be forked since their implementation is very simple.

The widget library does not provide any example. However, the widget demo provides examples for these widgets.

#### Source

To use the widgets provided by the widget library, add the following line to a *module description file*:

<dependency org="ej.library.ui" name="widget" rev="4.1.0"/>

To fork one of the provided widgets, duplicate the associated Java class from the widget library JAR into the source code of your application. It is recommended to move the duplicated class to an other package and to rename the class in order to avoid confusion between your forked class and the original class.

# **Provided Widgets**

# Widgets:

- Label : displays a text.
- ImageWidget : displays an image which is loaded from a resource.
- Button : displays a text and reacts to click events.
- ImageButton : displays an image which is loaded from a resource and reacts to click events.

## Containers:

- List : lays out any number of children horizontally or vertically.
- Flow : lays out any number of children horizontally or vertically, using multiple rows if necessary.
- Grid: lays out any number of children in a grid.
- Dock : lays out any number of children by docking each child one by one on a side.
- SimpleDock : lays out three children horizontally or vertically.
- OverlapContainer : lays out any number of children by stacking them.
- Canvas : lays out any number of children freely.

# **Debug Utilities**

A few utilities useful for debugging are available in the package ej.widget.util.debug of the widget library.

# **Print the Hierarchy of Widgets**

The method HierarchyInspector.hierarchyToString(Widget) returns a String representing the hierarchy of a widget. In other words, it prints the widget and its children recursively in a tree format.

It may be used to analyse the content of a page and have a quick estimation of the number of widgets and the depth of the hierarchy.

For example:

```
Scroll
+--ScrollableList
| +--Label
| +--Dock
| | +--ImageWidget
| | +--Label
| +--Label
```

# Print the Path to a Widget

The method HierarchyInspector. pathToWidgetToString(Widget) returns a String representing the list of ancestors of the widget. For example: Desktop > Scroll > ScrollableList > Label.

It may be used to identify a widget in a trace.

It is also possible to choose the separator by using HierarchyInspector.pathToWidgetToString(Widget, char) method. For example: Desktop ; Scroll ; ScrollableList ; Label.

# **Count the Number of Widgets or Containers**

The methods HierarchyInspector.countNumberOfWidgets(Widget) and HierarchyInspector. countNumberOfContainers(Widget) respectively count the number of widgets and containers in a hierarchy.

It may be used to evaluate the complexity of a hierarchy of widgets.

# **Count the Maximum Depth of a Hierarchy**

The method HierarchyInspector.countMaxDepth(Widget) counts the maximum depth of a hierarchy. In other words, the depth of the widget with the biggest number of parents recursively.

It may be used to evaluate the complexity of a hierarchy of widgets.

# Print the Bounds of a Widget

The method BoundsInspector.boundsToString(Widget) returns a String with the widget type and its bounds. The returned String contains:

- the simple name of the class of the widget,
- its position relative to its parent,
- its size,
- its absolute position.

For example: Label: 0,0 7x25 (absolute: 75,75)

# Print the bounds of all the widgets in a hierarchy

The method BoundsInspector.boundsRecursiveToString(Widget) returns a String representing the type and bounds of each widget in the hierarchy of a widget.

For example:

Scroll: 0,0 480x272 (absolute: 0,0)
+--ScrollableList: 0,0 480x272 (absolute: 0,0)
| +--Label: 0,0 480x50 (absolute: 0,0)
| +--Dock: 0,50 480x50 (absolute: 0,50)
| | +--ImageWidget: 0,0 70x50 (absolute: 0,50)
| | +--Label: 70,0 202x50 (absolute: 70,50)
| +--Label: 0,100 480x50 (absolute: 0,100)

#### Widget Demo

The widget demo provides some widget implementations as well as usage examples for these widgets and for the widgets of the Widget library. The widgets and usage examples are intended to be duplicated by the developers in order to be adapted to their use-case.

#### Source

To use the widgets provided by the widget demo, clone the following GitHub repository: https://github.com/ MicroEJ/Demo-Widget. You can then import the com.microej.demo.widget project into your workspace to see the source of the widgets and their associated examples.

Each subpackage contains the source code for a specific widget and for a page which showcases the widget. For example, the com.microej.demo.widget.checkbox package contains the Checkbox widget and the CheckboxPage

#### **Provided Widgets**

The showcased widgets are listed in the **README** of the project.

#### **MWT Examples**

The MWT Examples repository provides various examples which extend or customize the MWT framework.

#### Source

To run the examples and read the source code of these examples, clone the following GitHub repository: https: //github.com/MicroEJ/ExampleJava-MWT. You can then import the multiple projects into your workspace to see the source of each example and to run it on Simulator or on your board.

# **Provided Examples**

The showcased examples are listed in the **README** of the repository.

# 4.14.4 Advanced

#### How to Detect Text Overflow

Widgets that display a text may experience text overflow when the strings are too long to fit into the available area. It can be the case, for example, in applications that support multiple languages because widgets have to deal with texts of different lengths.

#### **Instrumenting the Widget**

The goal is to check whether the text to be displayed is within the content bounds of the widget. A way to test this is to extend or modify the widget. In this article, the widget MyLabel will extend the type Label from the Widget library, which displays a text:

```
import ej.widget.basic.Label;
public class MyLabel extends Label {
    public MyLabel(String text) {
        super(text);
    }
}
```

# Overriding the onLaidOut() Method

Once the position and size of a wigdet are set during the lay out process, the onLaidOut() method is called to notify the widget. Overriding onLaidOut() of class MyLabel is a good place to check whether the text overflows or not.

For example, the following snippet compares the text width with the available width: it will print a message if an overflow is detected.

#### Testing

Here is a case where the widget size is set manually to be a little shorter than the text width:

```
public static void main(String[] args) {
    MicroUI.start();
    Desktop desktop = new Desktop();
    Canvas canvas = new Canvas();
    // add a label with an arbitrary fixed width of 25 pixels (which is too short)
    canvas.addChild(new MyLabel("Some text"), 20, 20, 25, 10);
    desktop.setWidget(canvas);
    desktop.requestShow();
}
```



The text is cropped and the console logs that a text overflow has been detected:

## **Improving the Detection**

To ease the correction process, it is best to add some additional debug information to locate the issue. Let's extract the text overflow detection into a helper class, so that it is available for all classes across the application.

The following snippet:

- extracts the text overflow detection into the class MyTextHelper.
- prints the part of the text that is displayed.
- prints the path to the widget in the widget tree to help the tester locate the affected widget in the GUI.

```
public class MyLabel extends Label {
    public MyLabel(String text) {
        super(text);
    }
    @Override
    protected void onLaidOut() {
        super.onLaidOut();
        final Font font = getStyle().getFont();
        final String text = getText();
        MyTextHelper.checkTextOverflow(this, text, font);
    }
```

(continues on next page)

(continued from previous page)

```
}
public class MyTextHelper {
    /**
    * Checks whether the given text overflows for the specified widget and font. In the case where an_
\rightarrow overflow is
   * detected, the method prints a message that details the error.
    *
   * @param widget
                 the widget that displays the text.
    *
    * @param text
                 the text to display.
    * Oparam font
                 the font used for drawing the text.
    *
    */
    public static void checkTextOverflow(final Widget widget, final String text, final Font font) {
        final int textWidth = font.stringWidth(text);
        final int contentWidth = widget.getContentBounds().getWidth();
        if (textWidth > contentWidth) {
            String displayedText = buildDisplayedText(text, font, contentWidth);
            String widgetPath = buildWidgetPath(widget);
            System.out.println(
                    "Overflow detected:\n > Text: \"" + text + "\"\n > Width = " + textWidth + " px_

→(available: "
                            + contentWidth + " px) \n > Displayed: \"" + displayedText + "\"\n > Path :
\rightarrow" + widgetPath);
        }
    }
    private static String buildDisplayedText(String text, Font font, int width) {
        for (int i = text.length() - 1; i > 0; i--) {
            if (font.substringWidth(text, 0, i) <= width) {</pre>
                return text.substring(0, i);
            }
        }
        return "";
    }
    private static String buildWidgetPath(Widget widget) {
        StringBuilder builder = new StringBuilder();
        Widget ancestor = widget;
        do {
            builder.insert(0, " > " + ancestor.getClass().getSimpleName());
            ancestor = ancestor.getParent();
        } while (ancestor != null);
        builder.insert(0, widget.getDesktop().getClass().getSimpleName());
        return builder.toString();
    }
}
```

When the application is launched again, the console shows more information about the text overflow:

To keep control over the extra verbosity and code size, one option is to use *BON constants* to enable/disable this debug code at will. In the following snippet, when the constant com.mycompany.check.text.overflow is set to false, the debug code will not be embedded in the application.

# 4.15 JavaScript

MicroEJ allows to develop parts of an application in JavaScript. Basically, a MicroEJ Application boots in Java, then it initializes the JavaScript runtime to run a mix of Java and JavaScript code.

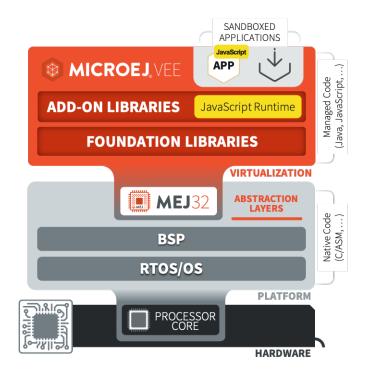


Fig. 77: MicroEJ JavaScript Overview

It supports the ECMAScript 5.1 specification, with *some limitations*. You can start playing with it by following the *Getting Started* page.

# 4.15.1 Getting Started

Let's walk through the steps required to use Javascript in your MicroEJ application:

- install the MMM CLI (Command Line Interface)
- create your Standalone Application project with the init command:

Adapt the properties values to your need. See the MMM CLI init command documentation for more details.

Javascript is supported in the following *Module Natures page*: - *Add-On Library*, - *Standalone Application*, - *Sand-boxed Application*.

• add the js dependency in the module.ivy file:

<dependency org="com.microej.library.runtime" name="js" rev="0.13.0"/>

• add the following lines in your application main class:

```
import com.microej.js.JsErrorWrapper;
import com.microej.js.JsCode;
import com.microej.js.JsRuntime;
...
JsCode.initJs();
JsRuntime.ENGINE.runOneJob();
JsRuntime.stop();
```

• create a file named hello.js in the folder src/main/js with the following content:

```
function hello() {
    var message = "MicroEJ Javascript application!";
    print("My first", message);
}
```

hello()

- follow the steps described in the run command documentation
- in a terminal, go to the folder containing the module.ivy file and build the project with the command:

mmm build

You should see the following message at the end of the build:

BUILD SUCCESSFUL Total time: 20 seconds

• now that your application is built, you can run it in the simulator with the command:

mmm run

#### You should see the following output:

```
My first MicroEJ Javascript application!
```

You can now go further by exploring the *capabilities of the MicroEJ Javascript engine* and discovering the *commands available in the CLI*.

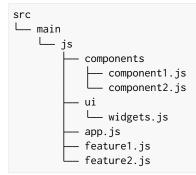
# 4.15.2 Sources Management

#### **JavaScript Sources Location**

The JavaScript sources of an application must be located in the project folder src/main/js. All JavaScript files (
\*.js) found in this folder, at any level, are processed.

#### JavaScript Sources Load Order

When several JavaScript files are found in the sources folder, they are loaded in alphabetical order of their relative path. For example, the following source files:



are loaded in this order:

- 1. app.js
- 2. components/component1.js
- 3. components/component2.js
- 4. feature1.js
- 5. feature2.js
- 6. ui/widgets.js

# JavaScript Sources Load Scope

All the code of the JavaScript source files are loaded in the same scope. It means a variable or function defined in a source file can be used in another one if it has been loaded first. In this example:

#### Listing 10: src/main/js/lib.js

```
function sum(a, b) {
    return a + b;
}
```

#### Listing 11: src/main/js/main.js

```
print("5 + 3 = " + sum(5, 3));
```

the file src/main/js/lib.js is loaded before src/main/js/main.js so the function sum can be used in src/main/js/main.js.

### **JavaScript Sources Processing**

JavaScript sources need to be processed before being executed. This processing is done in the following cases:

- when building the project with *MMM*.
- when developing the project in MicroEJ SDK. The MicroEJ SDK detects any change in JavaScript sources folder (addition/update/deletion) to trigger the processing.

# 4.15.3 Examples

This section is intended to provide a set of examples to cover most of the use cases when developing JavaScript applications with MicroEJ:

#### **Simple Application**

Note: Before trying this example, make sure you have the MMM CLI (Command Line Interface) installed.

This example shows the minimal code for a MicroEJ JavaScript application:

- create an Add-On Library project or a Sandboxed Application project
- add the MicroEJ JavaScript dependency in the module.ivy file of your project:

```
<dependency org="com.microej.library.runtime" name="js" rev="0.13.0"/>
```

• init the JavaScript code in your Java application with:

```
import com.microej.js.JsCode;
```

. . .

JsCode.init();

The class com.microej.js.JsCode is the Java class generated from the JavaScript sources.

• ask the MicroEJ JavaScript engine to start processing the job queue with:

import com.microej.js.JsRuntime; ... JsRuntime.ENGINE.run();

This makes the JavaScript engine process the job queue forever until the program is stopped.

create a file with the js extension in the src/main/js folder (for example app.js) with the following content:

print("My Simple Application");

• build and execute the application with the MMM CLI:

```
$ mmm build
$ mmm run
```

The message My Simple Application should be displayed.

#### Use a Java API in JavaScript

Note: Before trying this example, make sure you have the MMM CLI (Command Line Interface) installed.

It is also recommended to follow the Getting Started page and/or the Simple Application example before.

In this example the JavaScript code calls a Java API. The Java API can come from the application or from any library used by the application. Let's create it in the project for this example, in a class Calculator (src/main/java/com/mycompany/Calculator.java):

```
public class Calculator {
    public int sum(int x, int y) {
        return x + y;
    }
    public int mul(int x, int y) {
        return x * y;
    }
}
```

Then in the Java Main class of the application, add the glue to expose the *Calculator* Java API to the JavaScript code and init the JavaScript engine:

```
public static void main(String[] args) throws Exception {
    // Add the "getCalculator" function in the JavaScript global object
    JsRuntime.JS_GLOBAL_OBJECT.put("getCalculator", JsRuntime.createFunction(new JsClosure() {
        @Override
        @Nullable
        public Object invoke(Object thisBinding, int argsLength, Object... arguments) {
            return new Calculator();
        }
    }), false);
    // Init the JavaScript code
    JsCode.initJs();
    // Start the JavaScript engine
        JsRuntime.ENGINE.run();
}
```

You can now call the API from the JavaScript code:

```
var calc = getCalculator();
print(calc.sum(1, 2));
print(calc.mul(5, 3));
```

As you can see, the methods of the Java API Calculator can be used directly from the JavaScript code.

Finally, build and execute the application with the MMM CLI:

\$ mmm build
\$ mmm run

The sum and multiply results should be displayed.

For more information about communication between Java and JavaScript please refer to the *Communication Between Java and JS* page.

#### **Create a JavaScript API from Java**

Note: Before trying this example, make sure you have the MMM CLI (Command Line Interface) installed.

It is also recommended to follow the *Getting Started* page and/or the *Simple Application* example before.

In this example a JavaScript API is exposed from Java. This can be useful when a specific API must be defined in JavaScript or when adapting an existing Java API to a JavaScript API.

Create a class MyApiHostObject (src/main/java/com/mycompany/MyApiHostObject.java):

```
public class MyApiHostObject extends JsObject {
    public MyApiHostObject(Object thisBinding) {
        this.put("count", new DataPropertyDescriptor(JsRuntime.createFunction(new JsClosure() {
            @Override
            @Nullable
            public Object invoke(@Nullable Object thisBinding, int argsLength, Object..._
            .arguments) {
                String data = (String) arguments[0];
                return Integer.valueOf(data.length());
            }
            })));
    }
}
```

This class defines a JavaScript object using the MicroEJ JavaScript API by extending the class JsObject . It also defines a count method which accepts a String parameter and returns its length.

Then in the Java Main class of the application, add the glue to expose the *MyApi* object to the JavaScript code and init the JavaScript engine:

```
public static void main(String[] args) throws Exception {
    // Add the "MyApi" function in the JavaScript global object
    JsRuntime.JS_GLOBAL_OBJECT.put("MyApi", JsRuntime.createFunction(new JsClosure() {
        @Override
        @Nullable
        public Object invoke(Object thisBinding, int argsLength, Object... arguments) {
            return new MyApiHostObject(thisBinding);
        }
        }), false);
        // Init the JavaScript code
        JsCode.initJs();
        // Start the JavaScript engine
        JsRuntime.ENGINE.run();
    }
}
```

}

You can now call the new API from the JavaScript code:

```
var myApi = new MyApi();
print(myApi.count("Hello World!"));
```

Finally, build and execute the application with the *MMM CLI*:

\$ mmm build
\$ mmm run

The length of the string Hello World! (12) should be displayed.

For more information about communication between Java and JavaScript please refer to the *Communication Between Java and JS* page.

# 4.15.4 API

This page lists the API provided by the MicroEJ JavaScript engine.

## **Built-in Objects**

The built-in objects are the API objects defined by the ECMAScript specification. This section lists all the JavaScript built-in objects and their support status in the MicroEJ JavaScript engine. For the complete reference about these built-in objects, consult the ECMAScript 5.1 specification.

For a description and usage examples of each method or property, consult a JavaScript documentation such as Mozilla Developer Reference.

## Array

- Array (len)
- isArray (arg)
- toString()
- [excluded] toLocaleString()
- concat ([item1[,item2[,...]]])
- join (separator)
- pop()
- push([item1[,item2[,...]]])
- reverse ( )
- shift ()
- slice (start, end)
- sort (comparefn)
- [excluded] splice (start, deleteCount [, item1[, item2[, ...]]])
- unshift ([item1[,item2[,...]]])
- indexOf(searchElement[,fromIndex])
- lastIndexOf (searchElement [, fromIndex])
- every (callbackfn [, thisArg])
- some (callbackfn [, thisArg])
- forEach (callbackfn [, thisArg])
- map(callbackfn[,thisArg])
- filter ( callbackfn [ , thisArg ] )
- [excluded] reduce ( callbackfn [ , initialValue ] )
- [excluded] reduceRight ( callbackfn [ , initialValue ] )
- length

## Boolean

- Boolean (value)
- Boolean.prototype.toString()
- Boolean.prototype.valueOf()

## Date

• [excluded]

# Error

• [excluded]

# Function

- [excluded] Function (p1, p2, ... , pn, body)
- length
- [excluded] toString()
- apply (thisArg, argArray)
- call (thisArg [, arg1 [, arg2, ... ]])
- [excluded] bind (thisArg [, arg1 [, arg2, ...]])
- [[Call]]
- [[Construct]]

## Global

- NaN
- Infinity
- undefined
- [excluded] eval (x)
- parseInt (string , radix)
- parseFloat (string)
- isNaN (number)
- isFinite (number)
- [excluded] escape (string)
- [excluded] unescape (string)
- [excluded] decodeURI (encodedURI)
- [excluded] decodeURIComponent (encodedURIComponent)

- [excluded] encodeURI (uri)
- [excluded] encodeURIComponent (uriComponent)

# JSON

- parse (text[, reviver])
- stringify (value, [replacer[, space]])

## Math

- E
- LN10
- LN2
- LOG2E
- LOG10E
- Pl
- SQRT1\_2
- SQRT2
- abs (x)
- acos (x)
- asin (x)
- atan (x)
- atan2 (y, x)
- ceil (x)
- cos (x)
- exp (x)
- floor (x)
- log (x)
- max([value1[,value2[,...]]])
- min([value1[,value2[,...]]])
- pow (x, y)
- random ()
- round (x)
- sin (x)
- sqrt (x)
- tan (x)

## Number

- Number (value)
- MAX\_VALUE
- MIN\_VALUE
- NaN
- NEGATIVE\_INFINITY
- POSITIVE\_INFINITY
- [excluded] toString([radix])
- [excluded] toLocaleString()
- valueOf()
- [excluded] toFixed (fractionDigits)
- [excluded] toExponential (fractionDigits)
- [excluded] toPrecision (precision)

## Object

- Object ( [ value ] )
- Object.getPrototypeOf(0)
- Object.getOwnPropertyDescriptor ( O, P )
- Object.getOwnPropertyNames (O)
- Object.create (O[, Properties])
- Object.defineProperty ( O, P, Attributes )
- Object.defineProperties ( O, Properties )
- [excluded] Object.seal (O)
- [excluded] Object.freeze(O)
- [excluded] Object.preventExtensions ( 0 )
- Object.isSealed ( O )
- Object.isFrozen ( O )
- Object.isExtensible ( O )
- Object.keys(O)
- toString()
- [excluded] toLocaleString()
- valueOf()
- hasOwnProperty (V)
- isPrototypeOf (V)
- propertyIsEnumerable (V)

# Regex

- RegExp (pattern, flags)
- exec (string)
- test (string)
- toString ()

# String

- String (value)
- fromCharCode ([char0[,char1[,...]]])
- toString()
- valueOf()
- charAt (pos)
- charCodeAt (pos)
- concat ([string1[,string2[,...]]])
- indexOf (searchString, position)
- lastIndexOf (searchString, position)
- [excluded] localeCompare (that)
- match (regexp)
- replace (searchValue, replaceValue)
- [excluded] search (regexp)
- slice (start, end)
- split (separator, limit)
- [excluded] substr (start [, length])
- substring (start, end)
- toLowerCase()
- [excluded] toLocaleLowerCase ()
- toUpperCase()
- [excluded] toLocaleUpperCase ()
- trim ( )
- length
- [[GetOwnProperty]] ( P )

# Host Objects

Host objects are not part of the ECMAScript specification, they are additional API provided by the MicroEJ JavaScript engine.

## Global

## setTimeout(function[, delay, arg1, arg2, ...])

- description: sets a timer which executes a function once the timer expires.
- arguments:
  - function : the function to execute when the delay expires.
  - delay (optional): the time in milliseconds that the timer must wait before executing the given function.
  - arg1, arg2, ... (optional): additional arguments passed to the given function.
- returns: the timer object. This object can be passed to the function clearTimeout to cancel the timer.

#### setInterval(function[, delay, arg1, arg2, ...])

- **description:** repeatedly calls a function, with a fixed time delay between each call.
- arguments:
  - function : the function to execute when the delay expires.
  - delay (optional): the time in milliseconds that the timer must wait between each execution of the given function.
  - arg1, arg2, ... (optional): additional arguments passed to the given function.
- returns: the timer object. This object can be passed to the function clearInterval to cancel the timer.

#### clearTimeout(timer)

- description: cancels the given timer created by a call to setTimeout.
- arguments:
  - timer: the timer to cancel.

#### clearInterval(timer)

- **description:** cancels the given timer created by a call to **setInterval**.
- arguments:
  - timer : the timer to cancel.

## print([arg1, arg2, ...])

- **description:** prints the given arguments in the standard output. The arguments are concatenated and separated by a space. A new line is added at the end.
- arguments:
  - arg1, arg2, ...: the list of elements to print.

# 4.15.5 Communication Between Java and JS

The MicroEJ engine allows to communicate between Java and JavaScript: Java API can be used from JavaScript code and vice-versa.

## **JavaScript Engine**

The JavaScript code is executed in a single-threaded engine, which means only one JavaScript statement is executed at a given time. Each piece of JavaScript code that must be executed is pushed in a job queue. It is up to the engine to manage the job queue and execute the jobs.

One consequence of this design is that Java code called from a JavaScript code must not be blocker. When calling a Java API from a Javascript code, in order to avoid blocking the JavaScript engine, the Java code must return as quick as possible. Otherwise the JavaScript engine is stuck and cannot execute other JavaScript jobs. It is especially harmfull when the Java operation takes time, for example for network or IO operations. In such a case, it is therefore recommended to execute it in a new thread and return immediately.

Another consequence of the JavaScript engine design is that JavaScript code must always be executed by the engine, by the single thread. Therefore, any call to a JavaScript code from a Java code must create a job and add it to the job queue.

#### **Calling Java from JavaScript**

The MicroEJ engine allows to expose Java objects or methods to the JavaScript code by using the engine API and creating the adequate JavaScript object.

#### Import Java Types from JavaScript

Java objects can be exposed to JavaScript using the JavaImport mechanism. It takes a Java fully qualified name as argument and returns an object that gives access to the constructors, static methods and static fields. All the classes from the project's classpath can be imported (project's own classes and its dependencies).

For instance, the following code imports java.lang.System and prints a string calling System.out.println():

```
var System = JavaImport("java.lang.System")
System.out.println("foo");
```

Here we instantiate a Java File object and check that it exists:

```
var File = JavaImport("java.io.File")
var myFile = new File("myFile.txt")
if (myFile.exists()) {
    print("myFile.txt exists")
} else {
    print("myFile.txt does not exist")
}
```

**Warning:** You cannot instantiate an anonymous class from an interface or an abstract class with the new keyword and JavaImport. Nevertheless, you can still access to static fields and methods.

#### **Implement JavaScript Functions in Java**

We can also implement JavaScript functions in Java by adding their implementation to the global object from Java. For example, here is the code to create a JavaScript function named *javaPrint* in the global scope:

```
JsRuntime.JS_GLOBAL_OBJECT.put("javaPrint", JsRuntime.createFunction(new JsClosure() {
    @Override
    public Object invoke(Object thisBinding, Object... arguments) {
        System.out.println("Print from Java: " + arguments[0]);
        return null;
    }
}), false);
```

The function is created with a com.microej.js.objects.JsObjectFunction object created with the API JsRuntime.createFunction(JsClosure jsClosure), and injected in the object JsRuntime.JS\_GLOBAL\_OBJECT which maps to the JavaScript global scope.

The function javaPrint can then be used in JS:

```
javaPrint("foo")
```

This technique can also be used to share any Java object to JavaScript. It is achieved by returning the Java object in the *invoke* method of the JsClosure object. For example, a Java Date object can be exposed as follows:

```
JsRuntime.JS_GLOBAL_OBJECT.put("getCurrentDate", JsRuntime.createFunction(new JsClosure() {
    @Override
    public Object invoke(Object thisBinding, Object... arguments) {
        return Calendar.getInstance().getTime();
    }
}), false);
```

When a Java object is exposed in JavaScript, all its public methods can be called, therefore the JavaScript code can then use this **Date** object and get the time:

```
var date = getCurrentDate()
var time = date.getTime()
print("Current time: ", time)
```

for more information on how these called are managed by the MicroEJ JavaScript engine, please go to the *Foreign Function Interface* section.

Java objects can also be shared using one of the other Java JS adapter objects. With this solution, the code of the Java object is executed at engine initialisation, contrary to the previous solution where it is executed only when the JavaScript code is called. For example, here is the code to expose a Java string named *javaString* in the JavaScript global scope:

```
JsRuntime.JS_GLOBAL_OBJECT.put("javaString", "Hello World!", false);
```

The string javaString can then be used in JS:

```
var myString = javaString;
```

The available Java JS adapter objects are:

- com.microej.js.objects.JsObject : exposes a Java object as a JavaScript object
- com.microej.js.objects.JsObjectFunction : exposes a Java "process" as a JavaScript function (using a JsClosure object)

- com.microej.js.objects.JsObjectString : exposes a Java String as a JavaScript String
- com.microej.js.objects.JsObjectArray : exposes a Java items collection as a JavaScript Array
- com.microej.js.objects.JsObjectBoolean : exposes a Java Boolean as a JavaScript Boolean
- com.microej.js.objects.JsObjectNumber : exposes a Java Number as a JavaScript Number

#### **Calling JavaScript from Java**

The MicroEJ JavaScript engine API allows to call JavaScript code from Java code. For example, given the following JavaScript function in a file in src/main/js:

function sum(a, b) {
 print(a + " + " + b + " = " + (a+b));
}

it can be called from a Java piece of code with:

```
JsObjectFunction functionObject = (JsObjectFunction) JsRuntime.JS_GLOBAL_OBJECT.get("sum");
JsRuntime.ENGINE.addJob(functionObject, JsRuntime.JS_GLOBAL_OBJECT, new Integer(5), new Integer(3));
```

The first line gets the JavaScript function from the global scope. The second line adds a job in the JavaScript engine queue to execute the function, in the global scope, with the arguments 5 and 3.

#### **Passing Values Between JavaScript and Java**

JavaScript base types are represented by Java objects and not Java base types. The following table shows the mapping between types in both languages:

JavaScript	Java
Number	java.lang.Integer <b>or</b> java.lang.Double
Boolean	java.lang.Boolean
String	java.lang.String
Null	null value
Undefined	JsRuntime.JS_UNDEFINED_OBJECT singleton

In JavaScript, a Number type is a 64-bits floating-point value. Nevertheless, Kifaru may use integer values (Integer Java type) when possible for performance reasons. Otherwhise, Double type will be used.

**Note:** Prefer passing Integer values as argument to a job added to the JavaScript execution queue, or return Integer values when implementing a JsClosure instead of Double when possible.

It is not possible to retrieve the returned value of a JavaScript function from Java. For instance, consider the following JavaScript function:

```
function sum(a, b) {
    return a + b;
}
```

When calling this function from Java, we have no way to get the result back:

```
JsObjectFunction functionObject = (JsObjectFunction) JsRuntime.JS_GLOBAL_OBJECT.get("sum");
JsRuntime.ENGINE.addJob(functionObject, JsRuntime.JS_GLOBAL_OBJECT, new Integer(5), new Integer(3));
```

A workaround is to modify the JavaScript function so it takes a callback object as argument:

```
function sum(a, b, callback) {
    callback.returnValue(a + b);
}
```

Here is a possible implementation of the callback object:

```
public class Callback<T> {
   @Nullable
   private T value;
   private boolean returned;
    /**
    * Gets the value returned by this callback function when ready.
    * 
    * A call to this method waits for the value to be ready.
    * @return the value return by the callback
    */
       @Nullable
    public T getValue() {
        synchronized (this) {
            while (!this.returned) {
                try {
                    wait();
                } catch (InterruptedException e) {
                    throw new JsErrorWrapper(""); //$NON-NLS-1$
                }
            }
        }
         return this.value;
    }
    /**
    * Sets the value to return by this callback function.
    * @param value
                  the value to return
     *
    */
    public synchronized void returnValue(@Nullable T value) {
       this.value = value;
        this.returned = true;
       notify();
   }
}
```

We can now pass the callback to the job. The Java code will wait on the callback.getValue() until the result is ready.

JsObjectFunction functionObject = (JsObjectFunction) JsRuntime.JS\_GLOBAL\_OBJECT.get("sum");

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## 4.15.6 Tests

JavaScript applications can be tested with tests written in JavaScript. The JavaScript test files must be located in the project folder src/test/js. All JavaScript files (\*.js) found in this folder, at any level, are considered as test files.

In order to setup JavaScript tests for your application, follow these steps:

- create an Add-On Library project or a Standalone Application project
- define the following properties in the module.ivy file of the project inside the ea:build tag (if the properties already exist, replace them):

```
<ea:property name="test.run.includes.pattern" value="**/_JsTest_*Code.class"/>
<ea:property name="target.main.classes" value="${basedir}/target~/test/classes"/>
```

• add the MicroEJ JavaScript dependency in the module.ivy file of the project:

<dependency org="com.microej.library.runtime" name="js" rev="0.13.0"/>

- define the platform to use to run the tests with one of the options described in *Platform Selection* section
- create a file assert.js in the folder src/test/resources with the following content:

```
var assertionCount = 0;
function assert(value) {
    assertionCount++;
    if (value == 0) {
        print("assert " + assertionCount + " - FAILED");
    } else {
        print("assert " + assertionCount + " - PASSED");
    }
}
```

This method assert will be available in all tests to do assertions.

• create a file test. js in the folder src/test/js and write your first test:

```
var a = 5;
var b = 3;
var sum = a + b;
assert(sum === 8);
```

build the application in the SDK or in command line with the MMM CLI

The execution of the tests produces a report available in the folder target~/test/html for the project.

# 4.15.7 Limitations

The MicroEJ engine supports the version 5.1 of the ECMAScript specification, with the limitations described in this page.

### **Unsupported Directives**

Directives, such as 'use strict', are not supported and are considered as literal statements. Literal statements are just ignored.

#### **Unsupported Statements**

The following syntaxes are not supported by the MicroEJ JavaScript engine:

• with (x) { } : the with statement is not supported in MicroEJ since its usage is not recommended. See the reference documentation for more information.

#### **Unsupported Built-in Objects**

The unsupported built-in objects are listed in the API section.

# 4.15.8 Troubleshooting

#### Compilation error cannot be resolved to a type in FFI class

A compilation error can be raised when the classpath contains unexpected classes, for example:

```
Exception in thread "main" java.lang.Error: Unresolved compilation problems:
    ArrayComparisonFailure cannot be resolved to a type
    ArrayComparisonFailure cannot be resolved to a type
    at java.lang.Throwable.fillInStackTrace(Throwable.java:82)
    at java.lang.Throwable.<init>(Throwable.java:37)
    at java.lang.Error.<init>(Error.java:18)
    at com.microej.js.JsFfi.ffi_toString_0(JsFfi.java:54)
    at com.microej.js.JsCode$1$1.invoke(JsCode.java:50)
```

As described in *the FFI section*, in order to call Java methods from JavaScript code, all the methods with the given names are searched in the classpath. Since the classpath can contain test dependencies which are not available at compile time, the generated FFI can contain classes from these dependencies and therefore fail to compile. The following classes are excluded by default:

- ej.junit.\*
- org.junit.\*
- junit.\*
- org.hamcrest.\*
- java.lang.String
- java.lang.Number

This list can be changed by setting the system property js.ffi.excludes.classes to a comma-separated list of FQN patterns. For example:

**Warning:** Defining this property overwrites the default value, so do not forget to keep the default excluded classes (unless you know what you are doing).

# 4.15.9 Internals

#### **JavaScript Sources Processing**

The JavaScript code is not executed directly, it is first translated in Java code and compiled with the Java application code. This transpilation is done by the JavaScript Add-on Processor. This processor uses the Java Nashorn library (extracted from *jre1.8.0\_92*) to parse the JavaScript files.

The operations performed by this processor are summarized in this diagram:



- **Parsing**: all JavaScript source files located in the folder src/main/js and src/test/js are parsed by the Nashorn library to provide a JavaScript AST.
- **JS Validation**: validation on the JavaScript AST to detect unsupported language features (for example eval ).
- **Conversion preparation**: before actually converting the JavaScript AST to a Java AST, a preparation operation is done to initialize all the lexical environments (done by JsIrVisitor).
- Conversion: conversion of the JavaScript AST to a Java AST.
- Java AST cleanup/optim: post-conversion step to cleanup and optimize the Java AST. The following operations are done: - fix imports - remove dead code - remove literal statements
- Java sources generation: generation of the Java sources from the Java AST.

#### **Foreign Function Interface**

As said in the section *Calling Java from JavaScript*, a JavaScript code can manipulate Java objects and call methods on Java objects. This chapter describes how does the call to methods on Java objets work.

Let getValue() a Java method called from JavaScript on a Java object. As long as the type of the object is not known at compile-time in the JavaScript code, all the types containing a method with the same signature are searched in the classpath. Then the JavaScript pre-processor generates a JsFfi class and a method that dynamically tries to find the type of the receiver object. So, when the getValue() method is called from JavaScript, this generated method is called.

**Warning:** Calling a method whose name is very common could result in a delay while calling it, and some useless methods embedded.

This example shares a Java Date of the current time:

```
JsRuntime.JS_GLOBAL_OBJECT.put("getCurrentDate", JsRuntime.createFunction(new JsClosure() {
    @Override
    public Object invoke(Object thisBinding, Object... arguments) {
        return Calendar.getInstance().getTime();
    }
}), false);
```

The JavaScript can then use this Date to print the current time:

```
var date = getCurrentDate()
var time = date.getTime()
print("Current time: ", time)
```

In this case, the generated method in JsFfi looks like:

```
public static Object ffi_getTime_0(Object function, @ej.annotation.Nullable Object this_) {
        try {
                if (this_ instanceof JsObject || this_ instanceof String)
                        return JsRuntime.functionCall(((Reference) function).getValue(), this_);
                if (this_ instanceof Calendar) {
                        return ((Calendar) this_).getTime();
                }
                if (this_ instanceof Date) {
                        return new Double(((Date) this_).getTime());
                }
        } catch (JsErrorWrapper e) {
                throw e;
        } catch (Throwable t) {
                throw new JsErrorWrapper(new JsObjectError.TypeError("A Java exception has been thrown_
\rightarrow in generated FFI code of getTime"), t);
        }
        throw new JsErrorWrapper(new JsObjectError.TypeError("getTime"));
}
```

# 4.16 Networking

This section presents networking libraries.

The following schema shows the overall architecture and modules:

Example Applications APP					
ADD-ON	Connectivity	HTTP Client/Server	SNTP Client		
LIBRAIRIES	Rest Client/Server	WebSocket Client	MQTT Client		
FOUNDATION	NET SSL	Security Bluetooth	ECOM-WI-FI		
LIBRARIES	ECOM-Network				
		VIRTUALIZATION ABSTRACTION LAYERS			
<b>MEJ</b> 32	C stacks TCP/IP , TLS , Crypto, Bluetooth				
BSP	Drivers Drivers Drivers				
RTOS/OS					
		PLATFORM			
PROCESSOR CORE	Ethernet	WI-FI	BLE		
		HARDWARE			

Fig. 78: Network Libraries Overview

# 4.16.1 Foundation Libraries

Name	Description	Module Link	API Link	Use
Bluetooth	Bluetooth Low Energy (BLE) based on the Generic Attribute Profile (GATT).	bluetooth	ej.bluetooth package	Bluetooth     utility Library
ECOM-Netw	Network interfaces management <sup>Pra</sup> nd IP configurations.	ecom- network	NetworkInterfaceManag class	ger
ECOM-WIFI	Wi-Fi connectivity.	ecom- wifi	WifiManager class	<ul> <li>Wi-Fi setup Ex- ample</li> <li>Wi-Fi utility Li- brary</li> </ul>
NET	Client and Server raw TCP/IP sockets.	net	java.net package	<ul> <li>NET Example</li> <li>NET utility Library</li> </ul>
Security	Cryptographic operations.	security	javax.crypto package	
SSL	Client and Server secure sockets layer using Transport Layer Secu- rity (TLS) protocols.	ssl	java.net.ssl package	<ul> <li>SSL mutual client Example</li> <li>SSL mutual server Example</li> <li>SSL utility Library</li> </ul>

# 4.16.2 Add-On Libraries

Name	Description	Module Link	API Link	Use
Android Connectiv	Network connection state and no- tifications. i ty	android- connectivit	ConnectivityManager y class	<ul> <li>Connectivity Ex- ample</li> </ul>
HTTP Client	OpenJDK HTTP client.	httpclient, http- sclient	HttpURLConnection class	<ul> <li>HTTP client README</li> <li>See also REST client Example</li> </ul>
HTTP Server (Hoka)	Tiny footprint yet extensible web server.	hoka	HttpServer class	<ul> <li>Hoka user man- ual</li> <li>Hoka Example</li> </ul>
MQTT Client	Eclipse Paho MQTT 3.1.1 client.	mqtt, mqtt-ssl	MqttClient class	<ul> <li>MQTT publish Example</li> <li>MQTT subscribe Example</li> </ul>
REST Client	REpresentational State Tranfer (REST) client.	restclient	Resty class	<ul> <li>REST client README</li> <li>REST client Ex- ample</li> </ul>
REST Server	REpresentational State Tranfer (REST) server using on Hoka HTTP Server.	restserver	RestServer class	• REST server Ex- ample
SNTP Client	Simple Network Time Protocol (SNTP) client, used to retrieve the current time from an NTP server.	sntpclient	SntpClient class	• SNTP client README
WebSocket Client	WebSocket client (RFC 6455).	websocket websocket secure	WebSocket class	<ul> <li>WebSocket client README</li> <li>WebSocket client Example</li> </ul>

# IoT Libraries

# **Data Serialization Libraries**

Name	Description	Module Link	API Link	Use
CBOR	Concise Binary Object Representa- tion (CBOR) encoder and decoder (RFC 7049).	cbor	<ul> <li>CborEncoder class</li> <li>CborDecoder class</li> </ul>	• CBOR Tutorial
JSON	JavaScript Object Notation (JSON) encoder and decoder.	json	<ul> <li>JSONObject class (decoder)</li> <li>JSONWriter class (encoder)</li> </ul>	• README • JSON Tutorial
Protocol Buffers	Google Protocol Buffers 3 encoder and decoder, supporting files com- piled by protoc with lite plugin.	protobuf3	• CodedInputStream class (decoder) • CodedOutputStrea class (encoder)	Example
XML	eXtensible Markup Language en- coder and decoder (kXML 3).	kxml2	<ul> <li>XmlPullParser class (decoder)</li> <li>XmlSerializer class (encoder)</li> </ul>	• XML Tutorial

# **Cloud Agent Libraries**

Name	Description	Module Link	Use
AWS IoT Core	AWS IoT Core client, providing pub- lish/subscribe functionalities.	aws-iot	<ul><li>AWS IoT Core README</li><li>AWS IoT Core Example</li></ul>
Google Cloud Platform Iot Core	Google Cloud Platform lot Core client.	gcp-iotcore	<ul> <li>Google Cloud Platform Getting Started</li> </ul>

# 4.17 Limitations

The following table lists the limitations of MicroEJ Architectures version 7.14.0 or higher, for both Evaluation and Production usage. Please consult *MicroEJ Architectures Changelog* for limitations changes on former versions.

Note: The term unlimited means there is no Architecture specific limitation. However, there may be limitations

driven by device memory layout. Please refer to Platform specific documentation to get the memory mapping of *MicroEJ Core Engine sections.* 

Item	EVAL	PROD		
[Mono-Sandbox] Number of concrete types <sup>1</sup>	8192	8192		
[Multi-Sandbox] Number of concrete types per context <sup>1</sup>	4096	4096		
Number of abstract classes and interfaces	unlimited	unlimited		
Class or Interface hierarchy depth	127	127		
Number of methods	unlimited	unlimited		
Method size in bytes	65536	65536		
Numbers of exception handlers per method	63	63		
Number of instance fields <sup>2</sup> (Base type)	4096	4096		
Number of instance fields <sup>2</sup> (References)	31	31		
Number of static fields (boolean + byte)	65536	65536		
Number of static fields (short + char)	65536	65536		
Number of static fields (int + float)	65536	65536		
Number of static fields (long + double)	65536	65536		
Number of static fields (References)	65536	65536		
Number of threads	63	63		
Number of held monitors <sup>3</sup>	63	63		
Time limit	60 minutes	unlimited		
Number of methods and constructors calls	50000000	unlimited		
Number of Java heap Garbage Collection	3000 <sup>4</sup>	unlimited		

Table 21:	Architecture	Limitations
-----------	--------------	-------------

<sup>&</sup>lt;sup>1</sup> Concrete types are classes and arrays that can be instantiated.

<sup>&</sup>lt;sup>2</sup> All instance fields declared in the class and its super classes.

<sup>&</sup>lt;sup>3</sup> The maximum number of different monitors that can be held by one thread at any time is defined by the maximum number of monitors per *thread Application option.* <sup>4</sup> The Java heap Garbage Collection limit may throw unexpected cascading java.lang.OutOfMemoryError exceptions before the MicroEJ Core

Engine exits.

CHAPTER

FIVE

# PLATFORM DEVELOPER GUIDE

# 5.1 Introduction

# 5.1.1 Scope

This document explains how the core features of MicroEJ Architecture are accessed, configured and used by the MicroEJ Platform builder. It describes the process for creating and augmenting a MicroEJ Architecture. This document is concise, but attempts to be exact and complete. Semantics of implemented Foundation Libraries are described in their respective specifications. This document includes an outline of the required low level drivers (LLAPI) for porting the MicroEJ Architectures to different real-time operating systems (RTOS).

MicroEJ Architecture is state-of-the-art, with embedded MicroEJ runtimes for MCUs. They also provide simulated runtimes that execute on workstations to allow software development on "virtual hardware."

# 5.1.2 Intended Audience

The audience for this document is software engineers who need to understand how to create and configure a MicroEJ Platform using the MicroEJ Platform builder. This document also explains how a MicroEJ Application can interoperate with C code on the target, and the details of the MicroEJ Architecture modules, including their APIs, error codes and options.

# 5.2 MicroEJ Platform

# 5.2.1 Introduction

A MicroEJ Platform includes development tools and a runtime environment.

The runtime environment consists of:

- A MicroEJ Core Engine.
- Some Foundation Libraries.
- Some C libraries.

The development tools are composed of:

- Java APIs to compile MicroEJ Application code.
- Documentation: this guide, library specifications, etc.
- Tools for development and compilation.

- Launch scripts to run the simulation or build the binary file.
- Eclipse plugins.

# 5.2.2 Build Process

This section summarizes the steps required to build a MicroEJ Platform and obtain a binary file to deploy on a board.

*The following figure* shows the overall process. The first three steps are performed within the MicroEJ Platform builder. The remaining steps are performed within the CIDE.

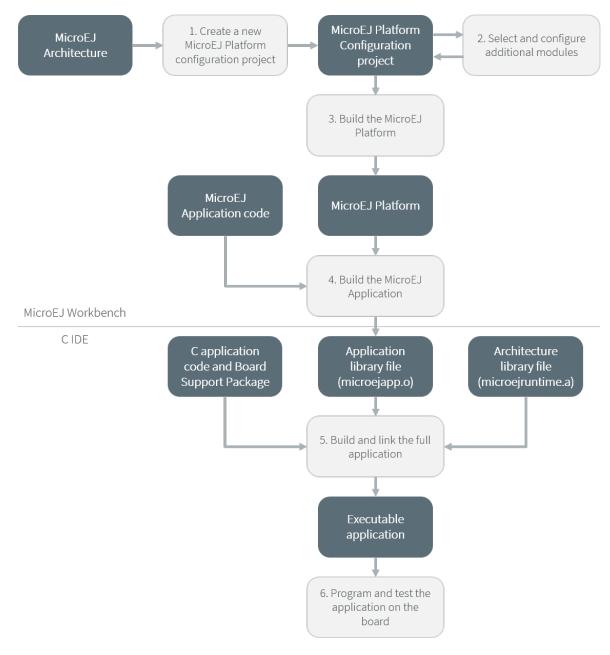


Fig. 1: Overall Process

The steps are as follow:

- 1. Create a new MicroEJ Platform configuration project. This project describes the MicroEJ Platform to build (MicroEJ Architecture, metadata, etc.).
- 2. Select which modules provided by the MicroEJ Architecture will be installed in the MicroEJ Platform.
- 3. Build the MicroEJ Platform according to the choices made in steps 1 and 2.
- 4. Compile a MicroEJ Application against the MicroEJ Platform in order to obtain an application file to link in the BSP.
- 5. Compile the BSP and link it with the MicroEJ Application that was built previously in step 4 to produce a MicroEJ Firmware.
- 6. Final step: Deploy MicroEJ Firmware (i.e. the binary application) onto a board.

# 5.2.3 Concepts

## **MicroEJ Platform Configuration**

A MicroEJ Platform is described by a .platform file. This file is usually called [name].platform, and is stored at the root of a MicroEJ Platform configuration project called [name]-configuration.

The configuration file is recognized by the MicroEJ Platform builder. The MicroEJ Platform builder offers a visualization with two tabs:

lattorm Pro	nerties	Platform Content
Platform Properties General information about this platform.		The content of the platform is composed of two parts:
Device:	STM32F746GDISCO	Environment: select the architecture.
Name:	example	Modules: select modules to import in the platform.
Version:	2.1.0-RC201604072057	Platform Configuration
Provider :	MicroEJ	Once the content of the platform is chosen, it can be configured.
Vendor URL:		k Configuration
		Each module can be configured creating a folder with its name alor the .platform file. It could contain:
		<ul> <li>an optional [module].properties file,</li> </ul>
		<ul> <li>optional module specific files and folders.</li> </ul>
		Modifying one these files requires to build the platform again.
		Build
		Generate and test the platform.
		Build Platform: The new platform is now available and visible in <u>Available Platforms</u>

Fig. 2: MicroEJ Platform Configuration Overview Tab

This tab groups the basic platform information used to identify it: its name, its version, etc. These tags can be updated at any time.

nt STM32F746GDISCO-example-CM7hardfp_ARMCC5			
Content			^
Environment Architecture: ARM Cortex-M7 ARMCC (6.1.0)			Browse
Modules Modules included in the Platform.	E	Details	
type filter text		Description	
Name Standalone Standalone UI  Font Designer Font Generator Front Panel Image BMP Monochrome Decoder Image Generator		Add MicroUI user interface library. Configuration • Requires "microui/microui.xml" file References • Embedded UI extension reference manual	
☑ Image PNG Decoder		Content	
<ul> <li>✓ Inputs</li> <li>□ LEDs</li> <li>✓ MicroUI</li> <li>✓ mwt</li> </ul>	>	Java APIs: • MICROUI-2.0 Java Implementations: • PUMP • MICROUI-2.0	
Overview Content			×

Fig. 3: MicroEJ Platform Configuration Content Tab

This tab shows all additional modules (see *Modules*) which can be installed into the platform in order to augment its features. The modules are sorted by groups and by functionality. When a module is checked, it will be installed into the platform during the platform creation.

## Modules

The primary mechanism for augmenting the capabilities of a *Concepts* is to add modules to it.

A MicroEJ module is a group of related files (Foundation Libraries, scripts, link files, C libraries, Simulator, tools, etc.) that together provide all or part of a platform capability. Generally, these files serve a common purpose. For example, providing an API, or providing a library implementation with its associated tools.

The list of modules is in the second tab of the platform configuration tab. A module may require a configuration step to be installed into the platform. The Modules Detail view indicates if a configuration file is required.

#### Low Level API Pattern

#### Principle

Each time the user must supply C code that connects a platform component to the target, a *Low Level API* is defined. There is a standard pattern for the implementation of these APIs. Each interface has a name and is specified by two

header files:

- [INTERFACE\_NAME].h specifies the functions that make up the public API of the implementation. In some cases the user code will never act as a client of the API, and so will never use this file.
- [INTERFACE\_NAME]\_impl.h specifies the functions that must be coded by the user in the implementation.

The user creates *implementations* of the interfaces, each captured in a separate C source file. In the simplest form of this pattern, only one implementation is permitted, as shown in the illustration below.

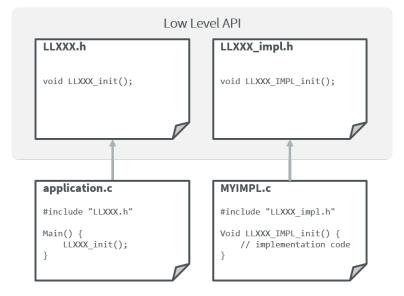


Fig. 4: Low Level API Pattern (single implementation)

The following figure shows a concrete example of an LLAPI. The C world (the board support package) has to implement a send function and must notify the library using a receive function.

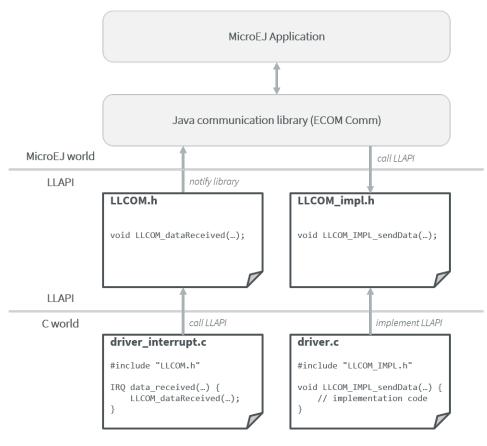


Fig. 5: Low Level API Example

## **Multiple Implementations and Instances**

When a Low Level API allows multiple implementations, each implementation must have a unique name. At runtime there may be one or more instances of each implementation, and each instance is represented by a data structure that holds information about the instance. The address of this structure is the handle to the instance, and that address is passed as the first parameter of every call to the implementation.

The illustration below shows this form of the pattern, but with only a single instance of a single implementation.

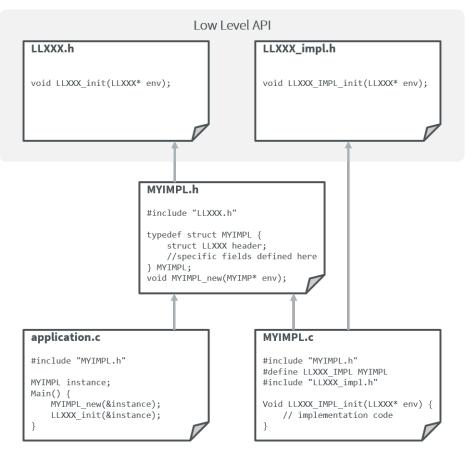


Fig. 6: Low Level API Pattern (multiple implementations/instances)

The **#define** statement in **MYIMPL.c** specifies the name given to this implementation.

# 5.3 MicroEJ Architecture

MicroEJ Architecture features the MicroEJ Core Engine built for a specific instructions set (ISA) and compiler.

The MicroEJ Core Engine is a tiny and fast runtime associated with a Scheduler and a Garbage Collector.

MicroEJ Architecture provides implementations of the following Foundation Libraries :

- EDC: Embedded Device Configuration.
- BON Beyond Profile (see [BON]).
- SNI Simple Native Interface ([SNI]).
- SP Shielded Plug ([SP]).
- KF Kernel & Features ([KF]).

*The following figure* shows the components involved.

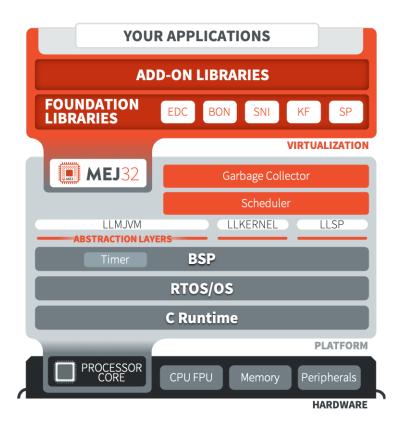


Fig. 7: MicroEJ Architecture Modules

Three Low Level APIs allow the MicroEJ Architecture to link with (and port to) external code, such as any kind of RTOS or legacy C libraries:

- Simple Native Interface (see [SNI])
- Low Level MicroEJ Core Engine (see LLMJVM)
- Low Level Shielded Plug (see *LLSP*)

For further information on Architecture installation and releases, you can check these chapters:

# 5.3.1 Naming Convention

MicroEJ Architecture files ends with the .xpf extension, and are classified using the following naming convention:

com/microej/architecture/[ISA]/[TOOLCHAIN]/[UID]/[VERSION]/[UID]-[VERSION]-[USAGE].xpf

- ISA : instruction set architecture (e.g. CM4 for Arm<sup>®</sup> Cortex<sup>®</sup>-M4, ESP32 for Espressif ESP32, ...).
- TOOLCHAIN: C compilation toolchain (e.g. CM4hardfp\_GCC48).
- UID : Architecture unique ID (e.g. flopi4G25).
- VERSION : module version (e.g. 7.12.0).
- USAGE = eval for evaluation Architectures, prod for production Architectures.

For example, MicroEJ Architecture versions for Arm<sup>®</sup> Cortex<sup>®</sup>-M4 microcontrollers compiled with GNU CC toolchain are available at https://repository.microej.com/modules/com/microej/architecture/CM4/CM4hardfp\_GCC48/flopi4G25/.

See Platform Configuration for usage.

# 5.3.2 MicroEJ Architectures Changelog

#### Notation

A line prefixed by [] describes a change that only applies on a specific configuration: [Core Engine Capability/ Instruction Set/C Compiler]:

- Core Engine Capability
  - Single: Mono-Sandbox (default)
  - Tiny : Tiny Application
  - Multi: Multi-Sandbox
- Instruction Set
  - ARM9 : ARM ARM9
  - Cortex-A: ARM Cortex-A
  - Cortex-M: ARM Cortex-M
  - ESP32 : Espressif ESP32
  - RX : Renesas RX
  - x86 : Intel x86
- C Compiler
  - ARMCC5 : Keil ARMCC uVision v5
  - IAR74 : IAR Embedded Workbench for ARM v7.4
  - QNX65 : BlackBerry QNX 6.5
  - QNX70 : BlackBerry QNX 7.0

#### [7.16.0] - 2021-06-24

#### **Known Issues**

• [Multi] SOAR may fail to build a Feature with the following message:

```
1 : KERNEL/FEATURE ERROR
[M25] - Type double[] is expected to be owned by the Kernel but is not embedded.
```

Workaround is to explicitly declare each array of basetypes in your kernel.api file:

```
<type name="int[]"/>
<type name="long[]"/>
<type name="short[]"/>
<type name="double[]"/>
<type name="float[]"/>
<type name="byte[]"/>
<type name="char[]"/>
```

#### Notes

The Device module provided by the MicroEJ Architecture is deprecated and will be removed in a future version. It has been moved to the Device Pack. Please update your Platforms.

### **Core Engine**

- Added a dedicated error code LLMJVM\_E\_INITIALIZE\_ERROR (-23) when LLMJVM\_IMPL\_initialize() , LLMJVM\_IMPL\_vmTaskStarted() , or LLMJVM\_IMPL\_shutdown() fails. Previously the generic error code LLMJVM\_E\_MAIN\_THREAD\_ALLOC (-5) was returned.
- Added automatic heap consumption monitoring when option com.microej.runtime.debug.heap.
  monitoring.enabled is set to true
- Fixed some parts of LLMJVM\_checkIntegrity() code were embedded even if not called
- [Multi] Fixed potential crash during the call of LLMJVM\_checkIntegrity when analyzing a corrupted Java stack (make this function robust to object references with an invalid memory address)

#### **Foundation Libraries**

- Added source code for KF, SCHEDCONTROL, SNI, SP implementations
- Updated KF API with annotations for Null analysis
- Updated SNI API with annotations for Null analysis
- Updated SP API with annotations for Null analysis
- Updated ResourceManager implementation with annotations for Null analysis
- Updated KF implementation:
  - Added missing Kernel.getAllFeatureStateListeners() method
  - Updated code for correct Null analysis detection
  - Fixed Feature.getCriticality() to throw IllegalStateException if it is in state UNINSTALLED (instead of returning NORM\_CRITICALITY)
  - Fixed potential race condition between Kernel.addResourceControlListener() and Kernel.
     removeResourceControlListener(). Adding a new listener may not register it if another one is removed at the same time.

#### Integration

- Added a new task in ELF Utils library allowing to update the content of an ELF section:
  - Declaration:

```
<taskdef classpath="${platform.dir}/tools/elfutils.jar" classname="com.is2t.elf.utils.

->AddSectionTask" name="addSection" />
```

- Usage:

- Updated Architecture End User License Agreement to version SDK 3.0-C
- Updated copyright notice of Low Level APIs header files to latest MicroEJ SDK default license
- Updated Architecture module with required files and configurations for correct publication in a module repository (README.md, LICENSE.txt, and CHANGELOG.md)

#### Simulator

- Added an option ( com.microej.simulator.hil.frame.size ) to configure the HIL engine max frame size
- Fixed load of an immutable byte field (sign extension)
- Fixed java.lang.String constructors String(byte[] bytes, ...) when passing characters in the range [0x80,0xFF] using default ISO-8859-1 encoding
- Fixed potential crash in debug mode when a breakpoint is set on a field access (introduced in version 7.13.0)
- Fixed wrong garbage collection of an object only referenced by an immortal object

#### SOAR

- Fixed the following compilation issues in if statement with BON constant:
  - too many code may be removed when the block contains a while loop
  - potential Stacks merging coherence error may be thrown when the block contains a nested try-catch statement
  - potential Stacks merging coherence error when declaring a ternary expression with Constants. getBoolean() in condition expression
- Fixed assert statement removal when it is located at the end of a then block: the else block may be executed instead of jumping over
- Removed names of arrays of basetype unless soar.generate.classnames option is set to true
- [Multi] Fixed potential link exception when a Feature use one of the ej\_bon\_ByteArray methods (e.g. ej. kf.InvalidFormatException: code=51:ON\_ej\_bon\_ByteArray\_method\_readUnsignedByte\_AB\_I\_I)
- [Multi] Fixed SOAR error (Invalid SNI method) when one of the ej.bon.Constants.getXXX() methods is declared in a kernel.api file. This issue was preventing from using BON Constants in Feature code.

#### Tools

- Updated Code Coverage Analyzer report generation:
  - Automatically configure src/main/java source directory beside a /bin directory if available
  - Added an option (cc.src.folders) to specify the source directory (require MicroEJ SDK 5.4.1 or higher)
  - Removed the analysis of generated code for synchronized statements
  - Fixed crash when loading source code with annotations
- Fixed Memory Map scripts: ClassNames group may contain duplicate sections with Types group

- Fixed load of an ELF executable when a section overlaps a segment (updated ELF Utils, Kernel Packager and Firmware Linker)
- Fixed Firmware Linker to generate output executable file at the same location than the input executable file

#### [7.15.1] - 2021-02-19

## SOAR

• [Multi] Fixed potential VM crash when declaring a Proxy class which is abstract.

#### [7.15.0] - 2020-12-17

#### **Core Engine**

• Added support for applying Feature relocations

#### **Foundation Libraries**

• Updated KF implementation to apply Feature relocations using the Core Engine. The former Java implementation is deprecated but can still be enabled using the option com.microej.runtime.kf.link. relocations.java.enabled.

#### Integration

- Updated the Architecture naming convention: the usage level is prod instead of dev .
- Fixed generation of temporary properties file with a .properties.list extension instead of deprecated .system.properties extension.

#### SOAR

• Fixed crash when declaring a clinit dependency rule on a class that is loaded but not embedded.

#### Tools

• Fixed Memory Map Script All graph creation to prevent slow opening of large .map file in Memory Map Analyzer.

#### [7.14.1] - 2020-11-30

#### **Core Engine**

• [Multi/x86/QNX7] Fixed missing multi-sandbox version

## Tools

• Fixed categories for class names and SNI library in Memory Map Scripts

# [7.14.0] - 2020-09-25

## Notes

The following set of Architecture properties are automatically provided as **BON** constants:

- com.microej.architecture.capability=[tiny|single|multi]
- com.microej.architecture.name=[architecture\_uid]
- com.microej.architecture.level=[eval|prod]
- com.microej.architecture.toolchain=[toolchain\_uid]
- com.microej.architecture.version=7.14.0

The following set of Platform properties (customer defined) are automatically provided as **BON** constants:

- com.microej.platform.hardwarePartNumber
- com.microej.platform.name
- com.microej.platform.provider
- com.microej.platform.version
- com.microej.platform.buildLabel

#### **Foundation Libraries**

- Updated EDC UTF-8 encoder to support Unicode code points as supplementary characters
- Fixed java.lang.NullPointerException thrown when java.util.WeakHashMap.put() method is called with a null key (introduced in version 7.11.0)

#### Integration

- Added all options starting with com.microej. prefix as BON constants
- Added all properties defined in architecture.properties as options prefixed by com.microej. architecture.
- Added all properties defined in release.properties as options prefixed by com.microej.platform.
- Added all properties defined in script/mjvm.properties as options prefixed by com.microej. architecture.
- Added an option ( com.microej.library.edc.supplementarycharacter.enabled ) to enable support for supplementary characters (enabled by default)
- Updated Memory Map Scripts to extract Java static fields in a dedicated group named Statics
- Updated Memory Map Scripts to extract Java types in a dedicated group named Types
- Fixed generated Feature filename (unexpanded \${feature.output.basename} variable, introduced in version 7.13.0)

- Fixed definition of missing default values for memory options (same values than launcher default ones)
- [Tiny,Multi] Added display of the Core Engine capability when launching SOAR

# SOAR

- [Multi] Added a new attribute named api in Kernel soar.xml file indicating which types, methods and static fields are exposed as Kernel APIs
- [Multi] Fixed potential link error when calling java.lang.Object.clone method on an array in Feature mode

## Tools

 Updated serial PC connector to JSSC 2.9.2 (COM port could not be open on Windows 10 using a JRE 8u261 or higher)

## [7.13.3] - 2020-09-18

#### **Core Engine**

- [QNX70] Embed method names and line numbers information in the application
- [Cortex-A/QNX70] Fixed wrong float/double arguments passed to the SNI natives (introduced in version 7.12.0)

#### Simulator

- Fixed unnecessary stacktrace dump on Long.parseLong() error
- Fixed UTF-8 encoded Strings not correctly printed

## Tools

• Updated Memory Map Scripts for ej.library.runtime.basictool library

## [7.13.2] - 2020-08-14

#### **Core Engine**

- [ARM9/QNX65] Fixed custom convention call
- [x86/QNX70] Fixed SIGFPE raised when overflow occurs on division
- [x86/QNX70] Fixed issue with NaN conversion to int or long

### Tools

- Fixed Feature build script for MicroEJ SDK 5.x (introduced in version 7.13.0)
- Updated Memory Map Scripts for MicroUI 3 and Service libraries

## [7.13.1] - 2020-07-20

### **Core Engine**

• [ESP32] - Fixed potential PSRAM access faults by rebuilding using esp-idf v3.3.0 toolchain (simikou2)

## [7.13.0] - 2020-07-03

### **Core Engine**

- Added SNI-1.4 support, with the following new LLSNI.h Low Level APIs:
  - Added function SNI\_registerResource()
  - Added function SNI\_unregisterResource()
  - Added function SNI\_registerScopedResource()
  - Added function SNI\_unregisterScopedResource()
  - Added function SNI\_getScopedResource()
  - Added function SNI\_retrieveArrayElements()
  - Added function SNI\_flushArrayElements()
  - Added function SNI\_isResumePending()
  - Added function SNI\_clearCurrentJavaThreadPendingResumeFlag()
  - Added define SNI\_VERSION
  - Added define SNI\_IGNORED\_RETURNED\_VALUE
  - Added define SNI\_ILLEGAL\_ARGUMENT
  - Updated the documentation of some functions to clarify the behavior
- Added a message to IllegalArgumentException thrown in an SNI call when passing a non-immortal array in SNI (only in case the Platform is configured to disallow the use of non-immortal arrays in SNI native calls)
- Added function LLMJVM\_CheckIntegrity() to LLMJVM.h Low Level API to perform heap and internal structures integrity check
- Updated KF implementation to use SNI-1.4 to close native resources when the Feature is stopped (ej. lang.ResourceManager is now deprecated)
- Updated LLMJVM\_dump() output with the following new information related to SNI-1.4 native resource management:
  - Last native method called (per thread)
  - Current native method being invoked (per thread)
  - Last native resource close hook called (per thread)
  - Current native resource close hook being invoked (per thread)
  - Pending Native Exception (per thread)
  - Pending SNI Scoped Resource to close (per thread)
  - Current Garbage Collector state: (running or not, last scanned object address, last scanned object class)
  - LLMJVM schedule request (global and per thread)

- Updated non-immortal object access from SNI default behavior (now allowed by default)
- Fixed thread state displayed by LLMJVM\_dump for threads in SLEEP state
- Fixed sni.h header file function prototypes using the SNI\_callback typedef
- Fixed crash when an OutOfMemoryError is thrown while creating a native exception in SNI
- [Multi] Fixed runtime exceptions that can be implicitly thrown (such as NullPointerException ) which were not automatically exposed by the Kernel
- [Multi] Fixed passing Kernel array parameters through a shared interface method call. These parameters were passed by copy instead of by reference as specified by KF specification
- [Multi] Fixed execution context when jumping in a catch block of a ej.kf.Proxy method (the catch block was executed in the Kernel context instead of the Feature context)
- [ARMCC5] Fixed link error Undefined symbol \_java\_Ljava\_lang\_OutOfMemoryError\_field\_OOMEMethodAddr\_I with ARM Compiler 5 linker (introduced in version 7.12.0)

#### **Foundation Libraries**

- Updated SNI to version 1.4
- Updated internal library Resource-Manager-1.0 as deprecated. Use SNI-1.4 native resources instead
- Updated java.lang.Thread.getId() method implementation to return the same value than SNI\_getCurrentJavaThreadID() function
- Optimized ej.sni.SNI.toCString() method by removing a useless temporary buffer copy
- Fixed EDC implementation of String(byte[],int,int) constructor which could allocate a too large temporary buffer
- Fixed EDC implementation of Thread.interrupt() method to throw a java.lang.SecurityException when the interrupted thread cannot be modified by the the current thread
- Fixed EDC implementation to remove remaining references to java.util.SecurityManager class when it is disabled
- Fixed EDC implementation of java.lang.Thread.interrupt() method that was declared final
- Fixed EDC API of java.lang.Thread.interrupt() to clarify the behavior of the method
- Fixed EDC API of java.util.Calendar method to specify that non-lenient mode is not supported
- Fixed EDC API of java.io.FilterInputStream.in field to be marked @Nullable

#### Integration

• Updated Architecture End User License Agreement to version SDK 3.0-B

#### Simulator

- Added SNI-1.4 support, with the following new HIL APIs:
  - Added methods NativeInterface.suspendStart() and NativeInterface.suspendStop() to notify the simulator that a native is suspended so that it can schedule a thread with a lower priority
- Added KF support to dynamically install Features ( .fs3 files)

- Added the capability to specify the Kernel UID from an option (see options in Simulator > Kernel > Kernel UID )
- Added object size in generated .heap dump files
- Optimized file accesses from the Application
- Fixed crash in debug mode when paused on a breakpoint in MicroEJ SDK and hovering a Java variable with the mouse
- Fixed potential crash in debug mode when putting a breakpoint in MicroEJ SDK on a line of code declared in an inner class
- Fixed potential crash in debug mode ( java.lang.NullPointerException ) when a breakpoint set on a field access is hit
- Fixed potential crash in debug mode ( ArrayIndexOutOfBoundsException )
- Added support for JDWP commands DisableCollection / EnableCollection in the debugger
- Fixed invalid heap dump generation in debug mode.
- Fixed crash when a Mockup implements com.is2t.hil.StartListener and this implementation throws an uncaught exception in the clinit
- Fixed verbose of missing resource only when a resource is available in the classpath but not declared in a .resources.list file
- Fixed heap consumption simulation for objects instances of classes declaring fields of type float or double
- Fixed Device UID not displayed in the Front Panel window title (introduced in version 7.11.0)
- Fixed loading of a resource from a JAR when the path starts with /
- Fixed potential deadlock on Front Panel startup in some cases
- Fixed Thread.getState() returning TERMINATED whereas the thread is running
- Fixed Simulator which may not stop properly when closing the Front Panel window
- Fixed Front Panel which stops sending widget events when dragging out of a widget
- [Multi] Fixed monitor that may not be released when an exception occurs in a synchronized block (introduced in version 7.10.0)
- [Multi] Fixed invalid heap dump generation that causes heap analyzer crash
- [Multi] Fixed potential crash ( java.lang.NullPointerException ) in debug mode when debugging an Application (introduced in version 7.10.0)
- [Multi] Fixed error when using KF library without defining a kernel.kf file in the Kernel (introduced in version 7.10.0)

#### SOAR

- Added an option (soar.bytecode.verifier) to enable or disable the bytecode verifier (disabled by default)
- Removed size related limits in Architecture Evaluation version

#### Tools

• Added SNI-1.4 support to HIL Engine

- Updated Heap Dumper to verbose information about the memory section when an overlap is detected in the HEX file
- Updated Memory Map Scripts (Security, DTLS, Device)
- Fixed License Manager (Evaluation) random crash on Windows 10 when a Platform is built using Build Module button
- Fixed License Manager (Evaluation) wrong UID computation after reboot when Windows 10 Hyper-V feature is enabled
- Fixed HIL Engine to exit as soon as the Simulator is disconnected (avoid remaining detached processes)
- Fixed ELF to Map generating symbol addresses different from the ELF symbol addresses (introduice in version 7.11.0)
- Fixed Heap Dumper crash when a wrong object header is encountered
- Fixed Heap Dumper failure when a memory dump is larger than the heap section
- Fixed Heap Dumper crash when loading an Intel HEX file that contains lines of type 02

## [7.12.0] - 2019-10-16

#### **Core Engine**

- Updated implementation of internal java.lang.OutOfMemoryError thrown with the maximum number of frames that can be dumped
- Updated LLMJVM\_dump() output with the following new information:
  - Maximum number of alive threads
  - Total number of created threads
  - Maximum number of stack blocks used
  - Current number of stack blocks used
  - Objects referenced by each stack frame: address, type, length (in case of arrays), string content (in case of String objects)
  - [Multi] Kernel stale references with the name of the Feature stopped

# **Foundation Libraries**

- Fixed EDC implementation of Throwable.getStackTrace() when called on a java.lang. OutOfMemoryError thrown by Core Engine or Simulator (either the returned stack trace array was empty or a java.lang.NullPointerException was thrown)
- [Tiny] Fixed EDC implementation of StackTraceElement.toString() (removed the character . before the type)
- [Multi] Fixed KF implementation of Feature.start() to throw a java.lang. ExceptionInInitializerError when an exception is thrown in a Feature clinit method

#### Simulator

- Updated implementation of internal java.lang.OutOfMemoryError thrown with more than one frames dumped per thread
  - By default the 20 top frames per thread are dumped. This can be modified using S3. OutOfMemoryErrorNbFrames system property
- Fixed wrong parsing of an array of long when an element is declared with only 2 digits (e.g. 25 was parsed as 2)
- Fixed error parsing of an array of byte when an element is declared with the unsigned hexadecimal notation (e.g. 0xFF) (introduced in version 7.10.0)
- Fixed crash when ej.bon.ResourceBuffer.readString() is called on a String greater than 63 characters (introduced in version 7.10.0)
- Fixed code coverage .cc generation of classpath directories
- Fixed crash during a GC when computing the references map of a complex method (an error message is dumped with the involved method name and suggest to increase the internal stack using S3.JavaMemory. ThreadStackSize system property)
- [Multi] Added validity check of Shared Interface declaration files ( . si ) according to KF specification
- [Multi] Fixed processing of Resource Buffers declared in Feature classpath

#### SOAR

• Added a new option core.memory.oome.nb.frames to configure the maximum number of stack frames that can be dumped when an internal java.lang.OutOfMemoryError is thrown by Core Engine

#### Tools

- Updated Heap Dumper to verbose detected object references that are outside the heap
- Updated Heap Dumper to throw a dedicated error when an object reference does not target the beginning of an object (most likely a corrupted heap)
- Updated Heap Dumper to dump .heap.error partial file when a crash occurred during heap processing
- Fixed Heap Dumper crash when processing an object owned by a Feature which type is also owned by the Feature (was working before only when the type is owned by the Kernel)
- Fixed Firmware Linker potential negative offset generation when some sections do not appear in the same order in the ELF file than in their associated LOAD segment
- Fixed Code Coverage Analyzer potential generated empty report (wrong load of classfiles from JAR files)

#### [7.11.0] - 2019-06-24

#### **Important Notes**

• Java assertions execution is now disabled by default. If you experience any runtime trouble when migrating from a previous Architecture, please enable Java assertions execution both on Simulator and on Device (maybe the application code requires Java assertions to be executed).

- Calls to Security Manager are now disabled by default. If you are using the Security Manager, it must be explicitly enabled using the option described below (likely the case when building a Multi-Sandbox Firmware and its associated Virtual Device).
- Front Panel framework is now provided by the Architecture instead of the UI Pack. This allow to build a Platform with a Front Panel (splash screen, basic I/O, ...), even if it does not provide a MicroUI port. Moreover, the Front Panel framework API has been redesigned and is now distributed using the ej.tool.frontpanel. framework module instead of the legacy Eclipse classpath variable.

#### **Known Issues**

• SOAR Internal SOAR error or Stacks merging coherence error thrown when an if statement (being removed) is declared at the end of a try block:

```
try {
    ...
    if (Constants.getBoolean(XXX)) { // constant resolved to false
        ... // code being removed
    }
} catch (Exception e) {
        ...
}
```

#### **Core Engine**

- Added EDC-1.3 support for daemon threads
- Added BON support for ej.bon.Util.newArray(T[],int)
- [Multi/ARMCC5] Fixed unused undefined symbol that prevent Keil MDK-ARM to link properly

#### **Foundation Libraries**

- Updated EDC to version 1.3 (see EDC-1.3 API Changelog)
  - Updated the implementation code for correct Null analysis detection (added assertions, extracted multiple field accesses into a local)
  - Fixed java.io.PrintStream.PrintStream(OutputStream, boolean) writer initialization
  - Removed useless String literals in java.lang.Throwable
- Updated UTF-8 decoder to support Unicode code points
- Updated BON to version 1.4 (see BON-1.4 API Changelog)
- Updated TRACE to version 1.1
  - Added ej.trace.Tracer.getGroupID()
  - Added a BON Constant ( core.trace.enabled ) to remove trace related code when tracing is disabled
- Fixed KF to call the registered Thread.UncaughtExceptionHandler when an exception is thrown by the first Feature thread

#### Integration

- Added new options for Java assertions execution in category Runtime (core.assertions.sim.enabled and core.assertions.emb.enabled). By default, Java assertions execution is disabled both on Simulator and on Device.
- Updated options categories (options property names left unchanged)
  - Added a new category named Runtime
  - Renamed Target to Device
  - Moved Embed All type names option from Core Engine to Runtime
  - Moved Core Engine under Device
  - Removed category Target > Debug and moved Trace options to Runtime
  - Removed category Debug and moved all sub categories under Simulator
  - Renamed category JDWP to Debug
- Added an option (com.microej.library.edc.securitymanager.enabled) to enable Security Manager runtime checks (disabled by default)

#### Simulator

- Added a cache to speed-up classfile loading in JARs
- Added EDC-1.3 support for daemon threads
- Added BON-1.4 support for compile-time constants (load of .constants.list resources)
- Added BON-1.4 support for ej.bon.Util.newArray()
- Added Front Panel framework
- Updated error message when reaching S3 simulator limits
- Removed the Bootstrapping a Smart Software Simulator message when verbose mode in enabled
- Fixed Object.clone() on an immutable object to return a new (mutable) object instead of an immutable one
- Fixed Object.clone() crash when an OutOfMemory occurs
- Fixed potential crash when calling an abstract method (some interfaces of the hierarchy were not taken into account introduced in version 7.10.0)
- Fixed OutOfMemory errors even if the heap is not full (resources loaded from Class.getResourceAsStream and ResourceBuffer.open() were taken into account in simulated heap memory introduced in version 7.10.0)
- Fixed potential crash when a GC occurs while a ResourceBuffer is open (introduced in version 7.10.0)
- Fixed potential debugger hangs when an exception was thrown but not caught in the same method
- [Multi] Fixed wrong class loading in some cases
- [Multi] Fixed wrong immutable loading in some cases

#### SOAR

- Added BON-1.4 support for compile-time constants (load of .constants.list resources)
- · Added bytecode removal for Java assertions (when option is disabled)
- Added bytecode removal for if(ej.bon.Constants.getBoolean()) pattern
  - then or else block is removed depending on the boolean condition
  - WARNING: Current limitation: the "if" statement cannot wrap or be nested in a "try-catch-finally" statement
- Added an option for grouping all the methods by type in a single ELF section
  - com.microej.soar.groupMethodsByType.enabled (false by default)
  - WARNING: this option avoids to reach the maximum number of ELF sections (65536) when building a large application, but affects the application code size (especially inline methods are embedded even if they are not used)
- Added an error message when microejapp.o cannot be generated because the maximum number of ELF sections (65536) is reached

#### Tools

- Updated License Manager (Production) to debug dongle recognition issues. (usage is java -Djava. library.path=resources/os/[OS\_NAME] -jar licenseManager/licenseManagerUsbDongle.jar in an Architecture or Platform folder)
- Updated License Manager (Production ) to support dongle recognition on Mac OS 10.14 (Mojave)
- Fixed ELF To Map to produce correct sizes from an executable generated by IAR Embedded Workbench for ARM
- Fixed Firmware Linker .ARM.exidx section generation (missing section link content)
- Updated deployment files policy for Platforms in Worskpace, in order to be more flexible depending on the C project layout. This also allows to deploy to the same C project different Applications built with different Platforms
  - Platform configuration: in bsp/bsp.properties, a new option output.dir indicates where the files are deployed by default
    - \* Application (microejapp.o) and Platform library (microejruntime.a) are deployed to \${output.dir}/lib.Platform header files (\*.h) are deployed to \${output.dir}/inc/
    - \* When this option is not set, the legacy behavior is left unchanged (project.file option in collaboration with augmentCProject scripts)
  - Launch configuration: Device > Deploy options allow to override the default Platform configuration in order to deploy each MicroEJ file into a separate folder.
- Fixed wrong ELF file generation when a section included in a LOAD segment was generated before one of the sections included in a LOAD segment declared before the first one (integrated in ELF Utils and Firmware Linker)
- Fixed wrong ELF file generation when a section included in a LOAD segment had an address which was outside its LOAD segment virtual address space (integrated in ELF Utils and Firmware Linker)

#### [7.10.1] - 2019-04-03

#### Simulator

• Fixed Object.getClass() may return a Class instance owned by a Feature for type owned by the Kernel

## [7.10.0] - 2019-03-29

#### **Core Engine**

- Added internal memories checks at startup: heaps and statics memories are not allowed to overlap with LLBSP\_IMPL\_isInReadOnlyMemory()
- [Multi] Updated Feature Kill implementation to prepare future RAM Control (fully managed by Core Engine)
- [Multi] Updated implementation of ej.kf.Kernel : all APIs taking a Feature argument now will throw a java.lang.IllegalStateException when the Feature is not started

#### **Foundation Libraries**

- Updated KF library in sync with Core Engine Kill related fixes and Simulator with Kernel & Features semantic
- Updated BON library on Simulator (now uses the same implementation than the one used by the Core Engine)

#### Integration

• Added generation of architecture.properties file when building a Platform. (Used by MicroEJ SDK/Studio 5 when manipulating Platforms & Virtual Devices)

# Simulator

- Added Embed all types names option for Simulation
- Added memory size simulation for Java Heap and Immortal Heap (Enabling Use target characteristics option is no more required)
- Added Kernel & Features semantic, as defined in the KF-1.4 specification
  - Fully implemented:
    - \* Ownership for types, object and thread execution context
    - \* Kernel mode
    - \* Context Local Static Field References
  - Partially implemented:
    - \* Kernel API (Type grained only)
    - \* Shared Interfaces are binded using direct reference links (no Proxy execution)
    - \* Feature.stop() does not perform the safe kill. The application cannot be stopped unless it has correctly removed all its shared references.
  - Not implemented:

- \* Dynamic Feature installation from Kernel.install(java.io.InputStream)
- \* Execution Rules Runtime checks

#### Tools

- Updated Memory Map Scripts (Bluetooth, MWT, NLS, Rcommand and AllJoyn libraries)
- Fixed Kernel Packager internal limits error when the ELF executable does not contains a .debug.soar section
- Fixed wrong ELF file generation when segment file size is different than the mem size (integrated in ELF Utils and Firmware Linker)
- Fixed Simulator COM port mapping default value (set to disabled instead of UART<->UART in order to avoid an error when launch configuration is just created)
- Fix ELF To Map: the total sections size were not equal to the segments size

#### [7.9.1] - 2019-01-08

## Tools

- Fixed ELF objcopy generation when ELF executable file contains 0 size segments
- Fixed Stack Trace Reader error when ELF executable file contains relocation sections

#### [7.9.0] - 2018-09-20

#### SOAR

• Optimized SOAR processing (up to 50% faster on applications with tens of classpath entries)

## [7.8.0] - 2018-08-01

#### Tools

• [ARMCC5] - Updated SOAR Debug Infos Post Linker tool to generate the full ELF executable file

#### [7.7.0] - 2018-07-19

#### **Core Engine**

- Added a permanent hook LLMJVM\_on\_Runtime\_gc\_done called after an explicit java.lang.Runtime.gc()
- Updated internal heap header for memory dump

#### SOAR

• Added check for the maximum number of allowed concrete types (avoids a Core Engine link error)

## Tools

• Added Heap Dumper tool

## [7.6.0] - 2018-06-29

#### **Foundation Libraries**

• [Multi] Updated BON library: a Timer owned by the Kernel can execute a TimerTask owned by a Feature

## [7.5.0] - 2018-06-15

Internal Release - COTS Architecture left unchanged.

## [7.4.0] - 2018-06-13

#### **Core Engine**

- Removed partial support of ej.bon.Util.throwExceptionInThread() (deprecated)
- [Multi/Linux] Updated default configuration to always embed method names
- [Multi/Cortex-M] Optimized KF checks execution for array & field accesses

#### **Foundation Libraries**

• Updated ej.bon.Timer to schedule ej.bon.TimerTask owned by multiple Features

## Simulator

• Fixed implementation of java.lang.Class.getResourceAsStream() to throw a java.io.IOException when the stream is closed

#### SOAR

• [GCC] - Fixed microejapp.o link with GCC 6.3

#### Tools

- Added a retry mechanism in the Testsuite Engine
- Added a message to suggest increasing the JVM heap when an OutOfMemoryError occurs in the Firmware Linker tool
- Fixed generation of LL header files for all cross compilation toolchains (file separator for included paths is /
  )
- [Cortex-A/ARMCC5] Fixed SNI convention call issue
- [ESP32,RX] Fixed Firmware Linker tool internal limit

#### [7.3.0] - 2018-03-07

#### Simulator

- Added an option for the IDE to customize the mockups classpath
- Fixed Deadlock in Shielded Plug remote client when interrupting a thread that waits for block modification

## [7.2.0] - 2018-03-02

## **Core Engine**

- [Multi] Enabled quantum counter computation only when Feature quota is set
- [Cortex-M/IAR74] Updated compilation flags to -Oh

#### Simulator

- Added a hook in the mockup that is automatically called during the HIL Engine startup
- Added dump of loaded classes when verbose option is enabled
- Fixed java.lang.Runtime.freeMemory() call freeze when Emb Characteristics option is enabled
- Fixed ShieldedPlug server error after interrupting a thread that is waiting for a database block
- Fixed crash Access to a wrong reference in some cases
- Fixed java.lang.NullPointerException when interrupting a thread that has not been started
- Fixed crash when closing an HIL connection in some cases
- [Multi] Fixed KF & Watchdog library link when Emb Characteristics option is enabled
- [Multi] Fixed XML Parsing error when Emb Characteristics option is enabled

# [7.1.2] - 2018-02-02

#### SOAR

• Fixed SNI library was added in the classpath in some cases

# [maintenance/6.18.0] - 2017-12-15

#### **Core Engine**

- [Multi] Enabled quantum counter computation only when Feature quota is set
- [Cortex-M/IAR74] Updated compilation flags to -Oh

## Simulator

- Fixed java.lang.Runtime.freeMemory() call freeze when Emb Characteristics option is enabled
- [Multi] Fixed KF & Watchdog library link when Emb Characteristics option is enabled
- [Multi] Fixed XML Parsing error when Emb Characteristics option is enabled

## Tools

• Updated Kernel API Generator tool with classes filtering

## [7.1.1] - 2017-12-08

## Tools

• [Multi/RX] - Fixed Firmware Linker tool

## [7.1.0] - 2017-12-08

## **Core Engine**

• [Multi/RX] - Added KF support

#### Integration

• Fixed SNI-1.3 library name

## SOAR

• [RX] - Added support for ELF symbol prefix \_

#### Tools

• Updated Kernel API generator tool with classes filtering

#### [7.0.0] - 2017-11-07

#### **Core Engine**

- Added SNI-1.3 support
- SNI\_suspendCurrentJavaThread() is not interruptible via java.lang.Thread.interrupt() anymore

#### **Foundation Libraries**

• Updated to SNI-1.3

## [6.17.2] - 2017-10-26

#### Simulator

• Fixed deadlock during bootstrap in some cases

## [6.17.1] - 2017-10-25

#### **Core Engine**

• Fixed conversion of -0.0 into a positive value

## [6.17.0) - 2017-10-10

#### Tools

• Updated Memory Map Scripts for TRACE library

# [6.16.0] - 2017-09-27

## **Core Engine**

• Fixed External Resource Loader link error (introduced in version 6.13.0)

#### [6.15.0] - 2017-09-12

## **Core Engine**

• Added a new option to configure the maximum number of monitors that can be owned per thread (8 per thread by default, as it was fixed before)

## **Foundation Libraries**

• Fixed ECOM-COMM internal heap calibration

#### SOAR

• Added log of the class loading cause

## [6.14.2] - 2017-08-24

#### Tools

- Fixed Firmware Linker tool script (load activity.xml from the wrong folder)
- Fixed load of symbol \_java\_Ljava\_io\_EOFException that can be required by some linkers even if this symbol is not touched

## [6.14.1] - 2017-08-02

#### Simulator

• Fixed Device Mockup too long initialization that may block the Front Panel Mockup

#### **Foundation Libraries**

• Fixed BON .types.list potential conflicts with KF

#### Tools

• Modified Firmware Linker internal scripts structure for new Virtual Devices tools

#### [6.13.0] - 2017-07-21

#### **Core Engine**

Added support for ej.bon.ResourceBuffer

#### **Foundation Libraries**

• Updated to BON-1.3

#### SOAR

• Added support for \*.resourcesext.list (resources excluded from the firmware)

# Tools

Added BON Resource Buffer generator

#### [6.12.0] - 2017-07-07

#### **Core Engine**

• Added a trace when java.lang.IllegalMonitorStateException is thrown on a monitorexit

# Tools

- Added property skip.mergeLibraries for Platform Builder.
- Updated serial PC connector to JSSC v2.8.0

#### Simulator

• Fixed unexpexted java.lang.NullPointerException in some cases

## [6.11.0] - 2017-06-13

## Integration

• Fixed useless watchdog library copied in root folder

## [6.11.0-beta1] - 2017-06-02

#### **Core Engine**

- Added an option to enable execution traces
- Added Low Level API LLMJVM\_MONITOR\_impl.h
- Added Low Level API LLTRACE\_impl.h

#### **Foundation Libraries**

• Added TRACE-1.0

#### [6.10.0] - 2017-06-02

#### **Core Engine**

• Optimized java.lang.Runtime.gc() (removed useless heap compaction in some cases)

#### [6.9.2] - 2017-06-02

## Integration

- Fixed missing properties in release.properties (introduced in version v6.9.1)
- Fixed artifacts build dependencies to private dependencies

#### [6.9.1] - 2017-05-29

#### SOAR

• [Multi] - Fixed selected methods list in report generation (removed Kernel related method)

#### [6.9.0] - 2017-03-15

Base version, included into MicroEJ SDK 4.1.

# 5.4 MicroEJ Packs

# 5.4.1 Overview

On top of a MicroEJ Architecture can be imported MicroEJ Packs which provide additional features such as:

- Serial Communications,
- Graphical User Interface,
- Networking,
- File System,
- etc.

Each MicroEJ Pack is optional and can be selected on demand during the MicroEJ Platform configuration step.

# 5.4.2 Naming Convention

MicroEJ Packs are distributed in two packages:

- MicroEJ Architecture Specific Pack under the com/microej/architecture/\* organization.
- MicroEJ Generic Pack under the com/microej/pack/\* organization.

See Pack Import for usage.

#### **Architecture Specific Pack**

MicroEJ Architecture Specific Packs contain compiled libraries archives and are thus dependent on the MicroEJ Architecture and toolchain used in the MicroEJ Platform.

MicroEJ Architecture Specific Packs files ends with the .xpfp extension and are classified using the following naming convention:

com/microej/architecture/[ISA]/[TOOLCHAIN]/[UID]-[NAME]-pack/[VERSION]/[UID]-[NAME]-pack-[VERSION].xpfp

- ISA : instruction set architecture (e.g. CM4 for Arm® Cortex®-M4, ESP32 for Espressif ESP32, ...).
- TOOLCHAIN: C compilation toolchain (e.g. CM4hardfp\_GCC48).
- UID : Architecture unique ID (e.g. flopi4G25).
- NAME : pack name (e.g. ui).
- VERSION : pack version (e.g. 13.0.4).

For example, MicroEJ Architecture Specific Pack UI versions for Arm<sup>®</sup> Cortex<sup>®</sup>-M4 microcontrollers compiled with GNU CC toolchain are available at https://repository.microej.com/modules/com/microej/architecture/CM4/CM4hardfp\_GCC48/flopi4G25-ui-pack/.

### **Generic Pack**

MicroEJ Generic Packs can be imported on top of any MicroEJ Architecture.

They are classified using the following naming convention:

```
com/microej/pack/[NAME]/[NAME]-pack/[VERSION]/
```

- NAME : pack name (e.g. bluetooth ).
- VERSION : pack version (e.g. 2.1.0).

For example, MicroEJ Generic Pack Bluetooth versions are available at https://repository.microej.com/modules/ com/microej/pack/bluetooth/bluetooth-pack/.

#### **Legacy Generic Pack**

Legacy MicroEJ Generic Packs files end with the .xpfp extension. These Packs contain one or more Platform modules. See *Platform Module Configuration* for their configuration. They are classified using the following naming convention:

com/microej/pack/[NAME]/[VERSION]/[NAME]-[VERSION].xpfp

- NAME : pack name (e.g. net ).
- VERSION : pack version (e.g. 9.2.3).

For example, the Legacy MicroEJ Generic Pack NET version 9.2.3 is available at https://repository.microej.com/ modules/com/microej/pack/net/9.2.3/net-9.2.3.xpfp.

# 5.5 Platform Creation

This section describes the steps to create a new MicroEJ Platform in MicroEJ SDK, and options to connect it to an external Board Support Package (BSP) as well as a third-party C toolchain.

**Note:** If you own a legacy Platform, you can either create your Platform again from scratch, or follow the *Former Platform Migration* chapter.

## 5.5.1 Architecture Selection

The first step is to select a MicroEJ Architecture compatible with your device instructions set and C compiler.

MicroEJ Corp. provides MicroEJ Evaluation Architectures for most common instructions sets and compilers at https://repository.microej.com/modules/com/microej/architecture.

Please refer to the chapter Architectures MCU / Compiler for the details of ABI and compiler options.

If the requested MicroEJ Architecture is not available for evaluation or to get a MicroEJ Production Architecture, please contact your MicroEJ sales representative or *our support team*.

#### 5.5.2 Platform Configuration

The next step is to create a MicroEJ Platform configuration project:

- Select File > New > Project... > General > Project ,
- Enter a Project name . The name is arbitrary and can be changed later. The usual convention is [PLATFORM\_NAME]-configuration,

- Click on Finish button. A new empty project is created,
- Install the latest Platform Configuration Additions. Files within the content folder have to be copied to the configuration project folder, by following instructions described at https://github.com/MicroEJ/ PlatformQualificationTools/blob/master/framework/platform/README.rst.

You should get a MicroEJ Platform configuration project that looks like:

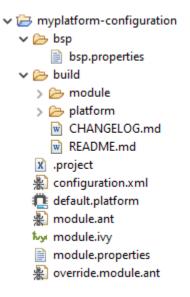


Fig. 8: MicroEJ Platform Configuration Project Skeleton

Note: The version of installed Platform Configuration Additions is indicated in the CHANGELOG file.

• Edit the *Module Description File* module.ivy to declare the MicroEJ Architecture dependency:

```
<dependencies>
    </dependency org="com.microej.architecture.[ISA].[TOOLCHAIN]" name="[UID]" rev="[VERSION]">
         <artifact name="[UID]" m:classifier="[USAGE]" ext="xpf"/>
         </dependency>
```

</dependencies>

For example, to declare the MicroEJ Evaluation Architecture version 7.14.0 for Arm<sup>®</sup> Cortex<sup>®</sup>-M4 microcontrollers compiled with GNU CC toolchain:

</dependencies>

**Note:** The Platform Configuration Additions allow to select the Architecture USAGE using the option com. microej.platformbuilder.architecture.usage. Edit the file module.properties to set the property to

prod to use a Production Architecture and to eval to use an Evaluation Architecture.

#### 5.5.3 Pack Import

*MicroEJ Pack* provides additional features on top of the MicroEJ Architecture such as Graphical User Interface or Networking.

**Note:** MicroEJ Packs are optional. You can skip this section if you intend to integrate MicroEJ runtime only with custom libraries.

To declare a MicroEJ Pack dependency, edit the *Module Description File* module.ivy as follows:

```
<dependencies>
<!-- MicroEJ Architecture Specific Pack -->
<dependency org="com.microej.architecture.[ISA].[TOOLCHAIN]" name="[UID]-[NAME]-pack" rev="[VERSION]
...
<!-- MicroEJ Generic Pack -->
<dependency org="com.microej.pack.[NAME]" name="[NAME]-pack" rev="[VERSION]"/>
<!-- Legacy MicroEJ Generic Pack -->
<dependency org="com.microej.pack" name="[NAME]" rev="[VERSION]"/>
</dependency org="com.microej.pack" name="[NAME]" rev="[VERSION]"/>
</dependency org="com.microej.pack" name="[NAME]" rev="[VERSION]"/>
```

For example, to declare the MicroEJ Architecture Specific Pack UI version 13.0.4 for MicroEJ Architecture flopi4G25 on Arm<sup>®</sup> Cortex<sup>®</sup>-M4 microcontrollers compiled with GNU CC toolchain:

</dependencies>

To declare the MicroEJ Generic Pack Bluetooth version 2.1.0:

```
<dependencies>
  <!-- MicroEJ Generic Pack -->
  <dependency org="com.microej.pack.bluetooth" name="bluetooth-pack" rev="2.1.0"/>
</dependencies>
```

And to declare the Legacy MicroEJ Generic Pack Net version 9.2.3:

```
<dependencies>
  <!-- Legacy MicroEJ Generic Pack -->
  <dependency org="com.microej.pack" name="net" rev="9.2.3"/>
```

</dependencies>

**Warning:** *MicroEJ Architecture Specific Packs* and *Legacy MicroEJ Generic Packs* provide Platform modules that are **not installed** by default. See *Platform Module Configuration* section for more details.

# 5.5.4 Platform Build

The MicroEJ Platform can be built either from the SDK or from the *MMM CLI*. To build the MicroEJ Platform from the SDK, perform a regular *Module Build*:

- Right-click on the Platform Configuration project,
- Select Build Module .

To build the MicroEJ Platform from the MMM CLI:

- Set the eclipse.home property to the path of your SDK, using -Declipse.home=<path> in the command line or using the *Shared configuration*.
- Execute the command: mmm

In both cases the build starts and the build logs are redirected to the integrated console. Once the build is terminated, you should get the following message:

Total time: 43 seconds

Then, import the Platform directory to your MicroEJ SDK workspace as mentioned in the report. You should get a ready-to-use MicroEJ Platform project in the workspace available for the MicroEJ Application project to run on. You can also check the MicroEJ Platform availability in: Window > Preferences > MicroEJ > Platforms in workspace .

🗸 🥵 mydevice-Platform-mytoolchain-0.0.1
🗸 😕 build
release.properties
✓ (⇒ source)
🗁 documentation
> 🗁 include
> 🗁 javaAPIs
> 🗁 javaLibs
> 🗁 lib
> 🗁 licenseManager
🗁 link
> 🗁 linker
> 🗁 MICROJVM
> 🗁 mocks
🗁 plugins
> 🧁 resources
> 🦢 S3
> 🗁 scripts
> 🥭 tools
architecture.properties
👿 readme.md
release.properties
🛓 workbenchExtension_edc.jar
실 workbenchExtension_launchScriptFramework.jar
🛃 workbenchExtension_microjvm.jar
s workbenchExtension_nls.jar
sworkbenchExtension.jar
🛓 workbenchExtension2.jar

Fig. 9: MicroEJ Platform Project

This step is only required the first time the Platform is built, or if the Platform properties have changed (i.e, name, version). When the same Platform is built again, the Platform project should be automatically refreshed after few seconds. In case of any doubt, right-click on the Platform project and select Refresh to get the new content.

# 5.5.5 Platform Module Configuration

A Platform module is the minimal unit that can extend a MicroEJ Architecture with additional features such as:

- Runtime Capability (e.g. Multi-Sandbox, External Resources Loader),
- Foundation Library Implementation (e.g. MicroUI, NET),
- Simulator (e.g. Front Panel Mock),
- Tool (e.g. *MicroEJ Java H*).

Platform modules provided by *MicroEJ Generic Packs* are automatically installed during the *Platform build* and do not require extra configuration. They are not displayed in the Platform Editor.

Platform modules provided by *MicroEJ Architectures*, *MicroEJ Architecture Specific Packs* and *Legacy MicroEJ Generic Packs* following list are **not installed** by default. They must be enabled and configured using the Platform Editor.

Before opening the Platform Editor, the Platform must have been built once to let *MicroEJ Module Manager* resolve and download MicroEJ Architecture and Packs locally. Then import them in MicroEJ SDK as follows:

- Select File > Import > MicroEJ > Architectures ,
- Browse myplatform-configuration/target~/dependencies folder (contains .xpf and .xpfp files once the Platform is built),
- Check the lagree and accept the above terms and conditions... box to accept the license,
- Click on Finish button. This may take some time.

Once imported, double-click on the default.platform file to open the Platform Editor.

From the Platform Editor, select the Content tab to access the modules selection. Platform modules can be selected/deselected from the Modules frame.

Platform modules are organized into groups. When a group is selected, by default, all its modules are selected. To view all the modules making up a group, click on the Expand All icon on the top-right of the frame. This will let you select/deselect on a per module basis. Note that individual module selection is not recommended and that it is only available when the module have been imported.

The description and contents of an item (group or module) are displayed beside the list on item selection.

All the selected Platform modules will be installed in the Platform.

nydevice-myplatform-mytoolchain	x			
🛱 Content				
Environment				
Architecture:				Browse
Modules		ĒĒ	Details	
Modules included in the Platform.          type filter text         Name         >       Device Information         >       External Resources Loader         >       Front Panel         >       FS         >       HAL         >       Java to C Interface         >       Multi Applications         >       Serial Communication         >       SSL         >       UI			<b>Description</b> Multi Applications modules group.	

Fig. 10: MicroEJ Platform Configuration Modules Selection

Each selected Platform module can be customized by creating a [module] folder named after the module beside the .platform file definition. It may contain:

- A [module].properties file named after the module name. These properties will be injected in the execution context prefixed by the module name. Some properties might be needed for the configuration of some modules. Please refer to the modules documentation for more information.
- A bsp.xml file which provides additional information about the BSP implementation of Low Level APIs.

This file must start with the node <bsp> . It can contain several lines like this one: <nativeName="A\_LLAPI\_NAME" nativeImplementation name="AN\_IMPLEMENTATION\_NAME"/>

where:

- A\_LLAPI\_NAME refers to a Low Level API native name. It is specific to the MicroEJ C library which provides the Low Level API.
- AN\_IMPLEMENTATION\_NAME refers to the implementation name of the Low Level API. It is specific to the BSP; and more specifically, to the C file which does the link between the MicroEJ C library and the C driver.

These files will be converted into an internal format during the MicroEJ Platform build.

• Optional module specific files and folders

Modifying one of these files requires to *build the Platform* again.

**Note:** It is possible to quickly rebuild the Platform from the Platform Editor if only Platform module configuration has changed. Click on the Build Platform link on the Platform configuration Overview tab.

# 5.5.6 Platform Customization

The configuration project (the project which contains the .platform file) can contain an optional dropins folder. The contents of this folder will be copied integrally into the final Platform. This feature allows to add some additional libraries, tools etc. into the Platform.

The dropins folder organization should respect the final Platform files and folders organization. For instance, the tools are located in the sub-folder tools . Launch a Platform build without the dropins folder to see how the Platform files and folders organization is. Then fill the dropins folder with additional features and build again the Platform to obtain an advanced Platform.

The dropins folder files are kept in priority. If one file has the same path and name as another file already installed into the Platform, the dropins folder file will be kept.

Platform build can also be customized by updating the configuration.xml file beside the .platform file. This Ant script can extend one or several of the extension points available. By default, you should not have to change the default configuration script.

Modifying one of these files requires to *build the Platform* again.

# 5.5.7 BSP Connection

#### Principle

Using a MicroEJ Platform, the user can compile a MicroEJ Application on that Platform. The result of this compilation is a microejapp.o file.

This file has to be linked with the MicroEJ Platform runtime file (microejruntime.a) and a third-party C project, called the Board Support Package (BSP), to obtain the final binary file (MicroEJ Firmware). For more information, please consult the *MicroEJ build process overview*.

The BSP connection can be configured by defining 4 folders where the following files are located:

- MicroEJ Application file (microejapp.o).
- MicroEJ Platform runtime file (microejruntime.a, also available in the Platform lib folder).
- MicroEJ Platform header files (\*.h, also available in the Platform include folder).
- BSP project *build script* file (build.bat or build.sh).

Once the MicroEJ Application file (microejapp.o) is built, the files are then copied to these locations and the build.bat or build.sh file is executed to produce the final executable file (application.out).

**Note:** The final build stage to produce the executable file can be done outside of MicroEJ SDK, and thus the BSP connection configuration is optional.

BSP connection configuration is only required in the following cases:

• Use MicroEJ SDK to produce the final executable file of a Mono-Sandbox Firmware (recommended).

- Use MicroEJ SDK to run a *MicroEJ Test Suite* on device.
- Build a Multi-Sandbox Firmware.

MicroEJ provides a flexible way to configure the BSP connection to target any kind of projects, teams organizations and company build flows. To achieve this, the BSP connection can be configured either at MicroEJ Platform level or at MicroEJ Application level (or a mix of both).

The 3 most common integration cases are:

- Case 1: No BSP connection
  - The MicroEJ Platform does not know the BSP at all.

BSP connection can be configured when building the MicroEJ Application (absolute locations).

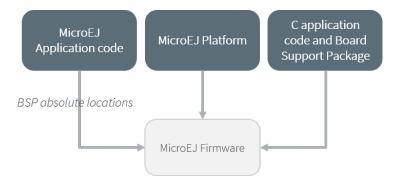


Fig. 11: MicroEJ Platform with no BSP connection

This case is recommended when:

- the MicroEJ Firmware is built outside MicroEJ SDK.
- the same MicroEJ Platform is intended to be reused on multiple BSP projects which do not share the same structure.
- Case 2: Partial BSP connection

The MicroEJ Platform knows how the BSP is structured.

BSP connection is configured when building the MicroEJ Platform (relative locations within the BSP), and the BSP root location is configured when building the MicroEJ Application (absolute directory).

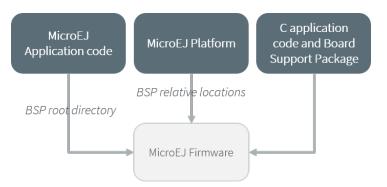


Fig. 12: MicroEJ Platform with partial BSP connection

This case is recommended when:

- the MicroEJ Platform is used to build one MicroEJ Application on top of one BSP.
- the Application and BSP are slightly coupled, thus making a change in the BSP just requires to build the firmware again.
- Case 3: Full BSP connection

The MicroEJ Platform includes the BSP.

BSP connection is configured when building MicroEJ Platform (relative locations within the BSP), as well as the BSP root location (absolute directory). No BSP connection configuration is required when building the MicroEJ Application.

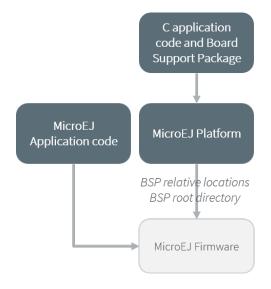


Fig. 13: MicroEJ Platform with full BSP connection

This case is recommended when:

- the MicroEJ Platform is used to build various MicroEJ Applications.
- the MicroEJ Platform is validated using MicroEJ test suites.
- the MicroEJ Platform and BSP are delivered as a single standalone module (same versioning), perhaps subcontracted to a team or a company outside the application project(s).

#### Options

BSP connection options can be specified as Platform options or as Application options or a mix of both.

The following table describes the Platform options, which can be set in the bsp/bsp.properties file of the Platform configuration project.

Option	Description	Example
Name		
microejap relative. dir	The path relative to BSP root.dir where to deploy the Mi- croEJ Application file (microejapp.o).	MicroEJ/lib
microejli relative. dir	The path relative to BSP root.dir where to deploy the Mi- <sup>o</sup> croEJ Platform runtime file (microejruntime.a).	MicroEJ/lib
microejin relative. dir	The path relative to BSP root.dir where to deploy the Mi- <sup>C</sup> croEJ Platform header files (*.h).	MicroEJ/inc
microejsc relative. dir	The path relative to BSP root.dir where to execute the BSP is the path relative to BSP root.dir where to execute the BSP is the path of build.sh ).	Project/MicroEJ
root. dir	The 3rd-party BSP project absolute directory, to be included to the Platform.	<pre>c:\\Users\\user\\mybsp on Win- dows systems or /home/user/bsp on Unix systems.</pre>

The following table describes the Application options, which can be set as regular *MicroEJ Application Options*.

Option Name	Description
deploy.bsp. microejapp	Deploy the MicroEJ Application file (microejapp.o) to the location defined by the Platform (defaults to true when Platform option microejapp.relative.dir is set).
deploy.bsp. microejlib	Deploy the MicroEJ Platform runtime file (microejruntime.a) to the location defined by the Platform (defaults to true when Platform option microejlib.relative.dir is set).
deploy.bsp. microejinc	Deploy the MicroEJ Platform header files (*.h) to the location defined by the Platform (de- faults to true when Platform option microejinc.relative.dir is set).
deploy.bsp. microejscript	Execute the BSP build script file (build.bat or build.sh) at the location specified by the Platform. (defaults to false and requires microejscript.relative.dir Platform option to be set).
deploy.bsp. root.dir	The 3rd-party BSP project absolute directory. This option is required if at least one the 4 options described above is set to true and the Platform does not include the BSP.
deploy.dir. microejapp	Absolute path to the directory where to deploy the MicroEJ Application file (microejapp.o). An empty value means no deployment.
deploy.dir. microejlib	Absolute path to the directory where to deploy the MicroEJ Platform runtime file ( microejruntime.a) to this absolute directory. An empty value means no deployment.
deploy.dir. microejinc	Absolute path to the directory where to deploy the MicroEJ Platform header files ( *.h ) to this absolute directory. An empty value means no deployment.
deploy.dir. microejscript	Absolute path to the directory that contains the BSP build script file (build.bat or build.sh). An empty value means no build script execution.

Table 2: MicroEJ Application Options for BSP Connection

**Note:** It is also possible to configure the BSP root directory by setting the *build option* toolchain.dir, instead of the application option deploy.bsp.root.dir. This allows to configure a MicroEJ Firmware by specifying both the Platform (using the target.platform.dir option) and the BSP at build level, without having to modify the application options files.

For each *Platform BSP connection case*, here is a summary of the options to set:

No BSP connection, executable file built outside MicroEJ SDK

```
Platform Options:
[NONE]
Application Options:
[NONE]
```

• No BSP connection, executable file built using MicroEJ SDK

```
Platform Options:
  [NONE]
Application Options:
  deploy.dir.microejapp=[absolute_path]
  deploy.dir.microejlib=[absolute_path]
  deploy.dir.microejinc=[absolute_path]
  deploy.bsp.microejscript=[absolute_path]
```

• Partial BSP connection, executable file built outside MicroEJ SDK

```
Platform Options:
microejapp.relative.dir=[relative_path]
microejlib.relative.dir=[relative_path]
microejinc.relative.dir=[relative_path]
```

Application Options: deploy.bsp.root.dir=[absolute\_path]

• Partial BSP connection, executable file built using MicroEJ SDK

```
Platform Options:
  microejapp.relative.dir=[relative_path]
  microejlib.relative.dir=[relative_path]
  microejinc.relative.dir=[relative_path]
  microejscript.relative.dir=[relative_path]
```

```
Application Options:
deploy.bsp.root.dir=[absolute_path]
deploy.bsp.microejscript=true
```

• Full BSP connection, executable file built using MicroEJ SDK

```
Platform Options:
  microejapp.relative.dir=[relative_path]
  microejlib.relative.dir=[relative_path]
  microejinc.relative.dir=[relative_path]
  microejscript.relative.dir=[relative_path]
  root.dir=[absolute_path]
```

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Application Options: deploy.bsp.microejscript=true

#### **Build Script File**

The BSP build script file is used to invoke the third-party C toolchain (compiler and linker) to produce the final executable file (application.out).

The build script must comply with the following specification:

- On Windows operating system, it is a Windows batch file named build.bat.
- On Mac OS X or Linux operating systems, it is a shell script named **build**. sh , with execution permission enabled.
- On error, the script must end with a non zero exit code.
- On success
  - The executable must be copied to a file named application.out in the directory from where the script has been executed.
  - The script must end with zero exit code.

Many build script templates are available for most commonly used C toolchains in the Platform Qualification Tools repository.

**Note:** The final executable file must be an ELF executable file. On Unix, the command file(1) can be use to check the format of a file. For example:

~\$ file application.out ELF 32-bit LSB executable

#### **Run Script File**

This script is required only for Platforms intended to run a *MicroEJ Testsuite* on device.

The BSP run script is used to invoke a third-party tool to upload and start the executable file on device.

The run script must comply with the following specification:

- On Windows operating system, it is a Windows batch file named run.bat.
- On Mac OS X or Linux operating systems, it is a shell script named run.sh, with execution permission enabled.
- The executable file is passed as first script parameter if there is one, otherwise it is the application.out file located in the directory from where the script has been executed.
- On error, the script must end with a non zero exit code.
- On success:
  - The executable file (application.out) has been uploaded and started on the device
  - The script must end with zero exit code.

The run script can optionally redirect execution traces. If it does not implement execution traces redirection, the testsuite must be configured with the following *Application Options* in order to take its input from a TCP/IP socket server, such as *Serial to Socket Transmitter*.

testsuite.trace.ip=localhost
testsuite.trace.port=5555

# 5.6 Platform Qualification

# 5.6.1 Introduction

A MicroEJ Platform integrates one or more Foundation Libraries with their respective Abstraction Layers.

Platform Qualification is the process of validating the conformance of the Abstraction Layer that implements the *Low Level APIs* of a Foundation Library.

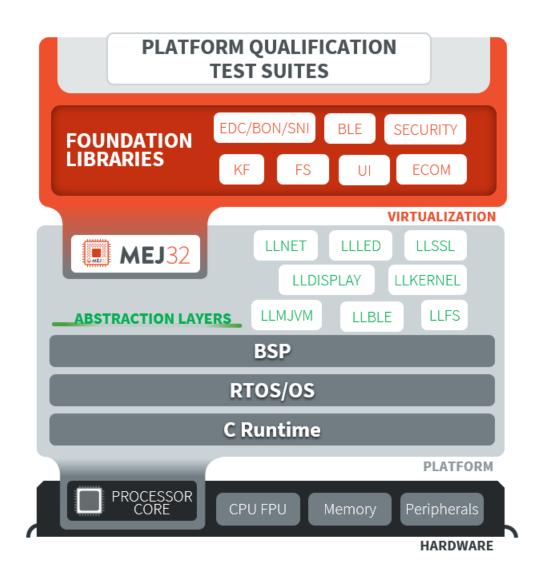


Fig. 14: Platform Qualification Overwiew

For each Low Level API, an Abstraction Layer implementation is required. The validation of the Abstraction Layer implementation is performed by running tests at two-levels:

- In C, by calling Low Level APIs (usually manually).
- In Java, by calling Foundation Library APIs (usually automatically using *Platform Test Suite*).

The following figure depicts an example for the FS Pack:

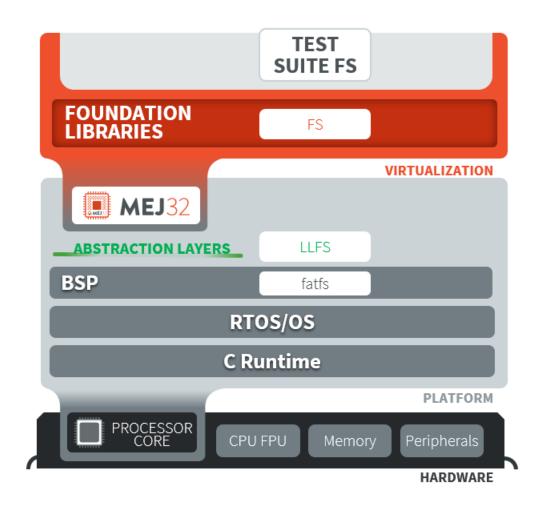


Fig. 15: Platform Qualification Example for FS Pack

MicroEJ provides a set of tools and pre-defined projects aimed at simplifying the steps for validating Platforms in the form of the Platform Qualification Tools (PQT).

# 5.6.2 Platform Qualification Tools Overview

The Platform Qualification Tools provide the following components:

- Platform Configuration Additions (PCA):
  - Used to:
    - \* Manage MicroEJ Architecture, MicroEJ Packs and the Platform build with the MicroEJ Module Manager.

- \* Configure the BSP connection to call the build and run scripts.
- Added when creating a Platform (see *Platform Creation* or check the tutorial *Create a MicroEJ Firmware From Scratch*).
- Build and Run Scripts examples:
  - Used to generate and deploy a MicroEJ Firmware on a device by invoking a third-party toolchain for the BSP
  - Added when integrating the BSP to the Platform (see *Build Script File* and *Run Script File* or check the tutorial *Create MicroEJ Platform Build and Run Scripts*).
- C and Java Test Suites:
  - Used to validate the Low Level APIs implementations
  - Validated during the BSP development and whenever an Abstraction Layer implementation is added or changed (see *Platform Test Suite* or check the tutorial *Run a Test Suite on a Device*).

Please refer to the Platform Qualification Tools README for more details and the location of the components.

# 5.6.3 Platform Test Suite

The purpose of a MicroEJ Platform Test Suite is to validate the Abstraction Layer that implements the *Low Level APIs* of a Foundation Libraries by automatically running Java tests on the device.

The *MicroEJ Test Suite Engine* is used for building, running a Test Suite, and providing a report.

A Platform Test Suite contains one or more tests. For each test, the Test Suite Engine will:

- 1. Build a MicroEJ Firmware for the test.
- 2. Program the MicroEJ Firmware onto the device.
- 3. Retrieve the execution traces.
- 4. Analyze the traces to determine whether the test has PASSED or FAILED.
- 5. Append the result to the Test Report.
- 6. Repeat until all tests of the Test Suite have been executed.

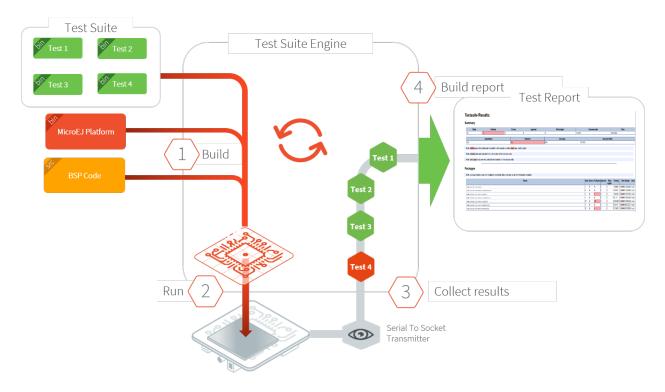


Fig. 16: Platform Test Suite on Device Overview

# 5.6.4 Test Suite Versioning

Foundation Libraries are integrated in a MicroEJ Platform by MicroEJ Packs (see *Pack Import*). Use the Test Suite version compliant with the Foundation Library version to validate the Abstraction Layer implementation. For example, the Test Suite FS module 3.0.3 should be used to validate the Abstraction Layer implementation of the *Low Level API FS* provided by the FS Pack 5.1.2.

**Note:** A MicroEJ Pack can provide several Foundation Libraries.

# **Core Engine**

Table 3: Core Engine Validation
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Architecture	Test Suite
7.0.0 or higher	Core Engine Test Suite

#### UI Pack

Table 4: L	<b>JI Validation</b>
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UI Pack	C Test Suite
13.0.0 or higher (UI3)	Graphical User Interface Test Suite
[6.0.0-12.1.5] (UI2)	Graphical User Interface Test Suite

# FS Pack

FS Pack	FS API	Java Test Suite
[5.1.2-5.2.0[	2.0.6	3.0.3
[4.0.0-4.1.0]	2.0.6	On demand <sup>1</sup>

## Table 5: FS API Implementation and Validation

## **BLUETOOTH Pack**

#### Table 6: BLUETOOTH API Implementation and Validation

BLUETOOTH Pack	BLUETOOTH API	Java Test Suite
2.1.0	2.1.0	2.0.0
2.0.1	2.0.0	2.0.0

## NET/SSL Pack

On demand<sup>1</sup>.

# 5.7 MicroEJ Core Engine

The MicroEJ Core Engine and its components represent the core of the Architecture. It is used to compile and execute at runtime the MicroEJ Application code.

# 5.7.1 Functional Description

*The following diagram* shows the overall process. The first two steps are performed within the MicroEJ Workbench. The remaining steps are performed within the C IDE.

<sup>&</sup>lt;sup>1</sup> Test Suite available on demand, please contact *MicroEJ Support*.

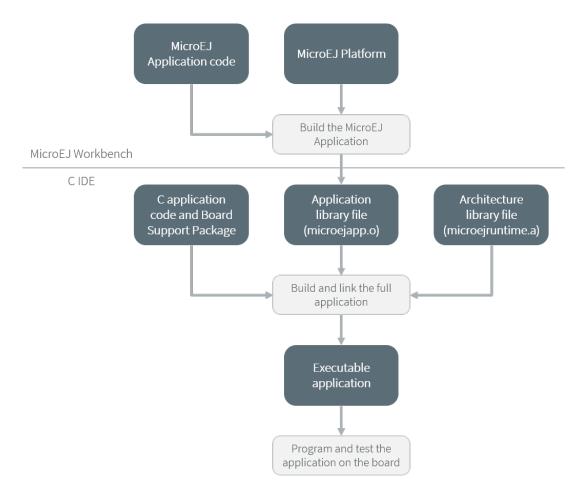


Fig. 17: MicroEJ Core Engine Flow

- 1. Step 1 consists in writing a MicroEJ Application against a set of Foundation Libraries available in the platform.
- 2. Step 2 consists in compiling the MicroEJ Application code and the required libraries in an ELF library, using the SOAR.
- 3. Step 3 consists in linking the previous ELF file with the MicroEJ Core Engine library and a third-party BSP (OS, drivers, etc.). This step may require a third-party linker provided by a C toolchain.

# 5.7.2 Architecture

The MicroEJ Core Engine and its components have been compiled for one specific CPU architecture and for use with a specific C compiler.

The architecture of the platform engine is called green thread architecture, it runs in a single RTOS task. Its behavior consists in scheduling MicroEJ threads. The scheduler implements a priority preemptive scheduling policy with round robin for the MicroEJ threads with the same priority. In the following explanations the term "RTOS task" refers to the tasks scheduled by the underlying OS; and the term "MicroEJ thread" refers to the Java threads scheduled by the MicroEJ Core Engine.



Fig. 18: A Green Threads Architecture Example

The activity of the platform is defined by the MicroEJ Application. When the MicroEJ Application is blocked (when all MicroEJ threads are sleeping), the platform sleeps entirely: The RTOS task that runs the platform sleeps.

The platform is responsible for providing the time to the MicroEJ world: the precision is 1 millisecond.

# 5.7.3 Capabilities

MicroEJ Core Engine defines 3 exclusive capabilities:

- Mono-sandbox: capability to produce a monolithic firmware (default one).
- Multi-Sandbox: capability to produce a extensible firmware on which new applications can be dynamically installed. See section *Multi-Sandbox*.
- Tiny application: capability to produce a compacted firmware (optimized for size). See section *Tiny Applica-tion*.

All MicroEJ Core Engine capabilities may not be available on all architectures. Refer to section *Supported MicroEJ Core Engine Capabilities by Architecture Matrix* for more details.

# 5.7.4 Implementation

The MicroEJ Core Engine implements the [SNI] specification. It is created and initialized with the C function SNI\_createVM. Then it is started and executed in the current RTOS task by calling SNI\_startVM. The function SNI\_startVM returns when the MicroEJ Application exits or if an error occurs (see section *Error Codes*). The function SNI\_destroyVM handles the platform termination.

The file LLMJVM\_impl.h that comes with the platform defines the API to be implemented. See section *LLMJVM: MicroEJ Core Engine*.

#### Initialization

The Low Level MicroEJ Core Engine API deals with two objects: the structure that represents the platform, and the RTOS task that runs the platform. Two callbacks allow engineers to interact with the initialization of both objects:

- LLMJVM\_IMPL\_initialize : Called once the structure representing the platform is initialized.
- LLMJVM\_IMPL\_vmTaskStarted : Called when the platform starts its execution. This function is called within the RTOS task of the platform.

#### Scheduling

To support the green thread round-robin policy, the platform assumes there is an RTOS timer or some other mechanism that counts (down) and fires a call-back when it reaches a specified value. The platform initializes the timer using the LLMJVM\_IMPL\_scheduleRequest function with one argument: the absolute time at which the timer should fire. When the timer fires, it must call the LLMJVM\_schedule function, which tells the platform to execute a green thread context switch (which gives another MicroEJ thread a chance to run).

#### Idle Mode

When the platform has no activity to execute, it calls the LLMJVM\_IMPL\_idleVM function, which is assumed to put the RTOS task of the platform into a sleep state. LLMJVM\_IMPL\_wakeupVM is called to wake up the platform task. When the platform task really starts to execute again, it calls the LLMJVM\_IMPL\_ackWakeup function to acknowledge the restart of its activity.

#### Time

The platform defines two times:

- the application time: The difference, measured in milliseconds, between the current time and midnight, January 1, 1970, UTC.
- the system time: The time since the start of the device. This time is independent of any user considerations, and cannot be set.

The platform relies on the following C functions to provide those times to the MicroEJ world:

- LLMJVM\_IMPL\_getCurrentTime : Depending on the parameter (true / false) must return the application time or the system time. This function is called by the MicroEJ method System.currentTimeMillis(). It is also used by the platform scheduler, and should be implemented efficiently.
- LLMJVM\_IMPL\_getTimeNanos : must return the system time in nanoseconds.
- LLMJVM\_IMPL\_setApplicationTime : must set the difference between the current time and midnight, January 1, 1970, UTC.

#### **Error Codes**

The C function SNI\_createVM returns a negative value if an error occurred during the MicroEJ Core Engine initialization or execution. The file LLMJVM.h defines the platform-specific error code constants. The following table describes these error codes.

Error Lode     Meaning       0     The MicroEJ Application ended normally (i.e., all the non-daemon threads are terminated or System. exit (cxittode) has been called). See section Exit (codes).       -1     The microe japp. o produced by SOAR is not compatible with the MicroEJ Core Engine (nicroe)runtime. a) , The object file has been built from another MicroEJ Platform.       -2     Internal error. Invalid link configuration in the MicroEJ Architecture or the MicroEJ Platform.       -3     Evaluation version limitations reached: termination of the application. See section Limitations.       -5     Not enough resources to start the very first MicroEJ thread that executes main method. See section Quintitations.       -12     Number of threads limitation reached. See section Quintitations and Optication. See section Quintitations.       -13     Fail to start the MicroEJ Application because the specified that executes main method. See section Quintitations and Optication.       -14     Invalid MicroEJ Application stack configuration. The stack start or end is not eight-byte aligned, or stack block size is too small. See section Quint(net): Jour heap size (in bytes).       -16     The MicroEJ Core Engine cannot be restarted.       -17     The MicroEJ Core Engine is not in a valid state because of one of the following situations:       -18     The memory used for the MicroEJ Application stack fields in pool.       -19     The MicroEJ Architecture or the MicroEJ Application stack fields does not work properly. Read/Write memory checks failed. This may be caused by an invalid external AM configuration. Wering _java_leap and _ja		le 7: MicroEJ Core Engine Error Codes
Image: Instant State Stat	Error Code	Meaning
exit (exitCode)         has been called). See section Exit Codes.           -1         The microejapp.o produced by SOAR is not compati- ble with the MicroEJ Core Engine (microejruntime.a) ). The object file has been built from another MicroEJ Platform.           -2         Internal error. Invalid link configuration in the MicroEJ Platform.           -3         Evaluation version limitations reached: termination of the application. See section Limitations.           -5         Not enough resources to start the very first MicroEJ thread that executes main method. See sections Limitations and Option(texit). Number of threads.           -12         Number of threads limitation reached. See sections Limitations and Option(texit). Number of threads.           -13         Fail to start the MicroEJ Application stack configuration. The stack start or end is not eight-byte aligned, or stack block size is too small. See section Option(texit). Jour heap size (in bytes).           -14         Invalid MicroEJ Application stack configuration. The stack start or end is not eight-byte aligned, or stack block size is too small. See section Option(texit): Num- ber of blocks in pool.           -16         The MicroEJ Core Engine is not in a valid state because of one of the following situations: <ul> <li>SNL_startVM called while the MicroEJ Appli- cation is running.</li> <li>SNL_createWI called several times.</li> </ul> -18         The memory used for the MicroEJ Application static fields does not work properly. Read/Write mem- ory checks failed. This may be caused by an invalid external RAM configuration. Verlify _java_heap and _java_uimmorta	0	
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-2       Internal error. Invalid link configuration in the MicroEJ Architecture or the MicroEJ Platform.         -3       Evaluation version limitations reached: termination of the application. See section. <i>Diritations</i> .         -5       Not enough resources to start the very first MicroEJ thread that executes main method. See section Op- tion/textJ: Jova heop size (in bytes).         -12       Number of threads limitation reached. See sections Option(text): Jova heop size (in bytes).         -13       Fail to start the MicroEJ Application because the speci- fied MicroEJ heop is to o large or to small. See section <i>Option(text): Jova heop size</i> (in bytes).         -14       Invalid MicroEJ Application stack configuration. The stack start or end is not eight-byte aligned, or stack block size is too small. See section <i>Option(text): Jova heop size</i> (in bytes).         -14       Invalid MicroEJ Core Engine cannot be restarted.         -17       The MicroEJ Core Engine is not in avail state because of one of the following situations:		
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-3       Evaluation version limitations reached: termination of the application. See section <i>Limitations</i> .         -5       Not enough resources to start the very first MicroEJ thread that executes main method. See section <i>Option(text): Jour heap size (in bytes)</i> .         -12       Number of threads limitation reached. See sections <i>Limitations</i> and <i>Option(text): Number of threads</i> .         -13       Fail to start the MicroEJ Application because the specified MicroEJ application stack configuration. The stack start or end is not eight-byte aligned, or stack block size is too small. See section <i>Option(text): Journ heap size (in bytes)</i> .         -14       Invalid MicroEJ Application stack configuration. The stack start or end is not eight-byte aligned, or stack block size is too small. See section <i>Option(text): Number of blocks in pool</i> .         -16       The MicroEJ Core Engine is not in a valid state because of one of the following situations: <ul> <li>SNI_startVM called before SNI_createVM.</li> <li>SNI_startVM called before SNI_createVM.</li> <li>SNI_startVM called before SNI_createVM.</li> <li>SNI_startVM called several times.</li> <li>SNI_startVM called several times.</li></ul>	-2	
-5       Not enough resources to start the very first MicroEJ thread that executes main method. See section <i>Option(text): Jova heap size (in bytes)</i> .         -12       Number of threads limitation reached. See section <i>Option(text): Jova heap size (in bytes)</i> .         -13       Fail to start the MicroEJ Application because the specified MicroEJ heap is too large or too small. See section <i>Option(text): Jova heap size (in bytes)</i> .         -14       Invalid MicroEJ Application stack configuration. The stack start or end is not eight-byte aligned, or stack block size is too small. See section <i>Option(text): Nume of blocks in pool</i> .         -16       The MicroEJ Core Engine cannot be restarted.         -17       The MicroEJ Core Engine cannot be restarted.         -18       SIL_startVM called before SNL_createVM.         -18       SNL_startVM called before SNL_createVM.         -19       The memory used for the MicroEJ heap or inmortal heap does not work properly. Read/Write memory checks failed. This may be caused by an invalid external RAM configuration. Verify _java_heap and _java_immortals sections locations.         -20       KF configuration internal error. Invalid link configuration internal RAM configuration. Verify _bs. soar section location.         -21       Number of monitors per thread limitation reached.         -22       Internal error. Invalid FPU configuration in the MicroEJ Papileation static form.         -19       The memory used for the MicroEJ Application static form.         -21       See sections Limitati		
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-12       thread that executes main method. See section Option(text): Jova heap size (in bytes).         -13       Fail to start the MicroEJ Application because the specified MicroEJ heap is too large or too small. See section Option(text): Jova heap size (in bytes).         -14       Invalid MicroEJ Application stack configuration. The stack start or end is not eight-byte aligned, or stack block size is too small. See section Option(text): Number of Unclease is too small. See section Option(text): Number of Unclease is too small. See section Option(text): Number of Unclease is too small. See section Option(text): Number of Unclease is too small. See section Option(text): Number of Unclease is too small. See section Option(text): Number of Unclease is too small. See section Option(text): Number of Unclease is too small. See section Option(text): Number of Unclease is too small. See section Option(text): Number of Unclease is too small. See section Option(text): Number of Unclease is too small. See section Option(text): Number of Unclease is too small. See section Option(text): Number of Unclease is too small. See section Option(text): Number of Unclease is too small. See section Option(text): Number of Unclease is too small. See section Option(text): Number of Inclease is too small. See section Option(text): Number of Unclease is too small. See section Section Is running.         -16       The MicroEJ Core Engine is not in advid state because of one of the following situations:         -17       The MicroEJ Core Engine is not in advid state because of one of the following situations:         -18       The memory used for the MicroEJ happlication static fields does not work properly. Read/Write memory checks failed. This may be caused by an invalid external RAM configuration. Verify _java_heap and _ja		
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-12       Number of threads limitation reached. See sections Limitations and Option(text): Number of threads.         -13       Fail to start the MicroEJ Application because the specified MicroEJ heap is too large or too small. See section Option(text): Java heap size (in bytes).         -14       Invalid MicroEJ Application stack configuration. The stack start or end is not eight-byte aligned, or stack block size is too small. See section Option(text): Number of blocks in pool.         -16       The MicroEJ Core Engine cannot be restarted.         -17       The MicroEJ Core Engine is not in a valid state because of one of the following situations: <ul> <li>SNI_startVM called before SNI_createVM.</li> <li>SNI_startVM called while the MicroEJ Appplic cation is running.</li> <li>SNI_createVM called several times.</li> </ul> -18     The memory used for the MicroEJ heap or immortal heap does not work properly. Read/Write memory checks failed. This may be caused by an invalid external RAM configuration. Verify _java_heap and _java_immortals sections locations.         -19       The memory used for the MicroEJ heap or invalid external RAM configuration. Verify _ibs. soar section location.         -20       KF configuration internal error. Invalid link configuration internal error. Invalid ink configuration internal error. Invalid invalid external RAM configuration.         -21       Number of monitors per thread limitation reached. See sections Limitations and Options.         -22       Internal error. Invalid IFPU configuration internal error.         -23       The function L		
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	-25	

#### Example

The following example shows how to create and launch the MicroEJ Core Engine from the C world. This function (microej\_main) should be called from a dedicated RTOS task.

```
#include <stdio.h>
#include "microej_main.h"
#include "LLMJVM.h"
#include "sni.h"
#ifdef __cplusplus
   extern "C" {
#endif
/**
* @brief Creates and starts a MicroEJ instance. This function returns when the MicroEJ execution ends.
*/
void microej_main(int argc, char **argv)
{
   void* vm:
    int32_t err;
   int32_t exitcode;
   // create VM
    vm = SNI_createVM();
   if(vm == NULL)
    {
        printf("MicroEJ initialization error.\n");
    }
   else
    {
       printf("MicroEJ START\n");
                // Error codes documentation is available in LLMJVM.h
        err = SNI_startVM(vm, argc, argv);
        if(err < 0)</pre>
        {
            // Error occurred
            if(err == LLMJVM_E_EVAL_LIMIT)
            {
                printf("Evaluation limits reached.\n");
            }
            else
            {
                printf("MicroEJ execution error (err = %d).\n", err);
            }
        }
        else
        {
            // VM execution ends normally
            exitcode = SNI_getExitCode(vm);
            printf("MicroEJ END (exit code = %d)\n", exitcode);
        }
        // delete VM
        SNI_destroyVM(vm);
```

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} } #ifdef \_\_cplusplus } #endif

#### **Dump the States of the Core Engine**

The internal MicroEJ Core Engine function called LLMJVM\_dump allows you to dump the state of all MicroEJ threads: name, priority, stack trace, etc. This function must only be called from the MicroJvm virtual machine thread context and only from a native function or callback. Calling this function from another context may lead to undefined behavior and should be done only for debug purpose.

This is an example of a dump:



(continued from previous page)

external event: status=waiting
java.lang.Thread@0xC0083628:
at ej.microui.MicroUIPump.read(Unknown Source) Object References:
<ul> <li>ej.microui.display.DisplayPump@0xC0083640</li> </ul>
at ej.microui.MicroUIPump.run(MicroUIPump.java:176)
Object References:
- ej.microui.display.DisplayPump@0xC0083640
at java.lang.Thread.run(Thread.java:311) Object References:
<ul><li>java.lang.Thread@0xC0083628</li></ul>
at java.lang.Thread.runWrapper(Thread.java:464)
Object References:
- java.lang.Thread@0xC0083628
at java.lang.Thread.callWrapper(Thread.java:449)
Java Thread[1536]
name="Thread1" prio=5 state=READY max_java_stack=60 current_java_stack=57
java.lang.Thread@0xC0082194:
at java.lang.Thread.runWrapper(Unknown Source)
Object References:
- java.lang.Thread@0xC0082194
at java.lang.Thread.callWrapper(Thread.java:449)
======================================
State: Stopped
Last analyzed object: null Total memory: 15500
Current allocated memory: 7068
Current free memory: 8432
Allocated memory after last GC: 0
Free memory after last GC: 15500
======================================
Id CloseFunc Owner Description

See *Stack Trace Reader* for additional info related to working with VM dumps.

#### Dump The State Of All MicroEJ Threads From A Fault Handler

It is recommended to call the LLMJVM\_dump API as a last resort in a fault handler. Calling LLMJVM\_dump is undefined if the VM is not paused. The call to LLMJVM\_dump MUST be done last in the fault handler.

#### **Trigger VM Dump From Debugger**

To trigger a VM dump from the debugger, set the PC register to the LLMJVM\_dump physical memory address.

The symbol for the LLMJVM\_dump API is defined in the header file LLMJVM.h. Search for this symbol in the appropriate C toolchain .map file.

**Note:** LLMJVM\_dump (in LLMJVM.h) needs to be called explicitly. A linker optimization may remove the symbol if it is not used anywhere in the code.

**Requirements:** 

- Embedded debugger is attached and the processor is halted in an exception handler.
- A way to read stdout (usually UART).

#### **Check Internal Structure Integrity**

The internal MicroEJ Core Engine function called LLMJVM\_checkIntegrity checks the internal structure integrity of the MicroJvm virtual machine and returns its checksum.

- If an integrity error is detected, the LLMJVM\_on\_CheckIntegrity\_error hook is called and this method returns 0.
- If no integrity error is detected, a non-zero checksum is returned.

This function must only be called from the MicroJvm virtual machine thread context and only from a native function or callback. Calling this function multiple times in a native function must always produce the same checksum. If the checksums returned are different, a corruption must have occurred.

Please note that returning a non-zero checksum does not mean the MicroJvm virtual machine data has not been corrupted, as it is not possible for the MicroJvm virtual machine to detect the complete memory integrity.

MicroJvm virtual machine internal structures allowed to be modified by a native function are not taken into account for the checksum computation. The internal structures allowed are:

- basetype fields in Java objects or content of Java arrays of base type,
- internal structures modified by a LLMJVM function call (e.g. set a pending Java exception, suspend or resume the Java thread, register a resource, ...).

This function affects performance and should only be used for debug purpose. A typical use of this API is to verify that a native implementation does not corrupt the internal structures:

# 5.7.5 Generic Output

The System.err stream is connected to the System.out print stream. See below for how to configure the destination of these streams.

## 5.7.6 Link

Several sections are defined by the MicroEJ Core Engine. Each section must be linked by the third-party linker.

Section name	Aim	Location	Alignment (in bytes)
.bss.features.installed	System Applications statics	RW	4
.bss.soar	Application static	RW	8
.bss.vm.stacks.java	Application threads stack blocks	RW	8
ICETEA_HEAP	MicroEJ Core Engine internal heap	Internal RW	8
_java_heap	Application heap	RW	4
_java_immortals	Application immortal heap	RW	4
.rodata.resources	Application resources	RO	16
.rodata.soar.features	System Applications code and resources	RO	4
.shieldedplug	Shielded Plug data	RO	4
.text.soar	Application and library code	RO	16
.texticetea*	MicroEJ Core Engine generated code	RX	ISA Specific

Table 8: Linker Sections

**Note:** Sections ICETEA\_HEAP, \_java\_heap and \_java\_immortals are zero-initialized at MicroEJ Core Engine startup.

# 5.7.7 Dependencies

The MicroEJ Core Engine requires an implementation of its low level APIs in order to run. Refer to the chapter *Implementation* for more information.

# 5.7.8 Installation

The MicroEJ Core Engine and its components are mandatory. In the platform configuration file, check Multi Applications to install the MicroEJ Core Engine in "Multi-Sandbox" mode. Otherwise, the "Single application" mode is installed.

# 5.7.9 Use

The EDC API Module must be added to the *module.ivy* of the MicroEJ Application Project. This MicroEJ module is always required in the build path of a MicroEJ project; and all others libraries depend on it. This library provides a set of options. Refer to the chapter *Application Options* which lists all available options.

```
<dependency org="ej.api" name="edc" rev="1.3.3"/>
```

The BON API Module must also be added to the *module.ivy* of the MicroEJ Application project in order to access the *[BON] library*.

```
<dependency org="ej.api" name="bon" rev="1.4.0"/>
```

# 5.8 Multi-Sandbox

# 5.8.1 Principle

The Multi-Sandbox capability of the MicroEJ Core Engine allows a main application (called Standalone Application) to install and execute at runtime additional applications (called Sandboxed Applications).

The MicroEJ Core Engine implements the *[KF] specification*. A Kernel is a Standalone Application generated on a Multi-Sandbox-enabled platform. A Feature is a Sandboxed Application generated against a specific Kernel.

A Sandboxed Application may be dynamically downloaded at runtime or integrated at build-time within the executable application.

# 5.8.2 Functional Description

The Multi-Sandbox process extends the overall process described in *the overview of the platform process*.

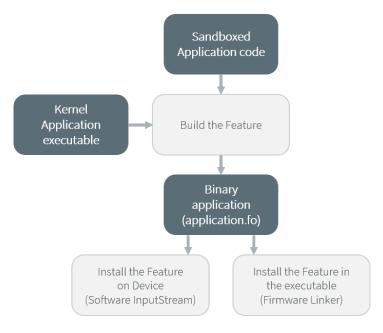


Fig. 19: Multi-Sandbox Process

Once a Kernel has been generated, additional MicroEJ Application code (Feature) can be built against the Kernel. The binary application file produced (application.fo) is compatible only for the Kernel on which it was generated. Generating a new Kernel requires that you generate the Features again on this Kernel.

For more details, please refer to the *Kernel Developer Guide*, especially *Multi-Sandbox Kernel link* and *Sandboxed Application link* sections.

# 5.8.3 Memory Considerations

Multi-Sandbox memory overhead of MicroEJ Core Engine runtime elements are described in *the table below*.

Runtime element	Memory	Description
Object	RW	4 bytes
Thread	RW	24 bytes
Stack Frame	RW	8 bytes
Class Type	RO	4 bytes
Interface Type	RO	8 bytes

Table 9: Multi-Sandbox Memory Overhead
--

# 5.8.4 Dependencies

• LLKERNEL\_impl.h implementation (see *LLKERNEL: Multi-Sandbox*).

## 5.8.5 Installation

Multi-Sandbox is an additional module, disabled by default.

To enable Multi-Sandbox of the MicroEJ Core Engine, in the platform configuration file, check Multi Applications

## 5.8.6 Use

The KF API Module must be added to the *module.ivy* of the MicroEJ Application project to use [KF] library.

<dependency org="ej.api" name="kf" rev="1.4.4"/>

This library provides a set of options. Refer to the chapter Application Options which lists all available options.

# 5.9 Tiny Application

## 5.9.1 Principle

The Tiny application capability of the MicroEJ Core Engine allows to build a main application optimized for size. This capability is suitable for environments requiring a small memory footprint.

# 5.9.2 Installation

Tiny application is an option disabled by default. To enable Tiny application of the MicroEJ Core Engine, set the property mjvm.standalone.configuration in configuration.xml file as follows:

<property name="mjvm.standalone.configuration" value="tiny"/>

See section *Platform Customization* for more info on the configuration.xml file.

# 5.9.3 Limitations

In addition to general *Limitations*:

• The maximum application code size (classes and methods) cannot exceed 256KB. This does not include application resources, immutable objects and internal strings which are not limited.

• The option SOAR > Debug > Embed all type names has no effect. Only the fully qualified names of types marked as required types are embedded.

# 5.10 Native Interface Mechanisms

The MicroEJ Core Engine provides two ways to link MicroEJ Application code with native C code. The two ways are fully complementary, and can be used at the same time.

# 5.10.1 Simple Native Interface (SNI)

## Principle

[SNI] provides a simple mechanism for implementing native Java methods in the C language.

[SNI] allows you to:

- Call a C function from a Java method.
- Access an Immortal array in a C function (see the [BON] specification to learn about immortal objects).

[SNI] does not allow you to:

- Access or create a Java object in a C function.
- Access Java static variables in a C function.
- Call Java methods from a C function.

[SNI] provides some Java APIs to manipulate some data arrays between Java and the native (C) world.

## **Functional Description**

[SNI] defines how to cross the barrier between the Java world and the native world:

- Call a C function from Java.
- Pass parameters to the C function.
- Return a value from the C world to the Java world.
- Manipulate (read & write) shared memory both in Java and C: the immortal space.

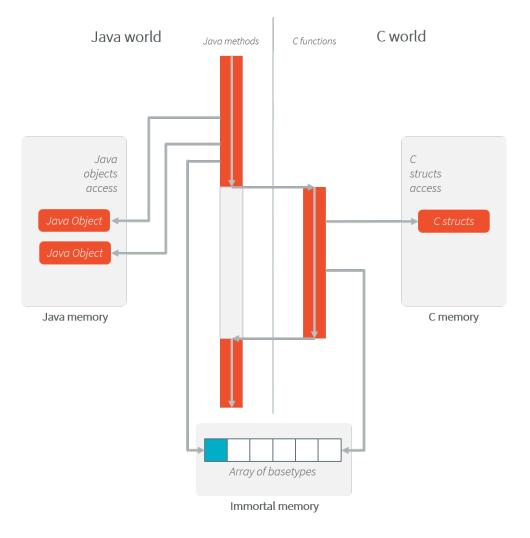


Fig. 20: [SNI] Processing

*The above illustration* shows both Java and C code accesses to shared objects in the immortal space, while also accessing their respective memory.

#### Example

```
package example;
import java.io.IOException;
/***
 * Abstract class providing a native method to access sensor value.
 * This method will be executed out of virtual machine.
 */
public abstract class Sensor {
    public static final int ERROR = -1;
    public int getValue() throws IOException {
        (continues on next page)
```

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```
int sensorID = getSensorID();
int value = getSensorValue(sensorID);
if (value == ERROR) {
    throw new IOException("Unsupported sensor");
    }
    return value;
}
protected abstract int getSensorID();
public static native int getSensorValue(int sensorID);
}
class Potentiometer extends Sensor {
    protected int getSensorID() {
        return Constants.POTENTIOMETER_ID; // POTENTIOMETER_ID is a static final
    }
}
```

```
// File providing an implementation of native method using a C function
    #include <sni.h>
    #include <potentiometer.h>
    #define SENSOR_ERROR (-1)
    #define POTENTIOMETER_ID (3)
    jint Java_example_Sensor_getSensorValue(jint sensor_id){
        if (sensor_id == POTENTIOMETER_ID)
        {
            return get_potentiometer_value();
        }
        return SENSOR_ERROR;
    }
```

#### Synchronization

A call to a native function uses the same RTOS task as the RTOS task used to run all Java green threads. So during this call, the MicroEJ Core Engine cannot schedule other Java threads.

[SNI] defines C functions that provide controls for the green threads' activities:

- int32\_t SNI\_suspendCurrentJavaThread(int64\_t timeout): Suspends the execution of the Java thread
  that initiated the current C call. This function does not block the C execution. The suspension is effective only
  at the end of the native method call (when the C call returns). The green thread is suspended until either an
  RTOS task calls SNI\_resumeJavaThread, or the specified number of milliseconds has elapsed.
- int32\_t SNI\_getCurrentJavaThreadID(void) : Permits retrieval of the ID of the current Java thread within the C function (assuming it is a "native Java to C call"). This ID must be given to the SNI\_resumeJavaThread function in order to resume execution of the green thread.
- int32\_t SNI\_resumeJavaThread(int32\_t id): Resumes the green thread with the given ID. If the thread is not suspended, the resume stays pending.

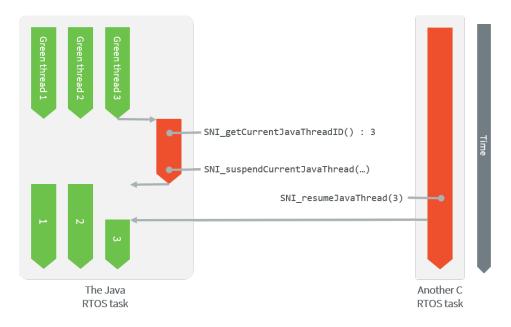


Fig. 21: Green Threads and RTOS Task Synchronization

*The above illustration* shows a green thread (GT3) which has called a native method that executes in C. The C code suspends the thread after having provisioned its ID (e.g. 3). Another RTOS task may later resume the Java green thread.

## Dependencies

No dependency.

## Installation

The [SNI] library is a built-in feature of the platform, so there is no additional dependency to call native code from Java. In the platform configuration file, check Java to C Interface > SNI API to install the additional Java APIs in order to manipulate the data arrays.

## Use

The SNI API module must be added to the *module.ivy* of the MicroEJ Application project to use the [SNI] library.

<dependency org="ej.api" name="sni" rev="1.3.1"/>

# 5.10.2 Shielded Plug (SP)

#### Principle

The Shielded Plug [SP] provides data segregation with a clear publish-subscribe API. The data-sharing between modules uses the concept of shared memory blocks, with introspection. The database is made of blocks: chunks of RAM.



Fig. 22: A Shielded Plug Between Two Application (Java/C) Modules.

## **Functional Description**

The usage of the Shielded Plug (SP) starts with the definition of a database. The implementation of the [SP] for the MicroEJ Platform uses an XML file description to describe the database; the syntax follows the one proposed by the [SP] specification.

Once this database is defined, it can be accessed within the MicroEJ Application or the C application. The [SP] Foundation Library is accessible from the [SP] API Module. This library contains the classes and methods to read and write data in the database. See also the Java documentation from the MicroEJ Workbench resources center ("Javadoc" menu). The C header file sp.h available in the MicroEJ Platform source/MICROJVM/include folder contains the C functions for accessing the database.

To embed the [SP] database in your binary file, the XML file description must be processed by the [SP] compiler. This compiler generates a binary file (.o) that will be linked to the overall application by the linker. It also generates two descriptions of the block ID constants, one in Java and one in C. These constants can be used by either the Java or the C application modules.

### **Shielded Plug Compiler**

A MicroEJ tool is available to launch the [SP] compiler tool. The tool name is Shielded Plug Compiler. It outputs:

- A description of the requested resources of the database as a binary file (.o) that will be linked to the overall application by the linker. It is an ELF format description that reserves both the necessary RAM and the necessary Flash memory for the Shielded Plug database.
- Two descriptions, one in Java and one in C, of the block ID constants to be used by either Java or C application modules.

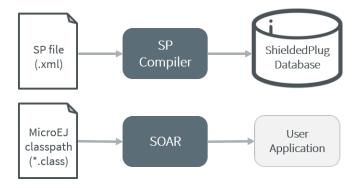


Fig. 23: Shielded Plug Compiler Process Overview

## Example

Below is an example of using a database [SP]. The code that publishes the data is written in C, and the code that receives the data is written in Java. The data is transferred using two memory blocks. TEMP is a scalar value,

THERMOSTAT is a boolean.

#### **Database Description**

The database is described as follows:

#### Java Code

From the database description we can create an interface.

```
public interface Forecast {
    public static final int ID = 0;
    public static final int TEMP = 1;
    public static final int THERMOSTAT = 2;
}
```

Below is the task that reads the published temperature and controls the thermostat.

```
public void run(){
  ShieldedPlug database = ShieldedPlug.getDatabase(Forecast.ID);
   while (isRunning) {
     //reading the temperature every 30 seconds
     //and update thermostat status
     try {
         int temp = database.readInt(Forecast.TEMP);
         print(temp);
         //update the thermostat status
         database.writeInt(Forecast.THERMOSTAT,temp>tempLimit ? 0 : 1);
     }
     catch(EmptyBlockException e){
         print("Temperature not available");
     }
     sleep(30000);
   }
}
```

#### C Code

Here is a C header that declares the constants defined in the XML description of the database.

```
#define Forecast_ID 0
#define Forecast_TEMP 1
#define Forecast_THERMOSTAT 2
```

Below, the code shows the publication of the temperature and thermostat controller task.

```
void temperaturePublication() {
   ShieldedPlug database = SP_getDatabase(Forecast_ID);
   int32_t temp = temperature();
  SP_write(database, Forecast_TEMP, &temp);
}
void thermostatTask(){
   int32_t thermostatOrder;
   ShieldedPlug database = SP_getDatabase(Forecast_ID);
   while(1){
     SP_waitFor(database, Forecast_THERMOSTAT);
     SP_read(database, Forecast_THERMOSTAT, &thermostatOrder);
     if(thermostatOrder == 0) {
         thermostatOFF();
     }
     else {
         thermostatON();
     }
   }
}
```

#### Dependencies

• LLSP\_impl.h implementation (see LLSP: Shielded Plug).

### Installation

The [SP] library and its relative tools are an optional feature of the platform. In the platform configuration file, check Java to C Interface > Shielded Plug to install the library and its relative tools.

#### Use

The Shielded Plug API Module must be added to the *module.ivy* of the MicroEJ Application project to use the [SP] library.

<dependency org="ej.api" name="sp" rev="2.0.2"/>

This library provides a set of options. Refer to the chapter Application Options which lists all available options.

### 5.10.3 MicroEJ Java H

#### Principle

This MicroEJ tool is useful for creating the skeleton of a C file, to which some Java native implementation functions will later be written. This tool helps prevent misses of some **#include** files, and helps ensure that function signatures are correct.

#### **Functional Description**

MicroEJ Java H tool takes as input one or several Java class files (\*.class) from directories and / or JAR files. It looks for Java native methods declared in these class files, and generates a skeleton(s) of the C file(s).

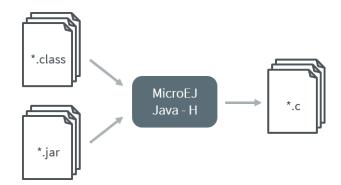


Fig. 24: MicroEJ Java H Process

### Dependencies

No dependency.

### Installation

This is an additional tool. In the platform configuration file, check Java to C Interface > MicroEJ Java H to install the tool.

### Use

This chapter explains the MicroEJ tool options.

# 5.11 External Resources Loader

# 5.11.1 Principle

A *resource* is, for a MicroEJ Application, the contents of a file. This file is known by its path (its relative path from the MicroEJ Application classpath) and its name. The file may be stored in RAM, flash, or external flash; and it is the responsibility of the MicroEJ Core Engine and/or the BSP to retrieve and load it.

MicroEJ Platform makes the distinction between two kinds of resources:

• Internal resource: The resource is taken into consideration during the MicroEJ Application build. The SOAR step loads the resource and copies it into the same C library as the MicroEJ Application. Like the MicroEJ Application, the resource is linked into the CPU address space range (internal device memories, external parallel memories, etc.).

The available list of internal resources to embed must be specified in the MicroEJ Application launcher (MicroEJ launch). Under the "Resources" tab, select all internal resources to embed in the final binary file.

• External resource: The resource is not taken into consideration by MicroEJ. It is the responsibility of the BSP project to manage this kind of resource. The resource is often programmed outside the CPU address space range (storage media like SD card, serial NOR flash, EEPROM, etc.).

The BSP must implement some specific Low Level API (LLAPI) C functions: LLEXT\_RES\_impl.h. These functions allow the MicroEJ Application to load some external resources.

# 5.11.2 Functional Description

The External Resources Loader is an optional module. When not installed, only internal resources are available for the MicroEJ Application. When the External Resources Loader is installed, the MicroEJ Core Engine tries first to retrieve the expected resource from its available list of internal resources, before asking the BSP to load it (using LLEXT\_RES\_impl.h functions).

# 5.11.3 Implementations

External Resources Loader module provides some Low Level API (LLEXT\_RES) to let the BSP manage the external resources.

### Open a Resource

The LLAPI to implement in the BSP are listed in the header file LLEXT\_RES\_impl.h. First, the framework tries to open an external resource using the open function. This function receives the resources path as a parameter. This path is the absolute path of the resource from the MicroEJ Application classpath (the MicroEJ Application source base directory). For example, when the resource is located here: com.mycompany.myapplication.resource. MyResource.txt, the given path is: com/mycompany/myapplication/resource/MyResource.txt.

### **Resource Identifier**

This open function has to return a unique ID (positive value) for the external resource, or returns an error code (negative value). This ID will be used by the framework to manipulate the resource (read, seek, close, etc.).

Several resources can be opened at the same time. The BSP does not have to return the same identifier for two resources living at the same time. However, it can return this ID for a new resource as soon as the old resource is closed.

#### **Resource Offset**

The BSP must hold an offset for each opened resource. This offset must be updated after each call to **read** and **seek**.

#### **Resource Inside the CPU Address Space Range**

An external resource can be programmed inside the CPU address space range. This memory (or a part of memory) is not managed by the SOAR and so the resources inside are considered as external.

Most of time the content of an external resource must be copied in a memory inside the CPU address space range in order to be accessible by the MicroEJ algorithms (draw an image etc.). However, when the resource is already inside the CPU address space range, this copy is useless. The function LLEXT\_RES\_getBaseAddress must return a valid CPU memory address in order to avoid this copy. The MicroEJ algorithms are able to target the external resource bytes without using the other LLEXT\_RES\_APIs such as read, mark etc.

# 5.11.4 External Resources Folder

The External Resource Loader module provides an option (MicroEJ launcher option) to specify a folder for the external resources. This folder has two roles:

- It is the output folder used by some extra generators during the MicroEJ Application build. All output files generated by these tools will be copied into this folder. This makes it easier to retrieve the exhaustive list of resources to program on the board.
- This folder is taken into consideration by the Simulator in order to simulate the availability of these resources. When the resources are located in another computer folder, the Simulator is not able to load them.

If not specified, this folder is created (if it does not already exist) in the MicroEJ project specified in the MicroEJ launcher. Its name is externalResources.

# 5.11.5 Dependencies

• LLEXT\_RES\_impl.h implementation (see LLEXT\_RES: External Resources Loader).

# 5.11.6 Installation

The External Resources Loader is an additional module. In the platform configuration file, check External Resources Loader to install this module.

## 5.11.7 Use

The External Resources Loader is automatically used when the MicroEJ Application tries to open an external resource.

# 5.12 Serial Communications

MicroEJ provides some Foundation Libraries to instantiate some communications with external devices. Each communication method has its own library. A global library called ECOM provides support for abstract communication streams (communication framework only), and a generic devices manager.

# 5.12.1 ECOM

#### Principle

The Embedded COMmunication Foundation Library (ECOM) is a generic communication library with abstract communication stream support (a communication framework only). It allows you to open and use streams on communication devices such as a COMM port.

This library also provides a device manager, including a generic device registry and a notification mechanism, which allows plug&play-based applications.

This library does not provide APIs to manipulate some specific options for each communication method, but it does provide some generic APIs which abstract the communication method. After the opening step, the MicroEJ Application can use every communications method (COMM, USB etc.) as generic communication in order to easily change the communication method if needed.

### **Functional Description**

The diagram below shows the overall process to open a connection on a hardware device.

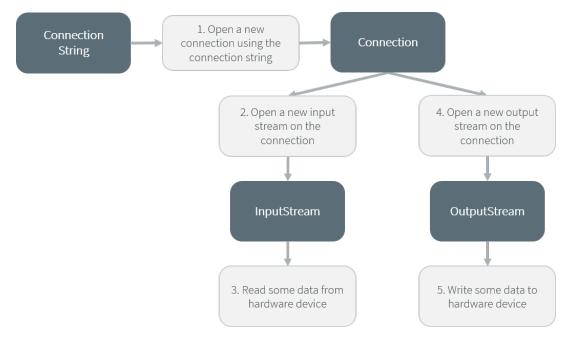


Fig. 25: ECOM Flow

- 1. Step 1 consists of opening a connection on a hardware device. The connection kind and its configuration are fixed by the parameter String connectionString of the method Connection.open.
- 2. Step 2 consists of opening an InputStream on the connection. This stream allows the MicroEJ Application to access the "RX" feature of the hardware device.
- 3. Step 3 consists of using the InputStream APIs to receive in the MicroEJ Application all hardware device data.
- 4. Step 4 consists of opening an OutputStream on the connection. This stream allows the MicroEJ Application to access the "TX" feature of the hardware device.
- 5. Step 5 consists of using the OutputStream APIs to transmit some data from the MicroEJ Application to the hardware device.

Note that steps 2 and 4 may be performed in parallel, and do not depend on each other.

#### **Device Management API**

A device is defined by implementing <code>ej.ecom.Device</code>. It is identified by a name and a descriptor (<code>ej.ecom.HardwareDescriptor</code>), which is composed of a set of MicroEJ properties. A device can be registered/unregistered in the <code>ej.ecom.DeviceManager</code>.

A device registration listener is defined by implementing ej.ecom.RegistrationListener. When a device is registered to or unregistered from the device manager, listeners registered for the device type are notified. The notification mechanism is done in a dedicated Java thread. The mechanism can be enabled or disabled (see *Application Options*).

### Dependencies

No dependency.

### Installation

ECOM Foundation Library is an additional library. In the platform configuration file, check Serial Communication > ECOM to install the library.

### Use

The ECOM API Module must be added to the *module.ivy* of the MicroEJ Application project to use the ECOM library.

<dependency org="ej.api" name="ecom" rev="1.1.4"/>

This foundation library is always required when developing a MicroEJ Application which communicates with some external devices. It is automatically embedded as soon as a sub communication library is added in the classpath.

# 5.12.2 ECOM Comm

#### Principle

The ECOM Comm Java library provides support for serial communication. ECOM Comm extends ECOM to allow stream communication via serial communication ports (typically UARTs). In the MicroEJ Application, the connection is established using the Connector.open() method. The returned connection is a ej.ecom.io. CommConnection, and the input and output streams can be used for full duplex communication.

The use of ECOM Comm in a custom platform requires the implementation of an UART driver. There are two different modes of communication:

- In Buffered mode, ECOM Comm manages software FIFO buffers for transmission and reception of data. The driver copies data between the buffers and the UART device.
- In Custom mode, the buffering of characters is not managed by ECOM Comm. The driver has to manage its own buffers to make sure no data is lost in serial communications because of buffer overruns.

This ECOM Comm implementation also allows dynamic add or remove of a connection to the pool of available connections (typically hot-plug of a USB Comm port).

### **Functional Description**

The ECOM Comm process respects the ECOM process. Please refer to the illustration "ECOM flow".

#### **Component Architecture**

The ECOM Comm C module relies on a native driver to perform actual communication on the serial ports. Each port can be bound to a different driver implementation, but most of the time, it is possible to use the same implementation (i.e. same code) for multiple ports. Exceptions are the use of different hardware UART types, or the need for different behaviors.

Five C header files are provided:

• LLCOMM\_impl.h

Defines the set of functions that the driver must implement for the global ECOM comm stack, such as synchronization of accesses to the connections pool.

• LLCOMM\_BUFFERED\_CONNECTION\_impl.h

Defines the set of functions that the driver must implement to provide a Buffered connection

• LLCOMM\_BUFFERED\_CONNECTION.h

Defines the set of functions provided by ECOM Comm that can be called by the driver (or other C code) when using a Buffered connection

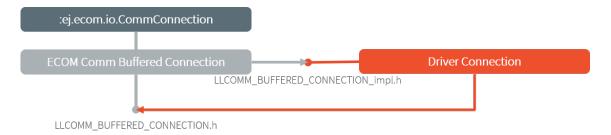
• LLCOMM\_CUSTOM\_CONNECTION\_impl.h

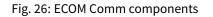
Defines the set of functions that the driver must implement to provide a Custom connection

• LLCOMM\_CUSTOM\_CONNECTION.h

Defines the set of functions provided by ECOM Comm that can be called by the driver (or other C code) when using a Custom connection

The ECOM Comm drivers are implemented using standard LLAPI features. The diagram below shows an example of the objects (both Java and C) that exist to support a Buffered connection.





The connection is implemented with three objects<sup>1</sup>:

- The Java object used by the application; an instance of ej.ecom.io.CommConnection
- The connection object within the ECOM Comm C module
- The connection object within the driver

Each driver implementation provides one or more connections. Each connection typically corresponds to a physical UART.

#### **Comm Port Identifier**

Each serial port available for use in ECOM Comm can be identified in three ways:

- An application port number. This identifier is specific to the application, and should be used to identify the data stream that the port will carry (for example, "debug traces" or "GPS data").
- A platform port number. This is specific to the platform, and may directly identify an hardware device<sup>2</sup>.

<sup>&</sup>lt;sup>1</sup> This is a conceptual description to aid understanding - the reality is somewhat different, although that is largely invisible to the implementor of the driver.

<sup>&</sup>lt;sup>2</sup> Some drivers may reuse the same UART device for different ECOM ports with a hardware multiplexer. Drivers can even treat the platform port number as a logical id and map the ids to various I/O channels.

• A platform port name. This is mostly used for dynamic connections or on platforms having a file-system based device mapping.

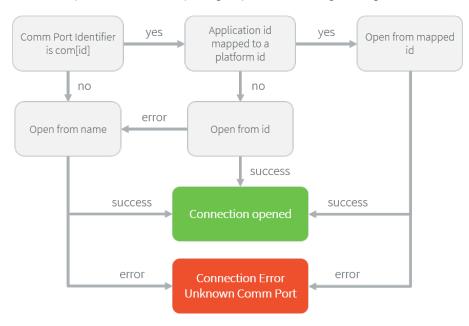
When the Comm Port is identified by a number, its string identifier is the concatenation of "com" and the number (e.g. com11).

#### **Application Port Mapping**

The mapping from application port numbers to platform ports is done in the application launch configuration. This way, the application can refer only to the application port number, and the data stream can be directed to the matching I/O port on different versions of the hardware.

Ultimately, the application port number is only visible to the application. The platform identifier will be sent to the driver.

#### **Opening Sequence**



The following flow chart explains Comm Port opening sequence according to the given Comm Port identifier.

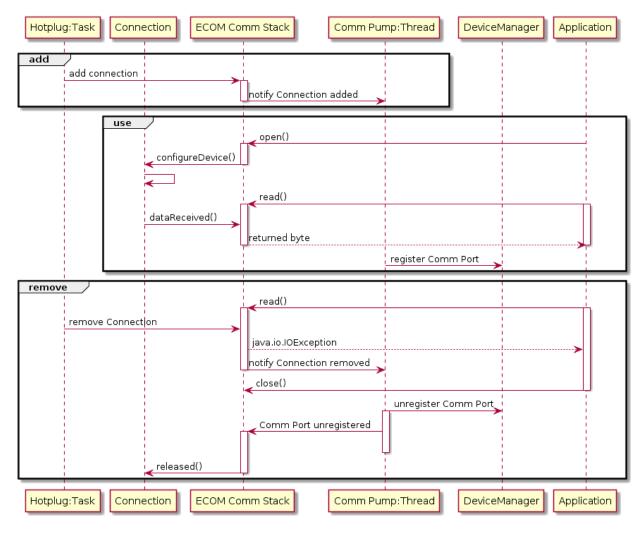
Fig. 27: Comm Port Open Sequence

#### **Dynamic Connections**

The ECOM Comm stack allows to dynamically add and remove connections from the *Driver API*. When a connection is added, it can be immediately open by the application. When a connection is removed, the connection cannot be open anymore and java.io.IOException is thrown in threads that are using it.

In addition, a dynamic connection can be registered and unregistered in ECOM device manager (see *Device Management API*). The registration mechanism is done in dedicated thread. It can be enabled or disabled, see *Application Options*.

A removed connection is alive until it is closed by the application and, if enabled, unregistered from ECOM device manager. A connection is effectively uninstalled (and thus eligible to be reused) only when it is released by the stack.



The following sequence diagram shows the lifecycle of a dynamic connection with ECOM registration mechanism enabled.

Fig. 28: Dynamic Connection Lifecycle

#### Java API

Opening a connection is done using ej.ecom.io.Connector.open(String name). The connection string (the name parameter) must start with "comm:", followed by the Comm port identifier, and a semicolon-separated list of options. Options are the baudrate, the parity, the number of bits per character, and the number of stop bits:

- baudrate=n (9600 by default)
- bitsperchar=n where n is in the range 5 to 9 (8 by default)
- stopbits=n where n is 1, 2, or 1.5 (1 by default)
- parity=x where x is odd, even or none (none by default)

All of these are optional. Illegal or unrecognized parameters cause an IllegalArgumentException.

#### **Driver API**

The ECOM Comm Low Level API is designed to allow multiple implementations (e.g. drivers that support different UART hardware) and connection instances (see Low Level API Pattern chapter). Each ECOM Comm driver defines a data structure that holds information about a connection, and functions take an instance of this data structure as the first parameter.

The name of the implementation must be set at the top of the driver C file, for example<sup>3</sup>:

#define LLCOMM\_BUFFERED\_CONNECTION MY\_LLCOMM

This defines the name of this implementation of the LLCOMM\_BUFFERED\_CONNECTION interface to be MY\_LLCOMM .

The data structure managed by the implementation must look like this:

```
typedef struct MY_LLCOMM{
    struct LLCOMM_BUFFERED_CONNECTION header;
    // extra data goes here
} MY_LLCOMM;
void MY_LLCOMM_new(MY_LLCOMM* env);
```

In this example the structure contains only the default data, in the header field. Note that the header must be the first field in the structure. The name of this structure must be the same as the implementation name (MY\_LLCOMM in this example).

The driver must also declare the "new" function used to initialize connection instances. The name of this function must be the implementation name with \_new appended, and it takes as its sole argument a pointer to an instance of the connection data structure, as shown above.

The driver needs to implement the functions specified in the LLCOMM\_impl.h file and for each kind of connection, the LLCOMM\_BUFFERED\_CONNECTION\_impl.h (or LLCOMM\_CUSTOM\_CONNECTION\_impl.h) file.

The driver defines the connections it provides by adding connection objects using LLCOMM\_addConnection . Connections can be added to the stack as soon as the LLCOMM\_initialize function is called. Connections added during the call of the LLCOMM\_impl\_initialize function are static connections. A static connection is registered to the ECOM registry and cannot be removed. When a connection is dynamically added outside the MicroJVM task context, a suitable reentrant synchronization mechanism must be implemented (see LLCOMM\_IMPL\_syncConnectionsEnter and LLCOMM\_IMPL\_syncConnectionsExit).

When opening a port from the MicroEJ Application, each connection declared in the connections pool will be asked about its platform port number (using the getPlatformId method) or its name (using the getName method) depending on the requested port identifier. The first matching connection is used.

The life of a connection starts with the call to getPlatformId() or getName() method. If the the connection matches the port identifier, the connection will be initialized, configured and enabled. Notifications and interrupts are then used to keep the stream of data going. When the connection is closed by the application, interrupts are disabled and the driver will not receive any more notifications. It is important to remember that the transmit and receive sides of the connection are separate Java stream objects, thus, they may have a different life cycle and one side may be closed long before the other.

#### **The Buffered Comm Stream**

In Buffered mode, two buffers are allocated by the driver for sending and receiving data. The ECOM Comm C module will fill the transmit buffer, and get bytes from the receive buffer. There is no flow control.

<sup>&</sup>lt;sup>3</sup> The following examples use Buffered connections, but Custom connections follow the same pattern.

When the transmit buffer is full, an attempt to write more bytes from the MicroEJ Application will block the Java thread trying to write, until some characters are sent on the serial line and space in the buffer is available again.

When the receive buffer is full, characters coming from the serial line will be discarded. The driver must allocate a buffer big enough to avoid this, according to the UART baudrate, the expected amount of data to receive, and the speed at which the application can handle it.

The Buffered C module manages the characters sent by the application and stores them in the transmit buffer. On notification of available space in the hardware transmit buffer, it handles removing characters from this buffer and putting them in the hardware buffer. On the other side, the driver notifies the C module of data availability, and the C module will get the incoming character. This character is added to the receive buffer and stays there until the application reads it.

The driver should take care of the following:

- Setting up interrupt handlers on reception of a character, and availability of space in the transmit buffer. The C module may mask these interrupts when it needs exclusive access to the buffers. If no interrupt is available from the hardware or underlying software layers, it may be faked using a polling thread that will notify the C module.
- Initialization of the I/O pins, clocks, and other things needed to get the UART working.
- Configuration of the UART baudrate, character size, flow control and stop bits according to the settings given by the C module.
- Allocation of memory for the transmit and receive buffers.
- Getting the state of the hardware: is it running, is there space left in the TX and RX hardware buffers, is it busy sending or receiving bytes?

The driver is notified on the following events:

- Opening and closing a connection: the driver must activate the UART and enable interrupts for it.
- A new byte is waiting in the transmit buffer and should be copied immediately to the hardware transmit unit. The C module makes sure the transmit unit is not busy before sending the notification, so it is not needed to check for that again.

The driver must notify the C module on the following events:

- Data has arrived that should be added to the receive buffer (using the LLCOMM\_BUFFERED\_CONNECTION\_dataReceived function)
- Space available in the transmit buffer (using the LLCOMM\_BUFFERED\_CONNECTION\_transmitBufferReady function)

#### The Custom Comm Stream

In custom mode, the ECOM Comm C module will not do any buffering. Read and write requests from the application are immediately forwarded to the driver.

Since there is no buffer on the C module side when using this mode, the driver has to define a strategy to store received bytes that were not handed to the C module yet. This could be a fixed or variable side FIFO, the older received but unread bytes may be dropped, or a more complex priority arbitration could be set up. On the transmit side, if the driver does not do any buffering, the Java thread waiting to send something will be blocked and wait for the UART to send all the data.

In Custom mode flow control (eg. RTS/CTS or XON/XOFF) can be used to notify the device connected to the serial line and so avoid losing characters.

#### **BSP File**

The ECOM Comm C module needs to know, when the MicroEJ Application is built, the name of the implementation. This mapping is defined in a BSP definition file. The name of this file must be bsp.xml and must be written in the ECOM comm module configuration folder (near the ecom-comm.xml file). In previous example the bsp.xml file would contain:

Listing 1: ECOM Comm Driver Declaration (bsp.xml)

```
<bsp>
<nativeImplementation
<name="MY_LLCOMM"
<nativeName="LLCOMM_BUFFERED_CONNECTION"
/>
</bsp>
```

where **nativeName** is the name of the interface, and **name** is the name of the implementation.

#### XML File

The Java platform has to know the maximum number of Comm ports that can be managed by the ECOM Comm stack. It also has to know each Comm port that can be mapped from an application port number. Such Comm port is identified by its platform port number and by an optional nickname (The port and its nickname will be visible in the MicroEJ launcher options, see *Application Options*).

A XML file is so required to configure the Java platform. The name of this file must be <u>ecom-comm.xml</u>. It has to be stored in the module configuration folder (see *Installation*).

This file must start with the node <ecom> and the sub node <comms>. It can contain several time this kind of line: <comm platformId="A\_COMM\_PORT\_NUMBER" nickname="A\_NICKNAME"/> where:

- A\_COMM\_PORT\_NUMBER refers the Comm port the Java platform user will be able to use (see *Application Port Mapping*).
- A\_NICKNAME is optional. It allows to fix a printable name of the Comm port.

The maxConnections attribute indicates the maximum number of connections allowed, including static and dynamic connections. This attribute is optional. By default, it is the number of declared Comm Ports.

Example:

Listing 2: ECOM Comm Module Configuration (ecom-comm.xml)

First Comm port holds the port 2, second "3" and last "5". Only the second Comm port holds a nickname "DB9".

#### **ECOM Comm Mock**

In the simulation environment, no driver is required. The ECOM Comm mock handles communication for all the serial ports and can redirect each port to one of the following:

- An actual serial port on the host computer: any serial port identified by your operating system can be used. The baudrate and flow control settings are forwarded to the actual port.
- A TCP socket. You can connect to a socket on the local machine and use netcat or telnet to see the output, or you can forward the data to a remote device.
- Files. You can redirect the input and output each to a different file. This is useful for sending precomputed data and looking at the output later on for offline analysis.

When using the socket and file modes, there is no simulation of an UART baudrate or flow control. On a file, data will always be available for reading and will be written without any delay. On a socket, you can reach the maximal speed allowed by the network interface.

#### Dependencies

- ECOM (see Serial Communications).
- LLCOMM\_impl.h and LLCOMM\_xxx\_CONNECTION\_impl.h implmentations (see *LLCOMM: Serial Communica- tions*).

#### Installation

ECOM-Comm Java library is an additional library. In the platform configuration file, check Serial Communication > ECOM-COMM to install it. When checked, the xml file ecom-comm/ecom-comm.xml is required during platform creation to configure the module (see *XML File*).

#### Use

The ECOM Comm API Module must be added to the *module.ivy* of the MicroEJ Application project to use the ECOM Comm library.

<dependency org="ej.api" name="ecom-comm" rev="1.1.4"/>

This Foundation Library is always required when developing a MicroEJ Application which communicates with some external devices using the serial communication mode.

This library provides a set of options. Refer to the chapter *Application Options* which lists all available options.

# 5.13 Graphical User Interface

**Note:** This chapter describes the current Graphical User Interface version 3, provided by UI Pack version 13.0.0 or higher. The UI Pack *Changelog* and a *Migration Guide* are provided at the end of this chapter. If you are using the former Graphical User Interface version 2 (provided by MicroEJ UI Pack version up to 12.1.x), please refer to this MicroEJ Documentation Archive.

## 5.13.1 Principle

The User Interface Extension features one of the fastest graphics engines, associated with a unique int-based event management system.

This chapter describes the *UI3* notions, available since MicroEJ Architecture UI pack 13.0.0 and higher: MicroUI 3.0, Front Panel v6, Low Level APIs LLUI\_xxx , etc.

The diagram below shows a simplified view of the components involved in the provisioning of User Interface Extension.

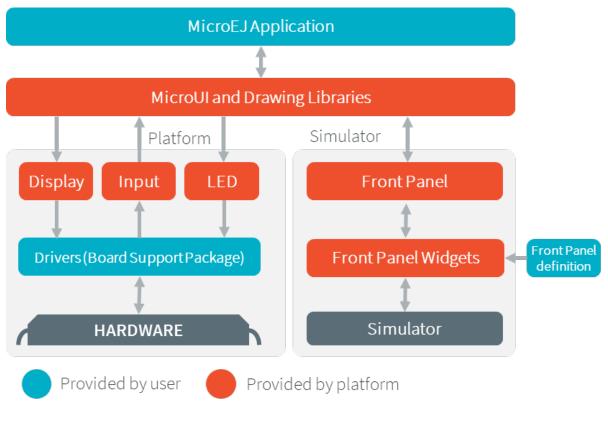


Fig. 29: Overview

The modules responsible to manage the Display, the Input and the LED are respectively called *Display module*, *Input module* and *LED module*. These three Low Level parts connect MicroUI library to the user-supplied drivers code (coded in C). The drivers can use hardware accelerators like DMA and GPU to perform specific actions (buffers copy, drawings, etc.).

The MicroEJ Simulator provides all features of MicroUI library. The three modules are grouped together in a module called *Front Panel*. The Front Panel is supplied with a set of software widgets that generically support a range of input devices such as buttons, joysticks and touchscreens, and output devices such as displays and LEDs. With the help of the Front Panel Designer tool that forms part of the MicroEJ Workbench the user must define a Front Panel mock-up using these widgets.

The Display module also manages fonts and images. The fonts and images are pre-processed before compiling the MicroEJ application. The following diagram depicts the components involved in its design, along with the provided tools:

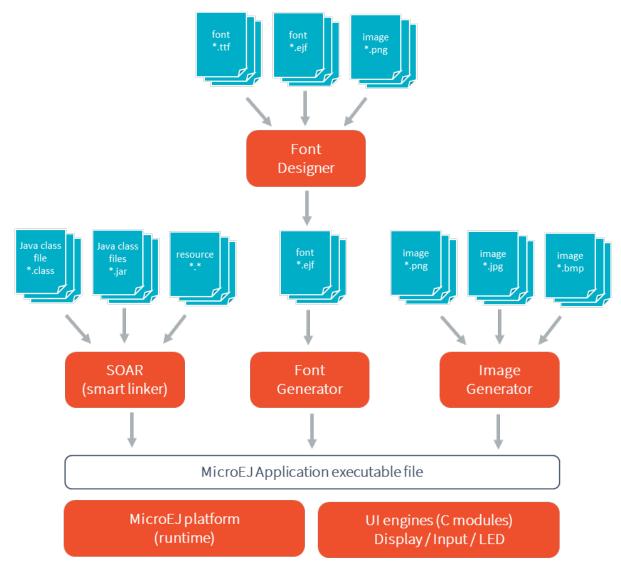


Fig. 30: The User Interface Extension Components along with a Platform

# 5.13.2 MicroUI

## Principle

MicroUI library defines a Low Level UI framework for embedded devices. This module allows the creation of basic Human-Machine-Interfaces (HMI), with output on a pixel-based screen.

## Architecture

MicroUI library is the entry point to perform some drawings on a display and to interact with user input events. This library contains only a minimal set of basic APIs. High-level libraries can be used to have more expressive power, such as *MWT (Micro Widget Toolkit)*. In addition to this restricted set of APIs, the MicroUI implementation has been designed so that the EDC and BON footprint is minimal.

At MicroEJ application startup all MicroUI objects relative to the I/O devices are created and accessible. The following MicroUI methods allow you to access these objects:

- Display.getDisplay() : returns the instance of the display which drives the main display screen.
- Leds.getNumberOfLeds(): returns the numbers of available LEDs.

MicroUI is not a standalone library. It requires a configuration step and several extensions to drive I/O devices (display, inputs, LEDs).

First, MicroUI requires a configuration step in order to create these internal objects before the call to the main() method. The chapter *Static Initialization* explains how to perform the configuration step.

Note: This configuration step is the same for both embedded and smulated platforms.

The embedded platform requires some additional C libraries to drive the I/O devices. Each C library is dedicated to a specific kind of I/O device. A specific chapter is available to explain each kind of I/O device.

I/O devices	Extension Name	Chapter
Graphical / pixel-based display	Display	Display
Inputs (buttons, joystick, touch, pointers, etc.)	Input	Input
LEDs	LED	LED

#### Table 10: MicroUI C libraries

The simulation platform uses a mock which simulates all I/O devices. Refer to the chapter Simulation.

#### Thread

#### Principle

The MicroUI implementation for MicroEJ uses one internal thread. This thread is created during the MicroUI initialization step, and is started by a call to MicroUI.start().

#### Role

This thread has several roles:

- It manages all display events (requestRender(), requestShow(), etc.).
- It reads the I/O devices inputs and dispatches them into the event generators' listeners. See input section: *Input*.
- It allows to run some piece of code using the callSerially() method.

#### Memory

The thread is always running. The user has to count it to determine the number of concurrent threads the MicroEJ Core Engine can run (see *Memory* options in *Application Options*).

#### Exceptions

The thread cannot be stopped with a Java exception: the exceptions are always checked by the framework.

When an exception occurs in a user method called by the internal thread (for instance render()), the current UncaughtExceptionHandler receives the exception. When no exception handler is set, a default handler prints the stack trace.

#### **Native Calls**

The MicroUI implementation for MicroEJ uses native methods to perform some actions (read input devices events, perform drawings, turn on LEDs, etc.). The library implementation has been designed to not use blocking native methods (wait input devices, wait end of drawing, etc.) which can lock the full MicroEJ Core Engine execution.

The specification of the native methods is to perform the action as fast as possible. The action execution may be sequential or parallel because an action is able to use a third-party device (software or hardware). In this case, some callbacks are available to notify the end of this kind of parallel actions.

However some actions have to wait the end of a previous parallel action. By consequence the caller thread is blocked until the previous action is done; in other words, until the previous parallel action has called its callback. In this case, only the current Java thread is locked (because it cannot continue its execution until both actions are performed). All other Java threads can run, even a thread with a lower priority than current thread. If no thread has to be run, MicroEJ Core Engine goes in sleep mode until the native callback is called.

#### Transparency

MicroUI provides several policies to use the transparency. These policies depend on several factors, including the kind of drawing and the display pixel rendering format. The main concept is that MicroUI does not allow you to draw something with a transparency level different from 255 (fully opaque). There are two exceptions: the images and the fonts.

#### Images

Drawing an image (a pre-generated image or an image decoded at runtime) which contains some transparency levels does not depend on the display pixel rendering format. During the image drawing, each pixel is converted into 32 bits by pixel format.

This pixel format contains 8 bits to store the transparency level (alpha). This byte is used to merge the foreground pixel (image transparent pixel) with the background pixel (buffer opaque pixel). The formula to obtain the pixel is:

$$\alpha Mult = (\alpha FG * \alpha BG)/255$$

$$\alpha Out = \alpha FG + \alpha BG - \alpha Mult$$

 $COut = (CFG * \alpha FG + CBG * \alpha BG - CBG * \alpha Mult)/\alpha Out$ 

The destination buffer is always opaque, so:

$$COut = (CFG * \alpha FG + CBG * (255 - \alpha Mult))/255$$

where:

- $\alpha$ *FG* is the alpha level of the foreground pixel (layer pixel),
- $\alpha BG$  is the alpha level of the background pixel (working buffer pixel),

- Cxx is a color component of a pixel (Red, Green or Blue),
- $\alpha Out$  is the alpha level of the final pixel.

#### Fonts

A font holds only a transparency level (alpha). This fixed alpha level is defined during the pre-generation of a font (see *Fonts*).

- 1 means 2 levels are managed: fully opaque and fully transparent.
- 2 means 4 levels are managed: fully opaque, fully transparent and 2 intermediate levels.
- 4 means 16 levels are managed: fully opaque, fully transparent and 14 intermediate levels.
- 8 means 256 levels are managed: fully opaque, fully transparent and 254 intermediate levels.

#### Installation

The MicroUI library is an additional module. In the platform configuration file, check UI > MicroUI to install the library. When checked, the XML file microui/microui.xml is required during platform creation in order to configure the module. This configuration step is used to extend the MicroUI library. Refer to the chapter *Static Initialization* for more information about the MicroUI Initialization step.

#### Use

See *MicroUI* chapter in Application Developer Guide.

## 5.13.3 Static Initialization

#### Principle

The MicroUI implementation for MicroEJ requires a configuration step (also called extension step) to customize itself before MicroEJ application startup (see *Architecture*). This configuration step uses an XML file. In order to save both runtime execution time and flash memory, the file is processed by the Static MicroUI Initializer tool, avoiding the need to process the XML configuration file at runtime. The tool generates appropriate initialized objects directly within the MicroUI library, as well as Java and C constants files for sharing MicroUI event generator IDs.

This XML file (also called the initialization file) defines:

- The MicroUI event generators that will exist in the application in relation to Low Level drivers that provide data to these event generators (see *Input*).
- Whether the application has a display; and if so, it provides its logical name.
- Which fonts will be provided to the application.

The next chapters describe succinctly the XML file. For more information about grammar, please consult appendix *MicroUI Static Initializer*.

#### **Functional Description**

The Static MicroUI Initializer tool takes as entry point the initialization file which describes the MicroUI library extension. This tool is automatically launched during the MicroEJ Platform build (see *Installation*).

The Static MicroUI Initializer tool is able to generate two files:

• A Java library which extends MicroUI library. This library is automatically added to the *MicroEJ Application classpath* when MicroUI API library is fetched. This library is used at MicroUI startup to create all instances of I/O devices (Display, EventGenerator, etc.) and contains the fonts described into the configuration file (these fonts are also called "system fonts").

**Warning:** This MicroUI extension library is always generated and MicroUI library cannot run without this extension.

• A C header file ( **\***.**h** ). This header file contains some IDs which are used to make a link between an input device (buttons, touch) and its MicroUI event generator (see *Input*).

Note: The Front Panel project does not need a configuration file (like C header file for embedded platform).

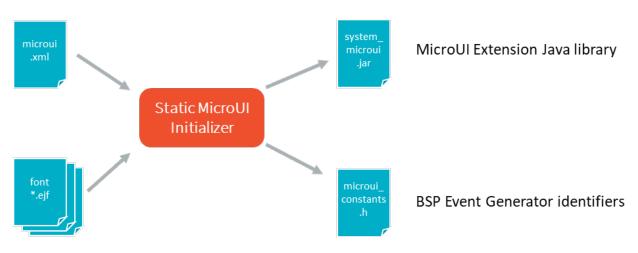


Fig. 31: Static MicroUI Initializer Process

#### XML File

The XML file must be created in platform configuration project, in folder microui and called microui.xml.

> 🗁 bsp
> 🗁 build
> 🗁 display
> 🗁 dropins
> 🗁 frontpanel
🗸 🗁 microui
> 🗁 resources
🖹 microui.xml
> 🗁 mivm

Fig. 32: Static MicroUI Initializer XML File

The XML file grammar is detailed *here*. The following list gives a short description of each element:

• Root element: The initialization file root element is <microui> and contains component-specific elements.

```
<microui>
[ component specific elements ]
</microui>
```

• Display element: The display element augments the initialization file with the configuration of the display. The following snippet is an example of display element:

```
<display name="DISPLAY"/>
```

• Fonts element: The **fonts** element augments the initialization file with the fonts that are implicitly embedded within the application (also called system fonts). Applications can also embed their own fonts.

**Note:** The system fonts are optional, in which case application has to provide some fonts to be able to draw characters.

The following snippet is an example of **fonts** element:

```
<fonts>
<font file="resources\fonts\myfont.ejf">
<range name="LATIN" sections="0-2"/>
<customrange start="0x21" end="0x3f"/>
</font>
<font file="C:\data\myfont.ejf"/>
</fonts>
```

- Event generators element: The eventgenerators element augments the initialization file with:
  - the configuration of the predefined MicroUI Event Generator: Command, Buttons, States, Pointer and Touch.
  - the configuration of the generic MicroUI Event Generator.

The following snippet is an example of eventgenerators element:

```
<eventgenerators>
   <!-- Generic Event Generators -->
   <eventgenerator name="GENERIC" class="foo.bar.Zork">
        <property name="PROP1" value="3"/>
        <property name="PROP2" value="aaa"/>
    </eventgenerator>
    <!-- Predefined Event Generators -->
    <command name="COMMANDS"/>
    <buttons name="BUTTONS" extended="3"/>
   <buttons name="JOYSTICK" extended="5"/>
   <pointer name="POINTER" width="1200" height="1200"/>
   <touch name="TOUCH" display="DISPLAY"/>
    <states name="STATES" numbers="NUMBERS" values="VALUES"/>
</eventgenerators>
<array name="NUMBERS">
   <elem value="3"/>
    <elem value="2"/>
    <elem value="5"/>
</array>
```

(continues on next page)

(continued from previous page)

```
<array name="VALUES">
<elem value="2"/>
<elem value="0"/>
<elem value="1"/>
</array>
```

#### XML File Example

This common MicroUI initialization file initializes MicroUI with:

- a Display,
- a Command event generator,
- a Buttons event generator which targets *n* buttons (3 first buttons having extended features),
- a Buttons event generator which targets the buttons of a joystick,
- a Pointer event generator which targets a touch panel,
- a Font whose path is relative to this file.

```
<microui>
```

```
<display name="DISPLAY"/>
<eventgenerators>
        <command name="COMMANDS"/>
        <buttons name="BUTTONS" extended="3"/>
        <buttons name="JOYSTICK" extended="5"/>
        <touch name="TOUCH" display="DISPLAY"/>
        </eventgenerators>
        <fonts>
            <fonts>
            <font file="resources\fonts\myfont.ejf"/>
        </fonts>
</microui>
```

#### Dependencies

No dependency.

#### Installation

The Static Initialization tool is part of the MicroUI module (see *MicroUI*). Install the MicroUI module to install the Static Initialization tool and fill all properties in MicroUI module configuration file (which must specify the name of the initialization file).

#### Use

The Static MicroUI Initializer tool is automatically launched during the MicroEJ Platform build.

# 5.13.4 Low Level API

## Principle

The MicroUI implementation for MicroEJ requires a Low Level implementation. This Low Level implementation finalizes the MicroUI implementation started with the static initialization step (see *Static Initialization*) for a given MicroEJ Platform.

The Low Level implementation consists of a set of headers files to implement in C to target the hardware drivers. Some functions are mandatory, others are not. Some other headers files are also available to call UI engines internal functions.

For the simulator, some Front Panel interfaces and classes allow to specify the simulated platform characteristics.

### **Embedded Platform**

		MICROUI-3.0			DRAWING-1.0
Graphics Engine	Software Algorithms	LLUI_PAINTER_impl.h	Event Engine	LLUI_LED_impl.h	LLDW_PAINTER_impl.h
LLUI_DISPLAY.h	ui_drawing_soft.h dw_drawing_soft.h	ui_drawing.h	LLUI_INPUT.h		dw_drawing.h
LLUI_DISPLAY_impl.h			LLUI_INPUT_impl.h		
			microui_constants.		
		202			
CCO - com.microej.clibrary.lli	mpi#microui-drawings	BSP			
LLUI_PAINTER_impl.c	LLDW_PAINTER_impl.c		JI_INPUT_impl.c	LLUI_DISPLAY_impl.c	LLUI_LED_impl.c
Foundation library					
C/H file (.c, .h)					
Archive file (.a)					

#### Fig. 33: MicroUI Embedded Low Level API

The specification of header files names is:

- Name starts with LLUI\_.
- Second part name refers the UI engine: DISPLAY, INPUT, LED.
- Files whose name ends with \_impl list functions to implement over hardware.
- Files whose name has no suffix list internal UI engines functions.

There are some exceptions :

- LLUI\_PAINTER\_impl.h and LLDW\_PAINTER\_impl.h list a subpart of UI Graphics Engine functions to implement (all MicroUI native drawing methods).
- ui\_drawing.h and dw\_drawing.h list all drawing methods the platform can implement.
- ui\_drawing\_soft.h and dw\_drawing\_soft.h list all drawing methods implemented by the Graphics Engine.
- microui\_constants.h is the file generated by the MicroUI Static Initializer (see Static Initialization).

All header files and their aims are described in next UI engines chapters: *LED*, *Input* and *Display*.

#### Simulator

MICROUI-3.0							DRAWING-1.0
Graphics Engine	Software A	Algorithms	LLUIPainter	Event	Engine	LLUILed_impl.h	LLDWPainter
LLUIDisplay	UIDrawingDefault	DWDrawingDefault	UIDrawing	LLU	Input		DWDrawing
LLUIDisplayImpl							
ej.tool.frontpanel#widget				Front panel Platforr	n project		
Widgets (Display, LED etc.)     .fp file and resources     Widgets					Extended native drawings		
Foundation library							
Java file (class & interface	)						
Archive file (.jar)							



In the simulator the three UI engines are grouped in a mock called Front Panel. The Front Panel comes with a set of classes and interfaces which are the equivalent of headers file ( \* . h ) of Embedded Platform.

The specification of class names is:

- Package are the same than the MicroUI library (ej.microui.display, ej.microui.event, ej.microui. led).
- Name start with LLUI .
- Second part name refers the UI engine: Display, Input, Led.
- Files whose name ends with Impl list methods to implement like embedded platform.
- Files whose name has no suffix list internal UI engines functions.

There are some exceptions :

- LLUIPainter.java and LLDWPainter.java list a subpart of UI Graphics Engine functions (all MicroUI native drawing methods).
- UIDrawing. java and DWDrawing. java list all drawing methods the platform can implement (and already implemented by the Graphics Engine).
- EventXXX list methods to create input events compatible with MicroUI implementation.

All files and their aims are described in *Simulation*.

# 5.13.5 LED

## Principle

The LED module contains the C part of the MicroUI implementation which manages LED devices. This module is composed of only one element: an implementation of the Low Level APIs for the LEDs which must be provided by the BSP (see *LLUI\_LED: LEDs*).

## **Functional Description**

The LED module implements the MicroUI Leds framework. LLUI\_LED specifies the Low Level APIs that receive orders from the Java world.

The Low Level APIs are the same for the LED which is connected to a GPIO (0 or 1), to a PWM, to a bus (I2C, SPI), etc. The BSP has the responsibility of interpreting the MicroEJ Application parameter intensity.

Typically, when the LED is connected to a GPIO, the intensity "0" means "OFF", and all other values "ON". When the LED is connected via a PWM, the intensity "0" means "OFF", and all other values must configure the PWM duty cycle signal.

The BSP should be able to return the state of an LED. If it is not able to do so (for example GPIO is not accessible in read mode), the BSP has to save the LED state in a global variable. If not, the returned value may be wrong and the MicroEJ Application may not be able to know the LEDs states.

## Low Level API

The LED module provides Low Level APIs that allow the BSP to manage the LEDs. The BSP has to implement these Low Level APIs, making the link between the MicroUI library and the BSP LEDs drivers.

The Low Level APIs to implement are listed in the header file LLUI\_LEDS\_impl.h. First, in the initialization function, the BSP must return the available number of LEDs the board provides. The other functions are used to turn the LEDs on and off.

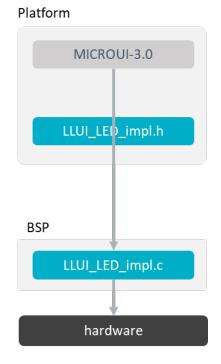


Fig. 35: Led Low Level API

When there is no LED on the board, a *stub* implementation of C library is available. This C library must be linked by the third-party C IDE when the MicroUI module is installed in the MicroEJ Platform. This stub library does not provide any Low Level API files.

## Dependencies

- MicroUI module (see *MicroUI*).
- LLUI\_LED\_impl.h implementation if standard implementation is chosen (see *Functional Description* and *LLUI\_LED: LEDs*).

## Installation

LEDs is a sub-part of MicroUI library. When the MicroUI module is installed, the LED module must be installed in order to be able to connect physical LEDs with MicroEJ Platform. If not installed, the *stub* module will be used.

In the platform configuration file, check UI > LEDs to install LEDs.

## Use

The MicroUI LEDs APIs are available in the class ej.microui.led.Leds.

## 5.13.6 Input

#### Principle

The Input module contains the C part of the MicroUI implementation which manages input devices. This module is composed of two elements:

- the C part of MicroUI input API (a built-in C archive) called Input Engine,
- an implementation of a Low Level APIs for the input devices that must be provided by the BSP (see *LLUI\_INPUT: Input*).

## **Functional Description**

The Input module implements the MicroUI **int** -based event generators' framework. LLUI\_INPUT specifies the Low Level APIs that send events to the Java world.

Drivers for input devices must generate events that are sent, via a MicroUI Event Generator, to the MicroEJ Application. An event generator accepts notifications from devices, and generates an event in a standard format that can be handled by the application. Depending on the MicroUI configuration, there can be several different types of event generator in the system, and one or more instances of each type.

Each MicroUI Event Generator represents one side of a pair of collaborative components that communicate using a shared buffer:

- The producer: the C driver connected to the hardware. As a producer, it sends its data into the communication buffer.
- The consumer: the MicroUI Event Generator. As a consumer, it reads (and removes) the data from the communication buffer.

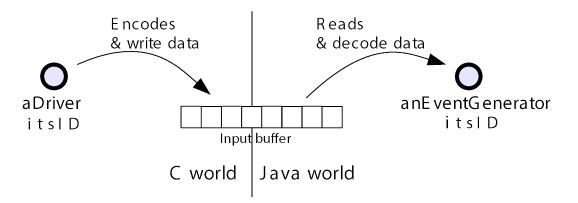


Fig. 36: Drivers and MicroUI Event Generators Communication

The LLUI\_INPUT API allows multiple pairs of <driver - event generator> to use the same buffer, and associates drivers and event generators using an int ID. The ID used is the event generator ID held within the MicroUI global registry. Apart from sharing the ID used to "connect" one driver's data to its respective event generator, both entities are completely decoupled.

The MicroUI thread waits for data to be published by drivers into the "input buffer", and dispatches to the correct (according to the ID) event generator to read the received data. This "driver-specific-data" is then transformed into MicroUI events by event generators and sent to objects that listen for input activity.

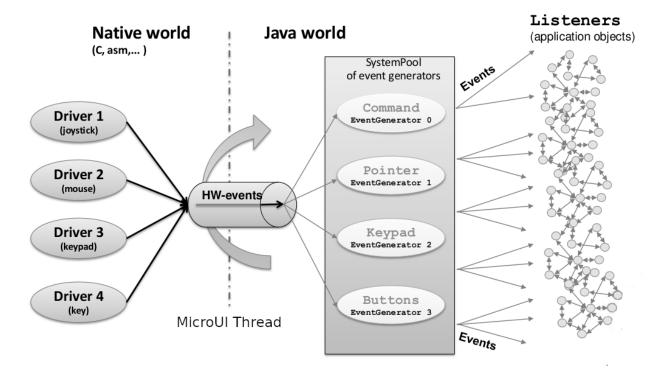


Fig. 37: MicroUI Events Framework

# **Driver Listener**

Drivers may either interface directly with event generators, or they can send their notifications to a *Listener*, also written in C, and the listener passes the notifications to the event generator. This decoupling has two major bene-

#### fits:

- The drivers are isolated from the MicroEJ libraries they can even be existing code.
- The listener can translate the notification; so, for example, a joystick could generate pointer events.

## **Static Initialization**

The event generators available on MicroUI startup (after the call to MicroUI.start()) are the event generators listed in the MicroUI description file (XML file). This file is a part of the MicroUI Static Initialization step (*Static Initialization*).

The order of event generators defines the unique identifier for each event generator. These identifiers are generated in a header file called microui\_constants.h. The input driver (or its listener) has to use these identifiers to target a specific event generator.

If an unknown identifier is used or if two identifiers are swapped, the associated event may be never received by MicroEJ application or may be misinterpreted.

## Standard Event Generators

MicroUI provides a set of standard event generators: Command, Buttons, Pointer and States. For each standard generator, the Input Engine proposes a set of functions to create and send an event to this generator.

Static Initialization proposes an additional event generator: Touch . A touch event generator is a Pointer event generator whose area size is the display size where the touch panel is placed. Furthermore, contrary to a pointer, a *press* action is required to be able to have a *move* action (and so a *drag* action). The Input Engine proposes a set of functions to target a touch event generator (equal to a pointer event generator but with some constraints). The touch event generator is identified as a standard Pointer event generator, by consequence the Java application has to use the Pointer API to deal with a touch event generator.

According to the event generator, one or several parameters are required. The parameter format is event generator dependant. For instance a **Pointer** X-coordinate is encoded on 16 bits (0-65535 pixels).

## **Generic Event Generators**

MicroUI provides an abstract class GenericEventGenerator (package ej.microui.event). The aim of a generic event generator is to be able to send custom events from native world to MicroEJ application. These events may be constituted by only one 32-bit word or by several 32-bit words (maximum 255).

On the application side, a subclass must be implemented by clients who want to define their own event generators. Two abstract methods must be implemented by subclasses:

- eventReceived : The event generator received an event from a C driver through the Low Level APIs sendEvent function.
- eventsReceived : The event generator received an event made of several int s.

The event generator is responsible for converting incoming data into a MicroUI event and sending the event to its listener. It should be defined during MicroUI Static Initialization step (in the XML file, see *Static Initialization*). This allows the MicroUI implementation to instantiate the event generator on startup.

If the event generator is not available in the application classpath, a warning is thrown (with a stack trace) and the application continues. In this case, all events sent by BSP to this event generator are ignored because no event generator is able to decode them.

### Low Level API

The implementation of the MicroUI Event Generator APIs provides some Low Level APIs. The BSP has to implement these Low Level APIs, making the link between the MicroUI C library inputs and the BSP input devices drivers.

The Low Level APIs to implement are listed in the header file LLUI\_INPUT\_impl.h. It allows events to be sent to the MicroUI implementation. The input drivers are allowed to add events directly using the event generator's unique ID (see *Static Initialization*). The drivers are fully dependent on the MicroEJ framework (a driver or a driver listener cannot be developed without MicroEJ because it uses the header file generated during the MicroUI initialization step).

To send an event to the MicroEJ application, the driver (or its listener) has to call one of the event engine function, listed in LLUI\_INPUT.h. These functions take as parameter the MicroUI EventGenerator to target and the data. The event generator is represented by a unique ID. The data depends on the type of the event. To run correctly, the event engine requires an implementation of functions listed in LLUI\_INPUT\_impl.h. When an event is added, the event engine notifies MicroUI library.

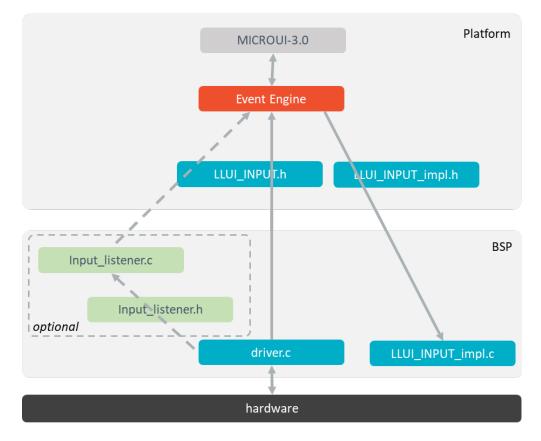


Fig. 38: Input Low Level API

When there is no input device on the board, a *stub* implementation of C library is available. This C library must be linked by the third-party C IDE when the MicroUI module is installed in the MicroEJ Platform. This stub library does not provide any Low Level API files.

### **Event Buffer**

MicroUI is using a circular buffer to manage the input events. As soon as an event is added, removed, or replaced in the queue, the event engine calls the associated Low-Level API (LLAPI) LLUI\_INPUT\_IMPL\_log\_queue\_xxx(). This LLAPI allows the BSP to log this event to dump it later thanks to a call to LLUI\_INPUT\_dump().

**Note:** When the functions LLUI\_INPUT\_IMPL\_log\_queue\_xxx() are not implemented, a call to LLUI\_INPUT\_dump() has no effect (there is no default logger).

The following steps describe how the logger is called:

- 1. On startup, MicroUI calls LLUI\_INPUT\_IMPL\_log\_queue\_init(): it gives the event buffer. The implementation should prepare its logger.
- 2. The BSP adds or replaces an event in the queue, the event engine calls LLUI\_INPUT\_IMPL\_log\_queue\_add() or LLUI\_INPUT\_IMPL\_log\_queue\_replace(). The implementation should store the event metadata: buffer index, event size, etc.
- 3. If the event cannot be added because the queue is full, the event engine calls LLUI\_INPUT\_IMPL\_log\_queue\_full(). The implementation can print a warning, throw an error, etc.
- 4. MicroUI reads an event, the event engine calls LLUI\_INPUT\_IMPL\_log\_queue\_read(). The implementation has to update its metadata (if required).

The following steps describe how the dump is performed:

- 1. The BSP calls LLUI\_INPUT\_dump() : the event engine starts a dump of the event buffer.
- 2. First, the event engine dumps the older events. It calls LLUI\_INPUT\_IMPL\_log\_dump() for each old event. The log type value is 0; it means that all logs are the events or events' data already consumed (*past* events), and the first log is the latest event or data stored in the queue.
- 3. Then, the event engine dumps the *future* events (events not consumed yet by MicroUI). It calls LLUI\_INPUT\_IMPL\_log\_dump() for each new event. The log type value is 1; it means that all logs are the events or data not consumed yet (*future* events).
- 4. The *future* events can target a MicroUI object (a *Displayable* for a *requestRender* event, a *Runnable* for a *callSerially* event, etc.). The event engine notifies the logger to print the MicroUI objects by calling LLUI\_INPUT\_IMPL\_log\_dump() with 2 as log type value.
- 5. Finally, the event engine notifies the logger about the end of the dump by calling LLUI\_INPUT\_IMPL\_log\_dump() with 3 as log type value.

**Warning:** The dump of MicroUI objects linked to the *future* events is only available with the MicroEJ Architectures 7.16 and higher. With older MicroEJ Architectures, nothing is dumped.

An implementation is available on the *C module*. This logger is constituted with two files:

- LLUI\_INPUT\_LOG\_impl.c : this file holds some metadata for each event. When the event engine calls LLUI\_INPUT\_IMPL\_log\_dump(), the logger retrieves the event metadata and calls microui\_event\_decoder.c functions. To enable this logger, set the define MICROUIEVENTDECODER\_ENABLED in microui\_event\_decoder\_conf.h.
- microui\_event\_decoder.c: this file describes the MicroUI events. It has to be customized with the MicroUI event generators identifiers. See microui\_event\_decoder\_conf.h.

Example of a dump:

```
----- Old Events -----
[27: 0x0000000] garbage
[28: 0x0000000] garbage
[...]
[99: 0x0000000] garbage
[00: 0x08000000] Display SHOW Displayable (Displayable index = 0)
[01: 0x0000008] Command HELP (event generator 0)
[02: 0x0d000000] Display REPAINT Displayable (Displayable index = 0)
[03: 0x07030000] Input event: Pointer pressed (event generator 3)
[04: 0x009f0063] at 159,99 (absolute)
[05: 0x07030600] Input event: Pointer moved (event generator 3)
[06: 0x00aa0064] at 170,100 (absolute)
[07: 0x02030700] Pointer dragged (event generator 3)
[08: 0x0d000000] Display REPAINT Displayable (Displayable index = 0)
[09: 0x07030600] Input event: Pointer moved (event generator 3)
[10: 0x00b30066] at 179,102 (absolute)
[11: 0x02030700] Pointer dragged (event generator 3)
[12: 0x0d000000] Display REPAINT Displayable (Displayable index = 0)
[13: 0x07030600] Input event: Pointer moved (event generator 3)
[14: 0x00c50067] at 197,103 (absolute)
[15: 0x02030700] Pointer dragged (event generator 3)
[16: 0x0d000000] Display REPAINT Displayable (Displayable index = 0)
[17: 0x07030600] Input event: Pointer moved (event generator 3)
[18: 0x00d00066] at 208,102 (absolute)
[19: 0x02030700] Pointer dragged (event generator 3)
[20: 0x0d000000] Display REPAINT Displayable (Displayable index = 0)
[21: 0x07030100] Input event: Pointer released (event generator 3)
[22: 0x0000000] at 0,0 (absolute)
[23: 0x0000008] Command HELP (event generator 0)
----- New Events -----
[24: 0x0d000000] Display REPAINT Displayable (Displayable index = 0)
[25: 0x07030000] Input event: Pointer pressed (event generator 3)
[26: 0x002a0029] at 42,41 (absolute)
----- New Events' Java objects -----
[java/lang/Object[2]@0xC000FD1C
    [0] com/microej/examples/microui/mvc/MVCDisplayable@0xC000BAC0
    [1] null
```

#### Notes:

- The event 24 holds an object in the events objects array (a Displayable ); its object index is 0.
- An object is **null** when the memory slot has been used during the application execution but freed at the dump time.
- The object array' size is the maximum of non-null objects reached during application execution.
- The indices of old events are out-of-date: the memory slot is now null or reused by a newer event.
- The event 25 targets the event generator 3; the identifier is available in microui\_constants.h (created during the MicroEJ Platform build, see *Static Initialization*).
- The events 27 to 99 cannot be identified (no metadata or partial event content due to circular queue management).
- Refers to the implementation on the C module to have more information about the format of the event; this
  implementation is always up-to-date with the MicroUI implementation.

## Dependencies

- MicroUI module (see *MicroUI*)
- Static MicroUI initialization step (see *Static Initialization*). This step generates a header file which contains some unique event generator IDs. These IDs must be used in the BSP to make the link between the input devices drivers and the MicroUI Event Generator s.
- LLUI\_INPUT\_impl.h implementation (see LLUI\_INPUT: Input).

## Installation

Input module is a sub-part of the MicroUI library. The Input module is installed at same time than MicroUI module.

## Use

The MicroUI Input APIs are available in the classes of packages ej.microui.event and ej.microui.event.

# 5.13.7 Display

## Principle

The Display module contains the C part of the MicroUI implementation which manages graphical displays. This module is composed of three elements:

- the C part of MicroUI Display API (a built-in C archive) called Graphics Engine,
- an implementation of a Low Level APIs for the displays (LLUI\_DISPLAY) that the BSP must provide (see *LLUI\_DISPLAY: Display*),
- an implementation of a Low Level APIs for MicroUI drawings.

## **Functional Description**

The Display module implements the MicroUI graphics framework. This framework is constituted of several notions: the display characteristics (size, format, backlight, contrast, etc.), the drawing state machine (render, flush, wait flush completed), the images life cycle, the fonts and drawings. The main part of the Display module is provided by a built-in C archive called Graphics Engine. This library manages the drawing state machine mechanism, the images and fonts. The display characteristics and the drawings are managed by the LLUI\_DISPLAY implementation.

The Graphics Engine is designed to let the BSP use an optional graphics processor unit (GPU) or an optional thirdparty drawing library. Each drawing can be implemented independently. If no extra framework is available, the Graphics Engine performs all drawings in software. In this case, the BSP has to perform a very simple implementation (four functions) of the Graphics Engine low-level APIs.

MicroUI library also gives the possibility to perform some additional drawings which are not available as API in MicroUI library. The Graphics Engine gives a set of functions to synchronize the drawings between them, to get the destination (and sometimes source) characteristics, to call internal software drawings, etc.

Front Panel (simulator Graphics Engine part) gives the same possibilities. Same constraints can be applied, same drawings can be overridden or added, same software drawing rendering is performed (down to the pixel).

## **Display Configurations**

The Graphics Engine provides a number of different configurations. The appropriate configuration should be selected depending on the capabilities of the screen and other related hardware, such as display controllers.

The modes can vary in three ways:

- the buffer mode: double-buffer, simple buffer (also known as *direct*),
- the memory layout of the pixels,
- pixel format or depth.

## **Buffer Modes**

### Overview

When using the double buffering technique, the memory into which the application draws (called graphics buffer or back buffer) is not the memory used by the screen to refresh it (called frame buffer or display buffer). When everything has been drawn consistently from the application point of view, the back buffer contents are synchronized with the display buffer. Double buffering avoids flickering and inconsistent rendering: it is well suited to high quality animations.

For more static display-based applications, and/or to save memory, an alternative configuration is to use only one buffer, shared by both the application and the screen.

Displays addressed by one of the standard configurations are called *generic displays*. For these generic displays, there are three buffer modes: switch, copy and direct. The following flow chart provides a handy guide to selecting the appropriate buffer mode according to the hardware configuration.

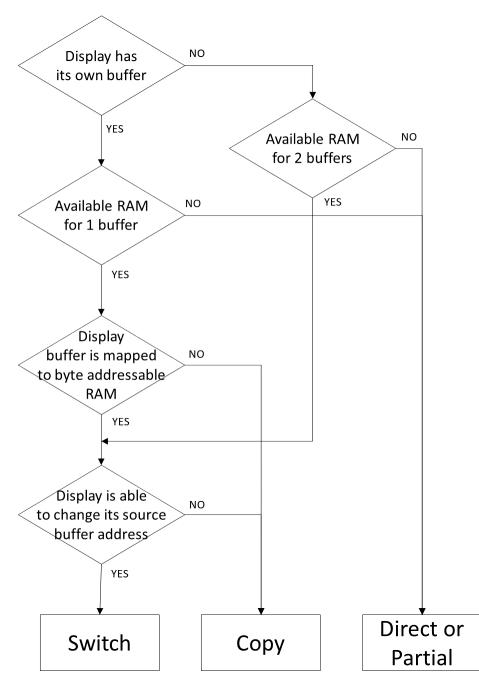


Fig. 39: Buffer Modes

## Implementation

The Graphics Engine does not depend on the type of buffer mode. The implementation of Display.flush() calls the Low Level API LLUI\_DISPLAY\_IMPL\_flush to let the BSP to update the display data. This function should be atomic and the implementation has to return the new graphics buffer address (back buffer address). In direct and copy modes, this address never changes and the implementation has always to return the back buffer address. In switch mode, the implementation has to return the old display frame buffer address.

The next sections describe the work to do for each mode.

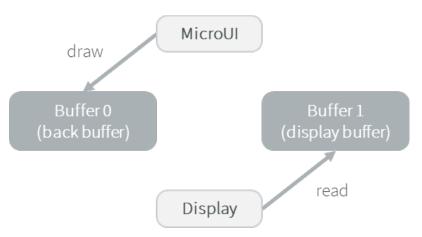
## Switch

The switch mode is a double-buffered mode where two buffers in RAM alternately play the role of the back buffer and the display buffer. The display source is alternatively changed from one buffer to the other. Switching the source address may be done asynchronously. The synchronize function is called before starting the next set of draw operations, and must wait until the driver has switched to the new buffer.

Synchronization steps are described *below*.

• Step 1: Drawing

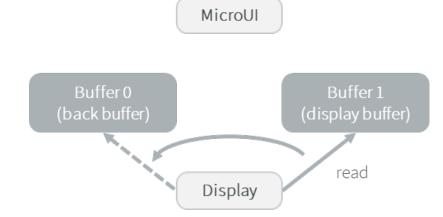
MicroUI is drawing in buffer 0 (back buffer) and the display is reading its contents from buffer 1 (display buffer).



• Step 2: Switch

The drawing is done. Set that the next read will be done from buffer 0.

Note that the display "hardware component" asynchronously continues to read data from buffer 1.



• Step 3: Copy

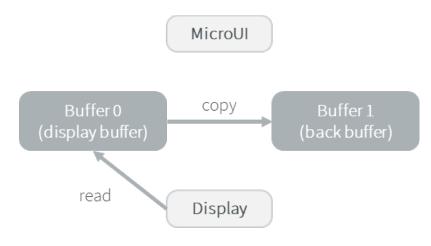
A copy from the buffer 0 (new display buffer) to the buffer 1 (new back buffer) must be done to keep the contents of the current drawing. The copy routine must wait until the display has finished the switch, and start asynchronously by comparison with the MicroUI drawing routine (see next step). This copy routine can be done in a dedicated RTOS task or in an interrupt routine. The copy should start after the display "hardware component" has finished a full buffer read to avoid flickering.

Usually a tearing signal from the display at the end of the read of the previous buffer (buffer 1) or at the

beginning of the read of the new buffer (buffer 0) throws an interrupt. The interrupt routine starts the copy using a DMA.

If it is not possible to start an asynchronous copy, the copy must be performed in the MicroUI drawing routine, at the beginning of the next step.

Note that the copy is partial: only the parts that have changed need to be copied, lowering the CPU load.



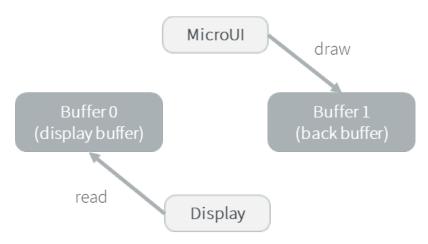
• Step 4: Synchronisation

Waits until the copy routine has finished the full copy.

If the copy has not been done asynchronously, the copy must start after the display has finished the switch. It is a blocking copy because the next drawing operation has to wait until this copy is done.

• *Step 5:* Next draw operation

Same behavior as step 1 with buffers reversed.



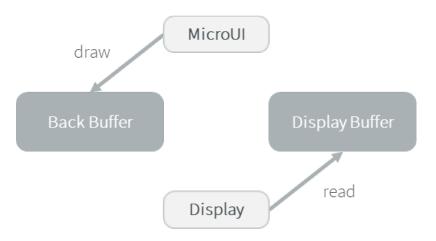
## Сору

The copy mode is a double-buffered mode where the back buffer is in RAM and has a fixed address. To update the display, data is sent to the display buffer. This can be done either by a memory copy or by sending bytes using a bus, such as SPI or I2C.

Synchronization steps are described *below*.

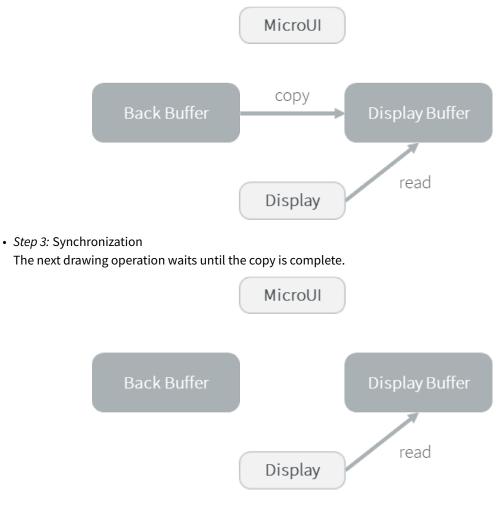
• Step 1: Drawing

MicroUI is drawing in the back buffer and the display is reading its content from the display buffer.



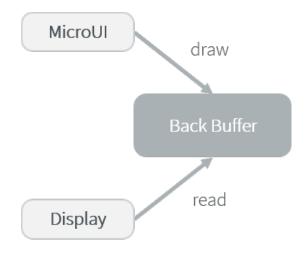
• Step 2: Copy

The drawing is done. A copy from the back buffer to the display buffer is triggered. Note that the implementation of the copy operation may be done asynchronously – it is recommended to wait until the display "hardware component" has finished a full buffer read to avoid flickering. At the implementation level, the copy may be done by a DMA, a dedicated RTOS task, interrupt, etc.



## Direct

The direct mode is a single-buffered mode where the same memory area is used for the back buffer and the display buffer (*See illustration below*). Use of the direct mode is likely to result in "noisy" rendering and flickering, but saves one buffer in runtime memory.



# **Partial Buffer**

In the case where RAM usage is not a constraint, the graphics buffer is sized to store all the pixel data of the screen. However, when the RAM available on the device is very limited, a partial buffer can be used instead. In that case, the buffer is smaller and can only store a part of the screen (one third for example).

When this technique is used, the application draws in the partial buffer. To flush the drawings, the content of the partial buffer is copied to the display (to its internal memory or to a complete buffer from which the display reads).

If the display does not have its own internal memory and if the device does not have enough RAM to allocate a complete buffer, then it is not possible to use a partial buffer. In that case, only the *Direct* buffer mode can be used.

## Workflow

A partial buffer of the desired size has to be allocated in RAM. If the display does not have its own internal memory, a complete buffer also has to be allocated in RAM, and the display has to be configured to read from the complete buffer.

The implementation should follow these steps:

- 1. First, the application draws in the partial buffer.
- 2. Then, to flush the drawings on the screen, the data of the partial buffer is sent to the display (either copied to its internal memory or to the complete buffer in RAM).
- 3. Finally, a synchronization is required before starting the next drawing operation.

## **Dual Partial Buffer**

A second partial buffer can be used to avoid the synchronization delay before between two drawing cycles. While one of the two partial buffers is being copied to the display, the application can start drawing in the second partial buffer.

This technique is interesting when the copy time is long. The downside is that it requires more RAM or to reduce the size of the partial buffers.

Using a dual partial buffer has no impact on the application code.

## **Application Limitations**

Using a partial buffer rather than a complete buffer may require adapting the code of the application, since rendering a graphical element may require multiple passes. If the application uses MWT, a *custom render policy* has to be used.

Besides, the GraphicsContext.readPixel() and the GraphicsContext.readPixels() APIs can not be used on the graphics context of the display in partial buffer mode. Indeed, we cannot rely on the current content of the back buffer as it doesn't contain what is seen on the screen.

Likewise, the Painter.drawDisplayRegion() API can not be used in partial buffer mode. Indeed, this API reads the content of the back buffer in order to draw a region of the display. Instead of relying on the drawings which were performed previously, this API should be avoided and the drawings should be performed again.

Using a partial buffer can have a significant impact on animation performance. Refer to *Animations* for more information on the development of animations in an application.

## Implementation Example

The partial buffer demo provides an example of partial buffer implementation. This example explains how to implement partial buffer support in the BSP and how to use it in an application.

## **Byte Layout**

This chapter concerns only display with a number of bits-per-pixel (BPP) smaller than 8. For this kind of display, a byte contains several pixels and the Graphics Engine allows to customize how to organize the pixels in a byte.

Two layouts are available:

- line: The byte contains several consecutive pixels on same line. When the end of line is reached, a padding is added in order to start a new line with a new byte.
- column: The byte contains several consecutive pixels on same column. When the end of column is reached, a padding is added in order to start a new column with a new byte.

When installing the Display module, a property byteLayout is required to specify the kind of pixels representation (see *Installation*).

BPP	MSB							LSB
4	pixel 1				pixel 0			
2	pixel 3		pixel 2		pixel 1		pixel 0	
1	pixel 7	pixel 6	pixel 5	pixel 4	pixel 3	pixel 2	pixel 1	pixel 0

Table	11: B	yte Lav	vout:	line
TUDIC		yte Lu	your.	unc

	Table 12: Dyte Eayouti column						
BPP	4	2	1				
MSB	pixel 1	pixel 3	pixel 7				
			pixel 6				
		pixel 2	pixel 5				
			pixel 4				
	pixel 0	pixel 1	pixel 3				
			pixel 2				
		pixel 0	pixel 1				
LSB			pixel 0				

Table	12:	Bvte	La	/out:	col	umn
abic		0,00		0000	~~~	<b>MILLIN</b>

### **Memory Layout**

For the display with a number of bits-per-pixel (BPP) higher or equal to 8, the Graphics Engine supports the line-byline memory organization: pixels are laid out from left to right within a line, starting with the top line. For a display with 16 bits-per-pixel, the pixel at (0,0) is stored at memory address 0, the pixel at (1,0) is stored at address 2, the pixel at (2,0) is stored at address 4, and so on.

BPP	@+0	@+1	@+2	@+3	@+4			
32	pixel 0 [7:0]	pixel 0 [15:8]	pixel 0 [23:16]	pixel 0 [31:24]	pixel 1 [7:0]			
24	pixel 0 [7:0]	pixel 0 [15:8]	pixel 0 [23:16]	pixel 1 [7:0]	pixel 1 [15:8]			
16	pixel 0 [7:0]	pixel 0 [15:8]	pixel 1 [7:0]	pixel 1 [15:8]	pixel 2 [7:0]			
8	pixel 0 [7:0]	pixel 1 [7:0]	pixel 2 [7:0]	pixel 3 [7:0]	pixel 4 [7:0]			

Table 13: Memory Layout for BPP >= 8

For the display with a number of bits-per-pixel (BPP) lower than 8, the Graphics Engine supports the both memory organizations: line by line (pixels are laid out from left to right within a line, starting with the top line) and column by column (pixels are laid out from top to bottom within a line, starting with the left line). These byte organizations concern until 8 consecutive pixels (see *Byte Layout*). When installing the Display module, a property memoryLayout is required to specify the kind of pixels representation (see *Installation*).

BPP	@+0	@+1	@+2	@+3	@+4
4	(0,0) to (1,0)	(2,0) to (3,0)	(4,0) to (5,0)	(6,0) to (7,0)	(8,0) to (9,0)
2	(0,0) to (3,0)	(4,0) to (7,0)	(8,0) to (11,0)	(12,0) to (15,0)	(16,0) to (19,0)
1	(0,0) to (7,0)	(8,0) to (15,0)	(16,0) to (23,0)	(24,0) to (31,0)	(32,0) to (39,0)

Table 14: Memory Layout 'line' for BPP < 8 and byte layout 'line'

Table 15: Memory Layout 'line' for BPP < 8 and byte layout 'column'

BPP	@+0	@+1	@+2	@+3	@+4
4	(0,0) to (0,1)	(1,0) to (1,1)	(2,0) to (2,1)	(3,0) to (3,1)	(4,0) to (4,1)
2	(0,0) to (0,3)	(1,0) to (1,3)	(2,0) to (2,3)	(3,0) to (3,3)	(4,0) to (4,3)
1	(0,0) to (0,7)	(1,0) to (1,7)	(2,0) to (2,7)	(3,0) to (3,7)	(4,0) to (4,7)

Table 16: Memory Layout 'column' for BPP < 8 and byte layout 'line'

BPP	@+0	@+1	@+2	@+3	@+4
4	(0,0) to (1,0)	(0,1) to (1,1)	(0,2) to (1,2)	(0,3) to (1,3)	(0,4) to (1,4)
2	(0,0) to (3,0)	(0,1) to (3,1)	(0,2) to (3,2)	(0,3) to (3,3)	(0,4) to (3,4)
1	(0,0) to (7,0)	(0,1) to (7,1)	(0,2) to (7,2)	(0,3) to (7,3)	(0,4) to (7,4)

BPP	@+0	@+1	@+2	@+3	@+4
4	(0,0) to (0,1)	(0,2) to (0,3)	(0,4) to (0,5)	(0,6) to (0,7)	(0,8) to (0,9)
2	(0,0) to (0,3)	(0,4) to (0,7)	(0,8) to (0,11)	(0,12) to (0,15)	(0,16) to (0,19)
1	(0,0) to (0,7)	(0,8) to (0,15)	(0,16) to (0,23)	(0,24) to (0,31)	(0,32) to (0,39)

#### **Pixel Structure**

#### Principle

The Display module provides pre-built display configurations with standard pixel memory layout. The layout of the bits within the pixel may be *standard* or *driver-specific*. When installing the Display module, a property bpp is required to specify the kind of pixel representation (see *Installation*).

#### Standard

When the value is one among this list: ARGB8888 | RGB888 | RGB565 | ARGB1555 | ARGB4444 | C4 | C2 | C1 , the Display module considers the pixels representation as **standard**. All standard representations are internally managed by the Display module, by the *Front Panel* and by the *Image Generator*. No specific support is required as soon as a MicroEJ Platform is using a standard representation. It can:

- generate at compile-time RAW images in the same format than display pixel format,
- convert at runtime MicroUI 32-bit colors in display pixel format,
- simulate at runtime the display pixel format.

**Note:** The custom implementations of the image generator, low-level APIs, and Front Panel APIs are ignored by the Display module when a standard pixel representation is selected.

According to the chosen format, some color data can be lost or cropped.

• ARGB8888: the pixel uses 32 bits-per-pixel (alpha[8], red[8], green[8] and blue[8]).

```
u32 convertARGB8888toLCDPixel(u32 c){
    return c;
}
u32 convertLCDPixeltoARGB8888(u32 c){
    return c;
}
```

• RGB888: the pixel uses 24 bits-per-pixel (alpha[0], red[8], green[8] and blue[8]).

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}

;

• RGB565: the pixel uses 16 bits-per-pixel (alpha[0], red[5], green[6] and blue[5]).

• ARGB1555: the pixel uses 16 bits-per-pixel (alpha[1], red[5], green[5] and blue[5]).

• ARGB4444: the pixel uses 16 bits-per-pixel (alpha[4], red[4], green[4] and blue[4]).

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```
| ((c & 0xf000) << 12)
| ((c & 0x0f00) << 12)
| ((c & 0x0f00) << 12)
| ((c & 0x00f0) << 8)
| ((c & 0x00f0) << 8)
| ((c & 0x00f0) << 4)
| ((c & 0x000f) << 4)
| ((c & 0x000f) << 0)
;
}</pre>
```

• C4: the pixel uses 4 bits-per-pixel (grayscale[4]).

```
u32 convertARGB8888toLCDPixel(u32 c){
    return (toGrayscale(c) & 0xff) / 0x11;
}
u32 convertLCDPixeltoARGB8888(u32 c){
    return 0xff000000 | (c * 0x111111);
}
```

• C2: the pixel uses 2 bits-per-pixel (grayscale[2]).

```
u32 convertARGB8888toLCDPixel(u32 c){
    return (toGrayscale(c) & 0xff) / 0x55;
}
u32 convertLCDPixeltoARGB8888(u32 c){
    return 0xff000000 | (c * 0x555555);
}
```

• C1: the pixel uses 1 bit-per-pixel (grayscale[1]).

```
u32 convertARGB8888toLCDPixel(u32 c){
   return (toGrayscale(c) & 0xff) / 0xff;
}
u32 convertLCDPixeltoARGB8888(u32 c){
   return 0xff000000 | (c * 0xffffff);
}
```

## **Driver-Specific**

The Display module considers the pixel representation as **driver-specific** when the value is one among this list: 1 | 2 | 4 | 8 | 16 | 24 | 32. This mode is often used when the pixel representation is not ARGB or RGB but BGRA or BGR instead. This mode can also be used when the number of bits for a color component (alpha, red, green, or blue) is not standard or when the value does not represent a color but an index in a *CLUT*. This mode requires some specific support in the MicroEJ Platform:

- An extension of the image generator is mandatory: see *Extended Mode* to convert MicroUI's standard 32-bit ARGB colors to display pixel format.
- The Front Panel widget Display requires an extension to convert the MicroUI 32-bit colors in display pixel format and vice-versa, see *Widget Display*.
- The driver must implement functions that convert MicroUI's standard 32-bit ARGB colors to display pixel format and vice-versa: see *Color Conversions*.

The following example illustrates the use of specific format BGR565 (the pixel uses 16 bits-per-pixel (alpha[0], red[5], green[6] and blue[5]):

- 1. Configure the MicroEJ Platform:
  - Create or open the Platform configuration project file <a href="https://display.properties">display/display.properties</a>:

bpp=16

- 2. Image Generator:
  - Create a project as described here.
  - Create the class com.microej.graphicalengine.generator.MicroUIGeneratorExtension that extends the class com.microej.tool.ui.generator.BufferedImageLoader.
  - Fill the method convertARGBColorToDisplayColor():

• Configure the Image Generator' service loader: add the file /META-INF/services/com.microej. tool.ui.generator.MicroUIRawImageGeneratorExtension:

```
\verb|com.microej.graphicalengine.generator.MicroUIGeneratorExtension||
```

public class MyDisplayExtension implements DisplayExtension {

- Build the module (click on the blue button).
- Copy the generated jar file ( imageGeneratorMyPlatform.jar ) in the MicroEJ Platform configuration project: /dropins/tools/.
- 2. Simulator (Front Panel):
  - Create the class com.microej.fp.MyDisplayExtension that implements the interface ej.fp. widget.Display.DisplayExtension:

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```
public int getNumberOfColors(Display display) {
    return 1 << 16;
  }
}</pre>
```

• Configure the widget **Display** in the .fp file by referencing the display extension:

```
<ej.fp.widget.Display x="41" y="33" width="320" height="240" extensionClass="com.microej.fp.

→MyDisplayExtension"/>
```

- 3. Build the MicroEJ Platform as usual
- 4. Update the LLUI\_DISPLAY implementation by adding the following functions:



#### Low Level API

#### **Overview**

	MICROUI-3.0							
Graphics Engine	Software Algorithms	LLUI_PAINTER_impl.h	Event Engine	LLUI_LED_impl.h	LLDW_PAINTER_impl.h			
LLUI_DISPLAY.h	ui_drawing_soft.h dw_drawing_soft.h	ui_drawing.h	LLUI_INPUT.h		dw_drawing.h			
LLUI_DISPLAY_impl.h			LLUI_INPUT_impl.h					
			microui_constants.h					
CCO - com.microej.clibrary.ll	impl#microui	BSP						
LLUI_PAINTER_impl.c	LLDW_PAINTER_impl.c		JI_INPUT_impl.c	LLUI_DISPLAY_impl.c	LLUI_LED_impl.c			
Foundation library								
C/H file (.c, .h)								
Archive file (.a)								



- MicroUI library calls the BSP functions through the Graphics Engine and header file LLUI\_DISPLAY\_impl.h.
- Implementation of LLUI\_DISPLAY\_impl.h can call Graphics Engine functions through LLUI\_DISPLAY.h.
- To perform some drawings, MicroUI uses LLUI\_PAINTER\_impl.h functions.
- The *C* module provides a default implementation of the drawing native functions of LLUI\_PAINTER\_impl.h and LLDW\_PAINTER\_impl.h: \* It implements the synchronization layer, then redirects drawings implementations to ui\_drawing.h and dw\_drawing.h
- ui\_drawing.h and dw\_drawing.h are already implemented by built-in software algorithms (library provided by the UI Pack).

• It is possible to implement some of the ui\_drawing.h and dw\_drawing.h functions in the BSP to provide a custom implementation (for instance, a GPU). \* Custom implementation is still allowed to call software algorithms declared in ui\_drawing\_soft.h and dw\_drawing\_soft.h.

## **Required Low Level API**

Some four Low Level APIs are required to connect the Graphics Engine on the display driver. The functions are listed in LLUI\_DISPLAY\_impl.h.

- LLUI\_DISPLAY\_IMPL\_initialize : The initialization function is called when MicroEJ application is calling MicroUI.start(). Before this call, the display is useless and don't need to be initialized. This function consists in initializing the LCD driver and in filling the given structure LLUI\_DISPLAY\_SInitData. This structure has to contain pointers on two binary semaphores (see after), the back buffer address (see *Display Configurations*), the display *virtual* size in pixels and optionally the display *physical* size in pixels. The display *virtual* size is the size of the area where the drawings are visible. The display *physical* size is the required memory size where the area is located. Virtual memory size is: display\_width \* display\_height \* bpp / 8. On some devices the memory width (in pixels) is higher than virtual width. In this way, the graphics buffer memory size is: memory\_width \* memory\_height \* bpp / 8.
- LLUI\_DISPLAY\_IMPL\_binarySemaphoreTake and LLUI\_DISPLAY\_IMPL\_binarySemaphoreGive : The Graphics Engine requires two binary semaphores to synchronize its internal states. The binary semaphores must be configured in a state such that the semaphore must first be *given* before it can be *taken* (this initialization must be performed in LLUI\_DISPLAY\_IMPL\_initialize function). Two distinct functions have to be implemented to *take* and *give* a binary semaphore.
- LLUI\_DISPLAY\_IMPL\_flush: According the display buffer mode (see *Display Configurations*), the flush function has to be implemented. This function must not be blocking and not performing the copy directly. Another OS task or a dedicated hardware must be configured to perform the buffer copy.

## **Optional Low Level API**

Several optional Low Level API are available in LLUI\_DISPLAY\_impl.h. They are already implemented as *weak* functions in the Graphics Engine and return no error. These optional features concern the display backlight and constrast, display characteristics (is colored display, double buffer), colors conversions (see *Pixel Structure* and *CLUT*), etc. Refer to each function comment to have more information about the default behavior.

## **Painter Low Level API**

All MicroUI drawings (available in Painter class) are calling a native function. The MicroUI native drawing functions are listed in LLUI\_PAINTER\_impl.h. The implementation must take care about a lot of constraints: synchronization between drawings, Graphics Engine notification, MicroUI GraphicsContext clip and colors, flush dirty area, etc. The principle of implementing a MicroUI drawing function is described in the chapter *Drawing Native*.

An implementation of LLUI\_PAINTER\_impl.h is already available on the *C module*. This implementation respects the synchronization between drawings, the Graphics Engine notification, reduce (when possible) the MicroUI GraphicsContext clip constraints and update (when possible) the flush dirty area. This implementation does not perform the drawings. It only calls the equivalent of drawing available in ui\_drawing.h. This allows to simplify how to use a GPU (or a third-party library) to perform a drawing: the ui\_drawing.h implementation has just to take in consideration the MicroUI GraphicsContext clip and colors and flush dirty area. Synchronization with the Graphics Engine is already performed.

In addition to the implementation of LLUI\_PAINTER\_impl.h, an implementation of ui\_drawing.h is already available in Graphics Engine (in *weak* mode). This allows to implement only the functions the GPU is able to per-

form. For a given drawing, the weak function implementation is calling the equivalent of drawing available in ui\_drawing\_soft.h. This file lists all drawing functions implemented by the Graphics Engine.

The Graphics Engine implementation of ui\_drawing\_soft.h is performing the drawings in software. However some drawings can call another ui\_drawing.h function. For instance UI\_DRAWING\_SOFT\_drawHorizontalLine is calling UI\_DRAWING\_fillRectangle in order to use a GPU if available. If not available, the weak implementation of UI\_DRAWING\_fillRectangle is calling UI\_DRAWING\_SOFT\_fillRectangle and so on.

The BSP implementation is also allowed to call ui\_drawing\_soft.h algorithms, one or several times per function to implement. For instance, a GPU may be able to draw an image whose format is RGB565. But if the image format is ARGB1555, BSP implementation can call UI\_DRAWING\_SOFT\_drawImage function.

## **Graphics Engine API**

The Graphics Engine provides a set of functions to interact with the C archive. The functions allow to retrieve some drawing characteristics, synchronize drawings between them, notify the end of flush and drawings, etc.

The functions are available in LLUI\_DISPLAY.h.

#### **Drawing Native**

As explained before, MicroUI implementation provides a dedicated header file which lists all MicroUI Painter drawings native function. The implementation of these functions has to respect several rules to not corrupt the MicroUI execution (flickering, memory corruption, unknown behavior, etc.). These rules are already respected in the default Abstraction Layer implementation modules available on the *C module*. In addition, MicroUI allows to add some custom drawings. The implementation of MicroUI Painter native drawings should be used as model to implement the custom drawings.

All native functions must have a MICROUI\_GraphicsContext\* as parameter (often first parameter). This identifies the destination target: the MicroUI GraphicsContext. This target is retrieved in MicroEJ application calling the method GraphicsContext.getSNIContext(). This method returns a byte array which is directly mapped on the MICROUI\_GraphicsContext structure in MicroUI native drawing function declaration.

A graphics context holds a clip and the drawer is not allowed to perform a drawing outside this clip (otherwise the behavior is unknown). Note the bottom-right coordinates might be smaller than top-left (in x and/or y) when the clip width and/or height is null. The clip may be disabled (when the current drawing fits the clip); this allows to reduce runtime. See LLUI\_DISPLAY\_isClipEnabled().

**Note:** Several clip functions are available in LLUI\_DISPLAY.h to check if a drawing fits the clip.

The Graphics Engine requires the synchronization between the drawings. To do that, it requires a call to LLUI\_DISPLAY\_requestDrawing at the beginning of native function implementation. This function takes as parameter the graphics context and the pointer on the native function itself. This pointer must be casted in a SNI\_callback.

The drawing function must update the next Display.flush() area (dirty area). If not performed, the next call to Display.flush() will not call LLUI\_DISPLAY\_IMPL\_flush() function.

The native function implementation pattern is:

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```
{
    DRAWING_Status status;
    // perform the drawings (respecting clip if not disabled)
    [...]
    // update new flush dirty area
    LLUI_DISPLAY_setDrawingLimits(gc, ...);
    // set drawing status
    LLUI_DISPLAY_setDrawingStatus(DRAWING_DONE); // or DRAWING_RUNNING;
    }
    // else: refused drawing
}
```

#### **Display Synchronization**

#### **Overview**

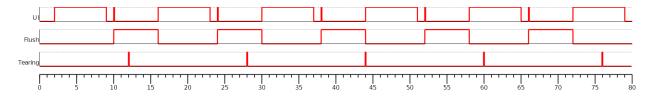
The Graphics Engine is designed to be synchronized with the display refresh rate by defining some points in the rendering timeline. It is optional; however it is mainly recommanded. This chapter explains why to use display tearing signal and its consequences. Some chronograms describe several use cases: with and without display tearing signal, long drawings, long flush time, etc. Times are in milliseconds. To simplify chronograms views, the display refresh rate is every 16ms (62.5Hz).

Captions definition:

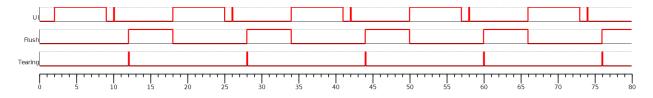
- UI: It is the UI task which performs the drawings in the back buffer. At the end of the drawings, the examples consider that the UI thread calls Display.flush() 1 millisecond after the end of the drawings. At this moment, a flush can start (the call to Display.flush() is symbolized by a simple *peak* in chronograms).
- Flush: In *copy* mode, it is the time to transfer the content of back buffer to display buffer. In *switch* mode, it is the time to swap back and display buffers (often instantaneous) and the time to recopy the content of new display buffer to new back buffer. During this time, the back buffer is *in use* and UI task has to wait the end of copy before starting a new drawing.
- Tearing: The peaks show the tearing signals.
- Rendering frequency: the frequency between the start of a drawing to the end of flush.

#### **Tearing Signal**

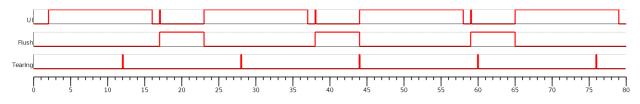
In this example, the drawing time is 7ms, the time between the end of drawing and the call to Display.flush() is 1ms and the flush time is 6ms. So the expected rendering frequency is 7 + 1 + 6 = 14ms (71.4Hz). Flush starts just after the call to Display.flush() and the next drawing starts just after the end of flush. Tearing signal is not taken in consideration. By consequence the display content is refreshed during the display refresh time. The content can be corrupted: flickering, glitches, etc. The rendering frequency is faster than display refresh rate.



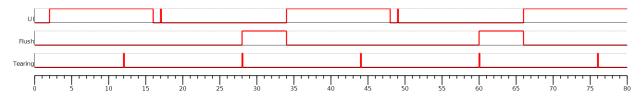
In this example, the times are identical to previous example. The tearing signal is used to start the flush in respecting the display refreshing time. The rendering frequency becomes smaller: it is cadenced on the tearing signal, every 16ms (62.5Hz). During 2ms, the CPU can schedule other tasks or goes in idle mode. The rendering frequency is equal to display refresh rate.



In this example, the drawing time is 14ms, the time between the end of drawing and the call to Display.flush() is 1ms and the flush time is 6ms. So the expected rendering frequency is 14 + 1 + 6 = 21ms (47.6Hz). Flush starts just after the call to Display.flush() and the next drawing starts just after the end of flush. Tearing signal is not taken in consideration.



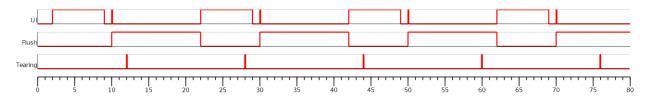
In this example, the times are identical to previous example. The tearing signal is used to start the flush in respecting the display refreshing time. The drawing time + flush time is higher than display tearing signal period. So the flush cannot start at every tearing peak: it is cadenced on two tearing signals, every 32ms (31.2Hz). During 11ms, the CPU can schedule other tasks or goes in idle mode. The rendering frequency is equal to display refresh rate divided by two.



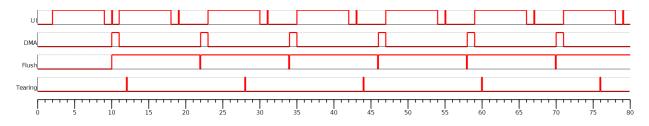
## **Additional Buffer**

Some devices take a lot of time to send back buffer content to display buffer. The following examples demonstrate the consequence on rendering frequency. The use of an additional buffer optimizes this frequency, however it uses a lot of RAM memory.

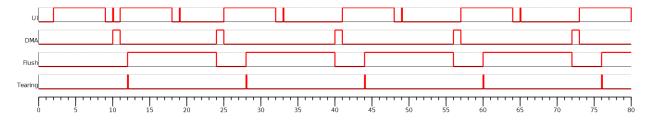
In this example, the drawing time is 7ms, the time between the end of drawing and the call to Display.flush() is 1ms and the flush time is 12ms. So the expected rendering frequency is 7 + 1 + 12 = 20ms (50Hz). Flush starts just after the call to Display.flush() and the next drawing starts just after the end of flush. Tearing signal is not taken in consideration. The rendering frequency is cadenced on drawing time + flush time.



As mentionned above, the idea is to use two back buffers. First, UI task is drawing in back buffer A . Just after the call to Display.flush(), the flush can start. At same moment, the content of back buffer A is copied in back buffer B (use a DMA, copy time is 1ms). During the flush time (copy of back buffer A to display buffer), the back buffer B can be used by UI task to continue the drawings. When the drawings in back buffer B are done (and after call to Display.flush()), the DMA copy of back buffer B to back buffer A cannot start: the copy can only start when the flush is fully done because the flush is using the back buffer A . As soon as the flush is done, a new flush (and DMA copy) can start. The rendering frequency is cadenced on flush time, ie 12ms (83.3Hz).



The previous example doesn't take in consideration the display tearing signal. With tearing signal and only one back buffer, the frequency is cadenced on two tearing signals (see previous chapter). With two back buffers, the frequency is now cadenced on only one tearing signal, despite the long flush time.



## Time Sum-up

The following table resumes the previous examples times:

- It consider the display frequency is 62.5Hz (16ms).
- *Drawing time* is the time let to the application to perform its drawings and call Display.flush(). In our examples, the time between the last drawing and the call to Display.flush() is 1ms.
- FPS and CPU load are calculated from examples times.
- *Max drawing time* is the maximum time let to the application to perform its drawings, without overlapping next display tearing signal (when tearing is enabled).

Tear-	Nb	Drawing time	Flush time	DMA copy time	FPS	CPU load	Max drawing time
ing	buffers	(ms)	(ms)	(ms)	(Hz)	(%)	(ms)
no	1	7+1	6		71.4	57.1	
yes	1	7+1	6		62.5	50	10
no	1	14+1	6		47.6	71.4	
yes	1	14+1	6		31.2	46.9	20
no	1	7+1	12		50	40	
yes	1	7+1	12		31.2	25	8
no	2	7+1	12	1	83.3	66.7	
yes	2	7+1	12	1	62.5	50	11

## **GPU Synchronization**

When a GPU is used to perform a drawing, the caller (MicroUI painter native method) returns immediately. This allows the MicroEJ application to perform other operations during the GPU rendering. However, as soon as the MicroEJ application is trying to perform another drawing, the previous drawing made by the GPU must be done. The Graphics Engine is designed to be synchronized with the GPU asynchronous drawings by defining some points in the rendering timeline. It is not optional: MicroUI considers a drawing is fully done when it starts a new one. The end of GPU drawing must notify the Graphics Engine calling LLUI\_DISPLAY\_drawingDone().

## Antialiasing

## Fonts

The antialiasing mode for the fonts concerns only the fonts with more than 1 bit per pixel (see *Font Generator*).

## **Background Color**

For each pixel to draw, the antialiasing process blends the foreground color with a background color. This background color can be specified or not by the application:

- *specified*: The background color is fixed by the MicroEJ Application (GraphicsContext.setBackgroundColor()).
- *not specified*: The background color is the original color of the destination pixel (a "read pixel" operation is performed for each pixel).

## CLUT

The Display module allows to target display which uses a pixel indirection table (CLUT). This kind of display are considered as generic but not standard (see *Pixel Structure*). It consists to store color indices in image memory buffer instead of colors themselves.

## **Color Conversion**

The driver must implement functions that convert MicroUI's standard 32-bit ARGB colors (see *LLUI\_DISPLAY: Display*) to display color representation. For each application ARGB8888 color, the display driver has to find the corresponding color in the table. The Graphics Engine will store the index of the color in the table instead of using the color itself.

When an application color is not available in the display driver table (CLUT), the display driver can try to find the closest color or return a default color. First solution is often quite difficult to write and can cost a lot of time at runtime. That's why the second solution is preferred. However, a consequence is that the application has only to use a range of colors provided by the display driver.

## **Alpha Blending**

MicroUI and the Graphics Engine use blending when drawing some texts or anti-aliased shapes. For each pixel to draw, the display stack blends the current application foreground color with the targeted pixel current color or with the current application background color (when enabled). This blending *creates* some intermediate colors which are managed by the display driver.

Most of time the intermediate colors do not match with the palette. The default color is so returned and the rendering becomes wrong. To prevent this use case, the Graphics Engine offers a specific Low Level API LLUI\_DISPLAY\_IMPL\_prepareBlendingOfIndexedColors(void\* foreground, void\* background).

This API is only used when a blending is required and when the background color is enabled. The Graphics Engine calls the API just before the blending and gives as parameter the pointers on the both ARGB colors. The display driver should replace the ARGB colors by the CLUT indices. Then the Graphics Engine will only use between both indices.

For instance, when the returned indices are 20 and 27, the display stack will use the indices 20 to 27, where all indices between 20 and 27 target some intermediate colors between both the original ARGB colors.

This solution requires several conditions:

- Background color is enabled and it is an available color in the CLUT.
- Application can only use foreground colors provided by the CLUT. The platform designer should give to the application developer the available list of colors the CLUT manages.
- The CLUT must provide a set of blending ranges the application can use. Each range can have its own size (different number of colors between two colors). Each range is independent. For instance if the foreground color RED (0xFFFF0000) can be blended with two background colors WHITE (0xFFFFFFFF) and BLACK (0xFF000000), two ranges must be provided. Both the ranges have to contain the same index for the color RED.
- Application can only use blending ranges provided by the CLUT. Otherwise the display driver is not able to find the range and the default color will be used to perform the blending.
- Rendering of dynamic images (images decoded at runtime) may be wrong because the ARGB colors may be out of CLUT range.

## **Image Pixel Conversion**

#### Overview

The Graphics Engine is built for a dedicated display pixel format (see *Pixel Structure*). For this pixel format, the Graphics Engine must be able to draw images with or without alpha blending and with or without transformation. In addition, it must be able to read all image formats.

The MicroEJ application may not use all MicroUI image drawings options and may not use all images formats. It is not possible to detect what the application needs, so no optimization can be performed at application compiletime. However, for a given application, the platform can be built with a reduced set of pixel support.

All pixel format manipulations (read, write, copy) are using dedicated functions. It is possible to remove some functions or to use generic functions. The advantage is to reduce the memory footprint. The inconvenient is that some features are removed (the application should not use them) or some features are slower (generic functions).

## Functions

There are five pixel *conversion* modes:

- Draw an image without transformation and without global alpha blending: copy a pixel from a format to the destination format (display format).
- Draw an image without transformation and with global alpha blending: copy a pixel with alpha blending from a format to the destination format (display format).

- Draw an image with transformation and with or without alpha blending: draw an ARGB8888 pixel in destination format (display format).
- Load a ResourceImage with an output format: convert an ARGB8888 pixel to the output format.
- Read a pixel from an image (Image.readPixel() or to draw an image with transformation or to convert an image): read any pixel formats and convert it in ARGB8888.

	Nb input formats	Nb output formats	Number of combinations
Draw image without global alpha	22	1	22
Draw image with global alpha	22	1	22
Draw image with transformation	2	1	2
Load a ResourceImage	1	6	6
Read an image	22	1	22

## Table 18: Pixel Conversion

There are 22x1 + 22x1 + 2x1 + 1x6 + 22x1 = 74 functions. Each function takes between 50 and 200 bytes depending on its complexity and the C compiler.

## Linker File

All pixel functions are listed in a platform linker file. It is possible to edit this file to remove some features or to share some functions (using generic function).

How to get the file:

- 1. Build platform as usual.
- Copy platform file [platform]/source/link/display\_image\_x.lscf in platform configuration project: [platform configuration project]/dropins/link/. x is a number which characterizes the display pixel format (see *Pixel Structure*). See next warning.
- 3. Perform some changes into the copied file (see after).
- 4. Rebuild the platform: the *dropins* file is copied in the platform instead of the original one.

**Warning:** When the display format in [platform configuration project]/display/display.properties changes, the linker file suffix changes too. Perform again all operations in new file with new suffix.

The linker file holds five tables, one for each use case, respectively IMAGE\_UTILS\_TABLE\_COPY, IMAGE\_UTILS\_TABLE\_COPY\_WITH\_ALPHA, IMAGE\_UTILS\_TABLE\_DRAW, IMAGE\_UTILS\_TABLE\_SET and IMAGE\_UTILS\_TABLE\_READ. For each table, a comment describes how to remove an option (when possible) or how to replace an option by a generic function (if available).

## Library ej.api.Drawing

This Foundation Library provides additional drawing APIs. This library is fully integrated in Display module. It requires an implementation of its Low Level API: LLDW\_PAINTER\_impl.h. These functions are implemented in the Abstraction Layer implementation module com.microej.clibrary.llimpl#microui. Like MicroUI painter's natives, the functions are redirected to dw\_drawing.h. A default implementation of these functions is available in Software Algorithms module (in weak). This allows the BSP to override one or several APIs.

## Dependencies

- MicroUI module (see MicroUI)
- LLUI\_DISPLAY\_impl.h implementation if standard or custom implementation is chosen (see *Dependencies* and *LLUI\_DISPLAY: Display*).

## Installation

The Display module is a sub-part of the MicroUI library. When the MicroUI module is installed, the Display module must be installed in order to be able to connect the physical display with the MicroEJ Platform. If not installed, the *stub* module will be used.

In the platform configuration file, check UI > Display to install the Display module. When checked, the properties file display/display.properties is required during platform creation to configure the module. This configuration step is used to choose the kind of implementation (see *Dependencies*).

The properties file must / can contain the following properties:

• bpp [mandatory]: Defines the number of bits per pixels the display device is using to render a pixel. Expected value is one among these both list:

## Standard formats:

- ARGB8888 : Alpha 8 bits; Red 8 bits; Green 8 bits; Blue 8 bits,
- RGB888 : Alpha 0 bit; Red 8 bits; Green 8 bits; Blue 8 bits (fully opaque),
- RGB565 : Alpha 0 bit; Red 5 bits; Green 6 bits; Blue 5 bits (fully opaque),
- ARGB1555 : Alpha 1 bit; Red 5 bits; Green 5 bits; Blue 5 bits (fully opaque or fully transparent),
- ARGB4444 : Alpha 4 bits; Red 4 bits; Green 4 bits; Blue 4 bits,
- C4: 4 bits to encode linear grayscale colors between 0xff000000 and 0xffffffff (fully opaque),
- C2: 2 bits to encode linear grayscale colors between 0xff000000 and 0xffffffff (fully opaque),
- C1 : 1 bit to encode grayscale colors 0xff000000 and 0xffffffff (fully opaque).

## Custom formats:

- 32: up to 32 bits to encode Alpha, Red, Green and Blue (in any custom arrangement),
- 24 : up to 24 bits to encode Alpha, Red, Green and Blue (in any custom arrangement),
- 16: up to 16 bits to encode Alpha, Red, Green and Blue (in any custom arrangement),
- 8: up to 8 bits to encode Alpha, Red, Green and Blue (in any custom arrangement),
- 4 : up to 4 bits to encode Alpha, Red, Green and Blue (in any custom arrangement),
- 2: up to 2 bits to encode Alpha, Red, Green and Blue (in any custom arrangement),
- 1:1 bit to encode Alpha, Red, Green or Blue.

All other values are forbidden (throw a generation error).

• byteLayout [optional, default value is "line"]: Defines the pixels data order in a byte the display device is using. A byte can contain several pixels when the number of bits-per-pixels (see 'bpp' property) is lower than 8. Otherwise this property is useless. Two modes are available: the next bit(s) on the same byte can target the next pixel on the same line or on the same column. In first case, when the end of line is reached, the next byte contains the first pixels of next line. In second case, when the end of column is reached, the next byte contains the first pixels of next column. In both cases, a new line or a new column restarts with a new byte, even if it remains some free bits in previous byte.

- line: the next bit(s) on current byte contains the next pixel on same line (x increment),
- column : the next bit(s) on current byte contains the next pixel on same column (y increment).

#### Note:

- Default value is 'line'.
- All other modes are forbidden (throw a generation error).
- When the number of bits-per-pixels (see 'bpp' property) is higher or equal than 8, this property is useless and ignored.
- memoryLayout [optional, default value is "line"]: Defines the pixels data order in memory the display device is using. This option concerns only the display with a bpp lower than 8 (see 'bpp' property). Two modes are available: when the byte memory address is incremented, the next targeted group of pixels is the next group on the same line or the next group on same column. In first case, when the end of line is reached, the next group of pixels is the first group of next line. In second case, when the end of column is reached, the next group of pixels is the first group of next column.
  - line : the next memory address targets the next group of pixels on same line (x increment),
  - column : the next memory address targets the next group of pixels on same column (y increment).

#### Note:

- Default value is 'line'.
- All other modes are forbidden (throw a generation error).
- When the number of bits-per-pixels (see 'bpp' property) is higher or equal than 8, this property is useless and ignored.
- imageBuffer.memoryAlignment [optional, default value is "4"]: Defines the image memory alignment to respect when creating an image. This notion is useful when images drawings are performed by a third party hardware accelerator (GPU): it can require some constraints on the image to draw. This value is used by the Graphics Engine when creating a dynamic image and by the image generator to encode a RAW image. See *MicroEJ Format*: *GPU* and *Custom MicroEJ Format*. Allowed values are 1, 2, 4, 8, 16, 32, 64, 128 and 256.
- imageHeap.size [optional, default value is "not set"]: Defines the images heap size. Useful to fix a platform heap size when building a firmware in command line. When using a MicroEJ launcher, the size set in this launcher is priority to the platform value.

#### Use

The MicroUI Display APIs are available in the class ej.microui.display.Display.

## 5.13.8 Images

#### Overview

## Principle

The Image Engine is designed to make the distinction between three kinds of MicroUI images:

- the images which can be used by the application without a loading step: class Image,
- the images which requires a loading step before being usable by the application: class ResourceImage,
- the buffered images where the application can draw into: class BufferedImage.

The first kind of image requires the Image Engine to be able to use (get, read and draw) an image referenced by its path without any loading step. The *open* step should be very fast: just have to find the image in the application resources list and create an Image object which targets the resource. No RAM memory to store the image pixels is required: the Image Engine directly uses the resource address (often in FLASH memory). And finally, *closing* step is useless because there is nothing to free (except Image object itself, via the garbage collector).

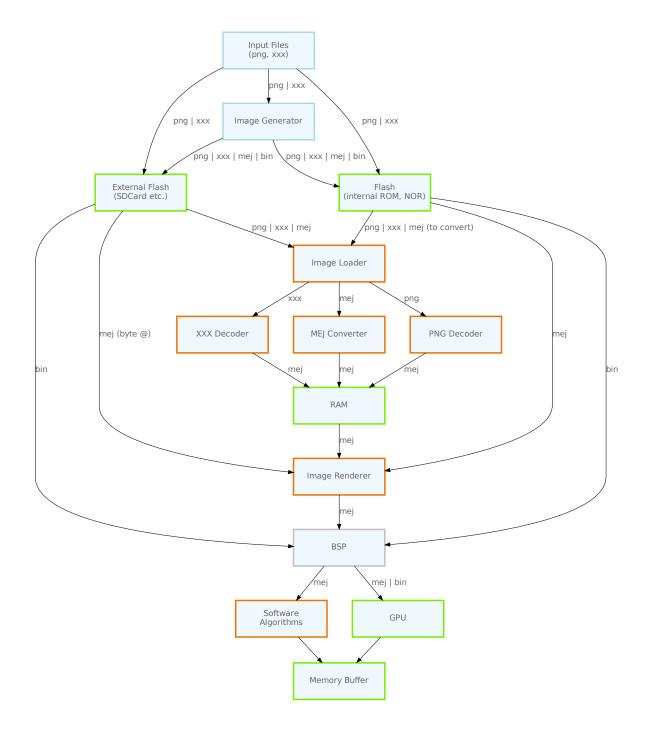
The second kind of image requires the Image Engine to be able to use (load, read and draw) an image referenced by its path with or without any loading step. When the image is understandable by the Image Engine without any loading step, the image is considered like the first kind of image (fast *open* step, no RAM memory, useless *closing* step). When a loading step is required (dynamic decoding, external resource loading, image format conversion), the *open* state becomes longer and a buffer in RAM is required to store the image pixels. By consequence a *closing* step is required to free the buffer when image becomes useless.

The third kind of image requires, by definition, a buffer to store the image pixels. Image Engine must be able to use (create, read and draw) this kind of image. The *open* state consists in creating a buffer. By consequence a *closing* step is required to free the buffer when the image becomes useless. Contrary to the other kinds of images, the application will be able to draw into this image.

## **Functional Description**

The Image Engine is composed of:

- An "Image Generator" module, for converting images into a MicroEJ format (known by the Image Engine Renderer) or into a platform binary format (cannot be used by the Image Engine Renderer), before runtime (pre-generated images).
- The "Image Loader" module, for loading, converting and closing the images.
- A set of "Image Decoder" modules, for converting standard image formats into a MicroEJ format (known by the Image Renderer) at runtime. Each Image Decoder is an additional module of the main module "Image Loader".
- The "Image Renderer" module, for reading and drawing the images in MicroEJ format.



# • Colors:

- blue: off-board elements (tools, files).
- green: hardware elements (memory, processor).
- orange: on-board Graphics Engine elements.
- gray: BSP.
- Line labels:

- png : symbolizes all standard image input formats (PNG, JPG, etc.).
- xxx : symbolizes a non-standard input format.
- mej : symbolizes the MicroEJ output format (*MicroEJ Format: Standard*).
- bin : symbolizes a platform binary format (*Binary Format*).

Process overview:

- 1. The user specifies the pre-generated images to embed (see *Image Generator*) and / or the images to embed as regular resources (see *Encoded Image*).
- 2. The files are embedded as resources with the MicroEJ Application. The files' data are linked into the FLASH memory.
- 3. When the MicroEJ Application creates a MicroUI Image object, the Image Loader loads the image, calling the right sub Image Engine module (see *Image Generator* and *Encoded Image*) to decode the specified image.
- 4. When the MicroEJ Application draws this MicroUI Image on the display (or on buffered image), the decoded image data is used, and no more decoding is required, so the decoding is done only once.
- 5. When the MicroUI Image is no longer needed, it must be closed explicitly by the application. The Image Engine Core asks the right sub Image Engine module (see *Image Generator* and *Encoded Image*) to free the image working area.

#### **Image Format**

The Image Engine makes the distinction between the *input formats* (how an image is encoded) and the *output formats* (how the image is used by the platform and/or the Image Renderer). The Image Engine manages several standard formats in input: PNG, JPEG, BMP, etc. In addition, an input format may be custom (platform dependant, unsupported image format by default). It manages two formats in output: the MicroEJ format (known by the Image Renderer) and the binary format.

Each Image Engine can manage one or several input formats. However the Image Renderer manages only the MicroEJ format (*MicroEJ Format: Standard*, *MicroEJ Format: Display* and *MicroEJ Format: GPU*). The binary output format (*Binary Format*) is fully platform dependent and can be used to encode some images which are not usable by MicroUI standard API.

#### **MicroEJ Format: Standard**

Several MicroEJ format encodings are available. Some encodings may be directly managed by the display driver. Refers to the platform specification to retrieve the list of better formats.

Advantages:

- The pixels layout and bits format are standard, so it is easy to manipulate these images on the C-side.
- Drawing an image is very fast when the display driver recognizes the format (with or without transparency).
- Supports or not the alpha encoding: select the better format according to the image to encode.

Disadvantages:

- No compression: the image size in bytes is proportional to the number of pixels, the transparency, and the number of bits-per-pixel.
- Slower than display format when the display driver does not recognize the format: a pixel conversion is required at runtime.

This format requires a small header (around 20 bytes) to store the image size (width, height), format, flags (is\_transparent etc.), row stride etc. The required memory also depends on number of bits-per-pixels of MicroEJ format:

```
required_memory = header + (image_width * image_height) * bpp / 8;
```

The pixels array is stored after the MicroEJ image file header. A padding between the header and the pixels array is added to force to start the pixels array at a memory address aligned on number of bits-per-pixels.



Select one the following format to use a generic format among this list: ARGB8888, RGB888, ARGB4444, ARGB1555, RGB565, A8, A4, A2, A1, C4, C2, C1, AC44, AC22 and AC11. The following snippets describe the color conversion for each format:

• ARGB8888: 32 bits format, 8 bits for transparency, 8 per color.

```
u32 convertARGB8888toRAWFormat(u32 c){
    return c;
}
```

• RGB888: 24 bits format, 8 per color. Image is always fully opaque.

```
u32 convertARGB8888toRAWFormat(u32 c){
    return c & 0xffffff;
}
```

• ARGB4444: 16 bits format, 4 bits for transparency, 4 per color.

• ARGB1555: 16 bits format, 1 bit for transparency, 5 per color.

• RGB565: 16 bits format, 5 or 6 per color. Image is always fully opaque.

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}

• A8: 8 bits format, only transparency is encoded. The color to apply when drawing the image, is the current GraphicsContext color.

```
u32 convertARGB8888toRAWFormat(u32 c){
    return 0xff - (toGrayscale(c) & 0xff);
}
```

;

• A4: 4 bits format, only transparency is encoded. The color to apply when drawing the image, is the current GraphicsContext color.

```
u32 convertARGB8888toRAWFormat(u32 c){
    return (0xff - (toGrayscale(c) & 0xff)) / 0x11;
}
```

• A2: 2 bits format, only transparency is encoded. The color to apply when drawing the image, is the current GraphicsContext color.

```
u32 convertARGB8888toRAWFormat(u32 c){
    return (0xff - (toGrayscale(c) & 0xff)) / 0x55;
}
```

• A1: 1 bit format, only transparency is encoded. The color to apply when drawing the image, is the current GraphicsContext color.

```
u32 convertARGB8888toRAWFormat(u32 c){
    return (0xff - (toGrayscale(c) & 0xff)) / 0xff;
}
```

• C4: 4 bits format with grayscale conversion. Image is always fully opaque.

```
u32 convertARGB8888toRAWFormat(u32 c){
    return (toGrayscale(c) & 0xff) / 0x11;
}
```

• C2: 2 bits format with grayscale conversion. Image is always fully opaque.

```
u32 convertARGB8888toRAWFormat(u32 c){
    return (toGrayscale(c) & 0xff) / 0x55;
}
```

• C1: 1 bit format with grayscale conversion. Image is always fully opaque.

```
u32 convertARGB8888toRAWFormat(u32 c){
    return (toGrayscale(c) & 0xff) / 0xff;
}
```

• AC44: 4 bits for transparency, 4 bits with grayscale conversion.

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}

• AC22: 2 bits for transparency, 2 bits with grayscale conversion.

• AC11: 1 bit for transparency, 1 bit with grayscale conversion.

The pixels order in MicroEJ file follows this rule:

```
pixel_offset = (pixel_Y * image_width + pixel_X) * bpp / 8;
```

#### **MicroEJ Format: Display**

The display can hold a pixel encoding which is not standard (see *Pixel Structure*). The MicroEJ format can be customized to encode the pixel in same encoding than display. The number of bits-per-pixels and the pixel bits organisation is asked during the MicroEJ format generation and when the drawImage algorithms are running. If the image to encode contains some transparent pixels, the output file will embed the transparency according to the display's implementation capacity. When all pixels are fully opaque, no extra information will be stored in the output file in order to free up some memory space.

Note: From Image Engine point of view, the format stays a MicroEJ format, readable by the Image Renderer.

Advantages:

- Encoding is identical to display encoding.
- Drawing an image is often very fast (simple memory copy when the display pixel encoding does not hold the opacity level).

Disadvantages:

• No compression: the image size in bytes is proportional to the number of pixels. The required memory is similar to *MicroEJ Format: Standard*.

#### **MicroEJ Format: GPU**

The MicroEJ format may be customized to be platform's GPU compatible. It can be extanded by one or several restrictions on the pixels array:

• Its start address has to be aligned on a higher value than the number of bits-per-pixels.

- A padding has to be added after each line (row stride).
- The MicroEJ format can hold a platform dependant header, located between MicroEJ format header (start of file) and pixels array. The MicroEJ format is designed to let the platform encodes and decodes this additional header. For Image Engine software algorithms, this header is useless and never used.

Note: From Image Engine point of view, the format stays a MicroEJ format, readable by the Image Engine Renderer.

Advantages:

- Encoding is recognized by the GPU.
- Drawing an image is often very fast.
- Supports opacity encoding.

**Disadvantages:** 

• No compression: the image size in bytes is proportional to the number of pixels. The required memory is similar to *MicroEJ Format: Standard* when there is no custom header.

When MicroEJ format holds another header (called custom\_header), the required memory depends is:

required\_memory = header + custom\_header + (image\_width \* image\_height) \* bpp / 8;

The row stride allows to add some padding at the end of each line in order to start next line at an address with a specific memory alignment; it is often required by hardware accelerators (GPU). The row stride is by default a value in relation with the image width: row\_stride\_in\_bytes = image\_width \* bpp / 8. It can be customized at image buffer creation thanks to the Low Level API LLUI\_DISPLAY\_IMPL\_getNewImageStrideInBytes. The required RAM memory becomes:

required_memory = header + custom_header + row_stride * image_height;							
		_	Custom				
	Header	Padding	header	Pixels			

#### **MicroEJ Format: RLE1**

The Image Engine can display embedded images that are encoded into a compressed format which encodes several consecutive pixels into one or more 16-bit words. This encoding only manages fully opaque and fully transparent pixels.

- Several consecutive pixels have the same color (2 words).
  - First 16-bit word specifies how many consecutive pixels have the same color (pixels colors converted in RGB565 format, without opacity data).
  - Second 16-bit word is the pixels' color in RGB565 format.
- Several consecutive pixels have their own color (1 + n words).
  - First 16-bit word specifies how many consecutive pixels have their own color.
  - Next 16-bit word is the next pixel color.
- Several consecutive pixels are transparent (1 word).
  - 16-bit word specifies how many consecutive pixels are transparent.

- Not designed for images with many different pixel colors: in such case, the output file size may be larger than the original image file.

# Advantages:

- Supports fully opaque and fully transparent encoding.
- Good compression when several consecutive pixels respect one of the three previous rules.

# **Disadvantages:**

• Drawing an image is slightly slower than when using Display format.

The file format is quite similar to *MicroEJ Format: Standard*.

# **Binary Format**

This format is not compatible with the Image Renderer and by MicroUI. It is can be used by MicroUI addon libraries which provide their own images managements.

Advantages:

- Encoding is known by platform.
- Compression is inherent to the format itself.

Disadvantages:

• This format cannot be used to target a MicroUI Image (unsupported format).

# **Without Compression**

An image can be embedded without any conversion / compression. This allows to embed the resource as it is, in order to keep the source image characteristics (compression, bpp, etc.). This option produces the same result as specifying an image as a resource in the MicroEJ launcher.

Advantages:

• Conserves the image characteristics.

Disadvantages:

- Requires an image runtime decoder.
- Requires some RAM in which to store the decoded image in MicroEJ format.

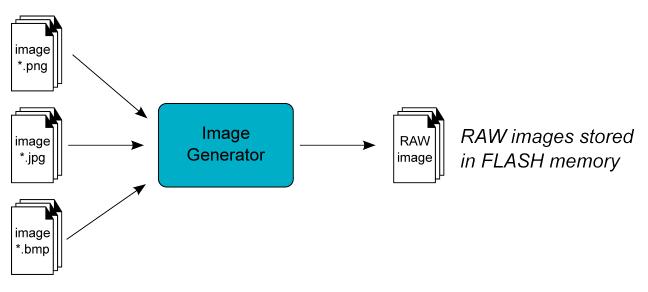
#### **Image Generator**

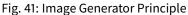
#### Principle

The Image Generator module is an off-board tool that generates image data that is ready to be displayed without needing additional runtime memory. The two main advantages of this module are:

- A pre-generated image is already encoded in the format known by the Image Renderer (MicroEJ format) or by the platform (custom binary format). The time to create an image is very fast and does not require any RAM (Image Loader is not used).
- No extra support is needed (no runtime Image Decoder).

# **Functional Description**





Process overview (see too *Functional Description*)

- 1. The user defines, in a text file, the images to load.
- 2. The Image Generator outputs a binary file for each image to convert.
- 3. The raw files are embedded as (hidden) resources within the MicroEJ Application. The binary files' data are linked into the FLASH memory.
- 4. When the MicroEJ Application creates a MicroUI Image object which targets a pre-generated image, the Image Engine has only to create a link from the MicroUI image object to the data in the FLASH memory. Therefore, the loading is very fast; only the image data from the FLASH memory is used: no copy of the image data is sent to the RAM first.
- 5. When the MicroUI Image is no longer needed, it is garbage-collected by the platform, which just deletes the useless link to the FLASH memory.

The image generator can run in two modes:

- Standalone mode: the image to convert (input files) are standard (PNG, JPEG, etc.), the generated binary files are in MicroEJ format and do not depend on platform characteristics or restrictions (see *MicroEJ Format: Standard*).
- Extended mode: the image to convert (input files) may be custom, the generated binary files can be encoded in customized MicroEJ format (can depend on several platform characteristics and restrictions, see *MicroEJ Format: Display* and *MicroEJ Format: GPU*) or the generated files are encoded in another format than MicroEJ format (binary format, see *Binary Format*).

# Structure

The Image Generator module is constituted from several parts, the core part and services parts:

• "Core" part: it takes an images list file as entry point and generates a binary file (no specific format) for each file. To read a file, it redirects the reading to the available service loaders. To generate a binary file, it redirects the encoding to the available service encoders.

- "Service API" part: it provides some APIs used by the core part to load input files and to encode binary files. It also provides some APIs to customize the MicroEJ format.
- "Standard input format loader" part: this service loads standard image files (PNG, JPEG, etc.).
- "MicroEJ format generator" part: this service encodes an image in MicroEJ format.

#### **Standalone Mode**

The standalone Image Generator embeds all parts described above. By consequence, once installed in a platform, the standalone image generator does not need any extended module to generate MicroEJ files from standard images files.

#### **Extended Mode**

To increase the capabilities of Image Generator, the extension must be built and added in the platform. As described above this extension will be able to:

- read more input image file formats,
- extand the MicroEJ format with platform characteristics,
- encode images in a third-party binary format.

To do that the Image Generator provides some services to implement. This chapter explain how to create and include this extension in the platform. Next chapters explain the aim of each service.

- 1. Create a std-javalib project. The module name must start with the prefix imageGenerator (for instance imageGeneratorMyPlatform).
- 2. Add the dependency:

Where x.y.z is the UI pack version used to build the platform (minimum 13.0.0). The module.ivy should look like:

```
<ivy-module version="2.0" xmlns:ea="http://www.easyant.org" xmlns:m="http://www.easyant.org/ivy/

→maven" xmlns:ej="https://developer.microej.com" ej:version="2.0.0">

   <info organisation="com.microej.microui" module="imageGeneratorMyPlatform" status="integration</pre>
\rightarrow " revision="1.0.0">
      <ea:build organisation="com.is2t.easyant.buildtypes" module="build-std-javalib" revision="2.</pre>
→+"/>
   </info>
   <configurations defaultconfmapping="default->default;provided->provided">
      <conf name="default" visibility="public" description="Runtime dependencies to other_
→artifacts"/>
      <conf name="provided" visibility="public" description="Compile-time dependencies to APIs_</pre>
\rightarrow provided by the platform"/>
      <conf name="documentation" visibility="public" description="Documentation related to the_</pre>
→artifact (javadoc, PDF)"/>
      <conf name="source" visibility="public" description="Source code"/>
      <conf name="dist" visibility="public" description="Contains extra files like README.md,_
\rightarrow licenses"/>
```

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```
<conf name="test" visibility="private" description="Dependencies for test execution. It is_

→not required for normal use of the application, and is only available for the test compilation_

→and execution phases."/>

</configurations>

<publications/>

<dependencies>

<dependency org="com.microej.pack.ui" name="ui-pack" rev="[UI Pack version]">

<artifact name="imageGenerator" type="jar"/>

</dependency>

</dependencies>

</dependencies>

</dependencies>

</dependencies>

</dependencies>
```

- 3. Create the folder META-INF/services in source folder src/main/resources (this folder will be filled in later).
- 4. When a service is added (see next chapters), build the easyant project.
- 5. Copy the generated jar: target~/artifacts/imageGeneratorMyPlatform.jar in the platform configuration project folder: MyPlatform-configuration/dropins/tools/
- 6. Rebuild the platform.

**Warning:** The dropins folder must be updated (and platform built again) after any changes in the image generator extension project.

#### Service Image Loader

The standalone Image Generator is not able to load all images formats, for instance SVG format. The service loader can be used to add this feature in order to generate an image file in MicroEJ format.

- 1. Open image generator extension project.
- 2. Create an implementation of interface com.microej.tool.ui.generator. MicroUIRawImageGeneratorExtension.
- 3. Create the file META-INF/services/com.microej.tool.ui.generator. MicroUIRawImageGeneratorExtension and open it.
- 4. Note down the name of created class, with its package and classname.
- 5. Rebuild the image generator extension, copy it in platform configuration project and rebuild the platform (see above).

**Note:** The class com.microej.tool.ui.generator.BufferedImageLoader already implements the interface. This implementation is used to load standard images. It can be sub-classed to add some behavior.

#### **Custom MicroEJ Format**

As mentionned above (*MicroEJ Format: Display* and *MicroEJ Format: GPU*), the MicroEJ format can be extanded by notions specific to the platform (and often to the GPU the platform is using). The generated file stays a MicroEJ file format, usable by the Image Renderer. Additionally, the file becomes compatible with the platform constraints.

- 1. Open image generator extension project.
- 2. Create a subclass of com.microej.tool.ui.generator.BufferedImageLoader (to be able to load standard images) or create an implementation of interface com.microej.tool.ui.generator. MicroUIRawImageGeneratorExtension (to load custom images).
- 3. Override method convertARGBColorToDisplayColor(int) if the platform's display pixel encoding is not standard (see *Pixel Structure*).
- 4. Override method getStride(int) if a padding must be added after each line.
- 5. Override method getOptionalHeader() if an additional header must be added between the MicroEJ file header and pixels array. The header size is also used to align image memory address (custom header is aligned on its size).
- 6. Create the file META-INF/services/com.microej.tool.ui.generator. MicroUIRawImageGeneratorExtension and open it.
- 7. Note down the name of created class, with its package and classname.
- 8. Rebuild the image generator extension, copy it in platform configuration project and rebuild the platform (see above).

If the only constraint is the pixels array aligment, the Image Generator extension is not useful:

- 1. Open platform configuration file <a href="https://display.properties.">display/display.properties</a>.
- 2. Add the property imageBuffer.memoryAlignment.
- 3. Build again the platform.

This alignment will be used by the Image Generator and also by the Image Loader.

#### **Platform Binary Format**

As mentionned above (*Binary Format*), the Image Generator is able to generate a binary file compatible with platform (and not compatible with Image Renderer). This is very useful when a platform library offers the possibility to use other kinds of images than MicroUI library. The binary file can be encoded according to the options the user gives in the images list file.

- 1. Open image generator extension project.
- 2. Create an implementation of the interface com.microej.tool.ui.generator.ImageConverter.
- 3. Create the file META-INF/services/com.microej.tool.ui.generator.ImageConverter and open it.
- 4. Note down the name of created class, with its package and classname.
- 5. Rebuild the image generator extension, copy it in platform configuration project and rebuild the platform (see above).

# **Configuration File**

The Image Generator uses a configuration file (also called the "list file") for describing images that need to be processed. The list file is a text file in which each line describes an image to convert. The image is described as a resource path, and should be available from the application classpath.

**Note:** The list file must be specified in the MicroEJ Application launcher (see *Application Options*). However, all the files in the application classpath with suffix .images.list are automatically parsed by the Image Generator tool.

Each line can add optional parameters (separated by a ':') which define and/or describe the output file format (raw format). When no option is specified, the image is not converted and embedded as well.

Note: See Configuration File to understand the list file grammar.

MicroEJ standard output format: to encode the image in a standard MicroEJ format, specify the MicroEJ format:

Listing 3: Standard Output Format Examples

image1:ARGB8888
image2:RGB565
image3:A4

• MicroEJ "Display" output format: to encode the image in the same format as the display (generic display or custom display, see *Pixel Structure*), specify display as output format:

Listing 4: Display Output Format Example

image1:display

• MicroEJ "GPU" output format: this format declaration is identical to standard format. It is a format that is also supported by the GPU.

Listing 5: GPU Output Format Examples

```
image1:ARGB8888
image2:RGB565
image3:A4
```

• MicroEJ RLE1 output format: to encode the image in RLE1 format, specify RLE1 as output format:

Listing 6: RLE1 Output Format Example

image1:RLE1

• Without Compression: to keep original file, do not specify any format:

Listing 7: Unchanged Image Example

image1

• Binary format: to encode the image in a format only known by the platform, refer to the platform documentation to know which format are available.

Listing 8: Binary Output Format Example

image1:XXX

#### **Linker File**

In addition to images binary files, the Image Generator module generates a linker file (\*.lscf). This linker file declares an image section called .rodata.images. This section follows the next rules:

• The files are always listed in same order between two MicroEJ application builds.

- The section is aligned on the value specified by the Display module property imageBuffer. memoryAlignment (32 bits by default).
- Each file is aligned on section alignment value.

#### **External Resources**

The Image Generator manages two configuration files when the External Resources Loader is enabled. The first configuration file lists the images which will be stored as internal resources with the MicroEJ Application. The second file lists the images the Image Generator must convert and store in the External Resource Loader output directory. It is the BSP's responsibility to load the converted images into an external memory.

#### Dependencies

- Image Renderer module (see Image Renderer).
- Display module (see *Display*): This module gives the characteristics of the graphical display that are useful to configure the Image Generator.

#### Installation

The Image Generator is an additional module for the MicroUI library. When the MicroUI module is installed, also install this module in order to be able to target pre-generated images.

In the platform configuration file, check UI > Image Generator to install the Image Generator module. When checked, the properties file imageGenerator/imageGenerator.properties is required to specify the Image Generator extension project. When no extension is required (standalone mode only), this property is useless.

#### Use

The MicroUI Image APIs are available in the class ej.microui.display.Image ant its subclasses. There are no specific APIs that use a pre-generated image. When an image has been pre-processed, the MicroUI Image APIs getImage and loadImage will get/load the images.

Refer to the chapter *Application Options* (Libraries > MicroUI > Image) for more information about specifying the image configuration file.

#### **Image Loader**

#### Principle

The Image Loader module is an on-board engine that

- retrieves image data that is ready to be displayed without needing additional runtime memory,
- retrieves image data that is required to be converted into the format known by the Image Renderer (MicroEJ format),
- retrieves image in external memories (external memory loader),
- converts images in MicroEJ format,
- creates a runtime buffer to manage MicroUI BufferedImage,

• manages dynamic images life cycle.

**Note:** The Image Loader is managing images to be compatible with Image Renderer. It does manage image in custom format (see *Binary Format*)

# **Functional Description**

- 1. The application is using one of three ways to create a MicroUI Image object.
- 2. The Image Loader creates the image according the MicroUI API, image location, image input format and image output format to be compatible with Image Renderer.
- 3. When the application closes the image, the Image Loader frees the RAM memory.

# Memory

There are several ways to create a MicroUI Image. Except few specific cases, the Image Loader requires some RAM memory to store the image content in MicroEJ format. This format requires a small header as explained here: *MicroEJ Format: Standard*. It can be GPU compatible as explained here: *MicroEJ Format: GPU*.

The heap size is application dependant. In MicroEJ application launcher, set its size in Libraries > MicroUI > Images heap size (in bytes) . It will declare a section whose name is .bss.microui.display.imagesHeap.

By default, the Image Loader uses an internal best fit allocator to allocate the image buffers (internal Graphics Engine's allocator). Some specific *Low Level API* (LLAPI) are available to override this default implementation. These LLAPIs may be helpful to control the buffers allocation, retrieve the remaining space, etc. When not implemented by the BSP, the default internal Graphics Engine's allocator is used.

# BufferedImage

MicroUI application is able to create an image where it is allowed to draw into: the MicroUI BufferedImage. The image format is the same than the display format; in other words, its number of bits-per-pixel and its pixel bits organization are the same. The display pixel format can be standard or custom (see *Pixel Structure*). To create this kind of image, the Image Loader has just to create a buffer in RAM whose size depends on the image size (see *MicroEJ Format: Display*).

# **External Resource**

# Principle

An image is retrieved by its path (except for BufferedImage). The path describes a location in the application classpath. The resource may be generated at the same time as the application (internal resource) or be external (external resource). The Image Loader can load some images located outside the CPU addresses' space range. It uses the External Resource Loader.

When an image is located in such memory, the Image Loader copies it into RAM (into the CPU addresses' space range). Then it considers the image as an internal resource: it can continue to load the image (see following chapters). The RAM section used to load the external image is automatically freed when the Image Loader does not need it again.

The image may be located in external memory but be available in CPU addresses' space ranges (byte-addressable). In this case, the Image Loader considers the image as *internal* and does not need to copy its content in RAM.

# **Configuration File**

Like internal resources, the Image Generator uses a *configuration file* (also called the "list file") for describing images that need to be processed. The list file must be specified in the MicroEJ Application launcher (see *Application Options*). However, all the files in the application classpath with the suffix .imagesext.list are automatically parsed by the Image Generator tool.

# Process

This chapter describes the steps to open an external resource from the application:

- 1. Add the image in the application project (usually in the source folder src/main/resources and in the package images).
- 2. Create / open the configuration file (usually application.imagesext.list).
- 3. Add the relative path of the image: see *Images*.
- 4. Launch the application: the Image Generator converts the image in RAW format in the external resources folder ([application\_output\_folder]/externalResources).
- 5. Deploy the external resources in the external memory (SDCard, flash, etc.).
- 6. (optional) Update the implementation of the *External Resources Loader*.
- 7. Build and link the application with the BSP.
- 8. The application loads the external resource using Image.loadImage(String).
- 9. The image loader looks for the image and copies it in the *images heap* (no copy if the external memory is byte-addressable).
- 10. (optional) The image may be decoded (for instance: PNG), and the source image is removed from the images heap.
- 11. The external resource is immediately closed: the image's bytes have been copied in the images heap, or the image's bytes are always available (byte-addressable memory).
- 12. The application can use the image.
- 13. The application closes the image: the image is removed from the image heap.

**Note:** The simulator (Front Panel) does not manage the external resources. All images listed in .imagesext.list files are generated in the external resources folder, and this folder is added to the simulator's classpath.

# Image in MicroEJ Format

An image may be pre-processed (*Image Generator*) and so already in the format compatible with Image Renderer: MicroEJ format.

• When application is loading an image which is in such format and without specifiying another output format, the Image Loader has just to make a link between the MicroUI Image object and the resource location. No more runtime decoder or converter is required, and so no more RAM memory.

- When application specifies another output format than MicroEJ format encoded in the image, Image Loader has to allocate a buffer in RAM. It will convert the image in the expected MicroEJ format.
- When application is loading an image in MicroEJ format located in external memory, the Image Loader has to copy the image into RAM memory to be usable by Image Renderer.

# **Encoded Image**

An image can be encoded (PNG, JPEG, etc.). In this case Image Loader asks to its Image Decoders module if a decoder is able to decode the image. The source image is not copied in RAM (expect for images located in an external memory). Image Decoder allocates the decoded image buffer in RAM first and then inflates the image. The image is encoded in MicroEJ format specified by the application, when specified. When not specified, the image in encoded in the default MicroEJ format specified by the Image Decoder itself.

The UI extension provides two internal Image Decoders modules:

- PNG Decoder: a full PNG decoder that implements the PNG format (https://www.w3.org/Graphics/PNG). Regular, interlaced, indexed (palette) compressions are handled.
- BMP Monochrome Decoder: .bmp format files that embed only 1 bit per pixel can be decoded by this decoder.

Some additional decoders can be added. Implement the function LLUI\_DISPLAY\_IMPL\_decodeImage to add a new decoder. The implementation must respect the following rules:

• Fills the MICROUI\_Image structure with the image characteristics: width, height and format.

**Note:** The output image format might be different than the expected format (given as argument). In this way, the Display module will perform a conversion after the decoding step. During this conversion, an out of memory error can occur because the final RAW image cannot be allocated.

- Allocates the RAW image data calling the function LLUI\_DISPLAY\_allocateImageBuffer. This function will allocates the RAW image data space in the display working buffer according the RAW image format and size.
- Decodes the image in the allocated buffer.
- Waiting the end of decoding step before returning.

# Dependencies

• Image Renderer module (see Image Renderer)

# Installation

The Image Decoders modules are some additional modules to the Display module. The decoders belong to distinct modules, and either or several may be installed.

In the platform configuration file, check UI > Image PNG Decoder to install the runtime PNG decoder. Check UI > Image BMP Monochrome Decoder to install the runtime BMP monochrom decoder.

# Use

The MicroUI Image APIs are available in the class ej.microui.display.Image. There is no specific API that uses a runtime image. When an image has not been pre-processed (see *Image Generator*), the MicroUI Image APIs createImage\* will load this image.

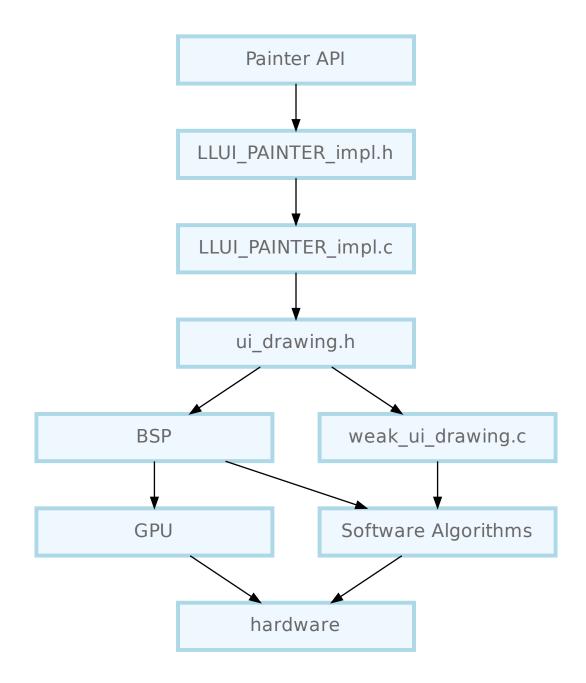
# **Image Renderer**

# Principle

The Image Renderer is an on-board engine that reads and draws the image encoded in MicroEJ format (see *Image Format*). It calls Low LevelLow Level APIs to draw and transform the images (rotation, scaling, deformation, etc.). It also includes software algorithms to perform the rendering.

# **Functional Description**

The engine redirects all MicroUI images drawings to a set of Low Level API. All Low Level API are implemented by weak functions which call software algorithms. The BSP has the possibility to override this default behavior for each Low Level API independently. Furthermore, the BSP can override a Low Level API for a specific MicroEJ format (for instance ARGB8888) and call the software algorithms for all other formats.



# Dependencies

- MicroUI module (see MicroUI),
- Display module (see *Display*).

# Installation

Image Renderer module is part of the MicroUI module and Display module. Install them in order to be able to use some images.

# Use

The MicroUI image APIs are available in the class ej.microui.display.Image.

# 5.13.9 Fonts

# Overview

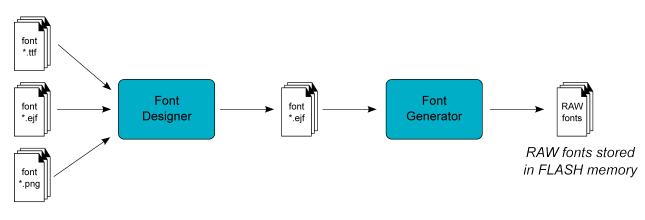
# Principle

The Font Engine is composed of:

- A "Font Designer" module: a graphical tool which runs within the MicroEJ IDE used to build and edit MicroUI fonts; it stores fonts in a platform-independent format. See *Font Designer*.
- A "Font Generator" module, for converting fonts from the platform-independent format into a platform-dependent format.
- The "Font Renderer" module which decodes and renders at application runtime the platform-dependent fonts files generated by the "Font Generator".

The three modules are complementary: a MicroUI font must be created and edited with the Font Designer before being integrated as a resource by the Font Generator. Finally the Font Renderer uses the generated fonts at runtime.

# **Functional Description**



# Fig. 42: Font Generation

Process overview:

- 1. User uses the Font Designer module to create a new font, and imports characters from system fonts (\*.ttf files) and / or user images (\*.png, \*.jpg, \*.bmp, etc.).
- 2. Font Designer module saves the font as a MicroEJ Font (\*.ejf file).

- 3. The user defines, in a text file, the fonts to load.
- 4. The Font Generator outputs a raw file for each font to convert (the raw format is display device-dependent).
- 5. The raw files are embedded as (hidden) resources within the MicroEJ Application. The raw files' data are linked into the FLASH memory.
- 6. When the MicroEJ Application creates a MicroUI Font object which targets a pre-generated image, the Font Engine Core only has to link from the MicroUI Font object to the data in the FLASH memory. Therefore, the loading is very fast; only the font data from the FLASH memory is used: no copy of the font data is sent to RAM memory first.

# **Font Characteristics**

#### **Font Format**

The Font Engine provides fonts that conform to the Unicode Standard. The .ejf files hold font properties:

- Identifiers: Fonts hold at least one identifier that can be one of the predefined Unicode scripts (see official Unicode website) or a user-specified identifier. The intention is that an identifier indicates that the font contains a specific set of character codes, but this is not enforced.
- Font height and width, in pixels. A font has a fixed height. This height includes the white pixels at the top and bottom of each character, simulating line spacing in paragraphs. A monospace font is a font where all characters have the same width; for example, a '!' representation has the same width as a 'w'. In a proportional font, 'w' will be wider than a '!'. No width is specified for a proportional font.

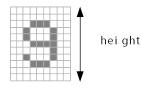


Fig. 43: Font Height

• Baseline, in pixels. All characters have the same baseline, which is an imaginary line on top of which the characters seem to stand. Characters can be partly under the line, for example 'g' or '}'. The number of pixels specified is the number of pixels above the baseline.

-	-										

#### Fig. 44: Font baseline

- Space character size, in pixels. For proportional fonts, the Space character (0x20) is a specific character because it has no filled pixels, and so its width must be specified. For monospace, the space size is equal to the font width (and hence the same as all other characters).
- Styles: A font holds either a combination of these styles: BOLD, ITALIC, or is said to be PLAIN.
- When the selected font does not have a graphical representation of the required character, the first character in font is drawn instead.

Multiple filters may apply at the same time, combining their transformations on the displayed characters.

#### **Pixel Transparency**

The Font Renderer renders the font according the the value stored for each pixel. If the value is 0, the pixel is not rendered. If the value is the maximum value (for example the value 3 for 2 bits-per-pixel), the pixel is rendered using the current foreground color, completely overwriting the current value of the destination pixel. For other values, the pixel is rendered by blending the selected foreground color with the current color of the destination.

If n is the number of bits-per-pixel, then the maximum value of a pixel (pmax) is  $2^n - 1$ . The value of each color component of the final pixel is equal to:

foreground\*pixelValue/pmax+background\*(pmax-pixelValue)/pmax

#### Language

#### **Supported Languages**

The Font Renderer manages the Unicode basic multilingual languages, whose characters are encoded on 16-bit, i.e. Unicodes from 0x0000 to 0xFFFF. It allows to render left-to-right or right-to-left writing systems: Latin (English, etc.), Arabic, Chinese, etc. are some supported languages. Note that the rendering is always performed left-to-right, even if the string are written right-to-left. There is no support for top-to-bottom writing systems. Some languages require diacritics and contextual letters; the Font Renderer manages simple rules in order to combine several characters.

# **Arabic Support**

The Font Renderer manages the ARABIC font specificities: the diacritics and contextual letters.

To render an Arabic text, the Font Renderer requires several points:

- To determinate if a character has to overlap the previous character, the Font Renderer uses a specific range of ARABIC characters: from 0xfe70 to 0xfefc. All other characters (ARABIC or not) outside this range are considered *classic* and no overlap is performed. Note that several ARABIC characters are available outside this range, but the same characters (same representation) are available inside this range.
- The application strings must use the UTF-8 encoding. Furthermore, in order to force the use of characters in the range 0xfe70 to 0xfefc, the string must be filled with the following syntax: ' \ufee2\ufedc\ufe91\u0020\ufe8e\ufe92\ufea3\ufeae\ufee3'; where \uxxxx is the UTF-8 character encoding.
- The application string and its rendering are always performed from left to right. However the string contents are managed by the application itself, and so can be filled from right to left. To write the text:

# مرحبا بالحم

the string characters must be : '\ufee2\ufedc\ufe91\u0020\ufe8e\ufe92\ufea3\ufeae\ufee3'. The Font Renderer will first render the character '\ufee2', then '\ufedc,' and so on.

• Each character in the font (in the ejf file) must have a rendering compatible with the character position. The character will be rendered by the Font Renderer as-is. No support is performed by the Font Renderer to obtain a *linear* text.

#### **Font Generator**

# Principle

The Font Generator module is an off-board tool that generates fonts ready to be displayed without the need for additional runtime memory. It outputs a raw file for each converted font.

# **Functional Description**

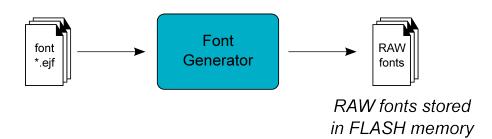


Fig. 45: Font Generator Principle

Process overview:

- 1. The user defines, in a text file, the fonts to load.
- 2. The Font Generator outputs a raw file for each font to convert.
- 3. The raw files are embedded as (hidden) resources within the MicroEJ Application. The raw file's data is linked into the FLASH memory.
- 4. When the MicroEJ Application draws text on the display (or on an image), the font data comes directly from the FLASH memory (the font data is not copied to the RAM memory first).

# **Pixel Transparency**

As mentioned above, each pixel of each character in an .ejf file has one of 256 different gray-scale values. However RAW files can have 1, 2, 4 or 8 bits-per-pixel (respectively 2, 4, 16 or 256 gray-scale values). The required pixel depth is defined in the configuration file (see next chapter). The Font Generator compresses the input pixels to the required depth.

The following tables illustrates the conversion "grayscale to transparency level". The grayscale value '0x00' is black whereas value '0xff' is white. The transparency level '0x0' is fully transparent whereas level '0x1' (bpp == 1), '0x3' (bpp == 2) or '0xf' (bpp == 4) is fully opaque.

Grayscale Ranges	Transparency Levels						
0x00 to 0x7f	0x1						
0x80 to 0xff	0x0						

Table 20: Font 2-BPP RA	W Conversion
-------------------------	--------------

Grayscale Ranges	Transparency Levels
0x00 to 0x1f	0x3
0x20 to 0x7f	0x2
0x80 to 0xdf	0x1
0xe0 to 0xff	0x0

Transparency Levels
0xf
0xe
0xd
Охс
0xb
Оха
0x9
0x8
0x7
0x6
0x5
0x4
0x3
0x2
0x1
0x0

Table 21.	Font 4-BPP	RAW/	Conversion
Table ZI.	FUIL 4-DFF	T/AVV	COnversion

For 8-BPP RAW font, a transparency level is equal to 255 - grayscale value.

# **Configuration File**

The Font Generator uses a configuration file (called the "list file") for describing fonts that must be processed. The list file is a basic text file where each line describes a font to convert. The font file is described as a resource path, and should be available from the application classpath.

**Note:** The list file must be specified in the MicroEJ Application launcher (see *Application Options*). However, all files in application classpath with suffix .fonts.list are automatically parsed by the Font Generator tool.

Each line can have optional parameters (separated by a ':') which define some ranges of characters to embed in the final raw file, and the required pixel depth. By default, all characters available in the input font file are embedded, and the pixel depth is 1 (i.e 1 bit-per-pixel).

**Note:** See *Configuration File* to understand the list file grammar.

Selecting only a specific set of characters to embed reduces the memory footprint. There are two ways to specify a character range: the custom range and the known range. Several ranges can be specified, separated by ";".

Below is an example of a list file for the Font Generator:

Listing 9: Fonts Configuration File Example

myfont
myfont1:latin
myfont2:latin:8
myfont3::4

#### **External Resources**

The Font Generator manages two configuration files when the External Resources Loader is enabled. The first configuration file lists the fonts which will be stored as internal resources with the MicroEJ Application. The second file lists the fonts the Font Generator must convert and store in the External Resource Loader output directory. It is the BSP's responsibility to load the converted fonts into an external memory.

# Dependencies

• Font Renderer module (see *Font Renderer*)

#### Installation

The Font Generator module is an additional tool for MicroUI library. When the MicroUI module is installed, install this module in order to be able to embed some additional fonts with the MicroEJ Application.

If the module is not installed, the platform user will not be able to embed a new font with his/her MicroEJ Application. He/she will be only able to use the system fonts specified during the MicroUI initialization step (see *Static Initialization*).

In the platform configuration file, check UI > Font Generator to install the Font Generator module.

# Use

In order to be able to embed ready-to-be-displayed fonts, you must activate the fonts conversion feature and specify the fonts configuration file.

Refer to the chapter *Application Options* (Libraries > MicroUI > Font) for more information about specifying the fonts configuration file.

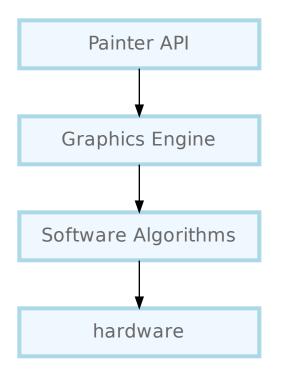
# **Font Renderer**

#### Principle

The Font Renderer is included in the MicroUI module (see *MicroUI*) for the application side; and is included in the Display module (see *Display*) for the C side.

# **Functional Description**

The Graphics Engine redirects all MicroUI font drawings to the internal software algorithms. There is no indirection to a set of Low Level API.



#### **External Resources**

#### **Memory Management**

The Font Renderer is able to load some fonts located outside the CPU addresses' space range. It uses the External Resource Loader.

When a font is located in such memory, the Font Renderer copies a very short part of the resource (the font file) into a RAM memory (into CPU addresses space range): the font header. This header stays located in RAM until MicroEJ Application is using the font. As soon as the MicroEJ Application uses another external font, new font replaces the old one. Then, on MicroEJ Application demand, the Font Renderer loads some extra information from the font into the RAM memory (the font meta data, the font pixels, etc.). This extra information is automatically unloaded from RAM when the Font Renderer no longer needs them.

This extra information is stored into a RAM section called .bss.microui.display.externalFontsHeap. Its size is automatically calculated according to the external fonts used by the firmware. However it is possible to change this value by setting the MicroEJ application property ej.microui.memory.externalfontsheap.size. This option is very useful when building a kernel: the kernel may anticipate the section size required by the features.

**Warning:** When this size is smaller than the size required by an external font, some characters may be not drawn.

# **Configuration File**

Like internal resources, the Font Generator uses a *configuration file* (also called the "list file") for describing fonts that need to be processed. The list file must be specified in the MicroEJ Application launcher (see *Application Options*). However, all the files in the application classpath with the suffix <code>.fontsext.list</code> are automatically parsed by the Font Generator tool.

# Process

This chapter describes the steps to open an external resource from the application:

- 1. Add the font in the application project (most of the time in the source folder src/main/resources and in the package fonts).
- 2. Create / open the configuration file (usually application.fontsext.list).
- 3. Add the relative path of the font: see *Fonts*.
- 4. Launch the application: the Font Generator converts the font in RAW format in the external resources folder ([application\_output\_folder]/externalResources).
- 5. Deploy the external resources in the external memory (SDCard, flash, etc.).
- 6. (optional) Update the implementation of the *External Resources Loader*.
- 7. Build and link the application with the BSP.
- 8. The application loads the external resource using Font.getFont(String).
- 9. The font loader looks for the font and only reads the font header.
- 10. (optional) The external resource is closed if the external resource is inside the CPU addresses' space range.
- 11. The application can use the font.
- 12. The external resource is never closed: the font's bytes are copied in RAM on demand (drawString, etc.).

**Note:** The simulator (Front Panel) does not manage the external resources. All fonts listed in .fontsext.list files are generated in the external resources folder, and this folder is added to the simulator's classpath.

# **Backward Compatibility**

As explained *here*, the notion of Dynamic styles and the style UNDERLINED are not supported anymore by MicroUI 3. However, an external font may have been generated with an older version of the Font Generator; consequently, the generated file can hold the Dynamic style. The Font Renderer can load these old versions of fonts. However, there are some runtime limitations:

- The Dynamic styles are ignored. The font is drawn without any dynamic algorithm.
- The font style (the style returned by Font.isBold() and Font.isItalic()) is the Dynamic style. For instance, when a font holds the style *bold* as dynamic style and the style *italic* as built-in style, the font is considered as *bold* + *italic*; even if the style *bold* is not rendered.

# Dependencies

- MicroUI module (see MicroUI),
- Display module (see *Display*).

# Installation

The Font Renderer is part of the MicroUI module and Display module. You must install them in order to be able to use some fonts.

# Use

The MicroUI font APIs are available in the class ej.microui.display.Font.

# 5.13.10 Simulation

# Principle

The graphical user interface uses the Front Panel mock (see *Front Panel Mock*) and some extensions (widgets) to simulate the user interactions. It is the equivalent of the three embedded modules (Display, Input and LED) of the MicroEJ Platform (see *MicroUI*).

The Front Panel enhances the development environment by allowing User Interface applications to be designed and tested on the computer rather than on the target device (which may not yet be built). The mock interacts with the user's computer in two ways:

- output: LEDs, graphical displays
- input: buttons, joystick, touch, haptic sensors

Note: This chapter completes the notions described in *Front Panel Mock* chapter.

# **Module Dependencies**

The Front Panel project is a regular MicroEJ Module project. Its module.ivy file should look like this example:

It depends at least on the Front Panel framework. This framework contains the Front Panel core classes. The dependencies can be reduced to:

```
<dependencies>
        <dependency org="ej.tool.frontpanel" name="framework" rev="1.1.0"/>
</dependencies>
```

To be compatible with Display module's Graphics Engine, the project must depend on an extension of Front Panel framework. This extension provides some interfaces and classes the Front Panel is using to target simulated display and input devices. The extension does not provide any widgets. It is the equivalent of the embedded Low Level API. It fetches by transitivity the Front Panel framework, so the Front Panel framework dependency does not need to be specified explicitly:

**Warning:** This extension is built for each UI pack version. By consequence, a Front Panel project is done for a platform built with the same UI pack. When the UI pack mismatch, some errors may occur during the Front Panel project export step, during the platform build, and/or during the application runtime. The current pack version is 13.1.0.

The Front Panel extension does not provide any widgets. Some compatible widgets are available in a third library. The life cycle of this library is different than the UI pack's one. New widgets can be added to simulate new kind of displays, input devices, etc. This extension fetches by transitivity the Front Panel extension, so this extension dependency does not need to be specified explicitly:

```
<dependencies>
    <dependency org="ej.tool.frontpanel" name="widget" rev="2.0.0"/>
</dependencies>
```

**Warning:** The minimal version 2.0.0 is required to be compatible with UI pack 13.0.0 and higher. By default, when creating a new Front Panel project, the widget dependency version is 1.0.0.

Source code for widgets is available by expanding the library from the project view.





#### **MicroUI Implementation**

As described *here*, the Front Panel uses an equivalent of embedded side's header files that implement MicroUI native methods.

	DRAWING-1.0						
Graphics Engine	Software Algorithms		LLUIPainter		Event Engine	LLUILed_impl.h	LLDWPainter
LLUIDisplay	UIDrawingDefault DWDrawingDefault		UIDrawing		LLUIInput		DWDrawing
LLUIDisplayImpl							
ej.tool.frontpanel#widget				Front p	oanel Platform project		
Widgets (Display, LED etc.)				.fp t	file and resources	Widgets	Extended native drawings
Foundation library	e)						
Archive file (.jar)							

This set of classes and interfaces is available in the module com.microej.pack.ui#ui-pack. It offers the same capacity to override some built-in drawing algorithms (internal Graphics Engine drawing algorithms), to add some custom drawing algorithms, to manipulate the MicroUI concepts (GraphicsContext, Image, etc.) in the Front Panel project, etc.

- The interface ej.microui.display.LLUIDisplay represents the MicroUI Graphics Engine (MicroUI framework). It provides some methods to map MicroUI byte arrays in MicroUI Graphics Context objects, manipulate MicroUI colors, etc. An instance of this framework is available via the field Instance.
- The interface ej.microui.display.LLUIDisplayImpl all methods required by MicroUI implementation to be compatible with the MicroUI Display class implementation. See *Widget Display*.
- The class ej.microui.display.LLUIPainter implements all MicroUI drawing natives. It defines some interfaces and classes to manipulate the MicroUI concepts (GraphicsContext, Image, etc.) in the Front Panel project. Like the embedded side, this class manages the synchronization with the Graphics Engine and delegates the drawing to the interface ej.microui.display.UIDrawing.
- Like the embedded side, the default implementation of the interface ej.microui.display.UIDrawing: ej. microui.display.UIDrawing.UIDrawingDefault calls the internal Graphics Engine algorithms (software algorithms). Each algorithm can be overridden independently.
- The classes in the package ej.drawing implement the native of the MicroUI extended library: Drawing
- The classes in the package ej.microui.event manage the input events, see *Inputs Extensions*.
- The classes in the package ej.microui.led manage the LEDs.

#### Widget Display

The widget Display implements the interface ej.microui.display.LLUIDisplayImpl to be compatible with the implementation of the MicroUI class Display.

This widget manages:

- The simple or double buffering (default value): doubleBufferFeature=true|false.
- The backlight (enabled by default): backlightFeature=true|false.

- The non-rectangular displays: filter="xxx.png". Some displays can have another appearance (for instance: circular); the Front Panel can simulate using a filter (see *Widget*). This filter defines the pixels inside and outside the whole display area. The filter image must have the same size as the rectangular display area. A display pixel at a given position will not be rendered if the pixel at the same position in the mask is fully transparent.
- The *standard* pixel formats.
- The *driver-specific* pixel formats: extensionClass="xxx". This class must be added in the Front Panel project and implement the interface ej.fp.widget.Display.DisplayExtension.

#### **Custom Drawings**

Custom algorithms like the embedded side can replace the Graphics Engine drawing algorithms. This chapter describes how to override the method fillRectangle().

- 1. Create an implementation of the interface ej.microui.display.UIDrawing.UiDrawingDefault : MyDrawer.
- 2. Create an *empty widget* to invoke the new implementation:

```
@WidgetDescription(attributes = { })
public class Init extends Widget{
    @Override
    public void start() {
        super.start();
        LLUIPainter.setDrawer(new MyDrawer());
    }
}
```

3. Invokes this widget in the .fp file:

```
<frontpanel xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xmlns="https://developer.microej.com"_
    xsi:schemaLocation="https://developer.microej.com .widget.xsd">
        <device name="STM32429IEVAL" skin="Board-480-272.png">
        <com.is2t.microej.fp.Init/>
        [...]
        </device>
</frontpanel>
```

4. Implements the fillRectangle method like this:

```
@0verride
public void fillRectangle(MicroUIGraphicsContext gc, int x1, int y1, int x2, int y2) {
    // manage the clip
    if (gc.isClipEnabled() && !gc.isRectangleInClip(x1, y1, x2, y2)) {
        x1 = Math.max(x1, gc.getClipX1());
        x2 = Math.min(x2, gc.getClipX2());
        y1 = Math.max(y1, gc.getClipY1());
        y2 = Math.min(y2, gc.getClipY2());
    if (x2 < x1 || y2 < y1) {
        // nothing to render
        return;
     }
    // clip disabled, or rectangle entirely fits the clip</pre>
```

(continues on next page)

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```
// get/create AWT objects
Graphics2D src = (Graphics2D) ((BufferedImage) gc.getImage().getRAWImage()).getGraphics();
Color color = new Color(gc.getRenderingColor());
// fill rectangle
src.setColor(color);
src.fillRect(x1, y1, x2 - x1 + 1, y2 - y1 + 1);
// update Graphics Engine's dirty area
gc.setDrawingLimits(x1, y1, x2, y2);
```

Explanations:

}

- The Front Panel framework is running over AWT.
- The method gc.getImage() returns a ej.fp.Image. It is the representation of a MicroUI Image in the Front Panel framework. The method gc.getImage().getRAWImage() returns the implementation of the Front Panel image on the J2SE framework: a AWT BufferedImage. From this image, retrieve the AWT graphics.
- The MicroUI color (gc.getRenderingColor()) is converted in an AWT color.
- Before drawing, the MicroUI clip is checked (the MicroUI drawing can be outside the clip and/or the image itself).
- After drawing, the implementation updates the Graphics Engine dirty area by calling gc. setDrawingLimits().

Note: More details are available in LLUIPainter, UIDrawing, LLUIDisplay, and LLUIDisplayImpl classes.

#### **New Drawings**

The Front Panel framework allows the addition of custom drawing algorithms. This chapter describes how to implement the method drawSomething().

**Note:** To add a custom drawing algorithm, it is strongly recommended to follow the same rules as the MicroUI drawings: a class that synchronizes the drawings with the Graphics Engine and another class that performs the drawing itself (like *Custom Drawings*).

1. In the MicroEJ application, write the new native:

```
private static void drawSomething(byte[] gc, int x, int y);
```

2. Call this function from a render method:

```
@Override
public void render(GraphicsContext gc) {
   [...]
   drawSomething(gc.getSNIContext(), 15, 36);
   [...]
}
```

3. In the Front Panel project, write the equivalent of LLUIPainter class:

```
public static void drawSomething(byte[] target, int x, int y) {
   LLUIDisplay graphicalEngine = LLUIDisplay.Instance;
   synchronized (graphicalEngine) {
     MicroUIGraphicsContext gc = graphicalEngine.mapMicroUIGraphicsContext(target);
     if (gc.requestDrawing()) {
        MyDrawer.Instance.drawSomething(gc, x, y);
     }
   }
}
```

4. In the Front Panel project, write the equivalent of UIDrawing interface, see *Custom Drawings*:

```
public static void drawSomething(MicroUIGraphicsContext gc, int x, int y) {
    // 1- manage clip
    // 2- draw
    // 3- update Graphics Engine's dirty area
}
```

Note: More details are available in LLUIPainter, UIDrawing, LLUIDisplay, and LLUIDisplayImpl classes.

#### **Inputs Extensions**

The input device widgets (button, joystick, touch, etc.) require a listener to know how to react on input events (press, release, move, etc.). The aim of this listener is to generate an event compatible with MicroUI Event Generator. Thereby, a button press action can become a MicroUI Buttons press event or a Command event or anything else.

A MicroUI Event Generator is known by its name. This name is fixed during the MicroUI static initialization (see *Static Initialization*). To generate an event to a specific event generator, the widget has to use the event generator name as identifier.

A Front Panel widget can:

- Force the behavior of an input action: the associated MicroUI Event Generator type is hardcoded (Buttons, Pointer, etc.), the event is hardcoded (for instance: widget button press action may be hardcoded on event generator Buttons and on the event *pressed*). Only the event generator name (identifier) should be editable by the Front Panel extension project.
- Propose a default behavior of an input action: contrary to first point, the Front Panel extension project is able to change the default behavior. For instance a joystick can simulate a MicroUI Pointer.
- Do nothing: the widget requires the Front Panel extension project to give a listener. This listener will receive all widgets action (press, release, etc.) and will have to react on it. The action should be converted on a MicroUI Event Generator event or might be dropped.

This choice of behavior is widget dependant. Please refer to the widget documentation to have more information about the chosen behavior.

# **Heap Simulation**

Graphics Engine is using two dedicated heaps: for the images (see *Memory* ) and the external fonts (see *External Resources*). Front Panel partly simulates the heaps usage.

• Images heap: Front Panel simulates the heap usage when the application is creating a BufferedImage, when it loads and decodes an image (PNG, BMP, etc.) which is not a raw resource and when it converts an image

in MicroEJ format in another MicroEJ format. However it does not simulate the external image copy in heap (see *External Resource*).

• External fonts heap: Front Panel does not simulate this heap (see *External Resources*). There is no rendering limitation when application is using a font which is located outside CPU addresses ranges.

#### **Image Decoders**

Front Panel uses its own internal image decoders when the associated modules have been selected (see *internal image decoders*). Front Panel can add some additional decoders like the C-side for the embedded platform (see *external image decoders*). However, the exhaustive list of additional decoders is limited (Front Panel is using the Java AWT ImageIO API). To add an additional decoder, specify the property hardwareImageDecoders.list in Front Panel configuration properties file (see *Installation*) with one or several property values:

Tuble 22. Honer aner Adamonational image becoders							
Туре	Property value						
Graphics Interchange Format (GIF)	gif						
Joint Photographic Experts Group (JPEG)	jpeg or jpg						
Portable Network Graphics (PNG)	png						
Windows bitmap (BMP)	bmp						

Table 22: Front Panel Additional Image Decoders

The decoders list is comma (,) separated. Example:

hardwareImageDecoders.list=jpg,bmp

#### Dependencies

- MicroUI module (see *MicroUI*),
- Display module (see *Display*): This module gives the characteristics of the graphical display that are useful for configuring the Front Panel.

# Installation

Front Panel is an additional module for MicroUI library. When the MicroUI module is installed, install this module in order to be able to simulate UI drawings on the Simulator. See *Installation* to install the module.

The properties file can additional properties:

• hardwareImageDecoders.list [optional, default value is "" (*empty*)]: Defines the available list of additional image decoders provided by the hardware (see *Image Decoders*). Use comma (',') to specify several decoders among this list: bmp, jpg, jpeg, gif, png. If empty or unspecified, no image decoder is added.

#### Use

Launch a MicroUI application on the Simulator to run the Front Panel.

# 5.13.11 Release Notes

# MicroEJ Architecture Compatibility Version

The current UI Pack version is 13.1.0. The following tables describe the compatibility ranges between MicroEJ UI Packs and MicroEJ Architectures.

# **Standard Versions**

UI Pack Range	Architecture Range	Comment
[13.0.0-13.1.0]	[7.13.0-8.0.0[	SNI 1.3
[12.0.0-12.1.5]	[7.11.0-8.0.0[	Move Front Panel in MicroEJ Architecture
[11.0.0-11.2.0]	[7.0.0-8.0.0[	SNI Callback feature
[9.3.1-10.0.2]	[6.13.0-7.0.0[	LLEXT link error with Architecture 6.13+ and UI 9+
[9.2.0-9.3.0]	[6.12.0-6.13.0[	SOAR can exclude some resources
[9.1.0-9.1.2]	[6.8.0-6.12.0[	Internal scripts
[8.0.0-9.0.2]	[6.4.0-6.12.0[	Manage external memories like byte addressable memories
[6.0.0-7.4.7]	[6.1.0-6.12.0[	

# **Maintenance Versions**

UI Pack Version	UI Pack Base Version	Architecture Range	Comment
(maint) 8.0.0	7.4.7	[7.0.0-8.0.0[	SNI Callback feature

# **Foundation Libraries**

The following table describes Foundation Libraries API versions implemented in MicroEJ UI Packs.

#### Table 23: MicroUI API Implementation

UI Pack Range	MicroUI	Drawing
13.1.0	3.1.0	1.0.3
[13.0.4-13.0.7]	3.0.3	1.0.2
13.0.3	3.0.2	1.0.1
[13.0.1-13.0.2]	3.0.1	1.0.0
13.0.0	3.0.0	1.0.0
[12.1.0-12.1.5]	2.4.0	
[11.1.0-11.2.0]	2.3.0	
[9.2.0-11.0.1]	2.2.0	
[9.1.1-9.1.2]	2.1.3	
9.1.0	2.1.2	
[9.0.0-9.0.2]	2.0.6	
[6.0.0-8.1.0]	2.0.0	

# Abstraction Layer Interface

The following sections briefly describes Abstraction Layer interface changes. For more details, refer to the *Migration Guide*.

# Display

UI Pack Range	Changes
[13.0.0-13.1.0]	UI3 format: implement LLUI_DISPLAY_impl.h:
	<ul> <li>void LLUI_DISPLAY_IMPL_initialize([</li> </ul>
	]);
	<ul> <li>void LLUI_DISPLAY_IMPL_binarySemaphoreTake([.</li> </ul>
	]);
	<ul> <li>void LLUI_DISPLAY_IMPL_binarySemaphoreGive([.</li> </ul>
	]);
	<ul> <li>uint8_t* LLUI_DISPLAY_IMPL_flush([</li> </ul>
	]);
[10.0.0-12.1.5]	Remove:
	<ul> <li>int32_t LLDISPLAY_IMPL_getWorkingBufferStartAddress([</li> </ul>
	]);
	<ul> <li>int32_t LLDISPLAY_IMPL_getWorkingBufferEndAddress([.</li> </ul>
	]);
[8.0.0-9.4.1]	Merge in LLDISPLAY_impl.h:
	LLDISPLAY_SWITCH_impl.h
	<ul> <li>LLDISPLAY_COPY_impl.h</li> </ul>
	<ul> <li>LLDISPLAY_DIRECT_impl.h</li> </ul>
[6.0.0-7.4.7]	<i>UI2</i> format: implement one of header file:
	LLDISPLAY_SWITCH_impl.h
	• LLDISPLAY_COPY_impl.h
	• LLDISPLAY_DIRECT_impl.h

# Input

UI Pack Range	Changes
[13.0.0-13.1.0]	<pre>UI3 format: implement LLUI_INPUT_impl.h:     void LLUI_INPUT_IMPL_initialize([]);     jint LLUI_INPUT_IMPL_getInitialStateValue([]);     void LLUI_INPUT_IMPL_enterCriticalSection([]);     void LLUI_INPUT_IMPL_leaveCriticalSection([]);</pre>
[6.0.0-12.1.5]	<pre>Ul2 format: implement LLINPUT_impl.h     void LLINPUT_IMPL_initialize([]);     int32_t LLINPUT_IMPL_getInitialStateValue([.        ]);     void LLINPUT_IMPL_enterCriticalSection([.        ]);     void LLINPUT_IMPL_leaveCriticalSection([.        ]);</pre>

UI Pack Range	Changes
[13.0.0-13.1.0]	<pre>Ul3 format: implement LLUI_LED_impl.h:     jint LLUI_LED_IMPL_initialize([]);</pre>
	<ul><li>jint LLUI_LED_IMPL_getIntensity([]);</li><li>void LLUI_LED_IMPL_setIntensity([]);</li></ul>
[6.0.0-12.1.5]	<pre>Ul2 format: implement LLLEDS_impl.h     int32_t LLLEDS_IMPL_initialize([]);     int32_t LLLEDS_IMPL_getIntensity([]);     void LLLEDS_IMPL_setIntensity([]);</pre>

# Front Panel API

Since MicroEJ UI Pack 13.0.0, the Front Panel project must depend on module com.microej.pack.ui.uipack(frontpanel). The module version is the MicroEJ Generic UI Pack version, that is always aligned with the MicroEJ UI Packs specific for MCUs.

UI Pack Range	Module	Version
[13.0.0-13.1.0]	<pre>com.microej.pack.ui.ui-pack(frontpanel)</pre>	13.1.0
[12.0.0-12.1.5]	ej.tool.frontpanel.widget-microui	1.0.0

**Note:** Before MicroEJ UI Pack 12.0.0, the Front Panel project must depend on classpath variable FRONTPANEL\_WIDGETS\_HOME.

#### **Image Generator API**

Since MicroEJ UI Pack 13.0.0, the Image Generator extension project must depend on module com.microej.pack.ui.ui-pack(imagegenerator). The module version is the MicroEJ Generic UI Pack version, that is always aligned with the MicroEJ UI Packs specific for MCUs.

UI Pack Range	Module	Version
[13.0.0-13.1.0]	<pre>com.microej.pack.ui.ui-pack(imagegenerator)</pre>	13.1.0

**Note:** Before MicroEJ UI Pack 13.0.0, the Image Generator extension project must depend on classpath variable IMAGE-GENERATOR-x.x.

# C Module

A C module https://repository.microej.com/modules/com/microej/clibrary/llimpl/microui is available on MicroEJ Central Repository. This C module provides default implementations for:

- LLUI\_PAINTER\_impl.h and LLDW\_PAINTER\_impl.h: see Low Level API,
- Images heap allocator: see *Memory*,
- LLUI\_INPUT\_IMPL\_log\_queue\_xxx(): see Event Buffer.

The following table describes the compatibility versions between the C modules and the MicroEJ UI Packs:

C Module Range	UI Pack Range
1.1.0	13.1.0
[1.0.0-1.0.3]	[13.0.0-13.1.0]

# 5.13.12 Changelog

# [13.1.0] - 2021-08-03

• Compatible with Architecture 7.13.0 or higher.

#### **MicroUI API**

#### Removed

• Remove MicroUI and Drawing API from UI pack.

#### **MicroUI Implementation**

#### Changed

- Compatible with MicroUI API 3.1.0.
- Check Immortals heap minimal size required by MicroUI implementation.
- Change the EventGenerator Pointer event format.
- Do no systematically use the GPU to draw intermediate steps of a shape.

#### Fixed

- EventGenerator's event has not to be sent to the Display's handler when EventGenerator's handler is null.
- Fill rounded rectangle: fix rendering when corner radius is higher than rectangle height.
- An external image is closed twice when the application only checks if the image is available.
- RLE1 image rendering when platform requires image pixels address alignment.
- Manage the system fonts when the font generator is not embedded in the platform.
- Have to wait the end of current drawing before closing an image.

# **Drawing Implementation**

#### Changed

• Compatible with Drawing API 1.0.3.

# LLAPIs

# Added

- Add LLUI\_DISPLAY\_convertDisplayColorToARGBColor().
- Add LLAPI to manage the *MicroUI Image heap*.
- Add LLAPI to dump the *MicroUI Image queue*.

# Changed

• Change signature of LLUI\_DISPLAY\_setDrawingLimits(): remove MICROUI\_GraphicsContext\* to be able to call this function from GPU callback method.

# Simulator

# Added

- Add MicroUIImage.getImage(int): apply a rendering color on Ax images.
- Add LLUIDisplay.convertRegion(): convert a region according image format restrictions.

# Changed

• Compatible with new EventGenerator Pointer event format.

# Fixed

- Fix OutputFormat A8 when loading an image (path or stream) or converting a RAW image.
- Fix OOM (Java heap space) when opening/closing several hundreds of MicroUI Images.
- Simulates the image data alignment.

# [13.0.7] -2021-07-30

• Compatible with Architecture 7.13.0 or higher.

# **MicroUI Implementation**

# Fixed

- Allow to open a font in format made with UI Pack 12.x (but cannot manage Dynamic styles).
- Display.flush() method is called once when MicroUI pump thread has a higher priority than the caller of Display.requestFlush().
- Display.requestFlush() is only executed once from a feature (UI deadlock).

# Misc

# Fixed

• Fix MMM dependencies: do not fetch the MicroEJ Architecture.

## [13.0.6] - 2021-03-29

• Compatible with Architecture 7.13.0 or higher.

# LLAPIs

# Fixed

• Size of the typedef MICROUI\_Image : do not depend on the size of the enumeration MICROUI\_ImageFormat (LLUI\_PAINTER\_impl.h).

# [13.0.5] - 2021-03-08

• Compatible with Architecture 7.13.0 or higher.

# **MicroUI Implementation**

#### Removed

• Remove ResourceManager dependency.

#### Fixed

- A feature was not able to call Display.callOnFlushCompleted().
- Stop feature: prevent NullPointerException when a kernel's EventGenerator is removed from event generators pool.
- Filter DeadFeatureException in MicroUI pump.
- Drawing of thick arcs which represent an almost full circle.
- Drawing of thick faded arcs which pass by 0° angle.

# Simulator

#### Fixed

• Front panel memory management: reduce simulation time.

# [13.0.4] - 2021-01-15

• Compatible with Architecture 7.13.0 or higher.

# **MicroUI API**

#### Changed

- [Changed] Include MicroUI API 3.0.3.
- [Changed] Include MicroUI Drawing API 1.0.2.

## **MicroUI Implementation**

### Fixed

- Fix each circle arc cap being drawn on both sides of an angle.
- Fix drawing of rounded caps of circle arcs when fade is 0.
- Cap thickness and fade in thick drawing algorithms.
- Clip is not checked when filling arcs, circles and ellipsis.
- Image path when loading an external image ( LLEXT ).
- InternalLimitsError when calling MicroUI.callSerially() from a feature.

### **Drawing Implementation**

### Fixed

• Draw deformed image is not rendered.

#### ImageGenerator

#### Changed

• Compatible with com.microej.pack.ui#ui-pack(imageGenerator)#13.0.4.

#### Fixed

- NullPointerException when trying to convert an unknown image.
- Restore external resources option in MicroEJ launcher.

### [13.0.3] - 2020-12-03

• Compatible with Architecture 7.13.0 or higher.

### **MicroUI API**

### Changed

- [Changed] Include MicroUI API 3.0.2.
- [Changed] Include MicroUI Drawing API 1.0.1.

### **MicroUI Implementation**

### Fixed

- Reduce Java heap usage.
- Fix empty images heap.
- Draw image algorithm does not respect image stride in certain circumstances.
- Fix flush limits of drawThickFadedLine, drawThickEllipse and drawThickFadedEllipse.

## [13.0.2] - 2020-10-02

- Compatible with Architecture 7.13.0 or higher.
- Use new naming convention: com.microej.architecture.[toolchain].[architecture]-ui-pack.

## Fixed

• [ESP32] - Potential PSRAM access faults by rebuilding using esp-idf v3.3.0 toolchain - simikou2.

#### [13.0.1] - 2020-09-22

• Compatible with Architecture 7.13.0 or higher.

# **MicroUI API**

#### Changed

• Include MicroUI API 3.0.1.

#### **MicroUI Implementation**

#### Fixed

- Throw an exception when there is no display.
- Antialiased circle may be cropped.
- FillRoundRectangle can give invalid arguments to FillRectangle.
- Flush bounds may be invalid.
- Reduce memory footprint (java heap and immortal heap).
- No font is loaded when an external font is not available.
- A8 color is cropped to display limitation too earlier on simulator.

### LLAPIs

#### Fixed

• Missing a LLAPI to check the overlapping between source and destination areas.

## Simulator

#### Fixed

- Cannot use an external image decoder on front panel.
- Missing an API to check the overlapping between source and destination areas.

### ImageGenerator

### Fixed

• Cannot build a platform with image generator and without front panel.

### [13.0.0] - 2020-07-30

- Compatible with Architecture 7.13.0 or higher.
- Integrate SDK 3.0-B license.

# **MicroUI API**

#### Changed

- [Changed] Include MicroUI API 3.0.0.
- [Changed] Include MicroUI Drawing API 1.0.0.

### **MicroUI Implementation**

#### Added

• Manage image data (pixels) address alignment (not more fixed to 32-bits word alignment).

#### Changed

- Reduce EDC dependency.
- Merge DisplayPump and InputPump: only one thread is required by MicroUI.
- Use a bss section to load characters from an external font instead of using java heap.

#### Removed

• Dynamic fonts (dynamic bold, italic, underline and ratios).

#### Fixed

- Lock only current thread when waiting end of flush or end of drawing (and not all threads).
- Draw anti-aliased ellipse issue (vertical line is sometimes drawn).
- Screenshot on platform whose *physical* size is higher than *virtual* size.

#### **Known issue**

• Render of draw/fill arc/circle/ellipse with an even diameter/edge is one pixel too high (center is 1/2 pixel too high).

### LLAPIs

### Added

- Some new functions are mandatory: see header files list, tag mandatory.
- Some new functions are optional: see header files list, tag optional.

- Some header files list the libraries ej.api.microui and ej.api.drawing natives. Provided by Abstraction Layer implementation module com.microej.clibrary.llimpl#microui.
- Some header files list the drawing algorithms the platform can implement; all algorithms are optional.
- Some header files list the internal graphical engine software algorithms the platform can call.

#### Changed

- All old header files and functions have been renamed or shared.
- See Migration notes that describe the available changes in LLAPI.

#### Simulator

#### Added

• Able to override MicroUI drawings algorithms like embedded platform.

#### Changed

- Compatible with com.microej.pack.ui#ui-pack(frontpanel)#13.0.0.
- See *Migration notes* that describe the available changes in Front Panel API.

#### Removed

 ej.tool.frontpanel#widget-microui
 has been replaced by com.microej.pack. ui#ui-pack(frontpanel).

#### ImageGenerator

#### Added

- Redirects source image reading to the image generator extension project in order to increase the number of supported image formats in input.
- Redirects destination image generation to the image generator extension project in order to be able to encode an image in a custom RAW format.
- Generates a linker file in order to always link the resources in same order between two launches.

#### Changed

- Compatible with com.microej.pack.ui#ui-pack(imageGenerator)#13.0.0.
- See *Migration notes* that describe the available changes in Image Generator API.
- Uses a service loader to loads the image generator extension classes.
- Manages image data (pixels) address alignment.

#### Removed

• Classpath variable IMAGE-GENERATOR-x.x: Image generator extension project has to use ivy dependency com.microej.pack.ui#ui-pack(imageGenerator) instead.

#### FontGenerator

#### Changed

• Used a dedicated **bss** section to load characters from an external font instead of using the java heap.

### [12.1.5] - 2020-10-02

- Compatible with Architecture 7.11.0 or higher.
- Use new naming convention: com.microej.architecture.[toolchain].[architecture]-ui-pack.

# Fixed

• [ESP32] - Potential PSRAM access faults by rebuilding using esp-idf v3.3.0 toolchain - simikou2.

### [12.1.4] - 2020-03-10

• Compatible with Architecture 7.11.0 or higher.

## **MicroUI Implementation**

### Fixed

• Obsolete references on Java heap are used (since MicroEJ UI Pack 12.0.0).

### [12.1.3] - 2020-02-24

• Compatible with Architecture 7.11.0 or higher.

## **MicroUI Implementation**

### Fixed

• Caps are not used when drawing an anti-aliased line.

### [12.1.2] - 2019-12-09

• Compatible with Architecture 7.11.0 or higher.

### **MicroUI Implementation**

### Fixed

- Fix graphical engine empty clip (empty clip had got a size of 1 pixel).
- Clip not respected when clip is set "just after or before" graphics context drawable area: first (or last) line (or column) of graphics context was rendered.

### [12.1.1] - 2019-10-29

• Compatible with Architecture 7.11.0 or higher.

# **MicroUI Implementation**

### Fixed

• Fix graphical engine clip (cannot be outside graphics context).

## [(maint) 8.0.0] - 2019-10-18

- Compatible with Architecture 7.0.0 or higher.
- Based on 7.4.7.

# **MicroUI Implementation**

# Fixed

• Pending flush cannot be added after an OutOfEventException.

## [12.1.0] - 2019-10-16

• Compatible with Architecture 7.11.0 or higher.

## **MicroUI API**

# Changed

• Include MicroUI API 2.4.0.

### **MicroUI Implementation**

### Changed

- Prepare inlining of get X/Y/W/H methods.
- Reduce number of strings embedded by MicroUI library.

## Fixed

- Pending flush cannot be added after an OutOfEventException.
- Display.isColor() returns an invalid value.
- Draw/fill circle/ellipse arc is not drawn when angle is negative.

# [12.0.2] - 2019-09-23

• Compatible with Architecture 7.11.0 or higher.

## **MicroUI Implementation**

## Changed

- Change CM4hardfp\_IAR83 compiler flags.
- Remove RAW images from cache as soon as possible to reduce java heap usage.
- Do not cache RAW images with their paths to reduce java heap usage.

### Fixed

• Remove useless exception in SystemInputPump.

## [12.0.1] - 2019-07-25

• Compatible with Architecture 7.11.0 or higher.

### **MicroUI Implementation**

### Fixed

• Physical size is not taken in consideration.

## Simulator

### Fixed

• Increase native implementation execution time.

### [12.0.0] - 2019-06-24

• Compatible with Architecture 7.11.0 or higher.

### **MicroUI Implementation**

### Added

• Trace MicroUI events and log them on SystemView.

### Changed

- Manage the Graphics Context clip on native side.
- Use java heap to store images metadata instead of using icetea heap (remove option "max offscreen").
- Optimize retrieval of all fonts.
- Ensure user buffer size is larger than LCD size.
- Use java heap to store flying images metadata instead of using icetea heap (remove option "max flying images").
- Use java heap to store fill polygon algorithm's objects instead of using icetea heap (remove option "max edges").
- SecurityManager enabled as a boolean constant option (footprint removal by default).

• Remove FlyingImage feature using BON constants (option to enable it).

### Fixed

- Wrong rendering of a fill polygon on emb.
- Wrong rendering of image overlaping on C1/2/4 platforms.
- Wrong rendering of a LUT image with more than 127 colors on emb.
- Wrong rendering of an antialiased arc with 360 angle.
- Debug option com.is2t.microui.log=true fails when there is a flying image.
- Gray scale between gray and white makes magenta.
- Minimal size of some buffers set by user is never checked.
- The format of a RAW image using "display" format is wrong.
- Dynamic image width for platform C1/2/4 may be wrong.
- Wrong pixel address when reading from a C2/4 display.
- getDisplayColor() can return a color with transparency (spec is 0x00RRGGBB).
- A fully opaque image is tagged as transparent (ARGB8888 platform).

### Simulator

#### Added

• Simulate flush time (add JRE property -Dfrontpanel.flush.time=8).

### Fixed

• A pixel read on an image is always truncated.

### **FrontPanel Plugin**

#### Removed

• FrontPanel version 5: Move front panel from MicroEJ UI Pack to Architecture (*not backward compatible*); Architecture contains now Front Panel version 6.

### [11.2.0] - 2019-02-01

• Compatible with Architecture 7.0.0 or higher.

### **MicroUI Implementation**

#### Added

• Manage extended UTF16 characters (> 0xffff).

### Fixed

• IOException thrown instead of an OutOfMemory when using external resource loader.

# Tools

### Removed

• Remove Font Designer from pack (useless).

## [11.1.2] - 2018-08-10

• Compatible with Architecture 7.0.0 or higher.

## **MicroUI Implementation**

## Fixed

• Fix drawing bug in thick circle arcs.

## [11.1.1] - 2018-08-02

- Compatible with Architecture 7.0.0 or higher.
- Internal release.

# [11.1.0] - 2018-07-27

- Compatible with Architecture 7.0.0 or higher.
- Merge 10.0.2 and 11.0.1.

# **MicroUI API**

### Changed

• Include MicroUI API 2.3.0.

# **MicroUI Implementation**

### Added

• LLDisplay : prepare round LCD.

### Fixed

- Fillrect throws a hardfault on 8bpp platform.
- Rendering of a LUT image is wrong when using software algorithm.

### [11.0.1] - 2018-06-05

- Compatible with Architecture 7.0.0 or higher.
- Based on 11.0.0.

## **MicroUI Implementation**

### Fixed

- Image rendering may be invalid on custom display.
- Render a dynamic image on custom display is too slow.
- LRGB888 image format is always fully opaque.
- Number of colors returned when it is a custom display may be wrong.

## [10.0.2] - 2018-02-15

- Compatible with Architecture 6.13.0 or higher.
- Based on 10.0.1.

### **MicroUI Implementation**

### Fixed

- Number of colors returned when it is a custom display may be wrong.
- LRGB888 image format is always fully opaque.
- Render a dynamic image on custom display is too slow.
- Image rendering may be invalid on custom display.

### [11.0.0] - 2018-02-02

- Compatible with Architecture 7.0.0 or higher.
- Based on 10.0.1.

### **MicroUI Implementation**

### Changed

• SNI Callback feature in the VM to remove the SNI retry pattern (not backward compatible).

### [10.0.1] - 2018-01-03

• Compatible with Architecture 6.13.0 or higher.

## **MicroUI Implementation**

### Fixed

• Hard fault when using custom display stack.

## [10.0.0] - 2017-12-22

• Compatible with Architecture 6.13.0 or higher.

## **MicroUI Implementation**

### Changed

• Improve TOP-LEFT anchor checks.

# Fixed

- Subsequent renderings may not be correctly flushed.
- Rendering of display on display was not optimized.

## Simulator

## Changed

• Check the allocated memory when creating a dynamic image (not backward compatible).

## Misc

## Added

• Option in platform builder to images heap size.

# [9.4.1] - 2017-11-24

• Compatible with Architecture 6.12.0 or higher.

### ImageGenerator

### Fixed

• Missing some files in image generator module.

# [9.4.0] - 2017-11-23

- Compatible with Architecture 6.12.0 or higher.
- Deprecated: use 9.4.1 instead.

### **MicroUI Implementation**

### Added

• LUT image management.

### Changed

• Optimize character encoding removing first vertical line when possible.

### Fixed

- Memory leak when an OutOfEvent exception is thrown.
- A null Java object is not checked when using a font.

# [9.3.1] - 2017-09-28

• Compatible with Architecture 6.12.0 or higher.

### **MicroUI Implementation**

## Fixed

- Returned X coordinates when drawing a string was considered as an error code.
- Exception when loading a font from an application.
- LLEXT link error with Architecture 6.13+ and UI 9+.

## [9.3.0] - 2017-08-24

• Compatible with Architecture 6.12.0 or higher.

## **MicroUI Implementation**

### Fixed

• Ellipsis must not drawn when text anchor is a "manual" TOP-RIGHT.

### Simulator

### Fixed

- Do not create an AWT window for each image.
- Error when trying to play with an unknown led.

### [9.2.1] - 2017-08-14

• Compatible with Architecture 6.12.0 or higher.

# Simulator

### Added

- Provide function to send a Long Button event.
- "flush" debug option.

## Fixed

• Mock startup is too long.

# [9.2.0] - 2017-07-21

- Compatible with Architecture 6.12.0 or higher.
- Merge 9.1.2 and 9.0.2.

### **MicroUI API**

### Changed

• Include MicroUI API 2.2.0.

## **MicroUI Implementation**

### Added

• Provide function to send a Long Button event (emb only).

### Changed

- Use font format v5.
- A signature on RAW files.
- Allow to open a raw image with Image.createImage(stream).
- Improve Image.createImage(stream) when stream is a memory input stream.

### Fixed

- Draw region of the display on the display does not support overlap.
- Unspecified exception while loading an image with an empty name.
- Display.flush(): ymax can be higher than display.height.

### ImageGenerator

### Fixed

• Generic displays must be able to generate standard images.

## Misc

### Changed

• SOAR can exclude some resources (update llext output folder).

# Fixed

• RI build: reduce frontpanel dependency.

## [9.0.2] - 2017-04-21

- Compatible with Architecture 6.4.0 or higher.
- Based on 9.0.1.

## **MicroUI Implementation**

### Fixed

• Rendering of a RAW image on grayscale display is wrong.

### ImageGenerator

# Fixed

• An Ax image may be fully opaque.

## [9.1.2] - 2017-03-16

- Compatible with Architecture 6.8.0 or higher.
- Based on 9.1.1.

# **MicroUI API**

## Changed

• Include MicroUI API 2.1.3.

## **MicroUI Implementation**

## Added

• Renderable strings.

### Changed

- Draw string: improve time to perform it.
- Optimize antialiased circle arc drawing when fade=0.

### Fixed

- ImageScale bugs.
- Draw string: some errors are not thrown.
- Font.getWidth() and getHeight() don't use ratio factor.
- Draw antialiased circle arc render issue.
- Draw antialiased circle arc render bug with 45° angles.
- MicroUI lib expects the dynamic image decoder default format.
- Wrong error code is returned when converting an image.

### ImageGenerator

## Fixed

- Use the application classpath.
- An Ax image may be fully opaque.

# [9.0.1] - 2017-03-13

- Compatible with Architecture 6.4.0 or higher.
- Based on 9.0.0.

## **MicroUI Implementation**

# Fixed

- Hardfault when filling a rectangle on an odd image.
- Pixel rendering on non-standard LCD is wrong.
- RZ hardware accelerator: RAW images have to respect an aligned size.
- Use the classpath when invoking the fonts and images generators.

# Simulator

### Fixed

• Wrong rendering of A8 images.

### **FrontPanel Plugin**

### Fixed

- Manage display mask on preview.
- Respect initial background color set by user on preview.
- Preview does not respect the real size of display.

### [9.1.1] - 2017-02-14

- Compatible with Architecture 6.8.0 or higher.
- Based on 9.1.0.

# Misc

### Fixed

• RI build: Several custom event generators in same microui.xml file are not embedded.

### [9.1.0] - 2017-02-13

- Compatible with Architecture 6.8.0 or higher.
- Based on 9.0.0.

### **MicroUI API**

### Changed

• Include MicroUI API 2.1.2.

# **MicroUI Implementation**

## Added

- G2D hardware accelerator.
- Hardware accelerator: add flip feature.

### Fixed

- Hardfault when filling a rectangle on an odd image.
- Pixel rendering on non-standard LCD is wrong.
- RZ hardware accelerator: RAW images have to respect an aligned size.
- Use the classpath when invoking the fonts and images generators.
- Exception when flipping an image out of display bounds.
- Flipped image is translated when clip is modified.

### Simulator

### Fixed

• Wrong rendering of A8 images.

### **FrontPanel Plugin**

### Fixed

- Manage display mask on preview.
- Respect initial background color set by user on preview.
- Preview does not respect the real size of display.

# [9.0.0] - 2017-02-02

• Compatible with Architecture 6.4.0 or higher.

## **MicroUI API**

## Changed

• Include MicroUI API 2.0.6.

## **MicroUI Implementation**

### Changed

• Update MicroUI to use watchdogs in KF implementation.

# Fixed

- Display linker file is required even if there is no display on platform.
- MicroUI on KF: NPE when changing app quickly (in several threads).
- MicroUI on KF: NPE when stopping a Feature and there's no eventHandler in a generator.
- MicroUI on KF: Remaining K->F link when there is no default event handler registered by the Kernel.

### MWT

### Removed

• Remove MWT from MicroEJ UI Pack (not backward compatible).

### Simulator

### Added

• Optional mask on display.

### Changed

• Display Device UID if available in the window title.

### Tools

### Changed

- FrontPanel plugin: Update icons.
- FontDesigner plugin: Update icons.
- Font Designer and Generator: use Unicode 9.0.0 specification.

### Misc

### Fixed

• Remove obsolete documentations from FrontPanel And FontDesigner plugins.

### [8.1.0] - 2016-12-24

• Compatible with Architecture 6.4.0 or higher.

# **MicroUI Implementation**

### Changed

- Improve image drawing timings.
- Runtime decoders can force the output RAW image's fully opacity.

# MWT

# Fixed

- With two panels, the paint is done but the screen is not refreshed.
- Widget show notify method is called before the panel is set.
- Widget still linked to panel when lostFocus() is called.

### Simulator

### Added

• Can add an additional screen on simulator.

### [8.0.0] - 2016-11-17

• Compatible with Architecture 6.4.0 or higher.

### **MicroUI Implementation**

### Added

- RZ UI acceleration.
- External image decoders.
- Manage external memories like internal memories.
- Custom display stacks (hardware acceleration).

### Changed

• Merge stacks DIRECT/COPY/SWITCH (not backward compatible).

### Fixed

- add KF rule: a thread cannot enter in a feature code while it owns a kernel monitor.
- automatic flush is not waiting the end of previous flush.
- Invalid image rotation rendering.
- Do not embed Images & Fonts.list of kernel API classpath in app mode.

- Invalid icetea heap allocation.
- microui image: invalid "defaultformat" and "format" fields values.

# MWT

### Fixed

• possible to create an inconsistent hierarchy.

# Simulator

## Added

• Can decode additional image formats.

# Fixed

• Cannot set initial value of StateEventGenerator.

## [7.4.7] - 2016-06-14

• Compatible with Architecture 6.1.0 or higher.

## **MicroUI Implementation**

### Fixed

- Do not create all fonts derivations of built-in styles.
- A bold font is not flagged as bold font.
- Wrong A4 image rendering.

# Simulator

### Fixed

• Cannot convert an image.

# [7.4.2] - 2016-05-25

• Compatible with Architecture 6.1.0 or higher.

## **MicroUI Implementation**

## Fixed

• invalid image drawing for *column* display.

# [7.4.1] - 2016-05-10

• Compatible with Architecture 6.1.0 or higher.

## **MicroUI Implementation**

### Fixed

• Restore stack 1, 2 and 4 BPP.

## [7.4.0] - 2016-04-29

• Compatible with Architecture 6.1.0 or higher.

### **MicroUI Implementation**

### Fixed

• image A1's width is sometimes invalid.

## Simulator

### Added

• Restore stack 1, 2 and 4 BPP.

### [7.3.0] - 2016-04-25

• Compatible with Architecture 6.1.0 or higher.

# **MicroUI Implementation**

### Added

• Stack 8BPP with LUT support.

### [7.2.1] - 2016-04-18

• Compatible with Architecture 6.1.0 or higher.

## Misc

# Fixed

• Remove java keyword in workbench extension.

### [7.2.0] - 2016-04-05

• Compatible with Architecture 6.1.0 or higher.

# Tools

## Added

• Preprocess \*.xxx.list files.

# [7.1.0] - 2016-03-02

• Compatible with Architecture 6.1.0 or higher.

## **MicroUI Implementation**

## Added

• Manage several images RAW formats.

## [7.0.0] - 2016-01-20

• Compatible with Architecture 6.1.0 or higher.

## Misc

## Changed

• Remove jpf property header (not backward compatible).

# [6.0.1] - 2015-12-17

### **MicroUI Implementation**

### Fixed

• A negative clip throws an exception on simulator.

### [6.0.0] - 2015-11-12

# **MicroUI Implementation**

# Changed

• LLDisplay for UIv2 (not backward compatible).

# 5.13.13 Migration Guide

# From 13.0.x to 13.1.x

### **Front Panel**

• Set the explicit dependency to the UI Pack 13.1.0:

#### BSP

- Add a cast when using MICROUI\_Image\* object: (MICROUI\_ImageFormat)image->format .
- Remove parameter MICROUI\_GraphicsContext\* when calling LLUI\_DISPLAY\_setDrawingLimits().
- Ensure to call LLUI\_DISPLAY\_setDrawingLimits() before calling LLUI\_DISPLAY\_setDrawingStatus() or LLUI\_DISPLAY\_notifyAsynchronousDrawingEnd().
- (optional) Add an implementation of LLUI\_DISPLAY\_IMPL\_image\_heap\_xxx to control the *images heap allocation*; by default the internal Graphics Engine's allocator is used. Another implementation is also available on the *C module*.

#### From 12.x to 13.x

#### **Platform Configuration Project**

- Update Architecture version: 7.13.0 or higher.
- Add the following module in the *module description file*:

<dependency org="com.microej.clibrary.llimpl" name="microui" rev="1.0.3"/>

• If not already set, set the ea:property bsp.project.microej.dir in the module ivy file to configure the BSP output folder where is extracted the module.

#### **Hardware Accelerator**

- Open -configuration project > display > display.properties
- Remove optional property hardwareAccelerator. If old value was dma2d, add the following module in the *module description file*:

<dependency org="com.microej.clibrary.llimpl" name="display-dma2d" rev="1.0.6"/>``

- For the hardware accelerator DMA2D, please consult STM32F7Discovery board updates. Add the file lldisplay\_dma2d.c, the global defines DRAWING\_DMA2D\_BPP=16 (or another value) and STM32F4XX or STM32F7XX
- For the others hardware accelerators, please contact MicroEJ support.

#### **Front Panel**

This chapter resumes the changes to perform. The available changes in Front Panel API are described in *next chap-ter*.

• If not already done, follow the Front Panel version 6 migration procedure detailled in chapter From 11.x to 12.x.

- Update the fp project dependency: <dependency org="ej.tool.frontpanel" name="widget" rev="2. 0.0"/>
- ej.fp.event.MicroUIButtons has been renamed in ej.microui.event.EventButton, and all others ej. fp.event.MicroUIxxx in ej.microui.event.Eventxxx
- Display abstract class AbstractDisplayExtension (class to extend widget Display when targetting a custom display) has been converted on the interface DisplayExtension. Some methods names have changed and now take in parameter the display widget.

## Front Panel API

- ej.drawing.DWDrawing
  - [Added] Equivalent of dw\_drawing.h and dw\_drawing\_soft.h\*\*: allows to implement some drawing algorithms and/or to use the ones provided by the graphical engine. The drawing methods are related to the library ej.api.drawing.
  - [Added] Interface DWDrawingDefault : default implementation of DWDrawing which calls the graphical engine algorithms.
- ej.drawing.LLDWPainter
  - [Added] Equivalent of module com.microej.clibrary.llimpl#microui (LLDW\_PAINTER\_impl.c): implements all ej.api.drawing natives and redirect them to the interface DWDrawing.
  - [Added] setDrawer(DWDrawing) : allows to configure the implementation of DWDrawing the LLDWPainter has to use. When no drawer is configured, LLDWPainter redirects all drawings to the internal graphical engine software algorithms.
- ej.fp.event.MicroUIButtons
  - [Removed] Replaced by EventButton.
- ej.fp.event.MicroUICommand
  - [Removed] Replaced by EventCommand.
- ej.fp.event.MicroUIEventGenerator
  - [Removed] Replaced by LLUIInput.
- ej.fp.event.MicroUIGeneric
  - [Removed] Replaced by EventGeneric.
- ej.fp.event.MicroUIPointer
  - [Removed] Replaced by EventPointer.
- ej.fp.event.MicroUIStates
  - [Removed] Replaced by EventState.
- ej.fp.event.MicroUITouch
  - [Removed] Replaced by EventTouch.
- ej.fp.widget.MicroUIDisplay
  - [Removed] Replaced by LLUIDisplayImpl. Abstract widget display class has been replaced by an interface that a widget (which should simulate a display) has to implement to be compatible with the graphical engine.

- [Removed] AbstractDisplayExtension , all available implementations and setExtensionClass(String) : the standard display formats (RGB565, etc.) are internally managed by the graphical engine. For generic formats, some APIs are available in LLUIDisplayImpl
- [Removed] finalizeConfiguration() , getDisplayHeight() , getDisplayWidth() , getDrawingBuffer() , setDisplayWidth(int) , setDisplayHeight(int) , start() :
   LLUIDisplayImpl is not an abstract widget anymore, these notions are widget dependent.
- [Removed] flush().
- [Removed] getNbBitsPerPixel().
- [Removed] switchBacklight(boolean).
- ej.fp.widget.MicroUILED
  - [Removed] Replaced by LLUILedImpl. Abstract widget LED class has been replaced by an interface that a widget (which should simulate a LED) has to implement to be compatible with the graphical engine.
  - [Removed] finalizeConfiguration(): LLUILedImpl is not an abstract widget anymore, this notion is widget dependent.
  - [Removed] getID() : MicroUI uses the widget (which implements the interface LLUILedImpl )'s label to retrieve the LED. The LED labels must be integers from 0 to n-1.
- ej.microui.display.LLUIDisplay
  - [Added] Equivalent of LLUI\_DISPLAY. h : several functions to interact with the graphical engine.
  - [Added] blend(int, int, int): blends two ARGB colors and opacity level.
  - [Added] convertARGBColorToColorToDraw(int): crops given color to display capacities.
  - [Added] getDisplayPixelDepth():replaces MicroUIDisplay.getNbBitsPerPixel().
  - [Added] getDWDrawerSoftware() : gives the unique instance of graphical engine's internal software drawer (instance of DWDrawing).
  - [Added] getUIDrawerSoftware() : gives the unique instance of graphical engine's internal software drawer (instance of UIDrawing).
  - [Added] mapMicroUIGraphicsContext(byte[]) and newMicroUIGraphicsContext(byte[]): maps the graphics context byte array (GraphicsContext.getSNIContext()) on an object which represents the graphics context in front panel.
  - [Added] mapMicroUIImage(byte[]) and newMicroUIImage(byte[]): maps the image byte array ( Image.getSNIContext()) on an object which represents the image in front panel.
  - [Added] requestFlush(boolean): requests a call to LLUIDisplayImpl.flush().
  - [Added] requestRender(void): requests a call to Displayable.render().
- ej.microui.display.LLUIDisplayImpl
  - [Added] Replaces MicroUIDisplay, equivalent of LLUI\_DISPLAY\_impl.h.
  - [Added] initialize(): asks to initialize the widget and to return a front panel image where the graphical engine will perform the MicroUI drawings.
  - [Changed] flush(MicroUIGraphicsContext, Image, int, int, int, int): asks to flush the graphics context drawn by MicroUI in image returned by initialize().
- ej.microui.display.LLUIPainter

- [Added] Equivalent of module com.microej.clibrary.llimpl#microui (LLUI\_PAINTER\_impl.c): implements all ej.api.microui natives and redirect them to the interface UIDrawing.
- [Added] MicroUIGraphicsContext: representation of a MicroUI GraphicsContext in front panel. This interface (implemented by the graphical engine) provides several function to get information on graphics context, clip, etc.
- [Added] MicroUIGraphicsContext#requestDrawing(): allows to take the hand on the drawing buffer.
- [Added] MicroUIImage: representation of a MicroUI Image in front panel. This interface (implemented by the graphical engine) provides several function to get information on image.
- [Added] setDrawer(UIDrawing) : allows to configure the implementation of UIDrawing the LLUIPainter has to use. When no drawer is configured, LLUIPainter redirects all drawings to the internal graphical engine software algorithms.
- \_
- ej.microui.display.UIDrawing
  - [Added] Equivalent of ui\_drawing.h and ui\_drawing\_soft.h\*\*: allows to implement some drawing
    algorithms and/or to use the ones provided by the graphical engine. The drawing methods are related
    to the library ej.api.microui.
  - [Added] Interface UIDrawingDefault : default implementation of UIDrawing which calls the graphical engine algorithms.
- ej.microui.event.EventButton
  - [Added] Replaces MicroUIButton.
- ej.microui.event.EventCommand
  - [Added] Replaces MicroUICommand.
- ej.microui.event.EventGeneric
  - [Added] Replaces MicroUIGeneric.
- ej.microui.event.EventPointer
  - [Added] Replaces MicroUIPointer.
- ej.microui.event.EventQueue
  - [Added] Dedicated events queue used by MicroUI.
- ej.microui.event.EventState
  - [Added] Replaces MicroUIState.
- ej.microui.event.EventTouch
  - [Added] Replaces MicroUITouch.
- ej.microui.event.LLUIInput
  - [Added] Replaces MicroUIEventGenerator.
- ej.microui.led.LLUILedImpl
  - [Added] Replaces MicroUILED.

#### **Image Generator**

This chapter resumes the changes to perform. The available changes in Image Generator API are described in *next chapter*.

This chapter only concerns platform with a custom display. In this case a dedicated image generator extension project is available. This project must be updated.

- Reorganize project to use source folders src/main/java and src/main/resources
- Add new module.ivy file:

```
<ivy-module version="2.0" xmlns:ea="http://www.easyant.org" xmlns:m="http://www.easyant.
→org/ivy/maven" xmlns:ej="https://developer.microej.com" ej:version="2.0.0">
   <info organisation="com.is2t.microui" module="imageGenerator-xxx" status="integration</pre>
\leftrightarrow" revision="1.0.0">
      <ea:build organisation="com.is2t.easyant.buildtypes" module="build-std-javalib"_</pre>

wrevision="2.+"/>

   </info>
   <configurations defaultconfmapping="default->default;provided->provided">
      <conf name="default" visibility="public" description="Runtime dependencies to_
→other artifacts"/>
      <conf name="provided" visibility="public" description="Compile-time dependencies_</pre>
\hookrightarrowto APIs provided by the platform"/>
      <conf name="documentation" visibility="public" description="Documentation related_</pre>
→to the artifact (javadoc, PDF)"/>
      <conf name="source" visibility="public" description="Source code"/>
      <conf name="dist" visibility="public" description="Contains extra files like_
→README.md, licenses"/>
      <conf name="test" visibility="private" description="Dependencies for test_
→execution. It is not required for normal use of the application, and is only available_
\leftrightarrow for the test compilation and execution phases."/>
   </configurations>
   <publications/>
   <dependencies>
      <dependency org="com.microej.pack.ui" name="ui-pack" rev="[UI Pack version]">
         <artifact name="imageGenerator" type="jar"/>
      </dependency>
   </dependencies>
</ivy-module>
```

The artifact name prefix must be imageGenerator-.

- Update project classpath: remove classpath variable IMAGE-GENERATOR-x.x and add ivy file dependency
- Instead of implement GenericDisplayExtension, the extension class must extend BufferedImageLoader class; check class methods to override.
- Add the file src/main/resources/META-INF/services/com.microej.tool.ui.generator. MicroUIRawImageGeneratorExtension ; this file has to specify the class which extends the BufferedImageLoader class, for instance:

```
com.microej.generator.MyImageGeneratoExtension
```

• Build the easyant project

- Copy the jar in the platform -configuration project > dropins folder
- Rebuild the platform after any changes

#### **Image Generator API**

- com.is2t.microej.microui.image.CustomDisplayExtension
  - [Removed] Replaced by ImageConverter and MicroUIRawImageGeneratorExtension.
- com.is2t.microej.microui.image.DisplayExtension
  - [Removed]
- com.is2t.microej.microui.image.GenericDisplayExtension
  - [Removed] Replaced by ImageConverter and MicroUIRawImageGeneratorExtension.
- com.microej.tool.ui.generator.BufferedImageLoader
  - [Added] Pixelated image loader (PNG, JPEG etc.).
- com.microej.tool.ui.generator.Image
  - [Added] Representation of an image listed in a images.list file.
- com.microej.tool.ui.generator.ImageConverter
  - [Added] Generic converter to convert an image in an output stream.
- com.microej.tool.ui.generator.MicroUIRawImageGeneratorExtension
  - [Added] Graphical engine RAW image converter: used when the image (listed in images.list) targets a RAW format known by the graphical engine.

#### Font

- Open optional font(s) in -configuration project > microui/\*\*/\*.ejf
- Remove all Dynamic styles (select None or Built-in for bold, italic and underline); the number of generated fonts must be 1 (the feature to render Dynamic styles at runtime have been removed)
- Save the file(s)

#### BSP

This chapter resumes the changes to perform. The available changes in LLAPI are described in *next chapter*.

- Delete all platform header files (folder should be set in configuration project > bsp > bsp.properties > property output.dir)
- If not possible to delete this folder, delete all UI headers files:
  - intern/LLDISPLAY\*
  - intern/LLINPUT\*
  - intern/LLLEDS\*
  - LLDISPLAY\*
  - LLINPUT\*

- LLLEDS\*

- Replace all #include "LLDISPLAY.h", #include "LLDISPLAY\_EXTRA.h" and #include "LLDISPLAY\_UTILS.h" by #include "LLUI\_DISPLAY.h"
- Replace all #include "LLDISPLAY\_impl.h", #include "LLDISPLAY\_EXTRA\_drawing.h" and #include "LLDISPLAY\_EXTRA\_impl.h" by #include "LLUI\_DISPLAY\_impl.h"
- Replace all LLDISPLAY\_EXTRA\_IMAGE\_xxx by MICROUI\_IMAGE\_FORMAT\_xxx
- All LLDISPLAY\_IMPL\_xxx functions have been renamed in LLUI\_DISPLAY\_IMPL\_xxx
- LLUI\_DISPLAY\_IMPL\_initialize has now the paremeter LLUI\_DISPLAY\_SInitData\* init\_data; fill it as explained in C doc.
- Implement new functions void LLUI\_DISPLAY\_IMPL\_binarySemaphoreTake(void\* sem) and void LLUI\_DISPLAY\_IMPL\_binarySemaphoreGive(void\* sem, bool under\_isr)
- Signature of LLUI\_DISPLAY\_IMPL\_flush has changed
- All LLDISPLAY\_EXTRA\_IMPL\_xxx functions have been renamed in LLUI\_DISPLAY\_IMPL\_xxx
- Fix some functions signatures (LLUI\_DISPLAY\_IMPL\_hasBacklight(), etc)
- Remove the functions LLDISPLAY\_IMPL\_getGraphicsBufferAddress , LLDISPLAY\_IMPL\_getHeight , LLDISPLAY\_IMPL\_getWidth , LLDISPLAY\_IMPL\_synchronize , LLDISPLAY\_EXTRA\_IMPL\_waitPreviousDrawing, LLDISPLAY\_EXTRA\_IMPL\_error
- Add the end of asynchronous flush copy, call LLUI\_DISPLAY\_flushDone
- Add the files LLUI\_PAINTER\_impl.c and LLDW\_PAINTER\_impl.c in your C configuration project
- Replace the prefix LLINPUT in all header files, functions and defines by the new prefix LLUI\_INPUT
- Replace the prefix LLLEDS in all header files, functions and defines by the new prefix LLUI\_LED
- Replace the prefix LLDISPLAY in all header files, functions and defines by the new prefix LLUI\_DISPLAY

#### LLAPI

- dw\_drawing\_soft.h
  - [Added] List of internal graphical engine software algorithms to perform some drawings (related to library ej.api.drawing).
- dw\_drawing.h
  - [Added] List of ej.api.drawing library's drawing functions to optionally implement in platform.
- LLDISPLAY.h and intern/LLDISPLAY.h
  - [Removed]
- LLDISPLAY\_DECODER.h and intern/LLDISPLAY\_DECODER.h
  - [Removed]
- LLDISPLAY\_EXTRA.h and intern/LLDISPLAY\_EXTRA.h merged in LLUI\_PAINTER\_impl.h and LLDW\_PAINTER\_impl.h
  - [Changed] LLDISPLAY\_SImage : replaced by MICROUI\_Image .
  - [Removed] LLDISPLAY\_SRectangle, LLDISPLAY\_SDecoderImageData, LLDISPLAY\_SDrawImage, LLDISPLAY\_SFlipImage, LLDISPLAY\_SScaleImage and LLDISPLAY\_SRotateImage
- LLDISPLAY\_EXTRA\_drawing.h

# - [Removed]

• LLDISPLAY\_EXTRA\_impl.h and intern/LLDISPLAY\_EXTRA\_impl.h merged in LLUI\_DISPLAY\_impl.h, ui\_drawing.h and dw\_drawing.h

<ul> <li>[Changed] LLDISPLAY_EXTRA_IMPL_setContrast(int32_t)</li> <li>LLUI_DISPLAY_IMPL_setContrast(uint32_t) (_optional_).</li> </ul>	:	replaced	by			
<pre>- [Changed] LLDISPLAY_EXTRA_IMPL_getContrast(void) LLUI_DISPLAY_IMPL_getContrast(void) (_optional_).</pre>	:	replaced	by			
<ul> <li>[Changed] LLDISPLAY_EXTRA_IMPL_hasBackLight(void)</li> <li>LLUI_DISPLAY_IMPL_hasBackLight(void) (_optional_).</li> </ul>	:	replaced	by			
<pre>- [Changed] LLDISPLAY_EXTRA_IMPL_setBacklight(int32_t) LLUI_DISPLAY_IMPL_setBacklight(uint32_t) (_optional_).</pre>	:	replaced	by			
<ul> <li>[Changed] LLDISPLAY_EXTRA_IMPL_getBacklight(void)</li> <li>LLUI_DISPLAY_IMPL_getBacklight(void) (_optional_).</li> </ul>	:	replaced	by			
- [Changed] LLDISPLAY_EXTRA_IMPL_isColor(void) : LLUI_DISPLAY_IMPL_isColor(void) (_optional_).		replaced	by			
<pre>- [Changed] LLDISPLAY_EXTRA_IMPL_getNumberOfColors(void) LLUI_DISPLAY_IMPL_getNumberOfColors(void) (_optional_).</pre>	:	replaced	by			
<ul> <li>[Changed] LLDISPLAY_EXTRA_IMPL_isDoubleBuffered(void)</li> <li>LLUI_DISPLAY_IMPL_isDoubleBuffered(void) (_optional_).</li> </ul>	:	replaced	by			
<pre>- [Changed] LLDISPLAY_EXTRA_IMPL_getBacklight(void) LLUI_DISPLAY_IMPL_getBacklight(void) (_optional_).</pre>	:	replaced	by			
<ul> <li>[Changed] LLDISPLAY_EXTRA_IMPL_fillRect(void*, int32_t, void*, int32_t) : replaced by UI_DRAWING_fillRectangle(MICROUI_GraphicsContext*, jint, jint, jint, jint) (_optional_).</li> </ul>						
<ul> <li>[Changed] LLDISPLAY_EXTRA_IMPL_drawImage(void*, int32_t, void* by UI_DRAWING_drawImage(MICROUI_GraphicsContext*, MICROUI_Ima jint, jint, jint) (_optional_).</li> </ul>						
<ul> <li>[Changed] LLDISPLAY_EXTRA_IMPL_flipImage(void*, int32_t, void* by DW_DRAWING_drawFlippedImage(MICROUI_GraphicsContext*, M jint, jint, jint, DRAWING_Flip, jint) (_optional_).</li> </ul>						

- [Changed] LLDISPLAY\_EXTRA\_IMPL\_scaleImage(void\*, int32\_t, void\*, int32\_t, void\*) : replaced by DW\_DRAWING\_drawScaledImageNearestNeighbor(MICROUI\_GraphicsContext\*, MICROUI\_Image\*, jint, jint, jfloat, jint) and DW\_DRAWING\_drawScaledImageBilinear(MICROUI\_Graphics MICROUI\_Image\*, jint, jint, jfloat, jint) (\_optional\_).
- [Changed] LLDISPLAY\_EXTRA\_IMPL\_rotateImage(void\*,int32\_t,void\*,int32\_t,void\*) : replaced by DW\_DRAWING\_drawRotatedImageNearestNeighbor(MICROUI\_GraphicsContext\*, MICROUI\_Image\*,jint,jint,jint,jint,jint) and DW\_DRAWING\_drawRotatedImageBilinear(MICROUI\_Grap MICROUI\_Image\*,jint,jint,jint,jint,jint) (\_optional\_).
- [Changed] LLDISPLAY\_EXTRA\_IMPL\_convertARGBColorToDisplayColor(int32\_t) and LLDISPLAY\_EXTRA\_IMPL\_convertDisplayColorToARGBColor(int32\_t) : replaced spectively by LLUI\_DISPLAY\_IMPL\_convertARGBColorToDisplayColor(uint32\_t) and LLUI\_DISPLAY\_IMPL\_convertDisplayColorToARGBColor(uint32\_t) (\_optional\_).
- [Changed] LLDISPLAY\_EXTRA\_IMPL\_prepareBlendingOfIndexedColors(void\*,void\*): replaced by LLUI\_DISPLAY\_IMPL\_prepareBlendingOfIndexedColors(uint32\_t\*,uint32\_t\*) (\_optional\_).

- [Changed] LLDISPLAY\_EXTRA\_IMPL\_decodeImage(int32\_t,int32\_t,int32\_t,void\*): replaced by LLUI\_DISPLAY\_IMPL\_decodeImage(uint8\_t\*,uint32\_t,MICROUI\_ImageFormat,MICROUI\_Image\*, bool\*) (\_optional\_).
- [Removed] LLDISPLAY\_EXTRA\_IMPL\_getGraphicsBufferMemoryWidth(void) and LLDISPLAY\_EXTRA\_IMPL\_getGraphicsBufferMemoryHeight(void): replaced by elements in structure LLUI\_DISPLAY\_SInitData (\_optional\_).
- [Removed] LLDISPLAY\_EXTRA\_IMPL\_backlightOn(void) and LLDISPLAY\_EXTRA\_IMPL\_backlightOff(void)
- [Removed] LLDISPLAY\_EXTRA\_IMPL\_enterDrawingMode(void) and LLDISPLAY\_EXTRA\_IMPL\_exitDrawingMode(void).
- [Removed] LLDISPLAY\_EXTRA\_IMPL\_error(int32\_t).
- [Removed] LLDISPLAY\_EXTRA\_IMPL\_waitPreviousDrawing(void) : implementation has to call LLUI\_DISPLAY\_notifyAsynchronousDrawingEnd(bool) instead.
- LLDISPLAY\_impl.h and intern/LLDISPLAY\_impl.h merged in LLUI\_DISPLAY\_impl.h
  - [Changed] LLDISPLAY\_IMPL\_initialize(void): replaced by LLUI\_DISPLAY\_IMPL\_initialize(LLUI\_DISPLAY\_SInit[ (\_mandatory\_).
  - [Changed] LLDISPLAY\_IMPL\_flush(int32\_t,int32\_t,int32\_t,int32\_t,int32\_t) : replaced by LLUI\_DISPLAY\_IMPL\_flush(MICROUI\_GraphicsContext\*,uint8\_t\*, uint32\_t,uint32\_t, uint32\_t,uint32\_t) (\_mandatory\_).
  - [Removed] LLDISPLAY\_IMPL\_getWidth(void), LLDISPLAY\_IMPL\_getHeight(void) and LLDISPLAY\_IMPL\_getGraphicsBufferAddress(void) : replaced by elements in structure LLUI\_DISPLAY\_SInitData.
  - [Removed] LLDISPLAY\_IMPL\_synchronize(void) : implementation has to call LLUI\_DISPLAY\_flushDone(bool) instead.
- LLDISPLAY\_UTILS.h and intern/LLDISPLAY\_UTILS.h merged in LLUI\_DISPLAY.h
  - [Changed] LLDISPLAY\_UTILS\_getBufferAddress(int32\_t) : replaced by LLUI\_DISPLAY\_getBufferAddress(MICROUI\_Image\*).
  - [Changed] LLDISPLAY\_UTILS\_setDrawingLimits(int32\_t,int32\_t,int32\_t,int32\_t,int32\_t)
     : replaced by LLUI\_DISPLAY\_setDrawingLimits(MICROUI\_GraphicsContext\*,jint,jint,jint,jint).
  - [Changed] LLDISPLAY\_UTILS\_blend(int32\_t,int32\_t,int32\_t) : replaced by LLUI\_DISPLAY\_blend(uint32\_t,uint32\_t).
  - [Changed] LLDISPLAY\_UTILS\_allocateDecoderImage(void\*) : replaced by LLUI\_DISPLAY\_allocateImageBuffer(MICROUI\_Image\*, uint8\_t).
  - [Changed] LLDISPLAY\_UTILS\_flushDone(void): replaced by LLUI\_DISPLAY\_flushDone(bool).
  - [Changed] LLDISPLAY\_UTILS\_drawingDone(void) : replaced by LLUI\_DISPLAY\_notifyAsynchronousDrawingEnd(bool).
  - [Removed] LLDISPLAY\_UTILS\_getWidth(int32\_t), LLDISPLAY\_UTILS\_getHeight(int32\_t) and LLDISPLAY\_UTILS\_getFormat(int32\_t): use MICROUI\_Image elements instead.
  - [Removed] LLDISPLAY\_UTILS\_enterDrawingMode(void) and LLDISPLAY\_UTILS\_exitDrawingMode(void)
     .
  - [Removed] LLDISPLAY\_UTILS\_setClip(int32\_t,int32\_t,int32\_t,int32\_t).

- [Removed] LLDISPLAY\_UTILS\_getClipX1/X2/Y1/Y2(int32\_t): use MICROUI\_GraphicsContext elements instead.
- [Removed] LLDISPLAY\_UTILS\_drawPixel(int32\_t,int32\_t,int32\_t) and LLDISPLAY\_UTILS\_readPixel(int32\_t,int32\_t).
- LLDW\_PAINTER\_impl.h
  - [Added] List of ej.api.drawing library's native functions implemented in module com.microej.clibrary.llimpl#microui.
- LLLEDS\_impl.h and intern/LLLEDS\_impl.h merged in LLUI\_LED\_impl.h
  - [Changed] LLLEDS\_MIN\_INTENSITY and LLLEDS\_MAX\_INTENSITY : replaced respectively by LLUI\_LED\_MIN\_INTENSITY and LLUI\_LED\_MAX\_INTENSITY.
  - [Changed] LLLEDS\_IMPL\_initialize(void): replaced by LLUI\_LED\_IMPL\_initialize(void).
  - [Changed] LLLEDS\_IMPL\_getIntensity(int32\_t) : replaced by LLUI\_LED\_IMPL\_getIntensity(jint).
  - [Changed] LLLEDS\_IMPL\_setIntensity(int32\_t, int32\_t) : replaced by LLUI\_LED\_IMPL\_setIntensity(jint, jint).
- LLINPUT.h and intern/LLINPUT.h merged in LLUI\_INPUT.h
  - [Changed] LLINPUT\_sendEvent(int32\_t,int32\_t) : replaced by LLUI\_INPUT\_sendEvent(jint, jint).

<ul> <li>[Changed]</li> </ul>	LLINPUT_sendEvents(int32_t,int32_t*,int32_t)	:	replaced	by
LLUI_INPUT_s	endEvents(jint,jint*,jint).			

- [Changed] LLINPUT\_sendCommandEvent(int32\_t,int32\_t) : replaced by LLUI\_INPUT\_sendCommandEvent(jint,jint).
- [Changed] LLINPUT\_sendButtonPressedEvent(int32\_t,int32\_t) : replaced by LLUI\_INPUT\_sendButtonPressedEvent(jint,jint).
- [Changed] LLINPUT\_sendButtonReleasedEvent(int32\_t,int32\_t) : replaced by LLUI\_INPUT\_sendButtonReleasedEvent()jint,jint.
- [Changed] LLINPUT\_sendButtonRepeatedEvent(int32\_t,int32\_t) : replaced by LLUI\_INPUT\_sendButtonRepeatedEvent(jint,jint).
- [Changed] LLINPUT\_sendButtonLongEvent(int32\_t,int32\_t) : replaced by LLUI\_INPUT\_sendButtonLongEvent(jint,jint).
- [Changed] LLINPUT\_sendPointerPressedEvent(int32\_t,int32\_t,int32\_t,int32\_t,int32\_t) :
  replaced by LLUI\_INPUT\_sendPointerPressedEvent(jint,jint,jint,jint,LLUI\_INPUT\_Pointer)
- [Changed] LLINPUT\_sendPointerReleasedEvent(int32\_t,int32\_t) : replaced by LLUI\_INPUT\_sendPointerReleasedEvent(jint,jint).
- [Changed] LLINPUT\_sendPointerMovedEvent(int32\_t,int32\_t,int32\_t,int32\_t): replaced by LLUI\_INPUT\_sendPointerMovedEvent(jint,jint,jint,LLUI\_INPUT\_Pointer).
- [Changed] LLINPUT\_sendTouchPressedEvent(int32\_t,int32\_t,int32\_t) : replaced by LLUI\_INPUT\_sendTouchPressedEvent(jint,jint,jint).
- [Changed] LLINPUT\_sendTouchReleasedEvent(int32\_t) : replaced by LLUI\_INPUT\_sendTouchReleasedEvent(jint).
- [Changed] LLINPUT\_sendTouchMovedEvent(int32\_t,int32\_t,int32\_t) : replaced by LLUI\_INPUT\_sendTouchMovedEvent(jint,jint).

- [Changed] LLINPUT\_sendStateEvent(int32\_t,int32\_t,int32\_t) : replaced by LLUI\_INPUT\_sendStateEvent(jint,jint).
- [Changed] LLINPUT\_getMaxEventsBufferUsage(void) : replaced by LLUI\_INPUT\_getMaxEventsBufferUsage(void).
- LLINPUT\_impl.h and intern/LLINPUT\_impl.h merged in LLUI\_INPUT\_impl.h
  - [Changed] LLINPUT\_IMPL\_initialize(void) : replaced by LLUI\_INPUT\_IMPL\_initialize(void) (\_mandatory\_).
  - [Changed] LLINPUT\_IMPL\_getInitialStateValue(int32\_t, int32\_t) : replaced by LLUI\_INPUT\_IMPL\_getInitialStateValue(jint, jint) (\_mandatory\_).
  - [Changed] LLINPUT\_IMPL\_enterCriticalSection(void) : replaced by LLUI\_INPUT\_IMPL\_enterCriticalSection(void) (\_mandatory\_).
  - [Changed] LLINPUT\_IMPL\_leaveCriticalSection(void) : replaced by LLUI\_INPUT\_IMPL\_leaveCriticalSection(void) (\_mandatory\_).
- LLUI\_DISPLAY.h
  - [Added] Renaming of LLDISPLAY\_UTILS.h.
  - [Added] Several functions to interact with the graphical engine and to get information on images, graphics context, clip, etc.
  - [Added] LLUI\_DISPLAY\_requestFlush(bool): requests a call to LLUI\_DISPLAY\_IMPL\_flush().
  - [Added] LLUI\_DISPLAY\_requestRender(void): requests a call to Displayable.render().
  - [Added] LLUI\_DISPLAY\_freeImageBuffer(MICROUI\_Image\*): frees an image previously allocated by LLUI\_DISPLAY\_allocateImageBuffer(MICROUI\_Image\*, uint8\_t).
  - [Added] LLUI\_DISPLAY\_requestDrawing(MICROUI\_GraphicsContext\*, SNI\_callback) : allows to take the hand on the shared drawing buffer.
  - [Added] LLUI\_DISPLAY\_setDrawingStatus(DRAWING\_Status) : specifies the drawing status to the graphical engine.
- LLUI\_DISPLAY\_impl.h
  - [Added] Merge of LLDISPLAY\_EXTRA\_impl.h and LLDISPLAY\_impl.h.
  - [Added] Structure LLUI\_DISPLAY\_SInitData : implementation has to fill it in LLUI\_DISPLAY\_IMPL\_initialize(LLUI\_DISPLAY\_SInitData\*).
  - [Added] LLUI\_DISPLAY\_IMPL\_binarySemaphoreTake(void\*) and LLUI\_DISPLAY\_IMPL\_binarySemaphoreGive(void\*,bool) : implementation has to manage a binary semaphore (\_mandatory\_).
  - [Added] LLUI\_DISPLAY\_IMPL\_getNewImageStrideInBytes(MICROUI\_ImageFormat,uint32\_t, uint32\_t,uint32\_t) : allows to set an image stride different than image side (\_optional\_).
- LLUI\_PAINTER\_impl.h
  - [Added] List of ej.api.microui library's native functions implemented in module com.microej.clibrary.llimpl#microui.
  - [Added] MICROUI\_ImageFormat: MicroUI Image pixel format.
  - [Added] MICROUI\_Image : MicroUI Image representation.
  - [Added] MICROUI\_GraphicsContext: MicroUI GraphicsContext representation.
- ui\_drawing\_soft.h

- [Added] List of internal graphical engine software algorithms to perform some drawings (related to library ej.api.microui).
- ui\_drawing.h
  - [Added] List of ej.api.microui library's drawing functions to optionally implement in platform.

### **Custom Native Drawing Functions**

- In custom UI native methods, replace LLDISPLAY\_UTILS\_getBufferAddress(xxx); by (uint32\_t)LLUI\_DISPLAY\_getBufferAddress(xxx) (new function returns uint8\_t\*), where uint32\_t xxx is replaced by MICROUI\_Image\* xxx or by MICROUI\_GraphicsContext\* xxx.
- Replace LLDISPLAY\_UTILS\_getFormat(xxx) by xxx->format, where uint32\_t xxx is replaced by MICROUI\_Image\* xxx or by MICROUI\_GraphicsContext\* xxx.
- Replace call to LLDISPLAY\_allocateDecoderImage by a call to LLUI\_DISPLAY\_allocateImageBuffer
- Optional: implement drawing functions listed in ui\_drawing.h following the available examples in LLUI\_PAINTER\_impl.c and LLDW\_PAINTER\_impl.c files comments.

## Application

• See application *Migration Guide*.

#### From 11.x to 12.x

### **Platform Configuration Project**

• Update Architecture version: 7.11.0 or higher.

#### **Front Panel**

- Create a new Front Panel Project (next sections explain how to update each widget):
  - 1. Verify that FrontPanelDesigner is at least version 6: Help > About > Installations Details > Plug-ins .
  - 2. Create a new front panel project: File > New > Project... > MicroEJ > MicroEJ Front Panel Project , choose a name and press Finish .
  - 3. Move files from [old project]/src to [new project]/src/main/java.
  - 4. Move files from [old project]/resources to [new project]/src/main/resources.
  - 5. Move files from [old project]/definitions to [new project]/src/main/resources, except your xxx.fp file.
  - 6. If existing delete file [new project]/src/main/java/microui.properties.
  - 7. Delete file [new project]/src/main/resources/.fp.xsd.
  - 8. Delete file [new project]/src/main/resources/.fp1.0.xsd.
  - 9. Delete file [new project]/src/main/resources/widgets.desc.

- 10. Open [old project]/definitions/xxx.fp.
- 11. Copy device attributes (name and skin) from [old project]/definitions/xxx.fp to [new project]/src/main/resources/xxx.fp.
- Copy content of body (not body tag itself) from [old project]/definitions/xxx.fp under device group of [new project]/src/main/resources/xxx.fp.
- Widget "led2states":
  - 1. Rename led2states by ej.fp.widget.LED.
  - 2. Rename the attribute id by label.
- Widget "pixelatedDisplay":
  - 1. Rename pixelatedDisplay by ej.fp.widget.Display.
  - 2. Remove the attribute id.
  - 3. (*if set*) Remove the attribute initialColor if its value is 0
  - 4. (*if set*) Rename the attribute mask by filter; this image must have the same size in pixels than display itself (width \* height).
  - 5. (*if set*) Rename the attribute realWidth by displayWidth.
  - 6. (*if set*) Rename the attribute realHeight by displayHeight.
  - 7. (if set) Rename the attribute transparencyLevel by alpha; change the value: newValue = 255 oldValue.
  - 8. (if set) Remove the attribute residualFactor (not supported).
  - 9. (*if set*) If extensionClass is specified: follow next notes.
- Widget "pixelatedDisplay": ej.fp.widget.Display Extension Class:
  - 1. Open the class
  - Extends ej.fp.widget.MicroUIDisplay.AbstractDisplayExtension instead of com.is2t. microej.frontpanel.display.DisplayExtension.
  - 3. Rename method convertDisplayColorToRGBColor to convertDisplayColorToARGBColor.
  - 4. Rename method convertRGBColorToDisplayColor to convertARGBColorToDisplayColor.
- Widget "pointer":
  - 1. Rename pointer by ej.fp.widget.Pointer.
  - 2. Remove the attribute id.
  - 3. (*if set*) Rename the attribute realWidth by areaWidth.
  - 4. (*if set*) Rename the attribute realHeight by areaHeight.
  - 5. Keep or remove the attribute listenerClass according next notes.
- Widget "pointer": <a href="mailto:ej.fp.widget.Pointer">ej.fp.widget.Pointer</a> Listener Class:

This extension class is useless if the implementation respects these rules:

- (a) press method is sending a press MicroUI Pointer event.
- (b) release method is sending a release MicroUI Pointer event.
- (c) move method is sending a move MicroUI Pointer event.

- (d) The MicroUI Pointer event generator name is POINTER when ej.fp.widget.Pointer 's touch attribute is false (or not set).
- (e) The MicroUI Pointer event generator name is TOUCH when ej.fp.widget.Pointer 's touch attribute is true.

If only (d) or (e) is different:

- 1. Open the listener class.
- Extends the class ej.fp.widget.Pointer.PointerListenerToPointerEvents instead of implementing the interface com.is2t.microej.frontpanel.input.listener. PointerListener.
- 3. Implements the method getMicroUIGeneratorTag().

In all other cases:

- 1. Open the listener class.
- 2. Implements the interface ej.fp.widget.Pointer.PointerListener instead of com.is2t. microej.frontpanel.input.listener.PointerListener.
- Widget "push":
  - 1. Rename push by ej.fp.widget.Button.
  - 2. Rename the attribute id by label.
  - 3. (*if set*) Review filter image: this image must have the same size in pixels than the button skin.
  - 4. (*if set*) Remove the attribute hotkey (not supported).
  - 5. Keep or remove the attribute listenerClass according next notes.
- Widget "push": ej.fp.widget.Button Listener Class:

This extension class is useless if the implementation respects these rules:

- (a) press method is sending a press MicroUI Buttons event with button label (equals to old button id) as button index.
- (b) release method is sending a release MicroUI Buttons event with button label (equals to old button id) as button index.
- (c) The MicroUI Buttons event generator name is BUTTONS.

If only (c) is different:

- 1. Open the listener class.
- 2. Extends the class ej.fp.widget.Button.ButtonListenerToButtonEvents instead of implementing the interface com.is2t.microej.frontpanel.input.listener. ButtonListener.
- 3. Overrides the method getMicroUIGeneratorTag().

In all other cases:

- 1. Open the listener class.
- 2. Implements the interface ej.fp.widget.Button.ButtonListener instead of com.is2t. microej.frontpanel.input.listener.ButtonListener.
- Widget "repeatPush":
  - 1. Rename repeatPush by ej.fp.widget.RepeatButton.

- 2. (*if set*) Remove the attribute sendPressRelease (not supported).
- 3. Same rules than widget *push*.
- Widget "longPush":
  - 1. Rename longPush by ej.fp.widget.LongButton.
  - 2. Same rules than widget *push*.
- Widget "joystick":
  - 1. Rename joystick by ej.fp.widget.Joystick.
  - 2. Remove the attribute id.
  - 3. (*if set*) Rename the attribute mask by filter; this image must have the same size in pixels than joystick skin.
  - 4. (*if set*) Remove the attribute hotkeys (not supported).
  - 5. Keep or remove the attribute **listenerClass** according next notes.
- Widget "joystick": ej.fp.widget.Joystick Listener Class:

This extension class is useless if the implementation respects these rules:

- (a) press methods are sending some MicroUI Command events UP, DOWN, LEFT, RIGHT and SELECT.
- (b) repeat methods are sending same MicroUI Command events UP, DOWN, LEFT, RIGHT and SELECT.
- (c) release methods are sending nothing.
- (d) The MicroUI Command event generator name is **JOYSTICK**.

If only (d) is different:

- 1. Open the listener class
- Extends the class ej.fp.widget.Joystick.JoystickListenerToCommandEvents instead of implementing the interface com.is2t.microej.frontpanel.input.listener. JoystickListener.
- 3. Overrides the method getMicroUIGeneratorTag().

In all other cases:

- 1. Open the listener class.
- 2. Implements the interface ej.fp.widget.Joystick.JoystickListener instead of com. is2t.microej.frontpanel.input.listener.JoystickListener.
- Others Widgets:

These widgets may have not been migrated. Check in ej.tool.frontpanel.widget library if some widgets are compatible or write your own widgets.

# Application

• See application *Migration Guide*.

#### From 10.x to 11.x

#### **Platform Configuration Project**

• Update Architecture version: 7.0.0 or higher.

#### From 9.x to 10.x

#### **Platform Configuration Project**

- Update Architecture version: 6.13.0 or higher.
- Edit display/display.properties
- Add property imagesHeap.size=xxx; this value fixes the images heap size when using the platform in command line (to build a firmware)
- In platform linker file (standalone mode with MicroEJ linker): remove the image heap reserved section and put the section .bss.microui.display.imagesHeap instead.

#### BSP

- In BSP linker file: remove the image heap reserved section and put the section .bss.microui.display. imagesHeap instead
- Edit LLDISPLAY\*.c: remove the functions LLDISPLAY\_IMPL\_getWorkingBufferStartAddress and LLDISPLAY\_IMPL\_getWorkingBufferEndAddress

### Application

• See application *Migration Guide*.

#### From 8.x to 9.x

#### Application

• See application *Migration Guide*.

#### From 7.x to 8.x

#### **Platform Configuration Project**

- Update Architecture version: 6.4.0 or higher.
- Edit display/display.properties:remove property mode=xxx

#### BSP

- Edit LLDISPLAY\*.c
- For LLDISPLAY SWITCH
  - Remove the function LLDISPLAY\_SWITCH\_IMPL\_getDisplayBufferAddress()
  - Replace the function void LLDISPLAY\_SWITCH\_IMPL\_getDisplayBufferAddress() by int32\_t LLDISPLAY\_IMPL\_flush()
  - In this function, return the old LCD frame buffer address
  - Replace the function LLDISPLAY\_COPY\_IMPL\_getBackBufferAddress() by LLDISPLAY\_IMPL\_getGraphicsBufferAddress()
- For LLDISPLAY COPY
  - Replace the function void LLDISPLAY\_COPY\_IMPL\_copyBuffer() by int32\_t LLDISPLAY\_IMPL\_flush()
  - In this function, return the back buffer address (given in argument)
  - Replace the function LLDISPLAY\_COPY\_IMPL\_getBackBufferAddress() by LLDISPLAY\_IMPL\_getGraphicsBufferAddress()
- For LLDISPLAY DIRECT
  - Add the function void LLDISPLAY\_IMPL\_synchorize(void) (do nothing)
  - Add the function int32\_t LLDISPLAY\_IMPL\_flush()
  - In this function, just return the back buffer address (given in argument)
- Replace h file LLDISPLAY\_SWITCH\_IMPL.h, LLDISPLAY\_COPY\_IMPL.h or LLDISPLAY\_DIRECT\_IMPL.h by LLDISPLAY\_IMPL.h
- Replace all functions LLDISPLAY\_SWITCH\_IMPL\_xxx , LLDISPLAY\_COPY\_IMPL\_xxx and LLDISPLAY\_DIRECT\_IMPL\_xxx by LLDISPLAY\_IMPL\_xxx
- Remove the argument int32\_t type from getWidth and getHeight

#### STM32 Platforms with DMA2D only

- In platform configuration project, edit display/display.properties
- Add property hardwareAccelerator=dma2d
- In BSP project, edit LLDISPLAY\*.c
- simplify following functions (see STM32F7Discovery board implementation)

```
LLDISPLAY_EXTRA_IMPL_fillRect
LLDISPLAY_EXTRA_IMPL_drawImage
LLDISPLAY_EXTRA_IMPL_waitPreviousDrawing
```

• Add the following function

```
void LLDISPLAY_EXTRA_IMPL_error(int32_t errorCode)
{
    printf("lldisplay error: %d\n", errorCode);
    while(1);
}
```

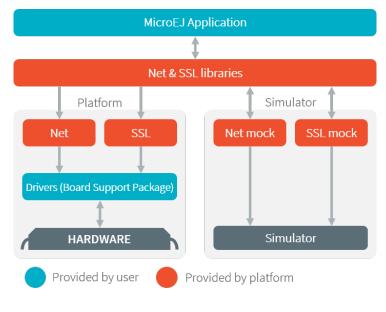
- Launch a MicroEJ application with images and fillrect
- Compile, link and debug the BSP
- Set some breakpoints on three functions
- Ensure the functions are called

# 5.14 Networking

### 5.14.1 Principle

MicroEJ provides some Foundation Libraries to initiate raw TCP/IP protocol-oriented communications and secure this communication by using Secure Socket Layer (SSL) or Transport Layer Security (TLS) cryptographic protocols.

The diagram below shows a simplified view of the components involved in the provisioning of a Java network interface.





Net and SSL low level parts connects the Net and SSL libraries to the user-supplied drivers code (coded in C).

The MicroEJ Simulator provides all features of Net and SSL libraries. This one takes part of the network settings stored in the operating system on which the Simulator will be launched.

# 5.14.2 Network Core Engine

### Principle

The Net module defines a low-level network framework for embedded devices. This module allows you to manage connection (TCP)- or connectionless (UDP)-oriented protocols for client/server networking applications.

### **Functional Description**

The Net library includes two sub-protocols:

- UDP: a connectionless-oriented protocol that allows communication with the server or client side in a non-reliable way. No handshake mechanisms, no guarantee on delivery, and no order in packet sending.
- TCP: a connection-oriented protocol that allows communication with the server or client side in a reliable way. Handshakes mechanism used, bytes ordered, and error checking performed upon delivery.

### Dependencies

• LLNET\_CHANNEL\_impl.h , LLNET\_SOCKETCHANNEL\_impl.h , LLNET\_STREAMSOCKETCHANNEL\_impl.h , LLNET\_DATAGRAMSOCKETCHANNEL\_impl.h , LLNET\_DNS\_impl.h , LLNET\_NETWORKADDRESS\_impl.h , LLNET\_NETWORKINTERFACE\_impl.h (see LLNET; Network).

### Installation

Network is an additional module. In the platform configuration file, check **NET** to install this module. When checked, the properties file **net/net.properties** is required during platform creation to configure the module. This configuration step is used to customize the kind of TCP/IP native stack used and the Domain Name System (DNS) implementation.

The properties file must / can contain the following properties:

- stack [optional, default value is "custom"]: Defines the kind of TCP/IP interface used in the C project.
  - custom: Select this configuration to make a "from scratch" implementation glue between the C Network Core Engine and the C project TCP/IP interface.
  - bsd : Select this configuration to use a BSD-like library helper to implement the glue between the C Network Core Engine and the C project TCP/IP interface. This property requires that the C project provides a TCP/IP native stack with a Berkeley Sockets API and a select mechanism.
- dns [optional, default value is "native"]: Defines the kind of Domain Name System implementation used.
  - native : Select this configuration to implement the glue between the C Network Core Engine DNS part and the C project TCP/IP interface.
  - soft : Select this configuration if you want a software implementation of the DNS part. Only the IPs list of the DNS server must be provided by the C Network Core Engine glue.

#### Use

The Net API Module must be added to the *module.ivy* of the MicroEJ Application project to use the Net library.

<dependency org="ej.api" name="net" rev="1.1.1"/>

This library provides a set of options. Refer to the chapter *Application Options* which lists all available options.

### 5.14.3 SSL

### Principle

SSL (Secure Sockets Layer) library provides APIs to create and establish an encrypted connection between a server and a client. It implements the standard SSL/TLS (Transport Layer Security) protocol that manages client or server authentication and encrypted communication. Mutual authentication is supported since SSL API 2.1.0.

### **Functional Description**

The SSL/TLS process includes two sub-protocols :

- Handshake protocol: consists that a server presents its digital certificate to the client to authenticate the server's identity. The authentication process uses public-key encryption to validate the digital certificate and confirm that a server is in fact the server it claims to be.
- Record protocol: after the server authentication, the client and the server establish cipher settings to encrypt the information they exchange. This provides data confidentiality and integrity.

#### Dependencies

- Network core module (see Network Core Engine).
- LLNET\_SSL\_CONTEXT\_impl.h and LLNET\_SSL\_SOCKET\_impl.h implementations (see LLNET\_SSL: SSL).

#### Installation

SSL is an additional module. In the platform configuration file, check SSL to install the module.

#### Use

The SSL API module must be added to the *module.ivy* of the MicroEJ Application project to use the SSL library.

```
<dependency org="ej.api" name="ssl" rev="2.2.0"/>
```

# 5.15 File System

### 5.15.1 Principle

The FS module defines a low-level File System framework for embedded devices. It allows you to manage abstract files and directories without worrying about the native underlying File System kind.

### 5.15.2 Functional Description

The MicroEJ Application manages File System elements using File/Directory abstraction. The FS implementation made for each MicroEJ Platform is responsible for surfacing the native File System specific behavior.

### 5.15.3 Dependencies

• LLFS\_impl.h and LLFS\_File\_impl.h implementations (see LLFS: File System).

### 5.15.4 Installation

FS is an additional module. In the platform configuration file, check FS to install it. When checked, the properties file fs/fs.properties is required during platform creation in order to configure the module. This properties file specifies the characteristics of the File System used in the C project (case sensitivity, root directory, file separator, etc.).

The FS module defines two pre-configured File System types: Unix and FatFS. Some characteristics don't need to be specified for these File System types, but they can be overridden if needed. For example, specifying a Unix File System type will automatically set the file separator to /.

If none of the pre-configured File System types correspond to the File System used in the C project, the Custom type can be used. When this type is selected, all the File System characteristics must be specified in the properties file.

The list below describes the properties that can be defined in the file fs/fs.properties :

- fs: Defines the type of File System used in the C project (optional, the default value is Unix). This property can have one of the following values:
  - Unix : select this configuration when using a Unix-like File System (case-sensitive, file separator is /).
  - FatFS : select this configuration when using FatFS File System (case-insensitive, file separator is /).
  - Custom : select this configuration when using another type of File System.
- root.dir: Defines the File System root volume. This property is optional for Unix and FatFS (/ by default for both).
- user.dir: Defines the File System user directory. This property is optional for FatFS (/usr/ by default).
- java.io.tmpdir: Defines the File System temporary directory. This property is optional for Unix and FatFS (/tmp/ by default for both).
- file.separator : Defines the File System file separator. This property is optional for Unix and FatFS ( / by default for both).
- path.separator: Defines the File System path separator. This property is optional for Unix and FatFS (: by default for both).
- case.sensitivity : Defines the case sensitivity of the File System. This property is optional for Unix ( caseSensitive by default) and FatFS (caseInsensitive by default). This property can have one of the following values:
  - caseSensitive: the File System is case-sensitive.
  - caseInsensitive : the File System is case-insensitive.

### Properties File Template

The following snippet can be used as a template for fs.properties file:

```
# Defines the type of File System used in the C project.
# Possible values are:
# - FatFs
# - Unix
# - Custom
# @optional, default value is "Unix"
#fs=
```

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```
# Defines the File System root volume.
# @optional for the following File System types:
# - FatFs (default value is "/")
# - Unix (default value is "/")
# @mandatory for the following File System type:
# - Custom
#root.dir=
# Defines the File System user directory.
# @optional for the following File System type:
# - FatFs (default value is "/usr")
# @mandatory for the following File System types:
# - Unix
# - Custom
#user.dir=
# Defines the File System temporary directory.
# @optional for the following File System types:
# - FatFs (default value is "/tmp")
# - Unix (default value is "/tmp")
# @mandatory for the following File System type:
# - Custom
#java.io.tmpdir=
# Defines the File System file separator.
# @optional for the following File System types:
# - FatFs (default value is "/")
# - Unix (default value is "/")
# @mandatory for the following File System type:
# - Custom
#file.separator=
# Defines the File System path separator.
# @optional for the following File System types:
# - FatFs (default value is ":")
# - Unix (default value is ":")
# @mandatory for the following File System type:
# - Custom
#path.separator=
# Defines the case sensitivity of the File System.
# Valid values are "caseInsensitive" and "caseSensitive".
# @optional for the following File System types:
# - FatFs (default value is "caseInsensitive")
  - Unix (default value is "caseSensitive")
#
# @mandatory for the following File System type:
# - Custom
#case.sensitivity=
```

### 5.15.5 Use

The FS API Module must be added to the *module.ivy* of the MicroEJ Application project to use the FS library.

```
<dependency org="ej.api" name="fs" rev="2.0.6"/>
```

# 5.16 Hardware Abstraction Layer

# 5.16.1 Principle

The Hardware Abstraction Layer (HAL) library features API that target IO devices, such as GPIOs, analog to/from digital converters (ADC / DAC), etc. The API are very basic in order to be as similar as possible to the BSP drivers.

## 5.16.2 Functional Description

The MicroEJ Application configures and uses some physical GPIOs, using one unique identifier per GPIO. The HAL implementation made for each MicroEJ Platform has the responsibility of verifying the veracity of the GPIO identifier and the valid GPIO configuration.

Theoretically, a GPIO can be reconfigured at any time. For example a GPIO is configured in OUTPUT first, and later in ADC entry. However the HAL implementation can forbid the MicroEJ Application from performing this kind of operation.

# 5.16.3 Identifier

### **Basic Rule**

MicroEJ Application manipulates anonymous identifiers used to identify a specific GPIO (port and pin). The identifiers are fixed by the HAL implementation made for each MicroEJ Platform, and so this implementation is able to make the link between the MicroEJ Application identifiers and the physical GPIOs.

- A port is a value between 0 and n 1, where n is the available number of ports.
- A pin is a value between 0 and m 1, where m is the maximum number of pins per port.

### **Generic Rules**

Most of time the basic implementation makes the link between the port / pin and the physical GPIO following these rules:

• The port 0 targets all MCU pins. The first pin of the first MCU port has the ID 0, the second pin has 1; the first pin of the next MCU port has the ID m (where m is the maximum number of pins per port), etc. Examples:

```
/* m = 16 (16 pins max per MCU port) */
mcu_pin = application_pin & 0xf;
mcu_port = (application_pin >> 4) + 1;
/* m = 32 (32 pins max per MCU port) */
mcu_pin = application_pin & 0x1f;
mcu_port = (application_pin >> 5) + 1;
```

- The port from 1 to n (where n is the available number of MCU ports) targets the MCU ports. The first MCU port has the ID 1, the second has the ID 2, and the last port has the ID n.
- The pin from 0 to m 1 (where m is the maximum number of pins per port) targets the port pins. The first port pin has the ID 0, the second has the ID 1, and the last pin has the ID m 1.

The implementation can also normalize virtual and physical board connectors. A physical connector is a connector available on the board, and which groups several GPIOs. The physical connector is usually called JPn or CNn,

where **n** is the connector ID. A virtual connector represents one or several physical connectors, and has a *name*; for example ARDUINO\_DIGITAL.

Using a unique ID to target a virtual connector allows you to make an abstraction between the MicroEJ Application and the HAL implementation. For exmaple, on a board A, the pin D5 of ARDUINO\_DIGITAL port will be connected to the MCU portA, pin12 (GPIO ID = 1, 12). And on board B, it will be connected to the MCU port5, pin0 (GPIO ID = 5, 0). From the MicroEJ Application point of view, this GPIO has the ID 30, 5.

Standard virtual connector IDs are:

```
ARDUINO_DIGITAL = 30;
ARDUINO_ANALOG = 31;
```

Finally, the available physical connectors can have a number from 64 to 64 + i - 1, where i is the available number of connectors on the board. This allows the application to easily target a GPIO that is available on a physical connector, without knowing the corresponding MCU port and pin.

JP3 = 64; JP6 = 65; JP11 = 66;

### 5.16.4 Configuration

A GPIO can be configured in any of five modes:

- Digital input: The MicroEJ Application can read the GPIO state (for example a button state).
- Digital input pull-up: The MicroEJ Application can read the GPIO state (for example a button state); the default GPIO state is driven by a pull-up resistor.
- Digital output: The MicroEJ Application can set the GPIO state (for example to drive an LED).
- Analog input: The MicroEJ Application can convert some incoming analog data into digital data (ADC). The returned values are values between 0 and n 1, where n is the ADC precision.
- Analog output: The MicroEJ Application can convert some outgoing digital data into analog data (DAC). The digital value is a percentage (0 to 100%) of the duty cycle generated on selected GPIO.

### 5.16.5 Dependencies

• LLHAL\_impl.h implementation (see *LLHAL: Hardware Abstraction Layer*).

### 5.16.6 Installation

HAL is an additional module. In the platform configuration file, check HAL to install the module.

### 5.16.7 Use

The HAL API Module must be added to the *module.ivy* of the MicroEJ Application project to use the ECOM library.

```
<dependency org="ej.api" name="hal" rev="1.0.4"/>
```

# 5.17 Device Information

## 5.17.1 Principle

The Device library provides access to the device information. This includes the architecture name and a unique identifier of the device for this architecture.

## 5.17.2 Dependencies

• LLDEVICE\_impl.h implementation (see *LLDEVICE: Device Information*).

# 5.17.3 Installation

Device Information is an additional module. In the platform configuration file, check Device Information to install it. When checked, the property file device/device.properties may be defined during platform creation to customize the module.

The properties file must / can contain the following properties:

- architecture [optional, default value is "Virtual Device"]: Defines the value returned by the ej.util. Device.getArchitecture() method on the Simulator.
- id.length [optional]: Defines the size of the ID returned by the ej.util.Device.getId() method on the Simulator.

# 5.17.4 Use

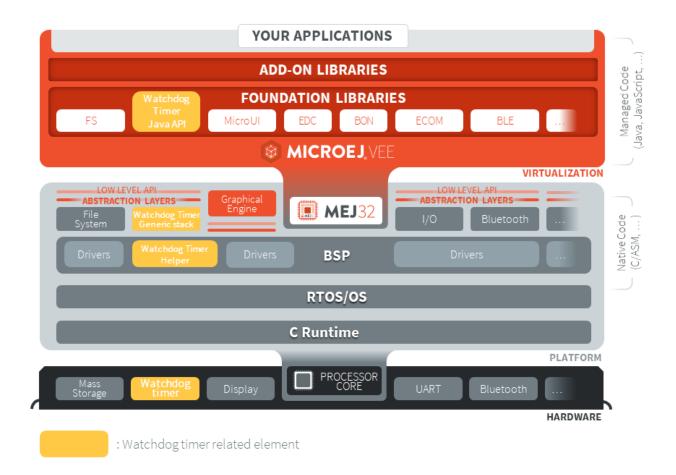
The Device API Module must be added to the *module.ivy* of the MicroEJ Application project to use the Device library.

<dependency org="ej.api" name="device" rev="1.0.2"/>

# 5.18 Watchdog Timer

### 5.18.1 Overview

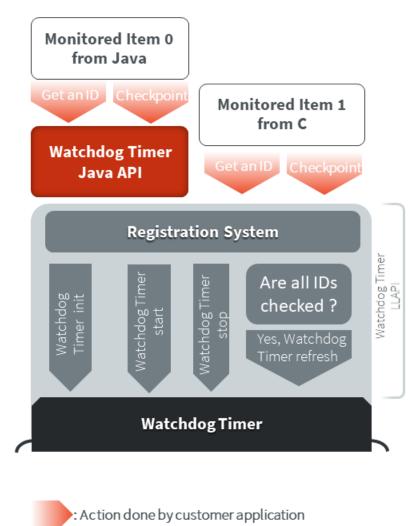
The WatchdogTimer Foundation Library provides a way to handle hardware watchdog timer. A watchdog is particularly useful if you want to monitor different items of your software system during the runtime. The figure below shows watchdog elements at each level of a MicroEJ project:



# 5.18.2 Principle

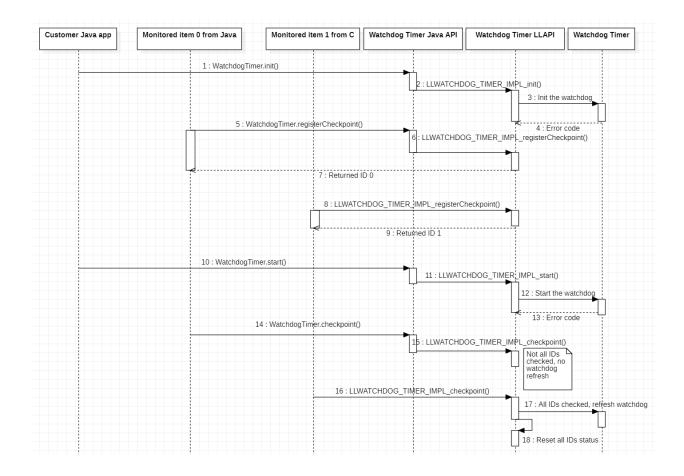
The Watchdog Timer API is in **two parts**, the first part drives the **watchdog timer** itself. The second part of the API implements a **checkpoint registration system** linked to the watchdog timer.

The checkpoint registration system allows the user to add checkpoints monitored by the hardware watchdog timer. Each checkpoint registered by the Watchdog Timer API must attest their activity before the watchdog timeout, otherwise a **hardware reset** is performed. The high level diagram below summarizes interactions between the user application, the Watchdog Timer API and the Watchdog timer.



: Action done by Watchdog Timer API

The particularity of this library is that it can be either used in Java, in C inside the BSP or even both of them. The use of this library in the BSP in C is relevant when the user needs to monitor an item of the software system which is outside of the MicroEJ Virtual Machine. The sequence diagram below shows a standard use of the Watchdog API in Java and in C.



### 5.18.3 Mock Implementation

When you run your Application on the Simulator, the watchdog timer must be emulated. To do so, a Java Timer Task is used which emulates the watchdog timer.

The Mock implementation does not perform a hardware reset when the false watchdog timer triggers.

### 5.18.4 Dependencies

- This library needs to be used with the Watchdog Timer Generic C implementation developed for this purpose, its module name is watchdog-timer-generic.
- LLWATCHDOG\_TIMER\_impl.h implemented by the Watchdog Timer C implementation (see *LLWATCH-DOG\_TIMER: Watchdog Timer*).
- watchdog\_timer\_helper.h implementation needed by the Watchdog Timer C implementation (see LL-WATCHDOG\_TIMER: Watchdog Timer).

### 5.18.5 Installation

Watchdog Timer is an API composed of a Pack module and a C component module. You need both of them in your Platform to install the API.

In the Platform configuration project, the one with -configuration extension, add the dependency to the two required modules in the file module.ivy :

```
<dependency org="com.microej.pack.watchdog-timer" name="watchdog-timer-pack" rev="2.0.1" />
<dependency org="com.microej.clibrary.llimpl" name="watchdog-timer-generic" rev="3.0.1"/>
```

The Platform must be rebuilt (*Platform Build*).

Then, you have to implement functions that match the LLWATCHDOG\_TIMER\_IMPL\_\*\_action pattern which is required by the Watchdog C implementation.

### 5.18.6 Use in an Application

The WatchdogTimer API Module must be added to the *module.ivy* of the MicroEJ Application project in order to allow access to the Watchdog library.

```
<dependency org="ej.api" name="watchdog-timer" rev="2.0.0"/>
```

### 5.18.7 Code example in Java

Here is an example that summarizes all features in a simple use case. The checkpoint is performed in a TimerTask scheduled to run every 5 seconds. To use TimerTask in your Java application, add the following dependency:

```
<dependency org="ej.api" name="bon" rev="1.4.0" />
```

Then, you can use this example code:

```
// Test a simple watchdog timer use case
public static void main(String[] args) {
       if (WatchdogTimer.isResetCause()) {
              System.out.println("Watchdog timer triggered the last board reset!"); //$NON-NLS-1$
       } else {
              System.out.println("Watchdog timer DID NOT triggered the last board reset!"); //$NON-
→NLS-1$
       }
       WatchdogTimer.init();
       System.out.println("Watchdog timer initialized to trigger after " + WatchdogTimer.
TimerTask checkpointTask = new TimerTask() {
              private final int checkpointId = WatchdogTimer.registerCheckpoint();
              @Override
              public void run() {
                      // We attest our task activity using the checkpoint method.
                      // Since this is our only checkpoint registered, the watchdog timer is_
\rightarrow refreshed.
                      WatchdogTimer.checkpoint(this.checkpointId);
                      System.out.println("Task performed watchdog checkpoint with the ID " + this.
}
       };
       // We schedule our task to be executed every 5 seconds.
```

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```
Timer timer = new Timer();
        final int DELAY = 0;
        final int PERIOD = 5000; // We assume that the watchdog timeout period is higher than 5000_
\rightarrow milliseconds.
        timer.schedule(checkpointTask, DELAY, PERIOD);
        // Everything is ready, we launch the watchdog
        WatchdogTimer.start();
        System.out.println("Watchdog started!");
        // Let the checkpointTask runs for a minute.
        final int WAIT_A_MINUTE = 60000; // 60 000 milliseconds to wait a minute
        try {
                Thread.sleep(WAIT_A_MINUTE);
        } catch (InterruptedException e) {
                // TODO Auto-generated catch block
                e.printStackTrace();
        }
        // Our program is finished. Now we stop the checkpointTask and the watchdog.
        timer.cancel();
        WatchdogTimer.stop(); // This method also unregisters all checkpoints.
        System.out.println("Monitored task stopped and Watchdog timer stopped.");
}
```

### 5.18.8 Use in C inside the BSP

Once the Platform is configured to use the Watchdog Timer API as explained in Installation section, you can use functions defined in LLWATCHDOG\_TIMER\_impl.h.

Note that compared to the Java API, you have to get error codes returned by functions to check if the function is executed correctly since you have no access to exceptions generated for the Java.

The Watchdog Timer Low Level API provides a set of functions with the same usage as in Java. Here is the list of the watchdog Low Level API functions:

LLWATCHDOG_TIMER_IMPL_init()	<pre>// refer to ej.hal.WatchdogTimer.init()</pre>
LLWATCHDOG_TIMER_IMPL_start()	<pre>// refer to ej.hal.WatchdogTimer.start()</pre>
LLWATCHDOG_TIMER_IMPL_stop()	<pre>// refer to ej.hal.WatchdogTimer.stop()</pre>
LLWATCHDOG_TIMER_IMPL_registerCheckpoint()	<pre>// refer to ej.hal.WatchdogTimer.registerCheckpoint()</pre>
LLWATCHDOG_TIMER_IMPL_unregisterCheckpoint()	<pre>// refer to ej.hal.WatchdogTimer.</pre>
<pre> unregisterCheckpoint() </pre>	
LLWATCHDOG_TIMER_IMPL_checkpoint()	<pre>// refer to ej.hal.WatchdogTimer.checkpoint()</pre>
LLWATCHDOG_TIMER_IMPL_isResetCause()	<pre>// refer to ej.hal.WatchdogTimer.isResetCause()</pre>
LLWATCHDOG_TIMER_IMPL_getWatchdogTimeoutMs()	<pre>// refer to ej.hal.WatchdogTimer.</pre>
<pre></pre>	

There is an additional function in LLWATCHDOG\_TIMER\_impl.h compared to the Java API. This is LLWATCHDOG\_TIMER\_IMPL\_refresh, because a low level implementation of this function is required for the library. However, the user does not need and should not use this function on his own.

### 5.18.9 Code example in C

Here is an example that summarizes main features in a simple use case. The checkpoint is performed in a FreeRTOS task scheduled to attest its activity to the watchdog every 5 seconds.

```
#include <stdio.h>
#include <stdint.h>
#include "FreeRTOS.h"
#include "task.h"
#include "queue.h"
#include "semphr.h"
#include "LLWATCHDOG_TIMER_impl.h"
#define MONITORED_TASK_STACK_SIZE 1024
#define TASK_SLEEP_TIME_MS 5000 // We sleep for 5 seconds, assuming that the watchdog timeout is higher.
/*----*/
static void my_monitored_task( void *pvParameters ){
       // We get an ID from watchdog registration system for this new checkpoint
       int32_t checkpoint_id = LLWATCHDOG_TIMER_IMPL_registerCheckpoint();
       for(;;){
              vTaskDelay( TASK_SLEEP_TIME_MS / portTICK_PERIOD_MS);
              // Since this is our only checkpoint registered, the watchdog timer is refreshed.
              LLWATCHDOG_TIMER_IMPL_checkpoint(checkpoint_id);
              printf("MonitoredTask with ID = %d did watchdog checkpoint!\n", checkpoint_id);
       }
}
/*-----*/
int main( void ){
       xTaskHandle handle_monitored_task;
       /* Check if last reset was done by the Watchdog timer. */
       if(LLWATCHDOG_TIMER_IMPL_isResetCause()){
              printf("Watchdog timer triggered the last reset, we stop the program now! \n");
              return -1;
       }
       /* Setup the Watchdog Timer*/
       if(WATCHDOG_TIMER_ERROR == LLWATCHDOG_TIMER_IMPL_init()){
              printf("Failed to init watchdog timer in main. \n");
       } else{
              printf("Watchdog timer initialized to trigger after %d ms \n", LLWATCHDOG_TIMER_IMPL_
}
       /* Start the Watchdog Timer*/
       if(WATCHDOG_TIMER_ERROR == LLWATCHDOG_TIMER_IMPL_start()){
              printf("Failed to start watchdog timer in main. \n");
       } else{
              printf("Watchdog started!\n");
       }
```

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# 5.19 SystemView

### 5.19.1 Principle

SystemView is a real-time recording and visualization tool for embedded systems that reveals the true runtime behavior of an application, going far deeper than the system insights provided by debuggers. This is particularly effective when developing and working with complex embedded systems comprising multiple threads and interrupts: SystemView can ensure a system performs as designed, can track down inefficiencies, and show unintended interactions and resource conflicts, with a focus on the details of every single system tick.

A specific SystemView extension made by MicroEJ allows to traces the OS tasks and the MicroEJ Java threads at the same time. This chapter explains how to add SystemView feature in a platform and how to setup it.

A SystemView support is provided to use the software with a MicroEJ system. This documentation shows how to setup your BSP and your Java application.

**Note:** SystemView support for MicroEJ is compatible with FreeRTOS 9 and FreeRTOS 10.

**Note:** This SystemView section has been written for SystemView version V2.52a. Later versions may or may not work, and may need modification to the following steps.

Here is a example when analyzing the Demo Widget running on the STM32F7508-DK platform.

SEGGER SystemView V2.52a - M	licroEJ Application [FreeRTOS] on Cortex-M7										- 🗆 ×
File View Go Target 1	Fool Window Help										
) = 📲 🗄 🖸 🌨 🛛	🔁 🗔 🚳 🕒 View 50ms 🔹 🕢 Curs	or at Center 🔹 🔿 🛃	o → → 🐲								
Events											
# Timestamp Co	ntext Event	Detail									^
	Scheduler /* xQueueGenericSend				yTaskWoken=0 xCopyPe	osition=0					
129132 22.482 207 380 129133 22.482 237 200	Scheduler   Task Ready (MEJ) UL. Task Run		is after 29.8 us (5 964 is (530 494 cvcles)	cycles)							
129134 22.482 278 470			lEngine) Drawing operat	ion DRAW IMAGE							
129135 22.482 370 105 📃	[MEJ] UI_ / GE_Draw	(MicroUI Graphics	lEngine) Drawing operat	ion DRAW_IMAGEdone	after 91.6 us.						
129136 22.482 525 170 129137 22.482 544 990	(MEJ) UI /* xQueueGenericSend (MEJ) UI /* GE GPUDrawDone		<pre>pvItemToQueue=0x2004FF (lEngine) Asynchronous d</pre>			osition=0					
129138 22.482 554 455	[MEJ] UI. /* xQueueGenericSend		pvItenToQueue=0x2004FF			osition=0					
129139 22.482 670 435			lEngine) Drawing operat								
129140 22.482 756 045 129141 22.482 859 140	(MEJ) UI. /s. GE_Draw (MEJ) UI. /* GE_Draw		lEngine) Drawing operat lEngine) Drawing operat		ne after 85.6 us.						
129142 22.484 418 845	(MEJ) UL. /c. GE Draw	(MicroUI Graphics	lEngine) Drawing operat	ion DRAW_SIRINGdon	e after 1.5597 ms.						
129143 22 484 K98 245	INF.TI IIT N. GF DEAM	(MicroIII Graphics	(Engine) Drawing operat	ion FILL RECTANGLE							~
Timeline Width: \$0.0 ms		17-11	10.00		5 m	22 404 242 026	15.000	140			
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Unified											
Scheduler											
OS] Tmr Svc											
TOST CPULOAD											
🐼 (OS)											
MEJ GC											
🖣 🐼 (MEJ) UIPump 🔹 🕨											
MEJ Thread 1											
() Ide											
<											>
CPU Load Number of bins: 50, Bin we Scheduler	ith: 1.0 ms										
OS) Tmr Svc											
[OS] CPULOAD											
[05]	_	_									
[05] [MEJ] GC											
(MEJ) UIPump											
[MEJ] Thread1											
Ide											
Contexts											
Name Type	Stack Information	Run Count Frequ 7284		Min Run Time	Max Run Time 0.2166 ms (#10511)	Total Run Time 654,5433 ms	Run Time/s 0.0025 ms 0.00%	Min Run Time/s	Max Run Time/s 38.5251 ms 3.85%		
[OS] Tmr Svc 🐼 @1600	948 @ 0x20015190		0 Hz 0.003 ms 0 Hz 0.0142 ms	0.0025 ms (#34) 0.0131 ms (#9414)	0.2166 ms (#10511) 0.0530 ms (#78089)	0.5510 ms	0.0025 ms 0.00%	0.0 ms 0.00% 0.0 ms 0.00%	0.3057 ms 0.03%		
[OS] CPULOAD 2 @1500	436 @ 0x20015608	32	1 Hz 0.0072 ms	0.0072 ms (#160086)	0.0941 ms (#855)	0.6445 ms	0.0 ms 0.00%	0.0 ms 0.00%	0.0941 ms 0.01%		
[OS] ⊠ @1200 [MEJ]GC ⊠ @11	436 @ 0x20015b20		0 Hz 0.4236 ms 0 Hz 0.7526 ms	0.0507 ms (#81586)	2.0918 ms (#47387)	1460.2800 ms	0.0 ms 0.00%	0.0 ms 0.00%	93.4151 ms 9.34% 1.5707 ms 0.16%		
[MEJ] GC	1300		0 Hz 0.7526 ms 0 Hz 0.2589 ms	0.1910 ms (#102114) 0.0023 ms (#87509)	1.5707 ms (#60883) 28.0183 ms (#5310)	5.2087 ms 10007.9083 ms	0.0 ms 0.00% 0.0 ms 0.00%	0.0 ms 0.00% 0.0 ms 0.00%	1.5707 ms 0.16% 607,1667 ms 60,72%		
MEJ Thread1 🔤 @5	268	12	0 Hz 0.0634 ms	0.0108 ms (#78120)	0.7474 ms (#144392)	1.8156 ms	0.0 ms 0.00%	0.0 ms 0.00%	0.8946 ms 0.09%		
ldle 🔿		1798	1 Hz 999.9817 ms	0.0218 ms (#108782)	1000.0384 ms (#160	20039.0267 ms	999.9940 ms 100.00%	0.0 ms 0.00%	1999.9618 ms 200.00%		
									160 087 Events (1 - 160 087)	31.999 946	Auto Scroll

## 5.19.2 References

- https://www.segger.com/products/development-tools/systemview/
- https://www.segger.com/downloads/jlink/UM08027

# 5.19.3 Installation

SystemView consists on installing several items in the BSP. The following steps describe them and must be performed in the right order. If SystemView support is already available in the BSP, apply only modifications made by MicroEJ on SystemView files and SystemView for FreeRTOS files to enable MicroEJ Java threads monitoring.

- 1. Download and install SystemView V2.52a: http://segger.com/downloads/systemview/.
- 2. Apply SystemView for FreeRTOS patch as described in documentation (https://www.segger.com/downloads/ jlink/UM08027); patch is available in installation folder SEGGER\SystemView\Src\Sample\FreeRTOSVxx.

**Note:** If you are using FreeRTOS V10.2.0, use the patch located here: https://forum.segger.com/index.php/Thread/ 6158-SOLVED-SystemView-Kernelpatch-for-FreeRTOS-10-2-0/?s=add3b0f6a33159b9c4b602da0082475afeceb89a

3. Check if the patch disabled SystemView systick events in port.c, if not remove these lines manually:

~ C	<del>din∂</del> bpt/po	ef7500_fto-b-p/thind_party/fRT05/f0
		Show all unchanged lines         1 Show 20 lines
482	482	save and then restore the interrupt mask value as its value is already
483	483	known. */
484	484	<pre>portDISABLE_INTERRUPTS();</pre>
485		<pre>- traceISR_ENTER();</pre>
486	485	{
487	486	/* Increment the RTOS tick. */
488	487	<pre>if( xTaskIncrementTick() != pdFALSE )</pre>
489	488	{
490		<pre>- traceISR_EXIT_TO_SCHEDULER();</pre>
491	489	<pre>/* A context switch is required. Context switching is</pre>
		performed in
492	490	the PendSV interrupt. Pend the PendSV interrupt. */
493	491	<pre>portNVIC_INT_CTRL_REG = portNVIC_PENDSVSET_BIT;</pre>
494	492	}
495		- else
496		
497 498		<pre>- traceISR_EXIT(); - }</pre>
496	493	}
500	494	<pre>portENABLE_INTERRUPTS();</pre>
501	494	}

**↓** Show 20 lines **↓** Show all unchanged lines

4. Add SEGGER\SystemView\Src\Sample\FreeRTOSVxx\Config\SEGGER\_SYSVIEW\_Config\_FreeRTOS.c in your BSP.

This file can be modified to fit with your system configuration:

- Update SYSVIEW\_APP\_NAME, SYSVIEW\_DEVICE\_NAME and SYSVIEW\_RAM\_BASE defines to fit your system information.
- To add MicroEJ Java threads management in SystemView tasks initialization:
  - Add these includes #include "LLMJVM\_MONITOR\_SYSVIEW.h" and #include "LLTRACE\_SYSVIEW\_configuration.h".
  - In function \_cbSendSystemDesc(void) , add this instruction: SEGGER\_SYSVIEW\_SendSysDesc("N="SYSVIEW\_APP\_NAME", D="SYSVIEW\_DEVICE\_NAME", O=FreeRTOS"); before SEGGER\_SYSVIEW\_SendSysDesc("I#15=SysTick");.
  - Replace the Global function section by this code:

5.19. SystemView

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- 5. Add in your BSP the MicroEJ C module files for SystemView: com.microej.clibrary.thirdparty#systemview (or check the differences between pre-installed SystemView and C files provided by this module)
- 6. Add in your BSP the MicroEJ C module files for SystemView FreeRTOS support (or check the differences between pre-installed SystemView and C files provided by this module)
  - FreeRTOS 10: com.microej.clibrary.thirdparty#systemview-freertos10
  - FreeRTOS 9: please contact *our support team* to get the latest maintenance version of com.microej. clibrary.thirdparty#systemview-freertos9 module.
- 7. Install the Abstraction Layer implementation of the *Java Trace API* for SystemView by adding C module files in your BSP: com.microej.clibrary.llimpl#trace-systemview
- 8. Make FreeRTOS compatible with SystemView: open FreeRTOSConfig.h and:
  - add #define INCLUDE\_xTaskGetIdleTaskHandle 1
  - add #define INCLUDE\_pxTaskGetStackStart 1
  - add #define INCLUDE\_uxTaskPriorityGet 1
  - comment the line #define traceTASK\_SWITCHED\_OUT() if defined
  - comment the line #define traceTASK\_SWITCHED\_IN() if defined
  - add #include "SEGGER\_SYSVIEW\_FreeRTOS.h" at the end of file
- Enable SystemView on startup (before creating first OS task): call SEGGER\_SYSVIEW\_Conf(); . Include required #include "SEGGER\_SYSVIEW.h".

**Note:** This is useful if SystemView does not find automatically the RTT block address. See section *RTT Control Block Not Found* for more details.

**Note:** You may also find the RTT block address in RAM by searching <u>\_SEGGER\_RTT</u> in the .map file generated with the firmware binary.

\*/

- 11. Add a call to SEGGER\_SYSVIEW\_setMicroJVMTask((U32)pvCreatedTask); just after creating the OS task to register the MicroEJ Core Engine OS task. The handler to give is the one filled by xTaskCreate function.
- 12. Copy the file /YourPlatformProject-bsp/projects/microej/trace/systemview/SYSVIEW\_MicroEJ.txt to the SystemView install path such as: SEGGER/SystemView\_V252a/Description/. If you use MicroUI traces, you can also copy the file in section *Debug Traces*

## 5.19.4 MicroEJ Core Engine OS Task

The *MicroEJ Core Engine* task is the OS task that executes MicroEJ Java threads. Once it is *started* (by calling SNI\_startVM) it executes initialization code and rapidly starts to execute the MicroEJ Application main thread. At that time, the events produced by this OS task (context switch, semaphores, etc.) are dispatched to the current MicroEJ Java thread. By consequence, this OS task is useless when the MicroEJ Application is running.

SystemView for MicroEJ disables the visibility of this OS task when the MicroEJ Application is running. It simplifies the SystemView client debugging.

### 5.19.5 OS Tasks and Java Threads Names

To make a distinction between the OS tasks and MicroEJ Java threads, a prefix is added to OS tasks names ([OS]) and Java threads names ([MEJ]).

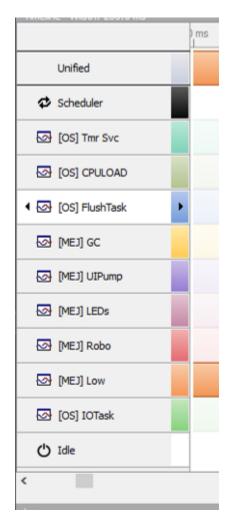


Fig. 48: OS Tasks and Java Threads Names

**Note:** SystemView limits the number of characters to 32. The prefix length is included in these 32 characters and by consequence the end of the original OS task or Java thread name can be cropped.

# 5.19.6 OS Tasks and Java Threads Priorities

SystemView lists the OS tasks and Java threads according their priorities. However the priority notion has not the same signification when talking about OS tasks or Java threads: a Java thread priority depends on the MicroEJ Core Engine OS task priority.

By consequence, a Java thread with the priority  $\frac{5}{5}$  may not appear between an OS task with the priority  $\frac{4}{5}$  and other OS task with priority  $\frac{6}{5}$ :

- if the MicroEJ Core Engine OS task priority is 3, the Java thread must appear below an OS task with priority
   4.
- if the MicroEJ Core Engine OS task priority is 7, the Java thread must appear above an OS task with priority
   6.

To keep a consistent line ordering in SystemView, the priorities sent to SystemView client respect the following rules:

- OS task: priority\_sent = task\_priority \* 100.
- MicroEJ Java thread: priority\_sent = MicroJvm\_task\_priority \* 100 + thread\_priority.

### 5.19.7 Use

MicroEJ Architecture can generate specific events that allow monitoring current Java thread executed, Java exceptions, Java allocations, ... as well as custom application events. Please refer to *Event Tracing* section.

To enable events recording, refer to section *Event Recording* to configure required *Application Options*.

### 5.19.8 Troubleshooting

### SystemView doesn't see any activity in MicroEJ Tasks

You have to enable runtime traces of your Java application.

- In Run > Run configuration select your Java application launcher.
- Then, go to Configuration tab > Runtime > Trace .
- Finally, check checkboxes Enable execution traces and Start execution traces automatically as shown in the picture below.
- Rebuild your firmware with the new Java application version and it should fix the issue.

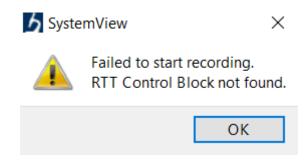
😵 Run Configurations				
Create, manage, and run configu	urations			
Image: Second system         type filter text         Image: C/C++ Application         Ju JUnit         Image: Launch Group         Image: Second system         Image: Second system	Name: helloworld Main Main  Execution IIII Configuration Core Engine Deploy Libraries BasicImmutablesNLS ECOM EDC MicroUI Net SSL Shielded Plug Runtime Memory	JRE Source Common  Types      Embed all type names      Assertions      Execute assertions on Simulator      Execute assertions on Device  Trace      Enable execution traces      Start execution traces automatically		
< > Filter matched 7 of 13 items			Revert	Apply
?			Run	Close

You may only check the first checkbox when you know when you want to start the trace recording. For more information, please refer to section *Event Recording* to configure required *Application Options*.

### **OVERFLOW Events in SystemView**

Depending on the application, OVERFLOW events can be seen in System View. To mitigate this problem, the default *SEGGER\_SYSVIEW\_RTT\_BUFFER\_SIZE* can be increased from the default 1kB to a more appropriate size of 4kB. Still, if OVERFLOW events are still visible, the user can further increase this configuration found in /YourPlatformProject-bsp/projects/microej/thirdparty/systemview/inc/ SEGGER\_SYSVIEW\_configuration.h.

### **RTT Control Block Not Found**



- Get RTT block address from standard output by resetting the board (it's printed at the beginning of the firmware program),
- In SystemView, select Target > Start recording ,
- In RTT Control Block Detection , select Address and put the address retrieved. You can also try with Search Range option.

### 5.19.9 RTT block found by SystemView but no traces displayed

- Be sure that your MCU is running. It may happen that the BSP uses semi-hosting traces that block the MCU execution if the application is running out of a Debug session.
- You can check the state of the MCU using J-Link tools such as J-Link Commander and Ozone to start a Debug session.

### 5.19.10 Bus hardfault when running SystemView without Java Virtual Machine (JVM)

The function LLMJVM\_MONITOR\_SYSTEMVIEW\_send\_task\_list(); triggers a Bus Hardfault when no JVM is launched. To solve this issue, comment this function call in SEGGER\_SYSVIEW\_Config\_FreeRTOS.c when you run SystemView without launching the JVM.

### 5.19.11 SystemView for STM32 ST-Link Probe

SystemView software requires a J-Link probe. If your target board uses a ST-Link probe, it is possible to re-flash the ST-LINK on board with a J-Link firmware. See instructions provided by SEGGER Microcontroller https://www.segger.com/products/debug-probes/j-link/models/other-j-links/st-link-on-board/ for more details.

If you cannot flash a firmware for a STM32 device after replacing back J-Link firmware by ST-Link original one:

- Use ST\_Link utility program to update the ST\_Link firmware, go to ST-LINK > Firmware update .
- Then, try to flash again.

					1	- 0	🗄 Outline 🛛 🔘
	Problem Occurred	-		×			There is no active
	'Launching applicati	on_debug' has encou	untered a pro	blem.			
	Error in final launch	sequence:					
	Failed to execute M	command:					
	target remote local	nost:61234					
	Error message from localhost:61234: Le : un répertoire stocké	système a tenté de jo		eur à			
		ОК	<< <u>D</u> etails	;			
	Error in final launch sequence	2:		^			
	Failed to execute MI com	mand:					
	target remote localhost:6123	4					
	Error message from debugge localhost:61234: Le système a répertoire stocké sur un lecte	a tenté de joindre un eur joint.	lecteur à un				
😰 Problems 🧟 Tasks 📮 Console 🛛 🔲 Properties 💿 🛎 💥 🖳	Failed to execute MI comman target remote localhost:6123				Stack Analyzer		
<terminated> application_debug [STM32 Cortex-M C/C++ Application] ST-LI</terminated>	Error message from debugge	ar back and			ion/Debug	- 29 mars	2021 à 15:53:1
Starting server with the following options:	localhost:61234: Le système a	a tenté de joindre un	lecteur à un		etails		
Persistent Mode : Disabled	répertoire stocké sur un lecte localhost:61234: Le système a		lecteur à un		End address	Size	Free
Logging Level : 1 Listen Port Number : 61234	répertoire stocké sur un lecte				0x00004000	16 KB	4,98 KB
Status Refresh Delay : 15s					0x08010000	64 KB	3,36 KB
Verbose Mode : Disabled					0x91000000	16 MB	15,89 MB
SWD Debug : Enabled					0x20010000	64 KB	52,84 KB
InitWhile : Enabled				$\sim$	0x20050000	256 KB	208,53 KB
Target USB comms error		-30101	0,0000		0xc0800000	8 MB	4,93 MB
Error in initializing ST-LINK device. Reason: USB communication error. Please reconnect the ST-	ITNE USP coble and the	202					
Reason. USB communication error. Flease reconnect the ST-	LINK USB CADIE and Cry	aga					
٢		>					

# 5.20 Simulation

### 5.20.1 Principle

The MicroEJ Platform provides an accurate MicroEJ Simulator that runs on workstations. Applications execute in an almost identical manner on both the workstation and on target devices. The MicroEJ Simulator features IO simulation, JDWP debug coupled with Eclipse, accurate Java heap dump, and an accurate Java scheduling policy (the same as the embedded one).<sup>1</sup>

# 5.20.2 Functional Description

In order to simulate external stimuli that come from the native world (that is, "the C world"), the MicroEJ Simulator has a Hardware In the Loop interface, HIL, which performs the simulation of Java-to-C calls. All Java-to-C calls are rerouted to an HIL engine. Indeed HIL is a replacement for the [SNI] interface.

<sup>&</sup>lt;sup>1</sup> Only the execution speed is not accurate. The Simulator speed can be set to match the average MicroEJ Platform speed in order to adapt the Simulator speed to the desktop speed.

YOUR APPLICATION
ADD-ON LIBRARIES
FOUNDATION LIBRARIES
<b>MEJ</b> 32 Simulator
HIL API (Socket) Mock 1 Mock 2 Mock N
Linux / Windows / MacOS
WORKSTATION

Fig. 49: The HIL Connects the MicroEJ Simulator to the Workstation.

The "simulated C world" is made of Mocks that simulate native code (such as drivers and any other kind of C libraries), so that the MicroEJ Application can behave the same as the device using the MicroEJ Platform.

The MicroEJ Simulator and the HIL are two processes that run in parallel: the communication between them is through a socket connection. Mocks run inside the process that runs the HIL engine.

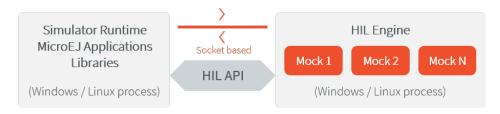


Fig. 50: A MicroEJ Simulator connected to its HIL Engine via a socket.

# 5.20.3 Dependencies

No dependency.

# 5.20.4 Installation

The Simulator is a built-in feature of MicroEJ Platform architecture.

### 5.20.5 Use

To run an application in the Simulator, create a MicroEJ launch configuration by right-clicking on the main class of the application, and selecting Run As > MicroEJ Application .

This will create a launch configuration configured for the Simulator, and will run it.

### 5.20.6 Mock

### Principle

The HIL engine is a Java standard-based engine that runs Mocks. A Mock is a jar file containing some Java classes that simulate natives for the Simulator. Mocks allow applications to be run unchanged in the Simulator while still (apparently) interacting with native code.

### **Functional Description**

As with [SNI], HIL is responsible for finding the method to execute as a replacement for the native Java method that the MicroEJ Simulator tries to run. Following the [SNI] philosophy, the matching algorithm uses a naming convention. When a native method is called in the MicroEJ Simulator, it requests that the HIL engine execute it. The corresponding Mock executes the method and provides the result back to the MicroEJ Simulator.

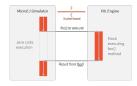


Fig. 51: The MicroEJ Simulator Executes a Native Java Method foo().

#### Example

```
package example;
import java.io.IOException;
/**
* Abstract class providing a native method to access sensor value.
* This method will be executed out of virtual machine.
*/
public abstract class Sensor {
    public static final int ERROR = -1;
    public int getValue() throws IOException {
        int sensorID = getSensorID();
        int value = getSensorValue(sensorID);
        if (value == ERROR) {
            throw new IOException("Unsupported sensor");
        }
        return value;
    }
    protected abstract int getSensorID();
    public static native int getSensorValue(int sensorID);
}
```

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```
class Potentiometer extends Sensor {
    protected int getSensorID() {
        return Constants.POTENTIOMETER_ID; // POTENTIOMETER_ID is a static final
    }
}
```

To implement the native method getSensorValue(int sensorID), you need to create a MicroEJ standard project containing the same Sensor class on the same example package. To do so, open the Eclipse menu File > New > Project... > Java > Java Project in order to create a MicroEJ standard project.

The following code is the required Sensor class of the created Mock project:

```
package example;
import java.util.Random;
/**
* Java standard class included in a Mock jar file.
* It implements the native method using a Java method.
*/
public class Sensor {
    /**
    * Constants
    */
   private static final int SENSOR_ERROR = -1;
   private static final int POTENTIOMETER_ID = 3;
    private static final Random RANDOM = new Random();
    /**
    * Implementation of native method "getSensorValue()"
    * @param sensorID Sensor ID
    * @return Simulated sensor value
    */
    public static int getSensorValue(int sensorID) {
        if( sensorID == POTENTIOMETER_ID ) {
            // For the simulation, Mock returns a random value
            return RANDOM.nextInt();
        }
        return SENSOR_ERROR;
    }
}
```

**Note:** The visibility of the native method implemented in the mock must be **public** regardless of the visibility of the native method in the application. Otherwise the following exception is raised: java.lang. UnsatisfiedLinkError: No such method in remote class.

#### **Mocks Design Support**

### Interface

The MicroEJ Simulator interface is defined by static methods on the Java class com.is2t.hil.NativeInterface.

#### **Array Type Arguments**

Both *[SNI]* and HIL allow arguments that are arrays of base types. By default the contents of an array are NOT sent over to the Mock. An "empty copy" is sent by the HIL engine, and the contents of the array must be explicitly fetched by the Mock. The array within the Mock can be modified using a regular assignment. Then to apply these changes in the MicroEJ Simulator, the modifications must be flushed back. There are two methods provided to support fetch and flush between the MicroEJ Simulator and the HIL:

- refreshContent : initializes the array argument from the contents of its MicroEJ Simulator counterpart.
- flushContent : propagates (to the MicroEJ Simulator) the contents of the array that is used within the HIL engine.

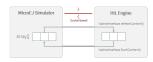


Fig. 52: An Array and Its Counterpart in the HIL Engine.

Below is a typical usage.

```
public static void foo(char[] chars, int offset, int length){
    NativeInterface ni = HIL.getInstance();
    //inside the Mock
    ni.refreshContent(chars, offset, length);
    chars[offset] = 'A';
    ni.flushContent(chars, offset, 1);
}
```

### **Blocking Native Methods**

Some native methods block until an event has arrived [SNI]. Such behavior is implemented in native using the following three functions:

- int32\_t SNI\_suspendCurrentJavaThread(int64\_t timeout)
- int32\_t SNI\_getCurrentJavaThreadID(void)
- int32\_t SNI\_resumeJavaThread(int32\_t id)

This behavior is implemented in a Mock using the following methods on a lock object:

- Object.wait(long timeout): Causes the current thread to wait until another thread invokes the notify() method or the notifyAll() method for this object.
- Object.notifyAll(): Wakes up all the threads that are waiting on this object's monitor.
- NativeInterface.notifySuspendStart(): Notifies the Simulator that the current native is suspended so it can schedule a thread with a lower priority.

• NativeInterface.notifySuspendEnd() : Notifies the Simulator that the current native is no more suspended. Lower priority threads in the Simulator will not be scheduled anymore.

```
public static byte[] data = new byte[BUFFER_SIZE];
public static int dataLength = 0;
private static Object lock = new Object();
     // Mock native method
     public static void waitForData() {
             NativeInterface ni = HIL.getInstance();
             // inside the Mock
             // wait until the data is received
             synchronized (lock) {
                     while (dataLength == 0) {
                             try {
                                     ni.notifySuspendStart();
                                     lock.wait(); // equivalent to lock.wait(0)
                             } catch (InterruptedException e) {
                                     // Use the error code specific to your library
                                     throw new NativeException(-1, "InterruptedException", e);
                             } finally {
                                     ni.notifySuspendEnd();
                             }
                     }
             }
     }
// Mock data reader thread
public static void notifyDataReception() {
     synchronized (lock) {
            dataLength = readFromInputStream(data);
            lock.notifyAll();
     }
}
```

#### **Resource Management**

In Java, every class can play the role of a small read-only file system root: The stored files are called "Java resources" and are accessible using a path as a String.

The MicroEJ Simulator interface allows the retrieval of any resource from the original Java world, using the getResourceContent method.

```
public static void bar(byte[] path, int offset, int length) {
    NativeInterface ni = HIL.getInstance();
    ni.refreshContent(path, offset, length);
    String pathStr = new String(path, offset, length);
    byte[] data = ni.getResourceContent(pathStr);
    ...
}
```

#### **Synchronous Terminations**

To terminate the whole simulation (MicroEJ Simulator and HIL), use the stop() method.

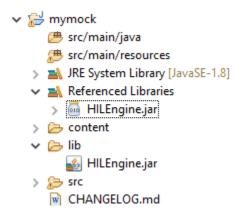
```
public static void windowClosed() {
    HIL.getInstance().stop();
}
```

### Dependencies

The HIL Engine API is automatically provided by the microej-mock project skeleton.

### Installation

First create a new *module project* using the microej-mock skeleton.



Once implemented, right-click on the repository project and select Build Module .

Once the module is built, the mock can be installed in a Platform in one of the two ways:

- by adding the mock module as a regular Platform *module dependency* (if your Platform configuration project contains a module.ivy file),
- or by manually copying the JAR file [mock\_project]\target~\rip\mocks\[mock\_name].jar to the *Plat*form configuration mock dropins folder dropins/mocks/dropins/.

#### Use

Once installed, a Mock is used automatically by the Simulator when the MicroEJ Application calls a native method which is implemented into the Mock.

### 5.20.7 Shielded Plug Mock

### **General Architecture**

The Shielded Plug Mock simulates a Shielded Plug [SP] on desktop computer. This mock can be accessed from the MicroEJ Simulator, the hardware platform or a Java J2SE application.

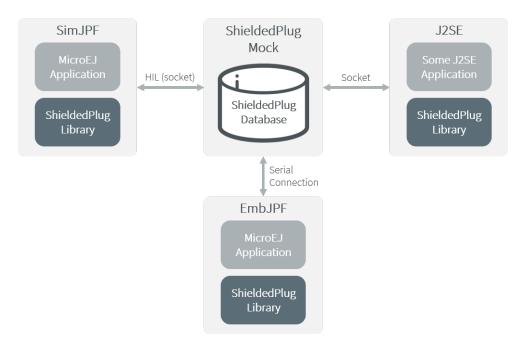


Fig. 53: Shielded Plug Mock General Architecture

### Configuration

The mock socket port can be customized for J2SE clients, even though several Shielded Plug mocks with the same socket port cannot run at the same time. The default socket port is 10082.

The Shielded Plug mock is a standard MicroEJ Application. It can be configured using Java properties:

- sp.connection.address
- sp.connection.port

# 5.20.8 Front Panel Mock

### Principle

A major strength of the MicroEJ environment is that it allows applications to be developed and tested in a Simulator rather than on the target device, which might not yet be built. To make this possible for devices that controls operated by the user, the Simulator must connect to a "mock" of the control panel (the "Front Panel") of the device. The Front Panel generates a graphical representation of the device, and is displayed in a window on the user's development machine when the application is executed in the Simulator.

The Front Panel has been designed to be an implementation of MicroUI library (see *Simulation*). However it can be use to show a hardware device, blink a LED, interact with user without using MicroUI library.

### **Functional Description**

- 1. Creates a new Front Panel project.
- 2. Creates an image of the required Front Panel. This could be a photograph or a drawing.
- 3. Defines the contents and layout of the Front Panel by editing an XML file (called an fp file). Full details about the structure and contents of fp files can be found in chapter *Front Panel*.

- 4. Creates images to animate the operation of the controls (for example button down image).
- 5. Creates *Widgets* that make the link between the application and the user interactions.
- 6. Previews the Front Panel to check the layout of controls and the events they create, etc.
- 7. Exports the Front Panel project into a MicroEJ Platform project.

#### **The Front Panel Project**

#### **Creating a Front Panel Project**

A Front Panel project is created using the New Front Panel Project wizard. Select:

New > Project... > MicroEJ > Front Panel Project

The wizard will appear:

Create a new Front Panel project		
Create a new Front Panel project		
Project name must be specified		
Project name:		
Use default location		
Location:	Browse	
Finish	Cancel	
		, ,

#### Fig. 54: New Front Panel Project Wizard

Enter the name for the new project.

### **Project Contents**

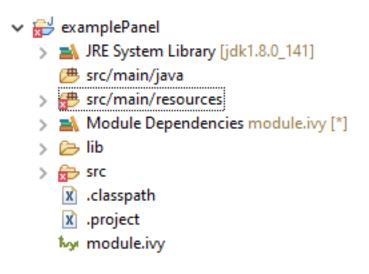


Fig. 55: Project Contents

A Front Panel project has the following structure and contents:

- The src/main/java folder is provided for the definition of Widgets . It is initially empty. The creation of these classes will be explained later.
- The src/main/resources folder holds the file or files that define the contents and layout of the Front Panel, with a .fp extension (the fp file or files), plus images used to create the Front Panel. A newly created project will have a single fp file with the same name as the project, as shown above. The contents of fp files are detailed later in this document.
- The JRE System Library is referenced, because a Front Panel project needs to support the writing of Java for the Listeners (and DisplayExtensions).
- The Modules Dependencies contains the libraries for the Front Panel simulation, the widgets it supports and the types needed to implement Listeners (and DisplayExtensions).
- The lib contains a local copy of Modules Dependencies.

### **Module Dependencies**

The Front Panel project is a regular MicroEJ Module project. Its module.ivy file should look like this example:

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```
</dependencies>
</ivy-module>
```

The dependency ej.tool.frontpanel#widget is only useful for MicroUI application (see *Simulation*). The dependencies block must be manually updated to depend only on the Front Panel framework. This framework contains the Front Panel core classes:

```
<dependencies>
    <dependency org="ej.tool.frontpanel" name="framework" rev="1.0.0"/>
</dependencies>
```

The Front Panel framework does not provide any widgets. Widgets have to be added to simulate user interactions.

#### **Front Panel File**

#### **File Content**

The Front Panel engine takes an XML file (the . fp file) as input. It describes the panel using widgets: they simulate the drivers, sensors and actuators of the real device. The Front Panel engine generates the graphical representation of the real device, and is displayed in a window on the user's development machine when the application is executed in the Simulator.

The following example file describes a simple board with one LED:

The device skin must refer to a png file in the src/main/resources folder. This image is used to render the background of the Front Panel. The widgets are drawn on top of this background.

The device contains the elements that define the widgets that make up the Front Panel. The name of the widget element defines the type of widget. The set of valid types is determined by the Front Panel Designer. Every widget element defines a label, which must be unique for widgets of this type (optional or not), and the x and y coordinates of the position of the widget within the Front Panel (0,0 is top left). There may be other attributes depending on the type of the widget.

The file and tags specifications are available in chapter *Front Panel*.

**Note:** The .fp file grammar has changed since the UI Pack version 12.0.0 (Front Panel core has been moved to MicroEJ Architecture 7.11.0). A quick migration guide is available: open Platform configuration file .Platform, go to Content tab, click on module Front Panel. The migration guide is available in Details box.

## **Editing Front Panel Files**

To edit a .fp file, open it using the Eclipse XML editor (right-click on the .fp file, select Open With > XML Editor ). This editor features syntax highlighting and checking, and content-assist based on the schema (XSD file) referenced in the fp file. This schema is a hidden file within the project's definitions folder. An incremental builder checks the contents of the fp file each time it is saved and highlights problems in the Eclipse Problems view, and with markers on the fp file itself.

A preview of the Front Panel can be obtained by opening the Front Panel Preview ( Window > Show View > Other... > MicroEJ > Front Panel Preview ).

The preview is updated each time the . fp file is saved.

A typical working layout is shown below.

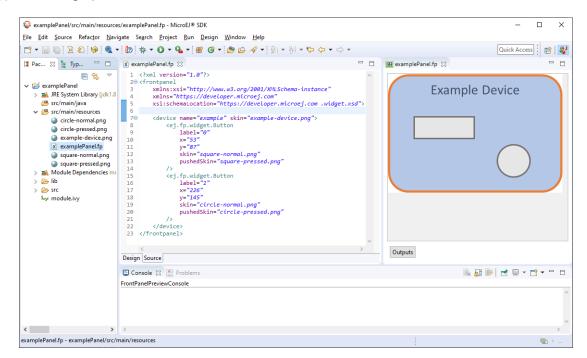


Fig. 56: Working Layout Example

Within the XML editor, content-assist is obtained by pressing CTRL + SPACE keys. The editor will list all the elements valid at the cursor position, and insert a template for the selected element.

## **Multiple Front Panel Files**

A Front Panel project can contain multiple .fp files. All fp files are compiled when exporting the Front Panel project in a Platform (or during Platform build). It is useful to have two or more representation of a board (size, devices layout, display size, etc.). By default the Simulator will chooses the default .fp file declared by the Platform, or will defaults to a random one. To choose a specific one, set the *Application Option* frontpanel.file to a Front Panel simple file name included in the Platform (e.g. mycompany.fp).

### Widget

## Description

A widget is a subclass of Front Panel framework class ej.fp.Widget. The library ej.tool.frontpanel#widget provides a set of widgets which are Graphics Engine compatible (see *Simulation*). To create a new widget (or a subclass of an existing widget), have a look on available widgets in this library.

✓ 😂 myplatform-fp	La Button class SS
> IRE System Library [jdk1.8.0_221]	17
> 进 src/main/java	1/ /**
> 🥮 src/main/resources	19 * Basic widget to simulate a button with two states: pressed and released.
Module Dependencies module.ivy	20 *
V 🙀 widget-2.0.0.jar	21 * Notes:
✓ ∰ ei.fp	22 * <ul></ul>
	23 * <li>This widget requires a listener: an implementation of {@link ButtonListener} to send the button events,</li>
> 🌐 util	24 * <li>The widget label must be an integer. It allows to create a MicroUI event using this button ID.</li>
🗸 🌐 widget	25 *
> 🔐 Button.class	26 */
> 🚮 Display.class	27 @WidgetDescription(attributes = { @WidgetAttribute(name = "label"), @WidgetAttribute(name = "x"),
> in Joystick.class	28 @WidgetAttribute(name = "y"), @WidgetAttribute(name = "skin"), @WidgetAttribute(name = "pushedSkin"),
	29 @WidgetAttribute(name = "filter", isOptional = true),
> 🔒 LED.class	30 @WidgetAttribute(name = "listenerClass", isOptional = true) })
> 🏠 LongButton.class	31 public class Button extends WidgetWithListener implements MouseListener {
> 🏭 package-info.class	32
> 🟠 Pointer.class	330 /**
> 🚹 RepeatButton.class	34 * Interface that handle button events.
> 🚮 Wheel.class	35 */
> META-INF	360 public static interface ButtonListener {
	37 389 /**
> 💀 framework-1.1.0.jar	
> 🚋 frontpanel-13.0.0.jar	39 The specified button has been pressed.
	244 -

Fig. 57: Front Panel Widgets

A widget is recognized by the fp file as soon as its class contains a <u>@WidgetDescription</u> annotation. The annotation contains several <u>@WidgetAttribute</u>. An attribute has got a name and tells if it is an optional attribute of widget (by default an attribute is mandatory).

This is the description of the widget LED :

```
@WidgetDescription(attributes = { @WidgetAttribute(name = "x"),
     @WidgetAttribute(name = "y"), @WidgetAttribute(name = "skin")})
```

As soon as a widget is created (with its description) in Front Panel project, the fp file can use it. Close and reopen fp file after creating a new widget. In device group, press CTRL + SPACE keys to visualize the available widgets: the new widget can be added.

<ej.fp.widget.LED x="170" y="753" skin="box\_led.png" />

Each attribute requires the set methods in the widget source code. For instance, the widget LED (or its hierarchy) contains the following methods for sure:

- setX(int),
- setY(int),
- setskin(Image).

The set method parameter's type fixes the expected value in fp file. If the attribute cannot match the expected type, an error is throw when editing fp file. Widget master class already provides a set of standard attributes:

- setFilter(Image) : apply a filtering image which allows to crop input area (Input Device Filters).
- setWidth(int) and setHeight(int): limits the widget size.
- setLabel(String) : specifies an identifier to the widget.
- setOverlay(boolean) : draws widget skin with transparency or not.
- setSkin(Image) : specifies the widget skin.
- setX(int) and setY(int) : specifies widget position.

Notes:

• Widget class does not specify if an attribute is optional or not. It it the responsability to the subclass.

- The label is often used as identifier. It also allows to retrieve a widget calling <a href="https://www.bevice.getDevice">Device.getDevice()</a>. getWidget(Class<T>, String). Some widgets are using this identifier as an integer label. It is the responsability to the widget to fix the signification of the label.
- The widget size is often fixed by the its skin (which is an image). See Widget.finalizeConfiguration() : it sets the widget size according the skin if the skin has been set; even if methods setWidth() and setHeight() have been called before.

### Runtime

The Front Panel engine parsing the fp file at application runtime. The widget methods are called in two times. First, engine creates widget by widget:

- 1. widget's constructor: Widget should initialize its own fields which not depend on widget attributes (not valorized yet).
- setXXX(): Widget should check if given attribute value matches the expected behavior (the type has been already checked by caller). For instance if a width is not negative. On error, implementation can throw an IllegalArgumentException. These checks must not depend on other attributes because they may have not already valorized.
- 3. finalizeConfiguration() : Widget should check the coherence between all attributes: they are now valorized.

During these three calls, all widgets are not created yet. And so, by definition, the main device (which is a widget) not more. By consequence, the implementation must not try to get the instance of device by calling Device.getDevice(). Furthermore, a widget cannot try to get another widget by calling Device.getDevice(). getWidget(s). If a widget depend on another widget for any reason, the last checks can be performed in start() method. This method is called when all widgets and main device are created. Call to Device.getDevice() is allowed.

The method showYourself() is only useful when visualizing the fp file during its editing (use Eclipse view Front Panel Preview). This method is called when clicking on button Outputs.

### Example

The following code is a simple widget LED. MicroEJ Application can interact with it using native methods on() and off() of class ej.fp.widget.LED:

```
package ej.fp.widget;
import ej.fp.Device;
import ej.fp.Image;
import ej.fp.Widget;
import ej.fp.Widget.WidgetAttribute;
import ej.fp.Widget.WidgetDescription;
/**
 * Widget LED declaration. This class must have the same package than
 * <code>LED</code> in MicroEJ application. This is required by the simulator to
 * retrieve the implementation of native methods.
*/
@WidgetDescription(attributes = { @WidgetAttribute(name = "x"), @WidgetAttribute(name = "y"),
     @WidgetAttribute(name = "skin") })
public class LED extends Widget {
```

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```
boolean on; // false init
/**
* Called by the plugin when clicking on <code>Outputs</code> button from Front
* Panel Preview.
*/
@Override
public void showYourself(boolean appearSwitchedOn) {
   update(appearSwitchedOn);
}
/**
* Called by framework to render the LED.
*/
@Override
public Image getCurrentSkin() {
   // when LED is off, hide its skin returning null
   return on ? getSkin() : null;
}
/**
* MicroEJ application native
*/
public static void on() {
   update(true);
}
/**
* MicroEJ application native
*/
public static void off() {
   update(false);
}
private static void update(boolean on) {
   // retrieve the LED (there is only one LED on device)
   LED led = Device.getDevice().getWidget(LED.class);
   // update its state
   led.on = on:
   // ask to repaint it
   led.repaint();
}
```

### **Empty Widget**

}

By definition a widget may not contain an attribute. This kind of widget is useful to perform something at Front Panel startup, for instance to start a thread to pick up data somewhere.

The widget description is @WidgetDescription(attributes = { }). In start() method, a custom behavior can be performed. In fp file, the widget declaration is <com.mycompany.Init/> (where Init is an example of widget name).

#### **Input Device Filters**

The widgets which simulate the input devices use images (or "skins") to show their current states (pressed and released). The user can change the state of the widget by clicking anywhere on the skin: it is the active area. This active area is, by default, rectangular.

These skins can be associated with an additional image called a filter. This image defines the widget's active area. It is useful when the widget is not rectangular.

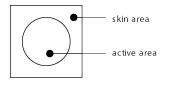


Fig. 58: Active Area

The filter image must have the same size as the skin image. The active area is delimited by the fully opaque pixels. Every pixel in the filter image which is not fully opaque is considered not part of the active area.

### Installation

In the *platform configuration* file, check Front Panel to install the Front Panel module. When checked, the properties file frontpanel/frontpanel.properties is required during platform creation to configure the module. This configuration step is used to identify and configure the Front Panel.

The properties file must / can contain the following properties:

- project.name [mandatory]: Defines the name of the Front Panel project (same workspace as the platform configuration project). If the project name does not exist, a new project will be created.
- fpFile.name [optional, default value is "" (*empty*)]: Defines the Front Panel file (\*.fp) the application has to use by default when several fp files are available in project.

To test a Front Panel project without rebuilding the platform or without exporting manually the project, add the *Application Option* ej.fp.project to a Front Panel Project absolute path (e.g. c:\\mycompany\\myfrontpanel. fp). The Simulator will use the specified Front Panel project prior to the one included by the Platform.

Note: This feature works only if the Platform has been built with the Front Panel module enabled.

**Warning:** This feature is useful to test locally some changes in Front Panel project. The Platform does not contain the changes until a new Platform is built.

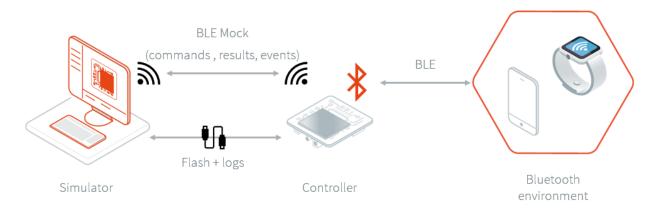
#### Use

Launch an application on the Simulator to run the Front Panel.

## 5.20.9 Bluetooth LE Mock

### Overview

To run a MicroEJ Application that uses the Bluetooth LE Foundation Library (ej.api.bluetooth) on MicroEJ Simulator, a Bluetooth LE mock controller must be set up first:



The Bluetooth LE mock controller is a hardware mock of the Bluetooth LE library. It means the Simulator uses a real Bluetooth LE device to scan other devices, advertise, discover services, connect, pair, etc... This design enables testing of apps in a real-world environment.

The Bluetooth LE mock controller implementation is provided for the ESP32-DevKitC board reference. Other implementations or sources can be provided on request.

#### Requirements

- A ESP32-DevKitC board.
- A Bluetooth LE mock controller firmware.
- A tool to flash the firmware like https://www.espressif.com/en/tools-type/flash-download-tools.

### Usage

To simulate a Bluetooth LE application, follow these three steps:

- Set up the controller
- Set up the network configuration
- Run the application on the Simulator

If your are facing any issues, check the *Troubleshooting* section.

### **Controller Setup**

To set up the controller, follow these steps:

- Plug-in the ESP32-DevKitC board to your computer,
- Find the associated COM port,
- In the flash tool:
  - select the chip "ESP32 DownloadTool"

- browse for the firmware file
- set the offset to 0x000000
- set the COM port
- set the baudrate to 921 600
- start the flash download

With the flash download tool from Espressif, you should end with something similar to this :

ESP32 DOW	NLOAD TOOL V3.6.	8					$\times$
SPIDownload	HSPIDownload	RFConfig	GPIOConfig	MultiDownload			
C:\Users\	CombineBin Default NOT USE QIO QOUT DOUT FASTRD		nload_tools_v3.	devID: h D;32Mbit	et.bin		
	I 1 P: 30AEA4DDA541 F: 30AEA4DDA542 STOP ERAS	ETHERNET:	COM14		V		>

Fig. 59: Bluetooth LE Flash Download Tool Configuration

### **Network Setup**

To configure the network:

- 1. Connect your computer to the Wi-Fi network "BLE-Mock-Controller-[hexa device id]" mounted by the controller.
- 2. Open a browser and connect to <a href="http://192.168.4.1/">http://192.168.4.1/</a> to access the Wi-Fi setup interface :

Please select a Wi-Fi network	Scan C
MicroEJ_MOBL	<b>b</b> 🔶
MicroEJ_Guest	S 🗢
	• •
MicroEJ_TestWAN	
	• •
MicroEJ_NTE	8 🗧

- 3. Select the desired network and provide the required information if asked. If an error occurs during the connection, retry this step.
- 4. In case the device is successfully connected to the desired network, the web page should looks like this:

Connecting to Wi-Fi	
network. Please check your	Scan C
device	

Additionally, the serial output of the device shows connection status.

5. Connect your computer back to this network: your computer and the controller must be in the same network.

### Simulation

It is possible to run the Simulator as many times as necessary using the same setup. Also, rebooting the controller will automatically set up the network with the saved configuration.

The IP address of the controller is available in the logs :

🚯 Termite 3.4 (by CompuPhase)

COM6 115200 bps, 8N1, no handshake Hoka:F=7 5138 /192.168.4.2 Hoka:I=1 Hoka:F=4 5139 /192.168.4.2 Hoka:F=7 5139 /192.168.4.2 Hoka:I=1 Hoka:F=4 5140 /192.168.4.2 Hoka:I=5 5140 /192.168.4.2 202 Accepted /join Hoka:F=7 5140 /192.168.4.2 Hoka:I=3 I (117372) wifi: station: 50:eb:71:25:96:71 leave, AID = 1 I (117372) wifi: n:1 0, o:1 1, ap:1 1, sta:255 255, prof:1 [ESP32 Wifi Driver][WARNING] Event 16 received, not treated l (117402) wifi: flush txq l (117402) wifi: stop sw txg I (117402) wifi: Imac stop hw txq l (117402) wifi: mode : sta (30:ae:a4:dd:91:10) l (119822) wifi: n:11 0, o:1 0, ap:255 255, sta:11 0, prof:1 I (120372) wifi: state: init -> auth (b0) I (120382) wifi: state: auth -> assoc (0) I (120392) wifi: state: assoc -> run (10) I (120412) wifi: connected with MicroEJ\_TestWAN, channel 11 l (120412) wifi: pm start, type: 1 [1B][0;32ml (121772) event stalip: 192.168.80.33, mask: 255.255.255.0, gw: 192.168.80.1[1B][0m ej.bluetooth.bluetoothwificontroller INFO: Succesfully joined the wifi network ej.bluetooth.bluetoothwificontroller INFO: Saving credentials... ej.bluetooth.bluetoothwificontroller INFO: Credentials saved ej.bluetooth.bluetoothwificontroller INFO: Starting server at 192.168.80.33 on port 80 remotecommandserver INFO: Server listening on port 80

Before running your Bluetooth LE application on the Simulator, in the *Run configuration* panel, set the simulation mode to "Controller (over net)" and configure the Bluetooth LE mock settings.

Main Secution III Configuration				
	□ Main ፉ Execution 📟 Configuration 🛋 JRE 🦻 Source 🗉 <u>C</u> ommon			
<ul> <li>Kim S Exceeded Comparation</li> <li>Libraries         <ul> <li>BasicImmutablesNLS</li> <li>Bluetooth</li> <li>ECOM</li> <li>EDC</li> <li>FS</li> <li>MicroUI</li> <li>Net</li> <li>SSL</li> <li>Shielded Plug</li> </ul> </li> <li>Runtime         <ul> <li>Memory</li> <li>Simulator</li> <li>Bluetooth</li> <li>Code Coverage</li> <li>Com Port</li> <li>Debug</li> <li>Device</li> <li>FC</li> </ul> </li> </ul>	Simulation mode: Controller (over net) Server configuration Host or IP: 192.168.80.33 Port: 80 Connection timeout (ms): 10000 Communication settings Command timeout (ms): 5000 Event queue size: 10	×		
	Re <u>v</u> ert App	У		
	<u>R</u> un Clos	e		

Fig. 60: Bluetooth LE Mock Configuration

Launching the application on the Simulator will restore the controller to its initial state (the BLE adapter is disabled).

### Troubleshooting

#### **Network Setup Errors**

## I can't find the "BLE-Mock-Controller-[hexa device id]" access point

The signal of this Wi-Fi access point may be weaker than the surrounding access points. Try to reduce the distance between the controller and your computer; and rescan. If it's not possible, try using a smartphone instead (only a browser will be required to set up the network configuration).

### I want to override the network configuration

If the Wi-Fi credentials are not valid anymore, the controller restarts the network setup phase. Yet, in case the credentials are valid but you want to change them, erase the flash and reflash the firmware.

## **Simulation Errors**

### Error during the simulation: mock could not connect to controller

This error means the mock process (Simulator) could not initialize the connection with the controller. Please check that the device is connected to the network (see logs in the serial port output) and that your computer is in the same network.

# 5.21 Appendices

## 5.21.1 Low Level API

This chapter describes succinctly the available Low Level API, module by module. The exhaustive documentation of each LLAPI function is available in the LLAPI header files themselves. The required header files to implement are automatically copied in the folder include of MicroEJ Platform at platform build time.

#### LLMJVM: MicroEJ Core Engine

#### Naming Convention

The Low Level MicroEJ Core Engine API, the LLMJVM API, relies on functions that need to be implemented. The naming convention for such functions is that their names match the LLMJVM\_IMPL\_\* pattern.

#### **Header Files**

Three C header files are provided:

• LLMJVM\_impl.h

Defines the set of functions that the BSP must implement to launch and schedule the virtual machine

• LLMJVM.h

Defines the set of functions provided by virtual machine that can be called by the BSP when using the virtual machine

• LLBSP\_impl.h

Defines the set of extra functions that the BSP must implement.

#### LLKERNEL: Multi-Sandbox

#### **Naming Convention**

The Low Level Kernel API, the LLKERNEL API, relies on functions that need to be implemented. The naming convention for such functions is that their names match the LLKERNEL\_IMPL\_\* pattern.

#### **Header Files**

One C header file is provided:

## • LLKERNEL\_impl.h

Defines the set of functions that the BSP must implement to manage memory allocation of dynamically installed applications.

### LLSP: Shielded Plug

#### **Naming Convention**

The Low Level Shielded Plug API, the LLSP API, relies on functions that need to be implemented. The naming convention for such functions is that their names match the LLSP\_IMPL\_\* pattern.

### **Header Files**

The implementation of the [SP] for the MicroEJ Platform assumes some support from the underlying RTOS. It is mainly related to provide some synchronization when reading / writing into Shielded Plug blocks.

- LLSP\_IMPL\_syncWriteBlockEnter and LLSP\_IMPL\_syncWriteBlockExit are used as a semaphore by RTOS tasks. When a task wants to write to a block, it "locks" this block until it has finished to write in it.
- LLSP\_IMPL\_syncReadBlockEnter and LLSP\_IMPL\_syncReadBlockExit are used as a semaphore by RTOS tasks. When a task wants to read a block, it "locks" this block until it is ready to release it.

The [SP] specification provides a mechanism to force a task to wait until new data has been provided to a block. The implementation relies on functions LLSP\_IMPL\_wait and LLSP\_IMPL\_wakeup to block the current task and to reschedule it.

### LLEXT\_RES: External Resources Loader

### Principle

This LLAPI allows to use the External Resource Loader. When installed, the External Resource Loader is notified when the MicroEJ Core Engine is not able to find a resource (an image, a file etc.) in the resources area linked with the MicroEJ Core Engine.

When a resource is not available, the MicroEJ Core Engine invokes the External Resource Loader in order to load an unknown resource. The External Resource Loader uses the LLAPI EXT\_RES to let the BSP loads or not the expected resource. The implementation has to be able to load several files in parallel.

### Naming Convention

The Low Level API, the LLEXT\_RES API, relies on functions that need to be implemented. The naming convention for such functions is that their names match the LLEXT\_RES\_IMPL\_\* pattern.

#### **Header Files**

One header file is provided:

• LLEXT\_RES\_impl.h

Defines the set of functions that the BSP must implement to load some external resources.

### **LLCOMM: Serial Communications**

#### **Naming Convention**

The Low Level Comm API (LLCOMM), relies on functions that need to be implemented by engineers in a driver. The names of these functions match the LLCOM\_BUFFERED\_CONNECTION\_IMPL\_\* or the LLCOM\_CUSTOM\_CONNECTION\_IMPL\_\* pattern.

#### **Header Files**

Four C header files are provided:

• LLCOMM\_BUFFERED\_CONNECTION\_impl.h

Defines the set of functions that the driver must implement to provide a Buffered connection

• LLCOMM\_BUFFERED\_CONNECTION.h

Defines the set of functions provided by ECOM Comm that can be called by the driver (or other C code) when using a Buffered connection

• LLCOMM\_CUSTOM\_CONNECTION\_impl.h

Defines the set of functions that the driver must implement to provide a Custom connection

• LLCOMM\_CUSTOM\_CONNECTION.h

Defines the set of functions provided by ECOM Comm that can be called by the driver (or other C code) when using a Custom connection

#### LLUI\_INPUT: Input

LLUI\_INPUT API is composed of the following files:

- the file LLUI\_INPUT\_impl.h that defines the functions to be implemented
- the file LLUI\_INPUT.h that provides the functions for sending events

#### Implementation

LLUI\_INPUT\_IMPL\_initialize is the first function called by the input engine, and it may be used to initialize the underlying devices and bind them to event generator IDs.

LLUI\_INPUT\_IMPL\_enterCriticalSection and LLUI\_INPUT\_IMPL\_exitCriticalSection need to provide the Input Engine with a critical section mechanism for synchronizing devices when sending events to the internal event queue. The mechanism used to implement the synchronization will depend on the platform configuration (with or without RTOS), and whether or not events are sent from an interrupt context.

LLUI\_INPUT\_IMPL\_getInitialStateValue allows the input stack to get the current state for devices connected to the MicroUI States event generator, such as switch selector, coding wheels, etc.

#### **Sending Events**

The LLUI\_INPUT API provides two generic functions for a C driver to send data to its associated event generator:

- LLUI\_INPUT\_sendEvent : Sends a 32-bit event to a specific event generator, specified by its ID. If the input buffer is full, the event is not added, and the function returns LLUI\_INPUT\_NOK ; otherwise it returns LLUI\_INPUT\_OK .
- LLUI\_INPUT\_sendEvents : Sends a frame constituted by several 32-bit events to a specific event generator, specified by its ID. If the input buffer cannot receive the whole data, the frame is not added, and the function returns LLUI\_INPUT\_NOK; otherwise it returns LLUI\_INPUT\_OK.

Events will be dispatched to the associated event generator that will be responsible for decoding them (see *Generic Event Generators*).

The UI extension provides an implementation for each of MicroUI's built-in event generators. Each one has dedicated functions that allows a driver to send them structured data without needing to understand the underlying protocol to encode/decode the data. *The following table* shows the functions provided to send structured events to the predefined event generators:

Function name	Default event	Comments
	generator	
	kind <sup>1</sup>	
	Command	Constants are provided that define all stan-
LLUI_INPUT_sendCommandEvent		dard MicroUI commands [MUI].
	Buttons	In the case of chronological sequences (for
LLUI_INPUT_sendButtonPressedEvent	t	example, a RELEASE that may occur only
		after a PRESSED), it is the responsibility of
LLUI_INPUT_sendButtonReleasedEver	٦t	the driver to ensure the integrity of such se-
LLUI_INPUT_sendButtonRepeatedEver	<b>+</b>	quences.
	I L	
LLUI_INPUT_sendButtonLongEvent		
	Pointer	In the case of chronological sequences (for
LLUI_INPUT_sendPointerPressedEver		example, a RELEASE that may occur only
		after a PRESSED), it is the responsibility of
LLUI_INPUT_sendPointerReleasedEve	ent	the driver to ensure the integrity of such se-
		quences. Depending on whether a button of
LLUI_INPUT_sendPointerMovedEvent		the pointer is pressed while moving, a DRAG
		and/or a MOVE MicroUI event is generated.
	States	The initial value of each state machine
LLUI_INPUT_sendStateEvent		(of a States) is retrieved by a call to
		LLUI_INPUT_IMPL_getInitialStateValue
		that must be implemented by the device. Al-
		ternatively, the initial value can be specified
	Distant	in the XML static configuration.
LLUI_INPUT_sendTouchPressedEvent	Pointer	In the case of chronological sequences (for
		example, a RELEASE that may only occur
LLUI_INPUT_sendTouchReleasedEvent	t	after a PRESSED), it is the responsibility of the driver to ensure the integrity of such se-
		quences. These APIs will generate a DRAG Mi-
LLUI_INPUT_sendTouchMovedEvent		croUI event instead of a MOVE while they rep-
		resent a touch pad over a display.

Table 24: LLUI\_INPUT API for predefined event generators

<sup>&</sup>lt;sup>1</sup> The implementation class is a subclass of the MicroUI class of the column.

### **Event Buffer**

Functions LLUI\_INPUT\_IMPL\_log\_xxx allow logging the use of event buffer. Implementation of these LLAPIs is already available on the MicroEJ Central Repository (LLUI\_INPUT\_LOG\_impl.c). This implementation is using an array to add some metadata to each event. This metadata is used when the BSP is calling LLUI\_INPUT\_dump(). When no implementation is included in the BSP, the call to LLUI\_INPUT\_dump() has no effect (no available logger).

## LLUI\_DISPLAY: Display

### **Principle & Naming Convention**

The Graphics Engine provides some Low Level APIs to connect a display driver. The file LLUI\_DISPLAY\_impl.h defines the API headers to be implemented. For the APIs themselves, the naming convention is that their names match the \*\_IMPL\_\* pattern when the functions need to be implemented:

- LLUI\_DISPLAY\_IMPL\_initialize
- LLUI\_DISPLAY\_IMPL\_binarySemaphoreTake
- LLUI\_DISPLAY\_IMPL\_binarySemaphoreGive
- LLUI\_DISPLAY\_IMPL\_flush

Some additional Low Level APIs allow you to connect display extra features. These Low Level APIs are not required. When they are not implemented, a default implementation is used (weak function). It concerns backlight, contrast, etc.

This describes succinctly some LLUI\_DISPLAY\_IMPL functions. Please refer to documentation inside header files to have more information.

### Initialization

Each Graphics Engine gets initialized by calling the function LLUI\_DISPLAY\_IMPL\_initialize : It asks its display driver to initialize itself. The implementation function has to fill the given structure LLUI\_DISPLAY\_SInitData. This structure allows to retrieve the size of the virtual and physical screen, the back buffer address (where MicroUI is drawing). The implementation has too *give* two binary semaphores.

### Image Heap

The display driver must reserve a runtime memory buffer for creating dynamic images when using MicroUI ResouceImage and BufferedImage classes methods. The display driver may choose to reserve an empty buffer. Thus, calling MicroUI methods will result in a MicroUIException exception.

The section name is .bss.microui.display.imagesHeap.

Functions LLUI\_DISPLAY\_IMPL\_image\_heap\_xxx allow to control the image buffers allocation in the image heap. Implementation of these LLAPIs is already available on the MicroEJ Central Repository ( LLUI\_DISPLAY\_HEAP\_impl.c). This implementation is using a best fit allocator. It can be updated to log the allocations, the remaining space, etc. When no implementation is included in the BSP, the default Graphics Engine'a allocator (a best fit allocator) is used.

### **External Font Heap**

The display driver must reserve a runtime memory buffer for loading external fonts (fonts located outside CPU addresses ranges). The display driver may choose to reserve an empty buffer. Thus, calling MicroUI Font methods will result in empty drawings of some characters.

The section name is .bss.microui.display.externalFontsHeap.

### Flush and Synchronization

The back buffer (graphics buffer) address set in Initialization function is the address for the very first drawing. The content of this buffer is flushed to the external display memory by the function LLUI\_DISPLAY\_flush. The parameters define the rectangular area of the content which has changed during the last drawing action, and which must be flushed to the display buffer (dirty area). This function should be atomic: the implementation has to start another task or a hardware device (often a DMA) to perform the copy.

As soon as the application performs a new drawing, the Graphics Engine locks the thread. It will automatically unlocked when the BSP will call LLUI\_DISPLAY\_flushDone at the end of the copy,

### **Display Characteristics**

Function LLUI\_DISPLAY\_IMPL\_isColor directly implements the method from the MicroUI Display class of the same name. The default implementation always returns true when the number of bits per pixel is higher than 4.

Function LLUI\_DISPLAY\_IMPL\_getNumberOfColors directly implements the method from the MicroUI Display class of the same name. The default implementation returns a value according to the number of bits by pixel, without taking into consideration the alpha bit(s).

Function LLUI\_DISPLAY\_IMPL\_isDoubleBuffered directly implements the method from the MicroUI Display class of the same name. The default implementation returns true. When LLAPI implementation targets a display in direct mode, this function must be implemented and return false.

### Contrast

LLUI\_DISPLAY\_IMPL\_setContrast and LLUI\_DISPLAY\_IMPL\_getContrast are called to set/get the current display contrast intensity. The default implementations don't manage the contrast.

### BackLight

LLUI\_DISPLAY\_IMPL\_hasBacklight indicates whether the display has backlight capabilities.

LLUI\_DISPLAY\_IMPL\_setBacklight and LLUI\_DISPLAY\_IMPL\_getBacklight are called to set/get the current display backlight intensity.

### **Color Conversions**

The following functions are only useful (and called) when the display is not a standard display, see *Pixel Structure*.

LLUI\_DISPLAY\_IMPL\_convertARGBColorToDisplayColor is called to convert a 32-bit ARGB MicroUI color in 0xAARRGGBB format into the "driver" display color.

LLUI\_DISPLAY\_IMPL\_convertDisplayColorToARGBColor is called to convert a display color to a 32-bit ARGB MicroUI color.

## CLUT

The function LLUI\_DISPLAY\_IMPL\_prepareBlendingOfIndexedColors is called when drawing an image with indexed color. See *CLUT* to have more information about indexed images.

#### Image Decoders

The API LLUI\_DISPLAY\_IMPL\_decodeImage allows to add some additional image decoders.

#### LLUI\_LED: LEDs

#### Principle

The LEDs engine provides Low Level APIs for connecting LED drivers. The file LLUI\_LED\_impl.h, which comes with the LEDs engine, defines the API headers to be implemented.

#### **Naming Convention**

The Low Level APIs rely on functions that must be implemented. The naming convention for such functions is that their names match the \*\_IMPL\_\* pattern.

#### Initialization

The first function called is LLUI\_LED\_IMPL\_initialize, which allows the driver to initialize all LED devices. This method must return the available number of LEDs. Each LED has a unique identifier. The first LED has the ID 0, and the last has the ID NbLEDs – 1.

This UI extension provides support to efficiently implement the set of methods that interact with the LEDs provided by a device. Below are the relevant C functions:

- LLUI\_LED\_IMPL\_getIntensity : Get the intensity of a specific LED using its ID.
- LLUI\_LED\_IMPL\_setIntensity : Set the intensity of an LED using its ID.

#### **LLNET: Network**

#### **Naming Convention**

The Low Level API, the LLNET API, relies on functions that need to be implemented. The naming convention for such functions is that their names match the LLNET\_IMPL\_\* pattern.

### **Header Files**

Several header files are provided:

• LLNET\_CHANNEL\_impl.h

Defines a set of functions that the BSP must implement to initialize the Net native component. It also defines some configuration operations to setup a network connection.

• LLNET\_SOCKETCHANNEL\_impl.h

Defines a set of functions that the BSP must implement to create, connect and retrieve information on a network connection.

• LLNET\_STREAMSOCKETCHANNEL\_impl.h

Defines a set of functions that the BSP must implement to do some I/O operations on connection oriented socket (TCP). It also defines function to put a server connection in accepting mode (waiting for a new client connection).

• LLNET\_DATAGRAMSOCKETCHANNEL\_impl.h

Defines a set of functions that the BSP must implement to do some I/O operations on connectionless oriented socket (UDP).

• LLNET\_DNS\_impl.h

Defines a set of functions that the BSP must implement to request host IP address associated to a host name or to request Domain Name Service (DNS) host IP addresses setup in the underlying system.

• LLNET\_NETWORKADDRESS\_impl.h

Defines a set of functions that the BSP must implement to convert string IP address or retrieve specific IP addresses (lookup, localhost or loopback IP address).

• LLNET\_NETWORKINTERFACE\_impl.h

Defines a set of functions that the BSP must implement to retrieve information on a network interface (MAC address, interface link status, etc.).

## LLNET\_SSL: SSL

#### Naming Convention

The Low Level API, the LLNET\_SSL API, relies on functions that need to be implemented. The naming convention for such functions is that their names match the LLNET\_SSL\_\* pattern.

#### **Header Files**

Three header files are provided:

• LLNET\_SSL\_CONTEXT\_impl.h

Defines a set of functions that the BSP must implement to create a SSL Context and to load CA (Certificate Authority) certificates as trusted certificates.

• LLNET\_SSL\_SOCKET\_impl.h

Defines a set of functions that the BSP must implement to initialize the SSL native components, to create an underlying SSL Socket and to initiate a SSL session handshake. It also defines some I/O operations such

as LLNET\_SSL\_SOCKET\_IMPL\_write or LLNET\_SSL\_SOCKET\_IMPL\_read used for encrypted data exchange between the client and the server.

• LLNET\_SSL\_X509\_CERT\_impl.h

Defines a function named LLNET\_SSL\_X509\_CERT\_IMPL\_parse for certificate parsing. This function checks if a given certificate is an X.509 digital certificate and returns its encoded format type : Distinguished Encoding Rules (DER) or Privacy-Enchanced Mail (PEM).

#### LLFS: File System

#### **Naming Convention**

The Low Level File System API (LLFS), relies on functions that need to be implemented by engineers in a driver. The names of these functions match the LLFS\_IMPL\_\* and the LLFS\_File\_IMPL\_\* pattern.

#### **Header Files**

Two C header files are provided:

• LLFS\_impl.h

Defines a set of functions that the BSP must implement to initialize the FS native component. It also defines some functions to manage files, directories and retrieve information about the underlying File System (free space, total space, etc.).

• LLFS\_File\_impl.h

Defines a set of functions that the BSP must implement to do some I/O operations on files (open, read, write, close, etc.).

#### LLHAL: Hardware Abstraction Layer

#### **Naming Convention**

The Low Level API, the LLHAL API, relies on functions that need to be implemented. The naming convention for such functions is that their names match the LLHAL\_IMPL\_\* pattern.

### **Header Files**

One header file is provided:

• LLHAL\_impl.h

Defines the set of functions that the BSP must implement to configure and drive some MCU GPIO.

## **LLDEVICE:** Device Information

#### **Naming Convention**

The Low Level Device API (LLDEVICE), relies on functions that need to be implemented by engineers in a driver. The names of these functions match the LLDEVICE\_IMPL\_\* pattern.

### **Header Files**

One C header file is provided:

• LLDEVICE\_impl.h

Defines a set of functions that the BSP must implement to get the platform architecture name and unique device identifier.

### LLWATCHDOG\_TIMER: Watchdog Timer

#### **Naming Convention**

The Low Level Watchdog Timer API (LLWATCHDOG\_TIMER), provides functions that allow the use of this API at the BSP level in C. The names of these functions match the LLWATCHDOG\_TIMER\_IMPL\_\* pattern.

The Watchdog API is delivered with a Generic C implementation on which the platform must depend. This implementation relies on functions that need to be implemented by engineers in a driver. The name of these functions match the LLWATCHDOG\_TIMER\_IMPL\_\*\_action pattern.

### **Header Files**

One C header file is provided:

• LLWATCHDOG\_TIMER\_impl.h

Defines a set of functions that can be used at BSP level if required.

This C header file contains functions to implement:

watchdog\_timer\_helper.h

Defines a set of functions that the BSP must implement to link the platform watchdog timer to the Watchdog Timer library.

## 5.21.2 MicroEJ Foundation Libraries

EDC

#### **Error Messages**

When an exception is thrown by the runtime, the error message

Generic:E=<messageId>

is issued, where <messageId> meaning is defined in the next table:

Table 25: Generic	Error Messages	
-------------------	----------------	--

Message ID	Description
1	Negative offset.
2	Negative length.
3	Offset + length > object length.

When an exception is thrown by the implementation of the EDC API, the error message

#### EDC-1.2:E=<messageId>

is issued, where <messageId> meaning is defined in the next table:

	5
Message	Description
ID	
-4	No native stack found to execute the Java native method.
-3	Maximum stack size for a thread has been reached. Increase the maximum size of the thread stack parameter.
-2	No Java stack block could be allocated with the given size. Increase the Java stack block size.
-1	The Java stack space is full. Increase the Java stack size or the number of Java stack blocks.
1	A closed stream is being written/read.
2	The operation Reader.mark() is not supported.
3	lock is null in Reader(Object lock).
4	String index is out of range.
5	Argument must be a positive number.
6	Invalid radix used. Must be from Character.MIN_RADIX to Character.MAX_RADIX.

Table 26: EDC Error Messag	

### **Exit Codes**

The MicroEJ Application can stop its execution by calling the method System.exit(). To retrieve the appplication exit code (or exit status), use the C function SNI\_getExitCode() after the end of SNI\_startVM() (see sni.h header file). If the MicroEJ Application ended without calling System.exit() then SNI\_getExitCode() returns 0.

The error codes returned by SNI\_startVM() are defined in the section Error Codes.

### SNI

### **Error Messages**

The following error messages are issued at runtime.

Table 27: [SNI] R	In Time Error Messages.
-------------------	-------------------------

Message ID	Description
-1	Not enough blocks.
-2	Reserved.
-3	Max stack blocks per thread reached.

KF

## Definitions

## **Feature Definition Files**

A Feature is a group of types, resources and [BON] immutables objects defined using two files that shall be in application classpath:

• [featureName].kf, a Java properties file. Keys are described in *the "Feature definition file properties" table below*.

• [featureName].cert, an X509 certificate file that uniquely identifies the Feature

Usage	Description
Mandatory	The fully qualified name of the class that implements ej.kf.
	FeatureEntryPoint
Optional	Semicolon separated list of paths to [BON] immutable files owned by the
	Feature. [BON] immutable file is defined by a / separated path relative
	to application classpath
Optional	Semicolon separated list of resource names owned by the Feature. Re-
	<pre>source name is defined by Class.getResourceAsStream(String)</pre>
Optional	Comma separated list of fully qualified names of required types. (Types
	that may be dynamically loaded using Class.forName()).
Optional	Comma separated list of fully qualified names of types owned by the Fea-
	ture. A wildcard is allowed as terminal character to embed all types start-
	ing with the given qualified name ( a.b.C,x.y.*)
Mandatory	String version, that can retrieved using <pre>ej.kf.Module.getVersion()</pre>
	Mandatory Optional Optional Optional Optional

Table 28.	Fosturo	definition	filo	properties
Table 20:	reature	demition	me	properties

## **Kernel Definition Files**

Kernel definition files are mandatory if one or more Feature definition file is loaded and are named kernel.kf and kernel.cert . kernel.kf must only define the version key. All types, resources and immutables are automatically owned by the Kernel if not explicitly set to be owned by a Feature.

## **Kernel API Definition**

Kernel types, methods and static fields allowed to be accessed by Features must be declared in kernel.api file. Kernel API file is an XML file (see *example "Kernel API XML Schema"* and *table "XML elements specification"*).

Listing 10: Kernel API XML Schema

```
<xs:schema xmlns:xs='http://www.w3.org/2001/XMLSchema'>
    <xs:element name='require'>
       <xs:complexType>
            <xs:choice minOccurs='0' maxOccurs='unbounded'>
                <xs:element ref='type'/>
                <xs:element ref='field'/>
                <xs:element ref='method'/>
            </xs:choice>
        </xs:complexType>
    </xs:element>
    <xs:element name='type'>
        <xs:complexType>
            <xs:attribute name='name' type='xs:string' use='required'/>
       </xs:complexType>
    </xs:element>
    <xs:element name='field'>
        <xs:complexType>
            <xs:attribute name='name' type='xs:string' use='required'/>
       </xs:complexType>
```

(continues on next page)

(continued from previous page)

<pre><xs:element name="method">     <xs:complextype></xs:complextype></xs:element></pre>		
<pre><xs:attribute <="" name="name" pre=""></xs:attribute></pre>	<pre>type='xs:string'</pre>	use='required'/>

#### Table 29: XML elements specification

Tag	Attributes	Description
require		The root element
field		Static field declaration. Declaring a field as a Kernel API automatically sets the declaring
		type as a Kernel API
	name	Fully qualified name on the form [type].[fieldName]
method		Method or constructor declaration. Declaring a method or a constructor as a Kernel API
		automatically sets the declaring type as a Kernel API
	name	Fully qualified name on the form [type].[methodName]([typeArg1,,typeArgN)
		typeReturned . Types are fully qualified names or one of a base type as described by
		the Java language (boolean, byte, char, short, int, long, float, double) When
		declaring a constructor, methodName is the single type name. When declaring a void
		method or a constructor, typeReturned is void
type		Type declaration, allowed to be loaded from a Feature using Class.forName()
	name	Fully qualified name on the form <pre>[package].[package].[typeName]</pre>

#### Access Error Codes

When an instruction is executed that will break a [KF] insulation semantic rule, a java.lang.IllegalAccessError is thrown, with an error code composed of two parts: [source][errorKind].

- source : a single character indicating the kind of Java element on which the access error occurred (*Table "Error codes: source"*)
- errorKind : an error number indicating the action on which the access error occurred (*Table "Error codes: kind*")

Ch aracter	Description
A	Error thrown when accessing an array
Ι	Error thrown when calling a method
F	Error thrown when accessing an instance field
М	Error thrown when entering a synchronized block or method
Р	Error thrown when passing a parameter to a method call
R	Error thrown when returning from a method call
S	Error thrown when accessing a static field

Table 30:	Frror	codes	source
Table 50.	LIIUI	coues.	source

Table 31: Error codes: kind

Id	Description
1	An object owned by a Feature is being assigned to an object owned by the Kernel, but the current context
	is not owned by the Kernel
2	An object owned by a Feature is being assigned to an object owned by another Feature
3	An object owned by a Feature is being accessed from a context owned by another Feature
4	A synchronize on an object owned by the Kernel is executed in a method owned by a Feature
5	A call to a feature code occurs while owning a Kernel monitor

### **Loading Features Dynamically**

Features may be statically embedded with the Kernel or dynamically built against a Kernel. To build a Feature binary file, select Build Dynamic Feature MicroEJ Platform Execution tab. The generated file can be dynamically loaded by the Kernel runtime using ej.kf.Kernel.load(InputStream).

## ECOM

### **Error Messages**

When an exception is thrown by the implementation of the ECOM API, the error message

ECOM-1.1:E=<messageId>

is issued, where <messageId> meaning is defined in the next table:

Message ID	Description
1	The connection has been closed. No more action can be done on this connection.
2	The connection has already been closed.
3	The connection description is invalid. The connection cannot be opened.
4	The connection stream has already been opened. Only one stream per kind of stream (input or
	output stream) can be opened at the same time.
5	Too many connections have been opened at the same time. The platform is not able to open a new
	one. Try to close useless connections before trying to open the new connection.

### Table 32: ECOM Error Messages

## ECOM Comm

### **Error Messages**

When an exception is thrown by the implementation of the ECOM-COMM API, the error message

ECOM-COMM:E=<messageId>

is issued, where <messageId> meaning is defined in the next table:

Message ID	Description
1	The connection descriptor must start with "comm:"
2	Reserved.
3	The Comm port is unknown.
4	The connection descriptor is invalid.
5	The Comm port is already open.
6	The baudrate is unsupported.
7	The number of bits per character is unsupported.
8	The number of stop bits is unsupported.
9	The parity is unsupported.
10	The input stream cannot be opened because native driver is not able to create a RX buffer to
	store the incoming data.
11	The output stream cannot be opened because native driver is not able to create a TX buffer to
	store the outgoing data.
12	The given connection descriptor option cannot be parsed.

#### Table 33: ECOM-COMM error messages

## FS

#### **Error Messages**

When an exception is thrown by the implementation of the FS API, the error message

#### FS:E=<messageId>

is issued, where <messageId> meaning is defined in the next table:

### Table 34: File System Error Messages

Message ID	Description
-1	End of File (EOF).
-2	An error occurred during a File System operation.
-3	File System not initialized.

### Net

#### **Error Messages**

When an exception is thrown by the implementation of the Net API, the error message

#### NET-1.1:E=<messageId>

is issued, where <messageId> meaning is defined in the next table:

	Table 55. Net EITOT Messages
Message ID	Description
-2	Permission denied.
-3	Bad socket file descriptor.
-4	Host is down.
-5	Network is down.
-6	Network is unreachable.
-7	Address already in use.
-8	Connection abort.
-9	Invalid argument.
-10	Socket option not available.
-11	Socket not connected.
-12	Unsupported network address family.
-13	Connection refused.
-14	Socket already connected.
-15	Connection reset by peer.
-16	Message size to be sent is too long.
-17	Broken pipe.
-18	Connection timed out.
-19	Not enough free memory.
-20	No route to host.
-21	Unknown host.
-23	Native method not implemented.
-24	The blocking request queue is full, and a new request cannot be added now.
-25	Network not initialized.
-255	Unknown error.

#### Table 35: Net Error Messages

## SSL

### **Error Messages**

When an exception is thrown by the implementation of the SSL API, the error message

### SSL-2.0:E=<messageId>

is issued, where <messageId> meaning is defined in the next table:

Message ID	Description
-2	Connection reset by the peer.
-3	Connection timed out.
-5	Dispatch blocking request queue is full, and a new request cannot be added now.
-6	Certificate parsing error.
-7	The certificate data size bigger than the immortal buffer used to process certificate.
-8	No trusted certificate found.
-9	Basic constraints check failed: Intermediate certificate is not a CA certificate.
-10	Subject/issuer name chaining error.
-21	Wrong block type for RSA function.
-22	RSA buffer error: Output is too small, or input is too large.
-23	Output buffer is too small, or input is too large.

## Table 36: SSL Error Messages

-24       Certificate AlogID setting error.         -25       Certificate date validity setting error.         -26       Certificate date validity setting error.         -27       Certificate isubject name setting error.         -28       Certificate isubject name setting error.         -29       CA basic constraint setting error.         -30       Extensions setting error.         -31       Invalid ASN version number.         -32       ASN get int error: invalid data.         -33       ASN bit int error: invalid data.         -34       Invalid ASN tag.         -35       Not null ASN tag.         -36       ASN parsing error: zero expected.         -37       ASN date error: current date before.         -41       ASN date error: current date before.         -42       ASN signature error: unsponted hash type.         -44       ASN signature error: unsupported hash type.         -44       ASN signature error: invalid input.         -45       ASN signature error: invalid input.         -46       ASN signature error: invalid input.         -47       ASN signature error: invalid input.         -48       ASN key init error: invalid input.         -49       ASN TRUE key decode error: invalid input.	Message ID	Description
-26       Certificate date validity setting error.         -27       Certificate subject name setting error.         -28       Certificate issuer name setting error.         -30       Extensions setting error.         -31       Invalid ASN version number.         -32       ASN get int error: invalid input.         -33       ASN key init error: invalid input.         -34       Invalid ASN tag.         -35       Not null ASN tag.         -36       ASN parsing error: zero expected.         -37       ASN date error: current date before.         -40       ASN date error: current date before.         -41       ASN date error: unknown time type.         -42       ASN signature error: unsported dash type.         -44       ASN signature error: unsupported hash type.         -44       ASN signature error: unsupported hash type.         -45       ASN signature error: unsupported hash type.         -46       ASN signature error: unsupported hash type.         -47       ASN signature error: unsupported hash type.         -48       ASN Rey init error: invalid input.         -50       X.509 critical extension ignored.         -51       ASN no signer to confirm failure.         -52       ASN CRL ingumentis wrong type. <td>-24</td> <td>Certificate AlogID setting error.</td>	-24	Certificate AlogID setting error.
-27       Certificate subject name setting error.         -28       Certificate issuer name setting error.         -29       CA basic constraint setting error.         -30       Extensions setting error.         -31       Invalid ASN version number.         -32       ASN get int error: invalid input.         -34       Invalid ASN object id.         -35       Not null ASN tag.         -36       ASN paring error: zero expected.         -37       ASN bit string error: zero expected.         -38       ASN OID error: unknown sum id.         -39       ASN date error: current date before.         -40       ASN date error: current date before.         -41       ASN date error: unknown time type.         -42       ASN signature error: confirm failure.         -43       ASN time error: unknown time type.         -44       ASN input error: not enough data.         -45       ASN signature error: confirm failure.         -46       ASN signature error: unsupported kay type.         -47       ASN signature error: invalid input.         -50       X.509 critical extension ignored.         -51       ASN Neg inter error: invalid input.         -52       ASN CRL signature-confirm failure.         -53	-25	Certificate public-key setting error.
-28       Certificate issuer name setting error.         -29       CA basic constraint setting error.         -30       Extensions setting error.         -31       Invalid ASN version number.         -32       ASN get int error: invalid input.         -33       ASN key int error: invalid input.         -34       Invalid ASN object id.         -35       Not null ASN tag.         -36       ASN parsing error: zero expected.         -37       ASN date error: unknown sum id.         -38       ASN OID error: unknown sum id.         -39       ASN date error: current date before.         -40       ASN date error: current date fater.         -42       ASN signature error: unsupported loD.         -43       ASN input error: not enough data.         -44       ASN signature error: unsupported hash type.         -44       ASN signature error: unsupported hash type.         -44       ASN signature error: invalid input.         -45       ASN signature error: invalid input.         -46       ASN signature error: invalid input.         -47       ASN signature confirm failure.         -48       ASN no signer to confirm failure.         -50       X.509 critical extension ignored.         -51       ASN	-26	Certificate date validity setting error.
-29       CA basic constraint setting error.         -30       Extensions setting error.         -31       Invalid ASN version number.         -32       ASN get int error: invalid input.         -34       Invalid ASN object id.         -35       Not null ASN tag.         -36       ASN parsing error: zero expected.         -37       ASN bit string error: uncown sum id.         -38       ASN date error: bad size.         -40       ASN date error: current date before.         -41       ASN date error: current date after.         -42       ASN signature error: unsimatched OID.         -43       ASN time error: unsupported hash type.         -44       ASN signature error: unsupported hash type.         -44       ASN signature error: unsupported hash type.         -47       ASN signature error: unsupported hash type.         -48       ASN ntRU key dacode error: invalid input.         -50       X.509 critical extension ignored.         -51       ASN CRL signature-confirm failure.         -54       ASN NCRL signature-confirm failure.         -54       ASN NCRL signature-confirm failure.         -55       ASN CRL signature-confirm failure.         -54       ASN NERU seginsture-confirm failure. <t< td=""><td>-27</td><td>Certificate subject name setting error.</td></t<>	-27	Certificate subject name setting error.
-30       Extensions setting error.         -31       Invalid ASN version number.         -32       ASN get int error: invalid data.         -33       ASN key init error: invalid input.         -34       Invalid ASN object id.         -35       Not null ASN tag.         -36       ASN parsing error: zero expected.         -37       ASN bit string error: zero expected.         -38       ASN OID error: unknown sum id.         -39       ASN date error: current date before.         -40       ASN date error: current date after.         -42       ASN signature error: unknown time type.         -44       ASN input error: insupported hash type.         -44       ASN signature error: insupported hash type.         -45       ASN signature error: invalid input.         -46       ASN signature error: invalid input.         -47       ASN signature error: invalid input.         -50       X.509 critical extension ignored.         -51       ASN NRU key date confirm failure.         -54       ASN CRL signature-confirm failure.         -54       ASN CRL signature-confirm failure.         -55       ASN CRL so signat to confirm failure.         -54       ASN CRL so signat to confirm failure.         -55	-28	Certificate issuer name setting error.
-31       Invalid ASN version number.         -32       ASN get int error: invalid data.         -33       ASN key init error: invalid input.         -34       Invalid ASN object id.         -35       Not null ASN tag.         -36       ASN parsing error: zero expected.         -37       ASN bit string error: wrong id.         -38       ASN OlD error: unknown sum id.         -39       ASN date error: current date before.         -41       ASN date error: current date after.         -42       ASN signature error: mismatched OlD.         -43       ASN time error: unknown time type.         -44       ASN ignature error: unsupported hash type.         -44       ASN signature error: unsupported key type.         -45       ASN key init error: invalid input.         -46       ASN key init error: invalid input.         -47       ASN key init error: invalid input.         -50       X.509 critical extension ignored.         -51       ASN no signer to confirm failure.         -53       ASN CRL signature-confirm failure.         -54       ASN OCSP signature-confirm failure.         -55       ASN CRL signature-confirm failure.         -51       ASN CRL signature-confirm failure.         -52 <t< td=""><td>-29</td><td>CA basic constraint setting error.</td></t<>	-29	CA basic constraint setting error.
-32ASN get int error: invalid input33ASN key init error: invalid input34Invalid ASN object id35Not null ASN tag36ASN parsing error: zero expected37ASN bit string error: wrong id38ASN Old perror: unknown sum id39ASN date error: current date before40ASN date error: current date before41ASN date error: current date before42ASN signature error: insmatched OID43ASN signature error: unsupported hash type44ASN signature error: unsupported hash type45ASN signature error: unsupported hash type46ASN signature error: invalid input47ASN signature error: invalid input48ASN ND signet to confirm failure49ASN NTRU key decode error: invalid input50X.509 critical extension ignored51ASN cRL signature-confirm failure54ASN CSP signature-confirm failure54ASN CSP signature-confirm failure54ASN CSP signature-confirm failure60ECC curve sum OID unsupported: invalid input62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big70AES-CCM Authentication check fail71AES-CCM Authentication check fail71AES-CCM Authentication check fail72Ast Authentication check fail	-30	Extensions setting error.
-33       ASN key init error: invalid input.         -34       Invalid ASN bigct id.         -35       Not null ASN tag.         -36       ASN parsing error: zero expected.         -37       ASN bit string error: zero expected.         -39       ASN date error: unknown sum id.         -39       ASN date error: current date before.         -41       ASN date error: current date after,         -42       ASN signature error: mismatched OID.         -43       ASN signature error: onlim failure.         -44       ASN input error: on tenough data.         -45       ASN signature error: unsupported hash type.         -44       ASN ignature error: invalid input.         -47       ASN signature error: invalid input.         -48       ASN key init error: invalid input.         -49       ASN NTRU key decode error: invalid input.         -50       X.509 critical extension ignored.         -51       ASN ocsprignature-confirm failure.         -54       ASN CRL signature-confirm failure.         -54       ASN CSP signature-confirm failure.         -54       ASN CSP signature-confirm failure.         -54       ASN CRL signature-confirm failure.         -54       ASN CSP signature-confirm failure.         -5	-31	Invalid ASN version number.
-34       Invalid ASN object id.         -35       Not null ASN tag.         -36       ASN parsing error: zero expected.         -37       ASN bit string error: wrong id.         -38       ASN OlD error: unknown sum id.         -39       ASN date error: bad size.         -40       ASN date error: current date before.         -41       ASN date error: current date after.         -42       ASN signature error: unknown time type.         -44       ASN signature error: confirm failure.         -45       ASN signature error: unsupported hash type.         -47       ASN signature error: invalid input.         -49       ASN nerror: invalid input.         -49       ASN NTRU key decode error: invalid input.         -49       ASN NTRU key decode error: invalid input.         -50       X.509 critical extension ignored.         -51       ASN cRL signature-confirm failure.         -53       ASN CRL signature-confirm failure.         -54       ASN OSP signature-confirm failure.         -55       ASN CSP signature-confirm failure.         -54       ASN OCSP signature-confirm failure.         -55       ASN CRL signature-confirm failure.         -60       ECC curve sum OlD unsupported: invalid input. <td< td=""><td>-32</td><td>ASN get int error: invalid data.</td></td<>	-32	ASN get int error: invalid data.
-35       Not null ASN tag.         -36       ASN parsing error: zero expected.         -37       ASN bit string error: wrong id.         -38       ASN date error: bad size.         -40       ASN date error: current date before.         -41       ASN date error: current date after.         -42       ASN signature error: mismatched OID.         -43       ASN time error: on enough data.         -44       ASN signature error: onsuported hash type.         -44       ASN signature error: unsupported hash type.         -44       ASN signature error: unsupported hash type.         -47       ASN signature error: unsupported hash type.         -48       ASN NEU key decode error: invalid input.         -50       X.S09 critical extension ignored.         -51       ASN no signer to confirm failure.         -54       ASN cRL: no signer to confirm failure.         -55       ASN CRE's gignature-confirm failure.         -54       ASN cRE's gignature-confirm failure.         -55       ASN cRE's no signer to confirm failure.         -54       ASN NCRU: no signer to confirm failure.         -54       ASN ORSP signature-confirm failure.         -54       ASN CRE's signature-confirm failure.         -66       ECC curve sum OID unsupporte	-33	ASN key init error: invalid input.
-36       ASN parsing error: zero expected.         .37       ASN bit string error: wrong id.         .38       ASN OID error: unknown sum id.         .39       ASN date error: bad size.         .40       ASN date error: current date before.         .41       ASN signature error: mismatched OID.         .43       ASN time error: unknown time type.         .44       ASN input error: not enough data.         .45       ASN signature error: unsupported hash type.         .44       ASN signature error: unsupported hash type.         .44       ASN signature error: unsupported hash type.         .45       ASN signature error: invalid input.         .46       ASN signature error: invalid input.         .47       ASN NTRU key decode error: invalid input.         .48       ASN key init error: invalid input.         .49       ASN NTRU key decode error: invalid input.         .50       X.509 critical extension ignored.         .51       ASN CRL: no signer to confirm failure.         .52       ASN CRL: no signer to confirm failure.         .54       ASN OCSP signature-confirm failure.         .55       ASN CCL: nou signer to confirm failure.         .62       ECC curve sum OID unsupported: invalid input.         .62       ECC cur	-34	Invalid ASN object id.
-37       ASN bit string error: wrong id.         -38       ASN OID error: unknown sum id.         -39       ASN date error: bad size.         -40       ASN date error: current date before.         -41       ASN date error: current date before.         -42       ASN signature error: mismatched OID.         -43       ASN time error: unknown time type.         -44       ASN signature error: confirm failure.         -46       ASN signature error: unsupported hash type.         -47       ASN signature error: unsupported key type.         -48       ASN key init error: invalid input.         -49       ASN NTRU key decode error: invalid input.         -50       X.509 critical extension ignored.         -51       ASN no signer to confirm failure.         -52       ASN CRL signature-confirm failure.         -53       ASN OCSP signature-confirm failure.         -54       ASN OCSP signature-confirm failure.         -55       ASN OCSP signature-confirm failure.         -60       ECC input argument is wrong type.         -61       ECC ASNI bad key data: invalid input.         -62       ECC curve sum OID unsupported: invalid input.         -63       Bad function argument provided.         -64       Feature not compiled in.	-35	Not null ASN tag.
-38ASN OID error: unknown sum id39ASN date error: bad size40ASN date error: current date before41ASN date error: current date after42ASN signature error: mismatched OID43ASN time error: unknown time type44ASN signature error: confirm failure45ASN signature error: unsupported hash type46ASN signature error: unsupported key type47ASN key init error: invalid input49ASN NTRU key decode error: invalid input50X.509 critical extension ignored51ASN No signature-confirm failure52ASN CRL signature-confirm failure53ASN CRL signature-confirm failure54ASN OSP signature-confirm failure55ASN CRL signature-confirm failure60ECC input argument is wrong type61ECC ASNI bad key data: invalid input62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big66No password povided by user70AES-GCM Authentication check fail71AES-CCM Authentication check fail71AES-CCM Authentication check fail71AES-CCM Authentication check fail72Bad alignment error, no alloc help83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: mismat	-36	ASN parsing error: zero expected.
-39ASN date error: bad size40ASN date error: current date before41ASN date error: current date after42ASN signature error: mismatched OID43ASN time error: unknown time type44ASN input error: not enough data45ASN signature error: unsupported hash type46ASN signature error: unsupported hash type47ASN signature error: unsupported key type48ASN key init error: invalid input49ASN NTRU key decode error: invalid input50X.509 critical extension ignored51ASN no signer to confirm failure52ASN CRL signature-confirm failure53ASN CRL signature-confirm failure54ASN OCSP signature-confirm failure60ECC input argument is wrong type61ECC ASNI bad key data: invalid input62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big66No password too big70AES-GCM Authentication check fail71AES-CCM Authentication check fail72Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: mismatched OID value86PKCS#7 error: mismatched OID value.	-37	ASN bit string error: wrong id.
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-41ASN date error: current date after42ASN signature error: mismatched OID43ASN time error: unknown time type44ASN signature error: not enough data45ASN signature error: unsupported hash type46ASN signature error: unsupported hash type47ASN signature error: invalid input49ASN NTRU key decode error: invalid input50X.509 critical extension ignored51ASN no signer to confirm failure (no CA found)52ASN CRL signature-confirm failure53ASN CRL signature-confirm failure54ASN OCSP signature-confirm failure60ECC input argument is wrong type61ECC ASNI bad key data: invalid input62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big70AES-GCM Authentication check fail71AES-GCM Authentication check fail71AES-GCM Authentication check fail72Bad alignment error, no alloc help83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: no matching recipient found.	-39	ASN date error: bad size.
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-43ASN time error: unknown time type44ASN input error: not enough data45ASN signature error: unsupported hash type46ASN signature error: unsupported hash type47ASN signature error: unsupported key type48ASN key init error: invalid input49ASN NTRU key decode error: invalid input50X.509 critical extension ignored51ASN no signer to confirm failure (no CA found)52ASN CRL signature-confirm failure53ASN CRL signature-confirm failure54ASN OCSP signature-confirm failure60ECC input argument is wrong type61ECC ASNI bad key data: invalid input62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big66No password provided by user67AltNames extensions too big70AES-GCM Authentication check fail71AES-GCM Authentication check fail80Cavium Init type error81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: mismatched OID value86PKCS#7 error: no matching recipient found.	-41	ASN date error: current date after.
-44ASN input error: not enough data45ASN signature error: unsupported hash type46ASN signature error: unsupported hash type47ASN signature error: unsupported key type48ASN key init error: invalid input49ASN NTRU key decode error: invalid input50X.509 critical extension ignored51ASN no signer to confirm failure (no CA found)52ASN CRL signature-confirm failure53ASN CRL: no signer to confirm failure54ASN OCSP signature-confirm failure60ECC input argument is wrong type61ECC ASNI bad key data: invalid input62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big66No password provided by user70AES-GCM Authentication check fail71AES-GCM Authentication check fail80Cavium Init type error81Bad lignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: mismatched OID value86PKCS#7 error: no matching recipient found.	-42	ASN signature error: mismatched OID.
-45ASN signature error: confirm failure46ASN signature error: unsupported hash type47ASN signature error: unsupported key type48ASN key init error: invalid input49ASN NTRU key decode error: invalid input50X.509 critical extension ignored51ASN no signer to confirm failure (no CA found)52ASN CRL signature-confirm failure53ASN CRL: no signer to confirm failure54ASN OCSP signature-confirm failure60ECC input argument is wrong type61ECC ASN1 bad key data: invalid input62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big70AES-GCM Authentication check fail71AES-CCM Authentication check fail71AES-CCM Authentication check fail81Bad lignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: mismatched OID value86PKCS#7 error: no matching recipient found.	-43	ASN time error: unknown time type.
-46ASN signature error: unsupported hash type47ASN signature error: unsupported key type48ASN key init error: invalid input49ASN NTRU key decode error: invalid input50X.509 critical extension ignored51ASN no signer to confirm failure (no CA found)52ASN CRL signature-confirm failure53ASN CRL: no signer to confirm failure54ASN OCSP signature-confirm failure60ECC input argument is wrong type61ECC ASN1 bad key data: invalid input62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big70AES-GCM Authentication check fail71AES-CCM Authentication check fail71AES-CCM Authentication check fail81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: mismatched OID value86PKCS#7 error: no matching recipient found.	-44	ASN input error: not enough data.
-47ASN signature error: unsupported key type48ASN key init error: invalid input49ASN NTRU key decode error: invalid input50X.509 critical extension ignored51ASN no signer to confirm failure (no CA found)52ASN CRL signature-confirm failure53ASN CRL: no signer to confirm failure54ASN OCSP signature-confirm failure60ECC input argument is wrong type61ECC ASNI bad key data: invalid input62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big66No password provided by user67AltNames extensions too big70AES-GCM Authentication check fail71AES-CCM Authentication check fail80Cavium Init type error81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: no matching recipient found.	-45	ASN signature error: confirm failure.
-48ASN key init error: invalid input49ASN NTRU key decode error: invalid input50X.509 critical extension ignored51ASN no signer to confirm failure (no CA found)52ASN CRL signature-confirm failure53ASN CRL: no signer to confirm failure54ASN OCSP signature-confirm failure60ECC input argument is wrong type61ECC ASN1 bad key data: invalid input62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big66No password provided by user70AES-GCM Authentication check fail71AES-GCM Authentication check fail71Bad alignment error81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: no matching recipient found.	-46	ASN signature error: unsupported hash type.
-49ASN NTRU key decode error: invalid input50X.509 critical extension ignored51ASN no signer to confirm failure (no CA found)52ASN CRL signature-confirm failure53ASN CRL: no signer to confirm failure54ASN OCSP signature-confirm failure60ECC input argument is wrong type61ECC ASN1 bad key data: invalid input62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big66No password provided by user67AltNames extensions too big70AES-GCM Authentication check fail71AES-GCM Authentication check fail80Cavium Init type error81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: mo matching recipient found.	-47	ASN signature error: unsupported key type.
-50X.509 critical extension ignored51ASN no signer to confirm failure (no CA found)52ASN CRL signature-confirm failure53ASN CRL: no signer to confirm failure54ASN OCSP signature-confirm failure60ECC input argument is wrong type61ECC ASN1 bad key data: invalid input62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big66No password provided by user67AltNames extensions too big70AES-GCM Authentication check fail71AES-CCM Authentication check fail80Cavium Init type error81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: no matching recipient found.	-48	ASN key init error: invalid input.
-51ASN no signer to confirm failure (no CA found)52ASN CRL signature-confirm failure53ASN CRL: no signer to confirm failure54ASN OCSP signature-confirm failure60ECC input argument is wrong type61ECC ASN1 bad key data: invalid input62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big66No password provided by user67AltNames extensions too big70AES-GCM Authentication check fail71AES-CCM Authentication check fail80Cavium Init type error81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: no matching recipient found.	-49	ASN NTRU key decode error: invalid input.
-52ASN CRL signature-confirm failure53ASN CRL: no signer to confirm failure54ASN OCSP signature-confirm failure60ECC input argument is wrong type61ECC ASN1 bad key data: invalid input62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big66No password provided by user67AltNames extensions too big70AES-GCM Authentication check fail71AES-CCM Authentication check fail80Cavium Init type error81Bad padding: message wrong length82Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: no matching recipient found.	-50	X.509 critical extension ignored.
-53ASN CRL: no signer to confirm failure54ASN OCSP signature-confirm failure60ECC input argument is wrong type61ECC ASN1 bad key data: invalid input62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big66No password provided by user67AltNames extensions too big70AES-GCM Authentication check fail71AES-CCM Authentication check fail80Cavium Init type error81Bad padding: message wrong length82Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: no matching recipient found.	-51	ASN no signer to confirm failure (no CA found).
-54ASN OCSP signature-confirm failure60ECC input argument is wrong type61ECC ASN1 bad key data: invalid input62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big66No password provided by user67AltNames extensions too big70AES-GCM Authentication check fail71AES-CCM Authentication check fail80Cavium Init type error81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: no matching recipient found.	-52	ASN CRL signature-confirm failure.
-60ECC input argument is wrong type61ECC ASN1 bad key data: invalid input62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big66No password provided by user67AltNames extensions too big70AES-GCM Authentication check fail71AES-CCM Authentication check fail80Cavium Init type error81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: no matching recipient found.	-53	ASN CRL: no signer to confirm failure.
-61ECC ASN1 bad key data: invalid input62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big66No password provided by user67AltNames extensions too big70AES-GCM Authentication check fail71AES-CCM Authentication check fail80Cavium Init type error81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: no matching recipient found.	-54	ASN OCSP signature-confirm failure.
-62ECC curve sum OID unsupported: invalid input63Bad function argument provided64Feature not compiled in65Unicode password too big66No password provided by user67AltNames extensions too big70AES-GCM Authentication check fail71AES-CCM Authentication check fail80Cavium Init type error81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: no matching recipient found.	-60	ECC input argument is wrong type.
-63Bad function argument provided64Feature not compiled in65Unicode password too big66No password provided by user67AltNames extensions too big70AES-GCM Authentication check fail71AES-CCM Authentication check fail80Cavium Init type error81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: mismatched OID value86PKCS#7 error: no matching recipient found.	-61	
-64Feature not compiled in65Unicode password too big66No password provided by user67AltNames extensions too big70AES-GCM Authentication check fail71AES-CCM Authentication check fail80Cavium Init type error81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: mismatched OID value86PKCS#7 error: no matching recipient found.	-62	ECC curve sum OID unsupported: invalid input.
-65Unicode password too big66No password provided by user67AltNames extensions too big70AES-GCM Authentication check fail71AES-CCM Authentication check fail80Cavium Init type error81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: mismatched OID value86PKCS#7 error: no matching recipient found.	-63	Bad function argument provided.
-66No password provided by user67AltNames extensions too big70AES-GCM Authentication check fail71AES-CCM Authentication check fail80Cavium Init type error81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: mismatched OID value86PKCS#7 error: no matching recipient found.	-64	Feature not compiled in.
-67AltNames extensions too big70AES-GCM Authentication check fail71AES-CCM Authentication check fail80Cavium Init type error81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: mismatched OID value86PKCS#7 error: no matching recipient found.	-65	
-70AES-GCM Authentication check fail71AES-CCM Authentication check fail80Cavium Init type error81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: mismatched OID value86PKCS#7 error: no matching recipient found.	-66	No password provided by user.
-71AES-CCM Authentication check fail80Cavium Init type error81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: mismatched OID value86PKCS#7 error: no matching recipient found.	-67	AltNames extensions too big.
-80Cavium Init type error81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: mismatched OID value86PKCS#7 error: no matching recipient found.	-70	
-81Bad alignment error, no alloc help82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: mismatched OID value86PKCS#7 error: no matching recipient found.	-71	AES-CCM Authentication check fail.
-82Bad ECC encrypt state operation83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: mismatched OID value86PKCS#7 error: no matching recipient found.	-80	
-83Bad padding: message wrong length84Certificate request attributes setting error85PKCS#7 error: mismatched OID value86PKCS#7 error: no matching recipient found.	-81	Bad alignment error, no alloc help.
-84Certificate request attributes setting error85PKCS#7 error: mismatched OID value86PKCS#7 error: no matching recipient found.	-82	Bad ECC encrypt state operation.
-85PKCS#7 error: mismatched OID value86PKCS#7 error: no matching recipient found.	-83	
-86 PKCS#7 error: no matching recipient found.	-84	Certificate request attributes setting error.
	-85	PKCS#7 error: mismatched OID value.
-87 FIPS mode not allowed error.	-86	
	-87	FIPS mode not allowed error.

Table 3	36 – continued	from previous page

Message ID	Description
-88	Name constraint error.
-89	Random Number Generator failed.
-90	FIPS Mode HMAC minimum key length error.
-91	RSA Padding error.
-92	Export public ECC key in ANSI format error: Output length only set.
-93	In Core Integrity check FIPS error.
-94	AES Known Answer Test check FIPS error.
-95	DES3 Known Answer Test check FIPS error.
-96	HMAC Known Answer Test check FIPS error.
-97	RSA Known Answer Test check FIPS error.
-98	DRBG Known Answer Test check FIPS error.
-99	DRBG Continuous Test FIPS error.
-100	AESGCM Known Answer Test check FIPS error.
-101	Process input state error.
-102	Bad index to key rounds.
-103	Out of memory.
-104	Verify problem found on completion.
-105	Verify mac problem.
-106	Parse error on header.
-107	Weird handshake type.
-108	Error state on socket.
-109	Expected data, not there.
-110	Not enough data to complete task.
-111	Unknown type in record header.
-112	Error during decryption.
-113	Received alert: fatal error.
-114	Error during encryption.
-116	Need peer's key.
-117	Need the private key.
-118	Error during RSA private operation.
-119	Server missing DH parameters.
-120	Build message failure.
-121	Client hello not formed correctly.
-122	The peer subject name mismatch.
-123	Non-blocking socket wants data to be read.
-124	Handshake layer not ready yet; complete first.
-125	Premaster secret version mismatch error.
-126	Record layer version error.
-127	Non-blocking socket write buffer full.
-128	Malformed buffer input error.
-129	Verify problem on certificate and check date/time on your device.
-130	Verify problem based on signature.
-131	PSK client identity error.
-132	PSK server hint error.
-133	PSK key callback error.
-134	Record layer length error.
-135	Can't decode peer key.
-136	The peer sent close notify alert.
-137	Wrong client/server type.
	Continued on next need

Table 36 – c	ontinued from	previous page

Message ID	Description
-138	The peer didn't send the certificate.
-140	NTRU key error.
-141	NTRU DRBG error.
-142	NTRU encrypt error.
-143	NTRU decrypt error.
-150	Bad ECC Curve Type or unsupported.
-151	Bad ECC Curve or unsupported.
-152	Bad ECC Peer Key.
-153	ECC Make Key failure.
-154	ECC Export Key failure.
-155	ECC DHE shared failure.
-157	Not a CA by basic constraint.
-159	Bad Certificate Manager error.
-160	OCSP Certificate revoked.
-161	CRL Certificate revoked.
-162	CRL missing, not loaded.
-165	OCSP needs a URL for lookup.
-166	OCSP Certificate unknown.
-167	OCSP responder lookup fail.
-168	Maximum chain depth exceeded.
-171	Suites pointer error.
-172	No PEM header found.
-173	Out of order message: fatal.
-174	Bad KEY type found.
-175	Sanity check on ciphertext failed.
-176	Receive callback returned more than requested.
-178	Need peer certificate for verification.
-181	Unrecognized host name error.
-182	Unrecognized max fragment length.
-183	Key Use digitalSignature not set.
-185	Key Use keyEncipherment not set.
-186	Ext Key Use server/client authentication not set.
-187	Send callback out-of-bounds read error.
-188	Invalid renegotiation.
-189	Peer sent different certificate during SCR.
-190	Finished message received from peer before receiving the Change Cipher message.
-191	Sanity check on message order.
-192	Duplicate handshake message.
-193	Unsupported cipher suite.
-194	Can't match cipher suite.
-195	Bad certificate type.
-196	Bad file type.
-197	Opening random device error.
-198	Reading random device error.
-199	Windows cryptographic init error.
-200	Windows cryptographic generation error.
-201	No data is waiting to be received from the random device.
-202	Unknown error.
-202	

Table	36 – continued	from	previous page	

# 5.21.3 Tools Options and Error Codes

## SOAR

When a generic exception is thrown by the SOAR, the error message

SOAR ERROR [M<messageId>] <message>

is issued, where <messageId> and <message> meanings are defined in the next table.

Message ID	Description
0	The SOAR process has encountered some internal limits.
1	Unknown option.
2	An option has an invalid value.
3	A mandatory option is not set.
4	A filename given in options does not exist.
5	Failed to write the output file (access permissions required for -toDir and -root options).
6	The given file does not exist.
7	I/O error while reading a file.
8	An option value refers to a directory, instead of a file.
9	An option value refers to a file, instead of a directory or a jar file.
10	Invalid entry point class or no main() method.
11	An information file can not be generated in its entirety.
12	Limitations of the evaluation version have been reached.
13	I/O rrror while reading a jar file.
14	IO Error while writing a file.
15	I/O error while reading a jar file: unknown entry size.
16	Not enough memory to load a jar file.
17	The specified SOAR options are exclusive.
18	XML syntax error for some given files.
19	Unsupported float representation.
23	A clinit cycle has been detected. The clinit cycle can be cut either by simplifying the applica-
	tion clinit code or by explicitly declaring clinit dependencies (see <i>Class Initialization Code</i> ).
	Check the generated .clinitmap file for more information.
25	An assert statement could not be removed. The .class file may have been built outside
	MicroEJ SDK with an other compiler than Eclipse JDT. A workaround is to enable <i>assertions</i>
	option.
50	Missing code: Java code refers to a method not found in specified classes.
51	Missing code: Java code refers to a class not found in the specified classpath.
52	Wrong class: Java code refers to a field not found in the specified class.
53	Wrong class: A Java classfile refers to a class as an interface.
54	Wrong class: An abstract method is found in a non-abstract class.
55	Wrong class: illegal access to a method, a field or a type.
56	Wrong class: hierarchy inconsistency; an interface cannot be a superclass of a class.
57	Circularity detected in initializion sequence.
58	Option refers twice to the same resource. The first reference is used.
59	Stack inconsistency detected.
60	Constant pool inconsistency detected.
61	Corrupted classfile.
62	Missing native implementation of a native method.
63	Cannot read the specified resource file.

Table 37: SOAR Error Messages.

Message ID	Description
64	The same property name cannot be defined in two different property files.
65	Bad license validity.
66	Classfiles do not contain debug line table information.
67	Same as 51.
150	SOAR limit reached: The specified method uses too many arguments.
151	SOAR limit reached: The specified method uses too many locals.
152	SOAR limit reached: The specified method code is too large.
153	SOAR limit reached: The specified method catches too many exceptions.
154	SOAR limit reached: The specified method defines a stack that is too large.
155	SOAR limit reached: The specified type defines too many methods.
156	SOAR limit reached: Your application defines too many interfaces.
157	SOAR limit reached: The specified type defines too many fields.
158	SOAR limit reached: your application defines too many types.
159	SOAR limit reached: Your application defines too many static fields.
160	SOAR limit reached: The hierarchy depth of the specified type is too high.
161	SOAR limit reached: Your application defines too many bundles.
162	SOAR limit reached: Your application defines too deep interface hierarchies.
163	SOAR limit reached: Your application defines too many cnocrete types.
164	SOAR limit reached: Your application defines too many reference fields in a class.
251	Error in converting an IEE754 float(32) or double(64) to a fixed-point arithmetic number
300	Corrupted class: invalid dup_x1 instruction usage.
301	Corrupted class: invalid dup_x2 instruction usage.
302	Corrupted class:invalid dup_x2 instruction usage.
303	Corrupted class:invalid dup2_x1 instruction usage.
304	Corrupted class:invalid dup2_x1 instruction usage.
305	Corrupted class:invalid dup2_x2 instruction usage.
306	Corrupted class: invalid dup2 instruction usage.
307	Corrupted class:invalid pop2 instruction usage.
308	Corrupted class:invalid swap instruction usage.
309	Corrupted class: Finally blocks must be inlined.
350	SNI incompatibility: Some specified type should be an array.
351	SNI incompatibility: Some type should define some specified field.
352	SNI incompatibility: The specified field is not compatible with SNI.
353	SNI incompatibility: The specified type must be a class.
354	SNI incompatibility: The specified static field must be defined in the specified type.
355	SNI file error: The data must be an integer.
356	SNI file error: unexpected tag
357	SNI file error: attributes <name>, <descriptor>, <index> and <size> are expected in the spec-</size></index></descriptor></name>
	ified tag.
358	SNI file error: invalid SNI tag value.
359	Error parsing the SNI file.
360	XML Error on parsing the SNI file.
361	SNI incompatibility: illegal call to the specified data.
362	No stack found for the specified native group.
363	Invalid SNI method: The argument cannot be an object reference.
364	Invalid SNI method: The array argument must only be a base type array.
365	Invalid SNI method: The return type must be a base type.
366	Invalid SNI method: The method must be static.

Table 37 – continued from previou
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## Immutable Files Related Error Messages

The following error messages are issued at SOAR time (link phase) and not at runtime.

Message	Description
ID	
0	Duplicated ID in immutable files. Each immutable object should have a unique ID in the SOAR image.
1	An immutable file refers to an unknown field of an object.
2	Tried to assign the same object field twice.
3	All immutable object fields should be defined in the immutable file description.
4	The assigned value does not match the expected Java type.
5	An immutable object refers to an unknown ID.
6	The length of the immutable object does not match the length of the assigned object.
7	The type defined in the file doesn't match the Java expected type.
8	Generic error while parsing an immutable file.
9	Cycle detected in an alias definition.
10	An immutable object is an instance of an abstract class or an interface.
11	Unknown XML attribute in an immutable file.
12	A mandatory XML attribute is missing.
13	The value is not a valid Java literal.
14	Alias already exists.

## Table 38: Errors when parsing immutable files at link time.

## SNI

The following error messages are issued at SOAR time and not at runtime.

Message ID	Description
363	Argument cannot be a reference.
364	Argument can only be from a base type array.
365	Return type must be a base type.
366	Method must be a static method.

## **SP Compiler**

# Options

Option name	Description
-verbose[ee]	Extra messages are printed out to the console according to the number of 'e'.
-descriptionFile	XML Shielded Plug description file. Multiple files allowed.
file	
-waitingTaskLimit value	Maximum number of task/threads that can wait on a block: a number between 0 and 71 is for no limit; 8 is for unspecified.
-immutable	When specified, only immutable Shielded Plugs can be compiled.
-output dir	Output directory. Default is the current directory.
-outputName name	Output name for the Shielded Plug layout description. Default is "shielded_plug".
-endianness name	Either "little" or "big". Default is "little".
-outputArchitecture	Output ELF architecture. Only "ELF" architecture is available.
-rwBlockHeaderSize	Read/Write header file value.
-genIdsC	When specified, generate a C header file with block ID constants.
-cOutputDir dir	Output directory of C header files. Default is the current directory.
-cConstantsPrefix prefix	C constants name prefix for block IDs.
-genIdsJava	When specified, generate Java interfaces file with block ID constants.
-jOutputDir dir	Output directory of Java interfaces files. Default is the current directory.
-jPackage name	The name of the package for Java interfaces.

Table 40: Shielded Plug Compiler Options.

## Error Messages

Table 41: Shielded Plug Compiler Error Messages.

Message ID	Description
0	Internal limits reached.
1	Invalid endianness.
2	Invalid output architecture.
3	Error while reading / writing files.
4	Missing a mandatory option.

, etc.

#### **NLS Immutables Creator**

ID 1

8

9

10

11

12

13

14

15

16

Error

Error

Error

Warning

Warning

Warning

Warning

Warning

Warning

Туре	Description
Error	Error reading the nls list file: invalid path, input/output error,
Error	Error reading the nls list file: The file contents are invalid.
Error	Specified class is not an interface.
Error	Invalid message ID. Must be greater than or equal to 1.
Error	Duplicate ID. Both messages use the same message ID.
Error	Specified interface does not exist.
Error	Specified message constant is not visible (must be public).

Specified message constant is not an integer.

IO error: Cannot create the output file.

Missing message value.

Invalid property.

No locale file is defined for the specified header.

There is a gap (or gaps) in messages constants.

Specified property does not denote a message.

No message is defined for the specified header.

Invalid properties header file. File is ignored.

Table 42: NLS Immutables Creator Errors Messages

#### **MicroUI Static Initializer**

#### Inputs

The XML file used as input by the MicroUI Static Initialization Tool may contain tags related to the Input component as described below.

Listing 11: Event Generators Description

```
<eventgenerators>
<!-- Generic Event Generators -->
    <eventgenerator name="GENERIC" class="foo.bar.Zork">
       <property name="PROP1" value="3"/>
        <property name="PROP2" value="aaa"/>
    </eventgenerator>
    <!-- Predefined Event Generators -->
    <command name="COMMANDS"/>
    <buttons name="BUTTONS" extended="3"/>
   <buttons name="JOYSTICK" extended="5"/>
    <pointer name="POINTER" width="1200" height="1200"/>
    <touch name="TOUCH" display="DISPLAY"/>
    <states name="STATES" numbers="NUMBERS" values="VALUES"/>
</eventgenerators>
<array name="NUMBERS">
   <elem value="3"/>
    <elem value="2"/>
    <elem value="5"/>
</array>
```

(continues on next page)

(continued from previous page)

```
<array name="VALUES">
    <elem value="2"/>
    <elem value="0"/>
    <elem value="1"/>
</array>
```

Тад	Attributes	Description
	-	The list of event generators.
eventgenerators		
-	priority	Optional. An integer value. Defines the internal display thread priority. De-
		fault value is 5.
		Describes a generic event generator. See also <i>Generic Event Generators</i> .
eventgenerator	name	The logical name.
·	class	The event generator class (must extend the ej.microui.event.generator.
		GenericEventGenerator class). This class must be available in the MicroEJ
		Application classpath.
	listener	Optional. Default listener's logical name. Only a display is a valid listener. If
		no listener is specified the listener is the default display.
		A generic event generator property. The generic event generator will receive
property		this property at startup, via the method setProperty.
	name	The property key.
	value	The property value.
		The default event generator Command .
command	name	The logical name.
	listener	Optional. Default listener's logical name. Only a display is a valid listener. If
		no listener is specified, then the listener is the default display.
head down a		The default event generator <b>Buttons</b> .
buttons	name	The logical name.
	extended	Optional. An integer value. Defines the number of buttons which support the
		MicroUI extended features (elapsed time, click and double-click).
	listener	Optional. Default listener's logical name. Only a display is a valid listener. If
		no listener is specified, then the listener is the default display.
pointor		The default event generator Pointer.
pointer	name	The logical name.
	width	An integer value. Defines the pointer area width.
	height	An integer value. Defines the pointer area heigth.
	extended	Optional. An integer value. Defines the number of pointer buttons (right
		click, left click, etc.) which support the MicroUI extended features (elapsed
		time, click and double-click).
	listener	Optional. Default listener's logical name. Only a display is a valid listener. If
		no listener is specified, then the listener is the default display.
touch		The default event generator Touch .
COUCH	name	The logical name.
	display	Logical name of the Display with which the touch is associated.
	listener	Optional. Default listener's logical name. Only a display is a valid listener. If
		no listener is specified, then the listener is the default display.
states		An event generator that manages a group of state machines.
0.0000		
		The state of a machine is changed by sending an event using
		The state of a machine is changed by sending an event using LLUI_INPUT_sendStateEvent. The logical name.

#### Table 43: Event Generators Static Definition

Тад	Attributes	Description	
	numbers	The logical name of the array which defines the number of state machines for this States generator, and their range of state values. The IDs of the state machines start at 0. The number of state machines managed by the States generator is equal to the size of the numbers array, and the value of each entry in the array is the number of different values supported for that state machine. State machine values for state machine i can be in the range 0 to numbers[i] -1.	
	values	Optional. The logical name of the array which defines the initial state values of the state machines for this States generator. The values array must be the same size as the numbers array. If initial state values are specified using a values array, then the LLUI_INPUT_IMPL_getInitialStateValue function is not called; otherwise that function is used to establish the initial values <sup>1</sup>	
	listener	<i>Optional.</i> Default listener's logical name. Only a display is a valid listener. If no listener is specified, then the listener is the default display.	
array	name	An array of values. The logical name.	
elem	value	A value. An integer value.	

Table 43 – continued from previous page	Table	43 – continued	from previous	page
---	-------	----------------	---------------	------

## Display

The display component augments the static initialization file with:

- The configuration of each display.
- Fonts that are implicitly embedded within the application (also called system fonts). Applications can also embed their own fonts.

```
<display name="DISPLAY"/>
<fonts>
    <font file="resources\fonts\myfont.ejf">
        <range name="LATIN" sections="0-2"/>
            <customrange start="0x21" end="0x3f"/>
        </font>
        <font file="C:\data\myfont.ejf"/>
</fonts>
```

<sup>1</sup> Exception: When using MicroEJ Platform, where there is no equivalent to the LLUI\_INPUT\_IMPL\_getInitialStateValue function. If no values array is provided, and the MicroEJ Platform is being used, all state machines take 0 as their initial state value.

Тад	Attributes	Description		
diaplay		The display element describes one display.		
display		The logical name of the display.		
	name			
	priority	Deprecated. This value is not taken in consideration. Use MicroEj application		
	prioricy	launcher option instead.		
	default	<i>Deprecated</i> . This value is not taken in consideration.		
fonts		The list of system fonts. The system fonts are available for all displays.		
Count		A system font.		
font	file	The font file path. The path may be absolute or relative to the XML file.		
range		A font generic range.		
Tunge	name	The generic range name (LATIN, HAN, etc.)		
		<i>Optional.</i> Defines one or several sub parts of the generic range.		
	sections	"1": add only part 1 of the range		
		"1-5": add parts 1 to 5		
		"1,5": add parts 1 and 5		
		These combinations are allowed:		
		"1,5,6-8" add parts 1, 5, and 6 through 8		
		By default, all range parts are embedded.		
		A font-specific range.		
customrange	start	UTF16 value of the very first character to embed.		
	end	UTF16 value of the very last character to embed.		

Table 44: Display Static Initialization XML Tags Defini	tion
---	------

### **Front Panel**

#### FP File

### XML Schema

# **File Specification**

Тад	Attributes	Description
Constant and 1		The root element.
frontpanel	xmlns:xsi	Invariant tag <sup>1</sup>
	xmlns	Invariant tag <sup>2</sup>
	xsi:schemaLocation	Invariant tag <sup>3</sup>
device		The device's root element.
device	name	The device's logical name.
	skin	Refers to a PNG file which defines the device background.
at fa sidaat		Defines the widget to use. Refer to the widget documentation.
ej.fp.widget.xxx	label	All widget should provide this identifier. Sometimes it is used as string, sometimes as integer
	x	The widget x-coordinate.
	У	The widget y-coordinate.

### Table 45: FP File Specification

# **HIL Engine**

Below are the HIL Engine options:

Option name	Description
-verbose[ee]	Extra messages are printed out to the console (add extra e to get more messages).
-ip <address></address>	MicroEJ Simulator connection IP address (A.B.C.D). By default, set to localhost.
-port <port></port>	MicroEJ Simulator connection port. By default, set to 8001.
-connectTimeout <timeout></timeout>	timeout in s for MicroEJ Simulator connections. By default, set to 10 seconds.
-excludes <name[sep]name></name[sep]name>	Types that will be excluded from the HIL Engine class resolution provided mocks. By default, no types are excluded.
-mocks <name[sep]name></name[sep]name>	Mocks are either .jar file or .class files.

### Table 46: HIL Engine Options

### **Heap Dumping**

### XML Schema

Below is the XML schema for heap dumps.

<sup>&</sup>lt;sup>1</sup> Must be "http://www.w3.org/2001/XMLSchema-instance"

<sup>&</sup>lt;sup>2</sup> Must be "https://developer.microej.com" <sup>3</sup> Must be "https://developer.microej.com .widget.xsd"

Table 47: XML Schema for Heap Dumps

```
<?xml version='1.0' encoding='UTF-8'?>
<!--
    Schema
    Copyright 2012 IS2T. All rights reserved.
  IS2T PROPRIETARY/CONFIDENTIAL. Use is subject to license terms.
-->
<xs:schema xmlns:xs="http://www.w3.org/2001/XMLSchema">
    <!-- root element: heap -->
    <xs:element name="heap">
        <xs:complexType>
            <xs:choice minOccurs="0" maxOccurs="unbounded">
                <xs:element ref="class"/>
                <xs:element ref="object"/>
                <xs:element ref="array"/>
                <xs:element ref="stringLiteral"/>
            </xs:choice>
        </xs:complexType>
    </xs:element>
<!-- class element -->
<xs:element name="class">
    <xs:complexType>
        <xs:choice minOccurs="0" maxOccurs="unbounded">
            <xs:element ref="field"/>
        </xs:choice>
        <xs:attribute name="name" type="xs:string" use = "required"/>
        <xs:attribute name="id" type="xs:string" use = "required"/>
        <xs:attribute name="superclass" type="xs:string"/>
    </xs:complexType>
</xs:element>
<!-- object element-->
<xs:element name="object">
    <xs:complexType>
        <xs:choice minOccurs="0" maxOccurs="unbounded">
            <xs:element ref="field"/>
        </xs:choice>
        <xs:attribute name="id" type="xs:string" use = "required"/>
        <xs:attribute name="class" type="xs:string" use = "required"/>
        <xs:attribute name="createdAt" type="xs:string" use = "optional"/>
        <xs:attribute name="createdInThread" type="xs:string" use = "optional"/>
        <xs:attribute name="createdInMethod" type="xs:string"/>
        <xs:attribute name="tag" type="xs:string" use = "required"/>
    </xs:complexType>
</xs:element>
```

Continued on next page

Table 47 – continued from previous page

```
<!-- array element-->
<xs:element name="array" type = "arrayTypeWithAttribute"/>
<!-- stringLiteral element-->
<xs:element name="stringLiteral">
    <xs:complexType>
        <xs:sequence>
            <xs:element minOccurs ="4" maxOccurs="4" ref="field "/>
        </xs:sequence>
        <xs:attribute name="id" type="xs:string" use = "required"/>
        <xs:attribute name="class" type="xs:string" use = "required"/>
    </xs:complexType>
</xs:element>
   <!-- field element: child of class, object and stringLiteral-->
      <xs:element name="field">
          <xs:complexType>
              <xs:attribute name="name" type="xs:string" use = "required"/>
              <xs:attribute name="id" type="xs:string" use = "optional"/>
              <xs:attribute name="value" type="xs:string" use = "optional"/>
              <xs:attribute name="type" type="xs:string" use = "optional"/>
          </xs:complexType>
      </xs:element>
      <xs:simpleType name = "arrayType">
          <xs:list itemType="xs:integer"/>
      </xs:simpleType>
<!-- complex type "arrayTypeWithAttribute". type of array element-->
      <xs:complexType name = "arrayTypeWithAttribute">
          <xs:simpleContent>
              <xs:extension base="arrayType">
                  <xs:attribute name="id" type="xs:string" use = "required"/>
                  <xs:attribute name="class" type="xs:string" use = "required"/>
                  <xs:attribute name="createdAt" type="xs:string" use = "optional"/>
                  <xs:attribute name="createdInThread" type="xs:string" use = "optional"/>
                  <xs:attribute name="createdInMethod" type="xs:string" use = "optional"/>
                  <xs:attribute name="length" type="xs:string" use = "required"/>
                  <xs:attribute name="elementsType" type="xs:string" use = "optional"/>
                  <xs:attribute name="type" type="xs:string" use = "optional"/>
              </xs:extension>
          </xs:simpleContent>
      </xs:complexType>
  </xs:schema>
```

#### **File Specification**

Types referenced in heap dumps are represented in the internal classfile format (*Internal classfile Format for Types*). Fully qualified names are names separated by the / separator (For example, a/b/C).

Listing 12: Internal classfile Format for Types

Type = <BaseType> | <ClassType> | <ArrayType>
BaseType: B(byte), C(char), D(double), F(float), I(int), J(long), S(short), Z(boolean),
ClassType: L<ClassName>;
ArrayType: [<Type>

Tags used in the heap dumps are described in the table below.

Tags	Attributes	Description
heap		The root element.
alaca		Element that references a Java class.
class	name	Class type ( <classtype> )</classtype>
	id	Unique identifier of the class.
	superclass	Identifier of the superclass of this class.
ala da ast		Element that references a Java object.
object	id	Unique identifier of this object.
	class	Fully qualified name of the class of this object.
array		Element that references a Java array.
array	id	Unique identifier of this array.
	class	Fully qualified name of the class of this array.
	elementsType	Type of the elements of this array.
	length	Array length.
at min al itamal		Element that references a java.lang.String literal.
stringLiteral	id	Unique identifier of this object.
	class	ld of java.lang.String class.
		Element that references the field of an object or a class.
field	name	Name of this field.
	id	Object or Array identifier, if it holds a reference.
	type	Type of this field, if it holds a base type.
	value	Value of this field, if it holds a base type.

Table 48: Tag Descriptions

# 5.21.4 Architectures MCU / Compiler

### Principle

The MicroEJ C libraries have been built for a specific processor (a specific MCU architecture) with a specific C compiler. The third-party linker must make sure to link C libraries compatible with the MicroEJ C libraries. This chapter details the compiler version, flags and options used to build MicroEJ C libraries for each processor.

Some processors include an optional floating point unit (FPU). This FPU is single precision (32 bits) and is compliant with IEEE 754 standard. It can be disabled when not in use, thus reducing power consumption. There are two steps to use the FPU in an application. The first step is to tell the compiler and the linker that the microcontroller has an FPU available so that they will produce compatible binary code. The second step is to enable the FPU during execution. This is done by writing to CPAR in the SystemInit() function. Even if there is an FPU in the processor, the linker may still need to use runtime library functions to deal with advanced operations. A program may also define calculation functions with floating numbers, either as parameters or return values. There are several Application Binary Interfaces (ABI) to handle floating point calculations. Hence, most compilers provide options to select one of these ABIs. This will affect how parameters are passed between caller functions and callee functions, and whether the FPU is used or not. There are three ABIs:

- Soft ABI without FPU hardware. Values are passed via integer registers.
- Soft ABI with FPU hardware. The FPU is accessed directly for simple operations, but when a function is called, the integer registers are used.
- Hard ABI. The FPU is accessed directly for simple operations, and FPU-specific registers are used when a function is called, for both parameters and the return value.

It is important to note that code compiled with a particular ABI might not be compatible with code compiled with another ABI. MicroEJ modules, including the MicroEJ Core Engine, use the hard ABI.

### Supported MicroEJ Core Engine Capabilities by Architecture Matrix

The following table lists the supported MicroEJ Core Engine capabilities by MicroEJ Architectures.

	chitecture Matrix			
MicroEJ Core Engi	ne Architectures	Capabilities		
MCU	Compiler	Single application	Tiny application	Multi applications
ARM Cortex-M0	GCC	YES	YES	NO
ARM Cortex-M4	IAR Embedded Workbench	YES	YES	YES
	for ARM			
ARM Cortex-M4	GCC	YES	NO	YES
ARM Cortex-M4	Keil uVision	YES	NO	YES
ARM Cortex-M7	IAR Embedded Workbench	YES	NO	YES
	for ARM			
ARM Cortex-M7	GCC	YES	NO	YES
ARM Cortex-M7	Keil uVision	YES	NO	YES
ESP32	ESP-IDF	YES	NO	YES

Table 49: Supported MicroEJ Core Engine Capabilities by MicroEJ Architecture Matrix

### ARM Cortex-M0

Compiler	Version	Flags and Options	Module
GCC	4.8		flopi0G22
		<pre>-mabi=aapcs -mcpu=cortex-m0 -mlittle-endian -mthumb</pre>	

## **ARM Cortex-M4**

Compiler	Version	Flags and Options	Module
Keil uVi- sion	5.18.0.0	cpu Cortex-M4.fpapcs=/hardfpfpmode=ieee_no_fenv	flopi4A20
GCC	4.8	<pre>-mabi=aapcs -mcpu=cortex-m4 -mlittle-endian -mfpu=fpv4-sp-d16 -mfloat-abi=hard -mthumb</pre>	
IAR Em- bedded Work- bench for ARM		cpu Cortex-M4Ffpu VFPv4_sp	flopi4I35

Table 51: ARM Cortex-M4 Compilers

Note: Since MicroEJ 4.0, Cortex-M4 architectures are compiled using hardfp convention call.

### ARM Cortex-M7

Compiler Version		Version	Flags and Options	Module
Keil sion	uVi-	5.18.0.0	cpu Cortex-M7.fp.spapcs=/hardfp fpmode=ieee_no_fenv	flopi7A21
GCC		4.8	-mabi=aapcs -mcpu=cortex-m7 -mlittle-endian -mfpu=fpv5-sp-d16 -mfloat-abi=hard -mthumbb	flopi7G26
IAR bedde Work- bench ARM		8.32.1.18631	cpu Cortex-M7fpu VFPv5_sp	flopi7I36

# Table 52: ARM Cortex-M7 Compilers

# ESP32

Compiler	Version	Flags and Options	Module Name	Module Version
GCC (ESP- IDF)	5.2.0 (crosstool ng- 1.22.0- 80- g6c4433a		simikou1	Any
GCC (ESP- IDF)	5.2.0 (crosstool ng- 1.22.0- 80- g6c4433a		simikou2	Up to 7.13.0 (in- cluded)
GCC (ESP- IDF)	ng- 1.22.0- 96- g2852398	mlongcalls -mfix-esp32-psram-cache-issue	simikou2	7.12.2 or higher
GCC (ESP- IDF)	5.2.0 (crosstool ng- 1.22.0- 97- gc752ad5		simikou4	7.12.2 or higher
GCC (ESP- IDF)	8.4.0 (crosstool NG esp- 2021r1)	mlongcalls	simikou5	7.16.1 or higher
GCC (ESP- IDF)	8.4.0 (crosstool NG esp- 2021r1)	-mlongcalls -mfix-esp32-psram-cache-issue -mfix-esp32-psram-cache-strategy=memw	simikou6	7.16.1 or higher

Table 53:	Espressif ESP32 Compilers
-----------	---------------------------

## **IAR Linker Specific Options**

This section lists options that must be passed to IAR linker for correctly linking the MicroEJ object file (microejapp. o) generated by the SOAR.

#### --no\_range\_reservations

MicroEJ SOAR generates ELF absolute symbols to define some link-time options (0 based values). By default, IAR linker allocates a 1 byte section on the fly, which may cause silent sections placement side effects or a section overlap error when multiple symbols are generated with the same absolute value:

Error[Lp023]: absolute placement (in [0x0000000-0x000000db]) overlaps with absolute symbol
[...]

The option <u>--no\_range\_reservations</u> tells IAR linker to manage an absolute symbol as described by the ELF specification.

--diag\_suppress=Lp029

MicroEJ SOAR generates internal veneers that may be interpreted as illegal code by IAR linker, causing the following error:

```
Error[Lp029]: instruction validation failure in section "C:\xxx\microejapp.o[.text.
__icetea__virtual___1xxx#1126]": nested IT blocks. Code in wrong mode?
```

The option --diag\_suppress=Lp029 tells IAR linker to ignore instructions validation errors.

# 5.21.5 Former Platform Migration

This chapter describes the steps to migrate a former MicroEJ Platform in its latest form described in *Platform Creation* chapter.

As a reminder, this new form brings two main features:

- Both MicroEJ Platform *build* and *dependencies declaration* are managed by *MicroEJ Module Manager*. This allows a fully automated build and continuous integration.
- The configuration of the target Board Support Package (BSP) has been revisited to support any *BSP Connection cases*.

Former MicroEJ Platforms were usually distributed by MicroEJ Corp. in an all-in-one ZIP file also called *fullPackag-ing*.

In this document, the MicroEJ Platform for STMicroelectronics STM32F746G-DISCO board will be used as an example.

The following figure shows the *fullPackaging* structure once extracted.

```
STM32F746GDISCO-846SI-fullPackaging-eval-3.4.2
    🗁 demo_binaries
  platformArchitecture
       flopi7A21-eval.xpf
       flopi7A21Net-eval.xpfp
       flopi7A21Standalone.xpfp
       flopi7A21UI.xpfp
       fs.xpfp
       hal.xpfp
  platformSource
      STM32F746GDISCO-846SI-platformSource.zip
    🗁 plugins
    CHANGELOG.rst
    README.rst
    RELEASE_NOTES.rst
    release.properties
```

Fig. 61: STM32F746G-DISCO Platform Full Packaging Structure

The migration steps are:

- 1. Create a *Module Repository* to store the *MicroEJ Architecture* and *MicroEJ Packs* used by the MicroEJ Platform.
- 2. Import the Platform Configuration Additions into the Platform Configuration project.
- 3. Update the Front Panel project configuration.
- 4. Configure the *BSP Connection*.
- 5. Add the *Build Script* and *Run Script*.

### **Create an Architecture Repository**

The first step is to create an Architecture Repository. The MicroEJ Architecture and MicroEJ Packs are provided in the platformArchitecture directory of the *fullPackaging* package.

By default, we provide the steps to extend the default *MicroEJ SDK settings file configuration* with local MicroEJ Architecture and MicroEJ Packs modules. The following steps can be adapted to custom *settings file*.

- Create a new empty project named architecture-repository
- Create a new file named ivysettings.xml with the following content and update the included settings file according to your MicroEJ SDK version (see *SDK Version*)

```
<?xml version="1.0" encoding="UTF-8"?>
<ivysettings>
  <property name="local.repo.url" value="${ivy.settings.dir}" override="false"/></pro>
  <!--
     Include default settings file for MicroEJ SDK version:
     - MICROEJ SDK 5.4.0 or higher: ${user.home}/.microej/microej-ivysettings-5.4.xml
      - MICROEJ SDK 5.0.0 to 5.3.1: ${user.home}/.microej/microej-ivysettings-5.xml
      - MICROEJ SDK 4.1.x: ${user.home}/.ivy2/microej-ivysettings-4.1.xml
  -->
 <include file="${user.home}/.microej/microej-ivysettings-5.xml"/>
 <settings defaultResolver="ArchitectureResolver"/>
  <resolvers>
    <chain name="ArchitectureResolver">
     <filesystem m2compatible="true">
        <artifact pattern="${local.repo.url}/${microej.artifact.pattern}" />
        <ivy pattern="${local.repo.url}/${microej.ivy.pattern}" />
     </filesystem>
      <resolver ref="${microej.default.resolver}"/>
    </chain>
  </resolvers>
</ivysettings>
```

- Copy the MicroEJ Architecture file (.xpf) into the correct directory following its *naming convention*).
  - Open or extract the MicroEJ Architecture file ( . xpf )
  - Open the release.properties file to retrieve the naming convention mapping:
    - \* architecture is the ISA (e.g. CM7)
    - \* toolchain is the TOOLCHAIN (e.g. CM7hardfp\_ARMCC5)
    - \* name is the UID (e.g. flopi7A21)

\* version is the VERSION (e.g. 7.11.0)

For example, in the STM32F746G-DISCO Platform, the MicroEJ Architecture file flopi7A21-eval. xpf shall be copied and renamed to architecture-repository/com/microej/architecture/CM7/CM7hardfp\_ARMCC5/flopi7A21/7.11.0/flopi7A21-7.11.0-eval.xpf.

- Copy the MicroEJ Architecture Specific Packs files (.xpfp) into the correct directory following MicroEJ Naming Convention (see *Pack Import*) with the exception of the Standalone pack that should not be imported (e.g. named flopi7A21Standalone.xpfp).
  - Open or extract the MicroEJ Architecture Specific Pack ( .xpfp ).

**Note:** The MicroEJ Architecture Specific Packs have the UID of the MicroEJ Architecture in their name (e.g. flopi7A21UI.xpfp) and their release\_pack.properties file contains the information of the MicroEJ Architecture.

- Open the release\_pack.properties file to retrieve the naming convention mapping:
  - \* architecture is the ISA (e.g. CM7)
  - \* toolchain is the TOOLCHAIN (e.g. CM7hardfp\_ARMCC5)
  - \* name is the UID (e.g. flopi7A21)
  - \* packName is the NAME (e.g. ui)
  - \* packVersion is the VERSION (e.g. 12.0.1)

For example, in the STM32F746G-DISCO Platform, the MicroEJ Architecture Specific Pack UI flopi7A21UI. xpfp shall be copied and renamed to architecture-repository/com/microej/architecture/CM7/ CM7hardfp\_ARMCC5/flopi7A21-ui-pack/12.0.1/flopi7A21-ui-pack-12.0.1.xpfp.

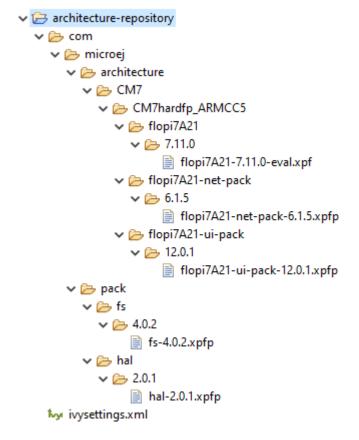
- Copy the Legacy MicroEJ Generic Packs ( .xpfp files) into the correct directory following MicroEJ Naming Convention (see *Pack Import*).
  - Open or extract the MicroEJ Generic Pack ( .xpfp ).

**Note:** The **release\_pack.properties** of Legacy MicroEJ Generic Packs does not contain information about MicroEJ Architecture.

- Open the release\_pack.properties file:
  - \* packName is the NAME (e.g. fs)
  - \* packVersion is the VERSION (e.g. 4.0.2)

For example, in the STM32F746G-DISCO Platform, the Legacy MicroEJ Generic Pack FS fs.xpfp shall be copied and renamed to architecture-repository/com/microej/pack/fs/4.0.2/fs-4.0.2.xpfp.

- Configure MicroEJ Module Manager to use the Architecture Repository:
  - Go to Window > Preferences > MicroEJ > Module Manager
  - In Module Repository set Settings File: to \${workspace\_loc:architecture-repository/ ivysettings.xml}.
  - Apply and Close



Here is the layout of the Architecture Repository for STM32F746G-DISCO.

Fig. 62: Architecture Repository for STM32F746G-DISCO fullPackaging

#### **Install the Platform Configuration Additions**

- Rename the file <a href="https://www.bsp2.properties">bsp2.properties</a> (save it for later).
- Install Platform Configuration Additions, by following instructions described at https://github.com/MicroEJ/PlatformQualificationTools/blob/master/framework/platform/README.rst.
   Files within the content folder have to be copied to the -configuration project (e.g. STM32F746GDISCO-Full-CM7\_ARMCC-FreeRTOS-configuration).
- Edit the module.properties file and set com.microej.platformbuilder.platform.filename to the name of the platform configuration file (e.g. STM32F746GDISCO.platform).
- Fill the module.ivy with the MicroEJ Architecture and MicroEJ Packs dependencies.

Here is the module dependencies declared for the STM32F746G-DISCO Platform.

Listing 13: STM32F746GDISCO-Full-CM7\_ARMCC-FreeRTOSconfiguration/module.ivy

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```
</dependency>
 <!-- MicroEJ Architecture Specific Packs -->
  <dependency org="com.microej.architecture.CM7.CM7hardfp_ARMCC5" name="flopi7A21-ui-pack" rev="12.0.1">
    <artifact name="flopi7A21-ui-pack" ext="xpfp"/>
  </dependency>
  <dependency org="com.microej.architecture.CM7.CM7hardfp_ARMCC5" name="flopi7A21-net-pack" rev="6.1.5">
    <artifact name="flopi7A21-net-pack" ext="xpfp"/>
  </dependency>
  <!-- Legacy MicroEJ Generic Packs -->
  <dependency org="com.microej.pack" name="fs" rev="4.0.2">
    <artifact name="fs" ext="xpfp"/>
  </dependency>
  <dependency org="com.microej.pack" name="hal" rev="2.0.1">
    <artifact name="hal" ext="xpfp"/>
  </dependency>
</dependencies>
```

### **Update Front Panel Configuration**

• In -configuration/frontpanel/frontpanel.properties set the project.name to the folder name that contains the frontpanel (e.g. project.name=STM32F746GDISCO-Full-CM7\_ARMCC-FreeRTOS-fp).

At this state, the MicroEJ Platform is not connected to the BSP yet, but you can check that everything is properly configured so far by building it:

- Right-click on the -configuration project and select Build Module
- Import the MicroEJ Platform built into the workspace by following instructions available at the end of the build logs).

At this stage the MicroEJ Platform is built, so you can create a MicroEJ Standalone Application and run it on the Simulator (see *Create a MicroEJ Standalone Application*).

### **Configure BSP Connection**

This section explains how to configure a full BSP Connection on the STM32F746G-DISCO Platform. See *BSP Connection* for more information.

- Open -configuration/bsp/bsp.properties.
- Comment out and set the following variables:
  - root.dir
  - microejapp.relative.dir
  - microejlib.relative.dir
  - microejinc.relative.dir
  - microejscript.relative.dir

For example:

```
# Specify the MicroEJ Application file ('microejapp.o') parent directory.
# This is a '/' separated directory relative to 'bsp.root.dir'.
microejapp.relative.dir=Projects/STM32746G-Discovery/Applications/MicroEJ/platform/lib
# Specify the MicroEJ Platform runtime file ('microejruntime.a') parent directory.
# This is a '/' separated directory relative to 'bsp.root.dir'.
microejlib.relative.dir=Projects/STM32746G-Discovery/Applications/MicroEJ/platform/lib
# Specify MicroEJ Platform header files ('*.h') parent directory.
# This is a '/' separated directory relative to 'bsp.root.dir'.
microejinc.relative.dir=Projects/STM32746G-Discovery/Applications/MicroEJ/platform/inc
# Specify BSP external scripts files ('build.bat' and 'run.bat') parent directory.
# This is a '/' separated directory relative to 'bsp.root.dir'.
microejscript.relative.dir=Projects/STM32746G-Discovery/Applications/MicroEJ/scripts
# Specify the BSP root directory. Can use ${project.parent.dir} which target the parent of_
→platform configuration project
# For example, '${project.parent.dir}/PROJECT-NAME-bsp' specifies a BSP project beside the '-

→configuration' project

root.dir=${project.parent.dir}/STM32F746GDISCO-Full-CM7_ARMCC-FreeRTOS-bsp/
```

The paths to microejXXX.relative.dir can be inferred by looking at the output.dir value in bsp2. properties saved earlier. For example on the STM32F746G-DISCO project, its value is  ${\text{workspace}}/{{\text{project.}}}$  prefix}-bsp/Projects/STM32746G-Discovery/Applications/MicroEJ/platform.

- The BSP project path \${workspace}/\${project.prefix}-bsp becomes \${project.parent.dir}/ STM32F746GDISCO-Full-CM7\_ARMCC-FreeRTOS-bsp/.
- Projects/STM32746G-Discovery/Applications/MicroEJ/platform is the path to MicroEJ Application file, MicroEJ Platform header and runtime files. MicroEJ convention is to put the MicroEJ Application file and MicroEJ Platform runtime files to platform/lib/ and MicroEJ Platform header files to platform/inc/
- *Build Script File* and *Run Script File* are PCA-specific and did not exist before. By convention we put them in a scripts/ directory.

The paths to microejXXX.relative.dir can be also be checked by looking at the C TOOLCHAIN configuration of the BSP. For example on the STM32F746G-DISCO project, the BSP configuration is located at STM32F746GDISCO-Full-CM7\_ARMCC-FreeRTOS-bsp/Projects/STM32746G-Discovery/Applications/ MicroEJ/MDK-ARM/Project.uvprojx.

- In Project > Options for Target 'standalone'... > C/C++ > Include Paths contains .../platform/inc . This corresponds to the microejinc.relative.dir relative the TOOLCHAIN project's file.
- In the Project pane, there is a folder MicroEJ/Libs that contains microejruntime.lib and microejapp. o.
  - Right-click on microejruntime.lib > Options for File 'XXX'... The Path is ../platform/lib/ microejruntime.lib. This corresponds to the microejlib.relative.dir.
  - Right-click on microejapp.o > Options for File 'XXX'... The Path is .../platform/lib/ microejapp.o. This corresponds to the microejapp.relative.dir.
- Rebuild the platform (Right-click on the -configuration project and select Build Module )

At this stage the MicroEJ Platform is connected to the BSP so you can build and program a MicroEJ Firmware (see *Run on the Hardware Device*).

### Add Build Script and Run Script

The final stage consists of adding the Build Script, to automate the build a MicroEJ Firmware, and the Run Script, to automate the program a MicroEJ Firmware onto the device.

The Platform Qualification Tools provides examples of Build Script and Run Script for various C TOOLCHAIN here.

On the STM32F746G-DISCO, the C TOOLCHAIN used is Keil uVision.

- Create the directory pointed by microejscript.relative.dir (e.g. STM32F746GDISCO-Full-CM7\_ARMCC-FreeRTOS-bsp\Projects\STM32746G-Discovery\Applications\MicroEJ\scripts ).
- Copy the example scripts from the Platform Qualification Tools for the C TOOLCHAIN of the BSP (e.g. PlatformQualificationTools/framework/platform/scripts/KEILuV5/)
- Configure the scripts. Refer to the documentation in the scripts comments for this step.
- Enable the execution of the build script:
  - Go to Run > Run Configurations...
  - Select the launch configuration
  - Go to Configuration > Device > Deploy
  - Ensure Execute the MicroEJ build script (build.bat) at a location known by the 3rd-party BSP project. is checked.

### **Going further**

Now that the MicroEJ Platform is connected to the BSP it can leverage the Java Test Suites provided by the Platform Qualification Tools. See *Run a Test Suite on a Device* for a step by step explanation on how to do so.

### CHAPTER

SIX

# **KERNEL DEVELOPER GUIDE**

# 6.1 Overview

# 6.1.1 Introduction

The Kernel Developer's Guide describes how to create a MicroEJ Multi-Sandbox Firmware, i.e. a firmware that can be extended (statically or dynamically) to run and control the execution of new applications (called *Sandboxed Applications*).

The intended audience of this document are java developers and system architects who plan to design and build their own firmware.

Here is a non-exhaustive list of the activities to be done by Multi-Sandbox Firmware Developers:

- Defining a list of APIs that will be exposed to applications
- Managing lifecycles of applications (deciding when to install, start, stop and uninstall them)
- Integrating applications (called System Applications)
- Defining and applying permissions on system resources (rules & policies)
- Managing connectivity
- Controlling and monitoring resources

This document takes as prerequisite that a MicroEJ Platform is available for the target device (see *Platform Developer Guide*). This document also assumes that the reader is familiar with the development and deployment of MicroEJ Applications (see *Application Developer Guide*) and specifics of developing Sandboxed Applications (see *Sandboxed Application*).

# 6.1.2 Terms and Definitions

A System Application is a Sandboxed Application that is linked into a Multi-Sandbox Firmware.

A *Multi-Sandbox Platform* is a Platform with the Multi Sandbox capability of the MicroEJ Core Engine enabled (see the chapter *Multi-Sandbox* of the *Platform Developer Guide*). A Multi-Sandbox Firmware can only be built with a Multi-Sandbox Platform.

A Mono-Sandbox Firmware is produced by building and linking a Standalone Application with a Platform.

A *Virtual Device* is the Multi-Sandbox Firmware counterpart for developing a Sandboxed Application in MicroEJ Studio. It provides the firmware functional simulation part. Usually it also provides a mean to directly deploy a Sandboxed Application on the target device running a Multi-Sandbox Firmware (this is called *Local Deployment*). In case of dynamic application deployment, the Virtual Device must be published on MicroEJ Forge instance in order to execute an internal batch applications build for this device.

# 6.1.3 Overall Architecture

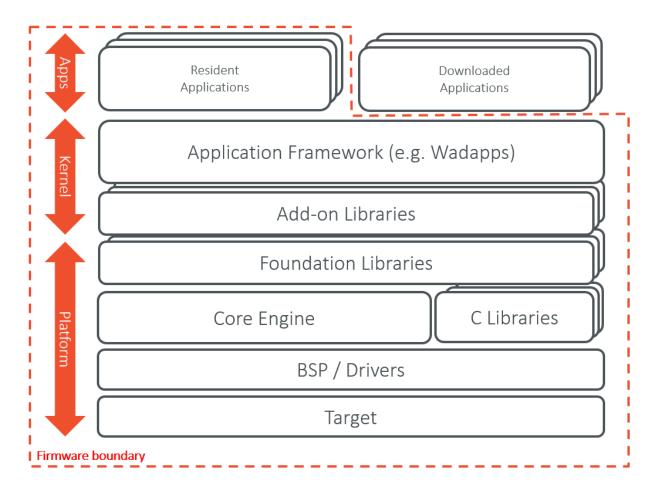


Fig. 1: Firmware Boundary Overview

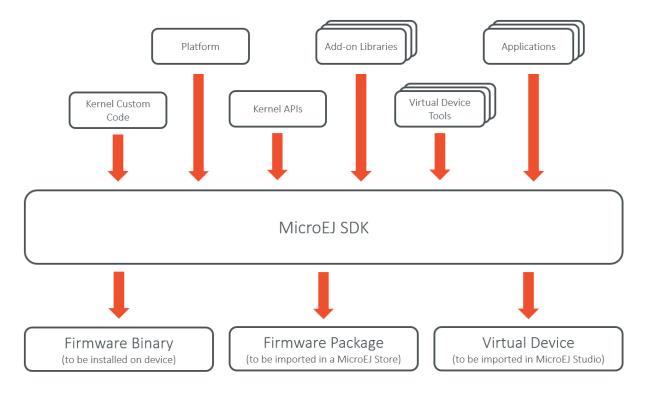


Fig. 2: Firmware Input and Output Artifacts

# 6.1.4 Multi-Sandbox Build Flow

### **Firmware Build Flow**

The Firmware build is composed of two phases:

- the build of the Kernel,
- the build of Sandboxed Application which is linked and append to the Firmware as a System Application (repeatable).

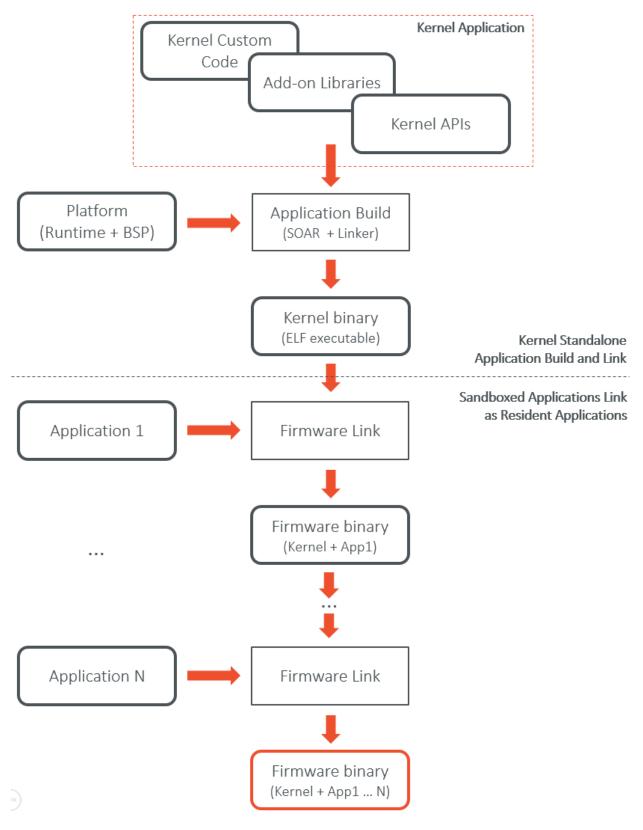


Fig. 3: Firmware Build Flow (Kernel + System Applications)

### **Virtual Device Build Flow**

The Virtual Device is automatically built at the same time than the Firmware (see *Multi-Sandbox Firmware Creation*).

The Virtual Device builder performs the following steps:

- Remove the embedded part of the platform (compiler, linker and runtime).
- Append Add-On Libraries and System Applications into the runtime classpath. (See *Ivy Configurations*) for specifying the dependencies).
- Turn the Platform (MicroEJ SDK) license to Virtual Device (MicroEJ Studio) license so that it can be freely distributed.
- Generate the Runtime Environment from the Kernel APIs.

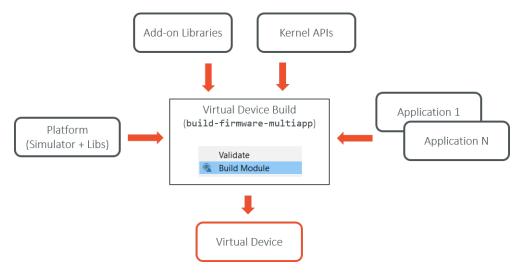


Fig. 4: Virtual Device Build Flow

# 6.1.5 Firmware Implementation Libraries

Firmware implementations must cover the following topics:

- The firmware's kernel entry point implementation, that deals with configuring the different policies, registering kernel services and converters, and starting applications.
- The storage infrastructure implementation: mapping the **Storage** service on an actual data storage implementation. There are multiple implementations of the data storage, provided in different artifacts that will be detailed in dedicated sections.
- The applications management infrastructure: how application code is stored in memory and how the lifecycle of the code is implemented. Again, this has multiple alternative implementations, and the right module must be selected at build time to cover the specific firmware needs.
- The simulation support: how the Virtual Device implementation reflects the firmware implementation, with the help of specific artifacts.
- The Kernel API definition: not all the classes and methods used to implement the firmware's kernel are actually exposed to the applications. There are some artifacts available that expose some of the libraries to the applications, these ones can be picked when the firmware is assembled.

- The Kernel types conversion and other KF-related utilities: Kernel types instances owned by one application can be transferred to another application through a Shared Interface. For that to be possible, a conversion proxy must be registered for this kernel type.
- Tools libraries: tools that plug into MicroEJ Studio or SDK, extending them with feature that are specific to the firmware, like deployment of an application, a management console, ...
- System Applications: pre-built applications that can be embedded as System Apps into a firmware. Some of them are user-land counter parts of the Kernel, implementing the application lifecycle for the firmware's application framework (e.g. the Wadapps Framework). These "Kernel System Applications" rely on a dedicated set of interfaces to interact with the Kernel, this interface being defined in a dedicated module.

# 6.2 Kernel & Features Specification

MicroEJ Multi-Sandboxing is based on the Kernel & Features semantic (KF). It allows an application code to be split between multiples parts: the main application, called the *Kernel* and zero or more sandboxed applications called *Features*.

The Kernel part is mandatory and is assumed to be reliable, trusted and cannot be modified. If there is only one application, i.e only one main entry point that the system starts with, then this application is considered as the Kernel and called a Standalone Application. Even if there are more applications in the platform, there is still only one entry point. This entry point is the Kernel. Applications (downloaded or preinstalled) are "code extensions" (called "Features"), that are called by the Kernel. These Features are fully controlled by the Kernel: they can be installed, started, stopped and uninstalled at any time independently of the system state (particularly, a Feature never depends on an other Feature to be stopped).

The complete [KF] specification is available at http://www.e-s-r.net/download/specification/ESR-SPE-0020-KF-1. 4-F.pdf

The full API documentation of the Kernel & Features Foundation Library is available at <a href="https://repository.microej.com/javadoc/microej\_5.x/apis/ej/kf/package-summary.html">https://repository.microej.com/javadoc/microej\_5.x/apis/ej/kf/package-summary.html</a>.

# 6.3 Getting Started

# 6.3.1 Online Getting Started

The MicroEJ Multi-Sandbox Firmware Getting Started is available on MicroEJ GitHub repository, at https://github.com/MicroEJ/Example-MinimalMultiAppFirmware.

The file **README.md** provides a step by step guide to produce a minimal firmware on an evaluation board on which new applications can be dynamically deployed through a serial or a TCP/IP connection.

# 6.3.2 MicroEJ Demo VEE Flavors

This set of APIs is proposed as examples of industrial or commercial typical products APIs.

### What is a MicroEJ Demo Runtime Environment?

A MicroEJ Runtime Environment defines a set of MicroEJ APIs exposed to a MicroEJ Sandboxed Application. Here are the default runtimes provided for evaluation by MicroEJ. Any runtime can be customized with MicroEJ SDK for a specific product.

MicroEJ Demo Run-	EDC/B-	COMP/WAD	ARMAS	LEDS/BUT	ONNEST/CONNEC	T/BSISEL	HAL	ECOM/COMM
time Environment	ON/KF		CROUI/MV	νT				
MicroEJ-Developer	$\odot$	$\odot$	$\odot$	$\odot$	$\odot$		$\oslash$	$\odot$
MicroEJ-UI	$\odot$	$\odot$	$\odot$	$\odot$			$\odot$	$\odot$
MicroEJ-Headless	$\odot$	$\odot$		$\odot$	$\odot$		$\odot$	$\odot$
MicroEJ-BLE	$\odot$	$\odot$	$\odot$	$\odot$	$\odot$	$\odot$	$\odot$	$\odot$

You can find below what are the different APIs included in the Runtime Environment:

API	Purpose
EDC	Core APIs for the execution.
B-ON	Memory Usage control and Sequences start-up.
KF	Required by the implementation of Shared Interfaces, an inter-application com-
	munication process.
COMP or COMPONENTS	Lightweight Services Framework.
WADAPPS	Wadapps Application Framework.
MICROUI/MWT	Main UI library for MicroEJ and the Widgets framework based on MicroUI.
LEDS or MICROUI-LEDS	UI library specific to LEDs.
BUTTONS or MICROUI-	UI library specfic to buttons.
BUTTONS	
NET	Socket (TCP/UDP) library.
CONNECT or CONNECTIV-	Network connectivity detection library.
ITY	
SSL	Secure Socket Layer.
BLE	Bluetooth Low Energy support.
HAL	GPIO Access (digital and analog)
ECOM	Device access framework.
COMM or ECOM-COMM	Serial ports support for the ECOM.

### What is a MicroEJ Demo Flavor?

A MicroEJ Demo Flavor is a composition of a set of runtime services, System Applications and a given MicroEJ Runtime Environment. Any flavor can be customized with MicroEJ SDK for a specific product.

MicroEJ Demo Flavor	MicroEJ Runtime Environment	Services	System Apps			UI Sy	/stem Ap	ops
			App-	CommandSer	ver-NTP	Abou	lt Ap-	Forge
		age-	Metadata-	Socket			pList	Connect
		ment	Storage					
Green	MicroEJ- Developer	$\odot$	$\odot$	$\odot$	$\odot$			
Blue	MicroEJ- Developer	$\odot$	$\odot$	$\odot$	0	0	$\odot$	$\odot$
Red	MicroEJ-UI	$\oslash$	Ø			$\odot$	$\odot$	
Purple	MicroEJ-Headless	$\odot$	$\odot$	$\odot$	$\odot$			
Black	MicroEJ-BLE	$\odot$	$\odot$	$\odot$	$\odot$			$\odot$

You can find below what are the different System Apps included in the Flavor:

System Apps	Purpose
Management	Contains the implementation of Wadapps framework services, required by all VEE.
App-Metadata-	Stores some Applications Metadata (icons, descriptions) so that it can be locally used by a
Storage	MicroEJ Companion.
CommandServer-	Allows the deployment of MicroEJ Applications through a local network connection.
Socket	
NTP	Synchronizes the time of the device.
About	Displays version information about the VEE.
AppList	An application browser, can be used to start, stop or uninstall the applications, or display
	their descriptions and version information.
Forge Connect	Displays a desktop that allows the management of MicroEJ Applications using a connection
	to MICROEJ FORGE.
Settings	Displays the VEE parameters and settings.

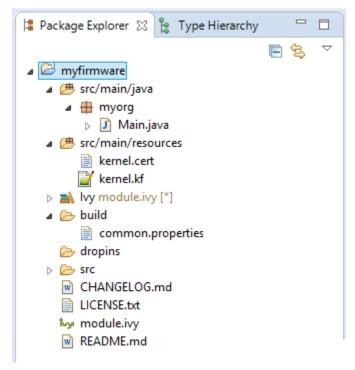
# 6.4 Multi-Sandbox Firmware Creation

This chapter requires a minimum understanding of *MicroEJ Module Manager* and *Module Natures*.

# 6.4.1 Create a new Firmware Project

First create a new *module project* using the build-firmware-multiapp skeleton.

A new project is generated into the workspace:



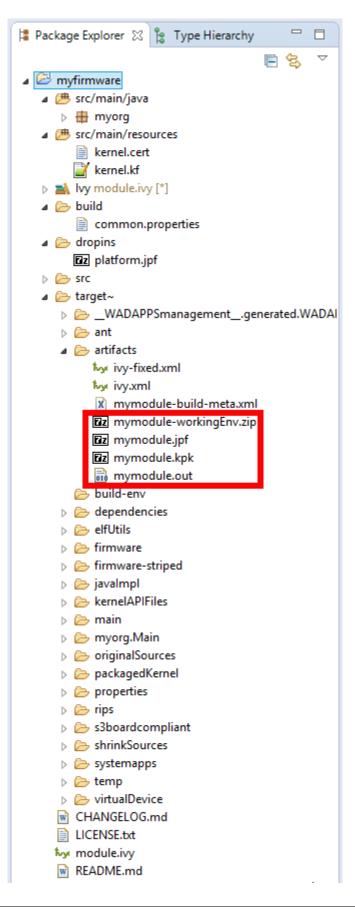
# 6.4.2 Configure a Platform

Before building the firmware, a target platform must be configured. The easiest way to do it is to copy a platform file into the myfirmware > dropins folder. Such file usually ends with . jpf . For other ways to setup the input platform to build a firmware see *Platform Selection*.

# 6.4.3 Build the Firmware and Virtual Device

In the Package Explorer, right-click on the project and select Build Module . The build of the Firmware and Virtual Device may take several minutes. When the build is succeed, the folder myfirmware > target > artifacts contains the firmware output artifacts (see *Firmware Input and Output Artifacts*) :

- mymodule.out : The Firmware Binary to be programmed on device.
- mymodule.kpk : The Firmware Package to be imported in a MicroEJ Forge instance.
- mymodule.vde: The Virtual Device to be imported in MicroEJ Studio.
- mymodule-workingEnv.zip : This file contains all files produced by the build phasis (intermediate, debug and report files).



# 6.4.4 Define a Runtime Environment

A Multi-Sandbox Firmware must define a runtime environment which is the set of classes, methods and fields all applications are allowed to use. In most of the cases the runtime environment is an aggregation of several *Kernel APIs*.

Note: According to the Kernel and Features specification, no API is open by default to Sandboxed Applications.

#### **Specify Kernel APIs**

A Kernel API module is added as a dependency with the configuration kernelapi->default.

```
<dependency org="com.microej.kernelapi" name="edc" rev="1.0.6" conf="kernelapi->default"/>
```

The build options runtime.api.name and runtime.api.version must be set unless declaring a dependency to a Runtime API module.

### **Create a Runtime API Module**

A Runtime API module is a module that aggregates a set of Kernel APIs modules.

It is be built with *module project* build-runtime-api skeleton.

```
<info organisation="myorg" module="mymodule" status="integration" revision="1.0.0">
    <ea:build organisation="com.is2t.easyant.buildtypes" module="build-runtime-api" revision="2.+">
    <ea:property name="runtime.api.name" value="RUNTIME"/>
    <ea:property name="runtime.api.version" value="1.0"/>
    </ea:build>
</info>
```

The build option runtime.api.name defines the name of the runtime environment (required). The build option runtime.api.version defines its version. If not set, it takes the declared module version.

For example, the following dependencies declare a runtime environment that aggregates all classes, methods and fields defined by edc, kf, bon, wadapps, components Kernel APIs modules.

```
<dependencies>
   <dependency org="com.microej.kernelapi" name="edc" rev="1.0.4"/>
   <dependency org="com.microej.kernelapi" name="kf" rev="2.0.1"/>
   <dependency org="com.microej.kernelapi" name="bon" rev="1.0.4"/>
   <dependency org="com.microej.kernelapi" name="wadapps" rev="1.2.2"/>
   <dependency org="com.microej.kernelapi" name="components" rev="1.2.2"/>
   <dependencies>
```

### 6.4.5 Add System Applications

A MicroEJ Sandboxed Application can be dynamically installed using Kernel.install() or can be directly linked into the Firmware binary at built-time. In this case, it is called a System Application.

The user can specify the System Applications in two different ways:

• Set the property build-systemapps.dropins.dir to a folder which contains System Applications ( .wpk files).

• Add a new dependency for each System Application with the configuration systemapp->application:

All System Applications are also included to the Virtual Device. If a System Application must only be linked to the Firmware, declare the dependency with the configuration systemapp-fw instead of systemapp:

### 6.4.6 Build Firmware using Meta Build

A *Meta build project* can be useful to automatically build Sandboxed Applications that will be linked as System Application in the Firmware.

The following figure shows the overall build flow (Sandboxed Application build prior to the Firmware build):

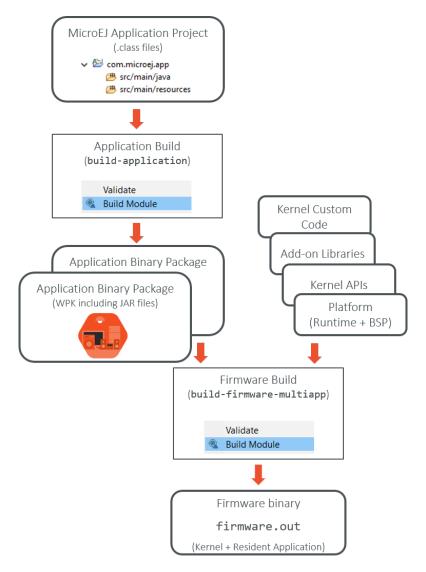


Fig. 5: Firmware Build Flow using MicroEJ Module Manager

# 6.4.7 Build Firmware using MicroEJ Launches

It is still possible to build the Firmware using *MicroEJ Launch* rather than the regular module build. This speeds-up the build time thanks to MicroEJ Module Manager workspace resolution and Eclipse incremental compilation.

- Import the Firmware project and all System Application projects in the same workspace,
- Prepare a MicroEJ Application for the Kernel as a regular Standalone Application,
- Prepare a MicroEJ Application launch for each System Application using Build Dynamic Feature settings,
- Prepare a MicroEJ Tool launch for each System Application using the *Firmware Linker* settings.

The following figure shows the overall build flow:

MicroEJ Applic (.class v 🕾 com.mic æ src/n æ src/n	files) roej.app	ELF e) with debu	el binary executable g informations) mel.out
L	📄 applic	ry (Kernel specific) cation.fo cation.fodbg cation.map	
			are Link DEJ Tool) Inware Linker
		firmwa	re binary are.out em Application)

Fig. 6: Firmware Build Flow using MicroEJ Launches

# 6.4.8 Advanced

#### MicroEJ Firmware module.ivy

The following section describes *module description file* ( module.ivy ) generated by the build-firmware-multiapp skeleton.

#### lvy info

The property application.main.class is set to the fully qualified name of the main java class. The firmware generated from the skeleton defines its own runtime environment by using ivy dependencies on several kernel API instead of relying on a runtime environment module. As consequence, the runtime.api.name and runtime. api.version properties are specified in the firmware project itself.

### **Ivy Configurations**

The build-firmware-multiapp build type requires the following configurations, used to specify the different kind of firmware inputs (see *Firmware Input and Output Artifacts*) as Ivy dependencies.

```
<configurations defaultconfmapping="default->default;provided->provided">
      <conf name="default" visibility="public"/>
      <conf name="provided" visibility="public"/>
      <conf name="platform" visibility="public"/>
      <conf name="vdruntime" visibility="public"/>
      <conf name="vdruntime" visibility="public"/>
      <conf name="kernelapi" visibility="private"/>
      <conf name="systemapp" visibility="private"/>
      <conf name="systemapp-fw" visibility="private"/>
      </configurations>
```

The following table lists the different configuration mapping usage where a dependency line is declared:

<dependency org="..." name="..." rev="..." conf="[Configuration Mapping]"/>

Configuration Mapping	Dependency Kind	Usage
	Foundation Library (	Expected to be provided by the platform. (e.g. ej.api.
provided->provided	JAR )	* module)
	Add-On Library ( JAR	Embedded in the firmware only, not in the Virtual De-
default->default	)	vice
	Add-On Library ( JAR	Embedded in the Virtual Device only, not in the
vdruntime->default	)	firmware
	Add-On Library ( JAR	Embedded in both the firmware and the Virtual Device
default->default;	)	
vdruntime->default		
platform->platformDev	Platform ( JPF )	Platform dependency used to build the firmware and
praction in optact of indev		the Virtual Device. There are other ways to select the
		platform (see Platform Selection)
hannalani Salafault	Runtime Environ-	See Define a Runtime Environment
kernelapi->default	ment ( JAR )	
	Application (WPK)	Linked into both the firmware and the Virtual Device as
systemapp->application		System Application. There are other ways to select Sys-
		tem Applications (see Add System Applications)
	Application (WPK)	Linked into the firmware only as System Application.
<pre>systemapp-fw-&gt;application</pre>		

Table 1: Configurations Mapping for build-firmware-multiapp Build Type

#### Example of minimal firmware dependencies.

The following example firmware contains one System App (management), and defines an API that contains all types, methods, and fields from edc,kf,wadapps, components.

### **Build only a Firmware**

Set the property skip.build.virtual.device

<ea:property name="skip.build.virtual.device" value="SET" />

#### **Build only a Virtual Device**

Set the property virtual.device.sim.only

<ea:property name="virtual.device.sim.only" value="SET" />

### Build only a Virtual Device with a pre-existing Firmware

Copy/Paste the .kpk file into the folder dropins

# 6.5 Writing Kernel APIs

This section lists different ways to help to write kernel.api files.

# 6.5.1 Default Kernel APIs Derivation

MicroEJ provides predefined kernel API files for the most common libraries provided by a Kernel. These files are packaged as MicroEJ modules under the com/microej/kernelapi organisation.

The packaged file kernel.api can be extracted from the JAR file and edited in order to keep only desired types, methods and fields.

# 6.5.2 Build a Kernel API Module

- First create a new *module project* using the microej-kernelapi skeleton.
- Create the kernel.api file into the src folder.
- Right-click on the project and select Build Module .

### 6.5.3 Kernel API Generator

MicroEJ Kernel API Generator is a tool that help to generate a kernel.api file based on a Java classpath.

In MicroEJ SDK, create a new MicroEJ Tool launch,Run>Run Configurations>MicroEJ Tool, choose yourPlatform, selectKernel API Generatorfor theSettingsoptions, and don't forget to set the output folder.

÷	Run Configurations
Create, manage, and run configurations	
Image: System 1         Image: System 2         Image: System	Name: My Kernel API
Filter matched 6 of 13 items	Re <u>v</u> ert Apply
?	<u>R</u> un Close

Define the classpath to use in the Configuration tab, and Press Run . A kernel.api file is generated in the output folder and it contains all classes, methods and fields found in the given classpath.

### **Category: Kernel API Generator**

Kernel API Generator	Classpath	
	Add Jar	
	Add Class Fold	der
	Remove	
	Types Filters	
	Includes Patterns: **/*.class	
	Excludes Patterns:	

### **Group: Classpath**

### **Option(list):**

Option Name: kernel.api.generator.classpath
Default value: (empty)

### **Group: Types Filters**

### **Option(text): Includes Patterns**

Option Name: kernel.api.generator.includes.patterns Default value: \*\*/\*.class Description: Comma separated list of ANT Patterns for types to include.

### **Option(text): Excludes Patterns**

Option Name: kernel.api.generator.excludes.patterns

Default value: (empty)

Description: Comma separated list of ANT Patterns for types to exclude.

# 6.6 Communication between Features

Features can communicate together through the use of shared interfaces. This mechanism is described in *Shared Interfaces* section.

The shared interface mechanism allows to transfer an object instance of a Kernel type from one Feature to an other. To do that, the Kernel must register a new Kernel type converter.

See the Converter class and Kernel.addConverter() method for more details.

# 6.7 Multi-Sandbox Enabled Libraries

A Multi-Sandbox enabled library is a Foundation or Add-On Library which can be embedded into the Kernel and exposed as API. MicroEJ Foundation Libraries provided in MicroEJ SDK are already Multi-Sandbox enabled. A state-less library - i.e. a library that does not contain any method modifying an internal global state - is Multi-Sandbox enabled by default.

This section details the Multi-Sandbox semantic that have been added to MicroEJ Foundation Libraries in order to be Multi-Sandbox enabled.

# 6.7.1 MicroUI

**Note:** This chapter describes the current MicroUI version 3, provided by UI Pack version 13.0.0 or higher. If you are using the former MicroUI version 2 (provided by MicroEJ UI Pack version up to 12.1.x), please refer to this MicroEJ Documentation Archive.

### Physical Display Ownership

The physical display is owned by only one context at a time (the Kernel or one Feature). The following cases may trigger a physical display owner switch:

- during a call to Display.requestShow(Displayable), Display.requestHide(Displayable) or Display.requestRender(): after the successful permission check, it is assigned to the context owner.
- during a call to MicroUI.callSerially(Runnable): after the successful permission check it is assigned to owner of the Runnable instance.

The physical display switch performs the following actions:

- If a Displayable instance is currently shown on the Display, the method Displayable.onHidden() is called,
- All pending events (input events, display flushes, call serially runnable instances) are removed from the display event serializer,
- System Event Generators handlers are reset to their default EventHandler instance,
- The pending event created by calling Display.callOnFlushCompleted(Runnable) is removed and will be never added to the display event serializer.

**Warning:** The display switch is performed immediately when the current thread is the MicroUI thread itself (during a MicroUI event such as a MicroUI.callSerially(Runnable)). The caller looses the display and its next requests during same MicroUI event will throw a new display switch. Caller should call future display owner's code (which will ask a display switch) in a dedicated MicroUI.callSerially(Runnable) event.

The call to Display.callOnFlushCompleted(Runnable) has no effect when the display is not assigned to the context owner.

#### **Automatically Reclaimed Resources**

Instances of ResourceImage and Font are automatically reclaimed when a Feature is stopped.

### 6.7.2 BON

#### **Kernel Timer**

A Kernel Timer instance can handle TimerTask instances owned by the Kernel or any Features.

It should not be created in *clinit code*, otherwise you may have to manually declare *explicit clinit dependencies*.

#### **Automatically Reclaimed Resources**

TimerTask instances are automatically canceled when a Feature is stopped.

# 6.7.3 ECOM

The ej.ecom.DeviceManager registry allows to share devices across Features. Instances of ej.ecom.Device that are registered with a shared interface type are made accessible through a Proxy to all other Features that embed the same shared interface (or an upper one of the hierarchy).

# 6.7.4 ECOM-COMM

Instances of ej.ecom.io.CommConnection are automatically reclaimed when a Feature is stopped.

# 6.7.5 FS

Instances of java.io.FileInputStream, java.io.FileOutputStream are automatically reclaimed when a Feature is stopped.

# 6.7.6 NET

Instances of java.net.Socket , java.net.ServerSocket , java.net.DatagramSocket are automatically reclaimed when a Feature is stopped.

# 6.7.7 SSL

Instances of javax.net.ssl.SSLSocket are automatically reclaimed when a Feature is stopped.

# 6.8 Setup a KF Test Suite

A KF test suite can be executed when building a Foundation Library or an Add-On library, and usually extends the tests written for the *default library test suite* to verify the behavior of this library when its APIs are exposed by a Kernel.

A KF test suite is composed of a set of KF tests, each KF test itself is a minimal MicroEJ Multi-Sandbox Firmware composed of a Kernel and zero or more Features.

# 6.8.1 Enable the Test Suite

In an existing library project:

- Create the src/test/projects directory,
- Edit the module.ivy and insert the following line within the <ea:build> XML element:

```
<ea:plugin organisation="com.is2t.easyant.plugins" module="microej-kf-testsuite" revision="+" />
```

• Configure the option artifacts.resolver to the name of the resolver used to import KF test dependencies. The name must be one of the resolver names defined in your *settings file*. If you are using the default settings file, set the option to MicroEJChainResolver. This option is usually set as a global *MMM option*.

# 6.8.2 Add a KF Test

A KF test is a structured directory placed in the src/test/projects directory.

- Create a new directory for the KF test
- Within this directory, create the sub-projects:
  - Create a new directory for the Kernel project and initialize it using the microej-javalib skeleton,
  - Create a new directory for the Feature project and initialize it using the application skeleton,
  - Create a new directory for the Firmware project and initialize it using the firmware-multiapp skeleton.

The names of the project directories are free, however MicroEJ suggests the following naming convention, assuming the KF test directory is [TestName]:

- [TestName]-kernel for the Kernel project,
- [TestName]-app[1..N] for Feature projects,
- [TestName]-firmware for the Firmware project.

The KF Test Suite structure shall be similar to the following figure:

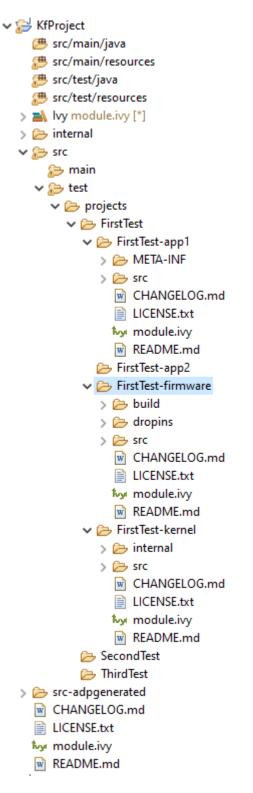


Fig. 7: KF Test Suite Overall Structure

All the projects will be built automatically in the right order based on their dependencies.

# 6.8.3 KF Test Suite Options

It is possible to configure the same options defined by *Test Suite Options* for the KF test suite, by using the prefix microej.kf.testsuite.properties instead of microej.testsuite.properties.

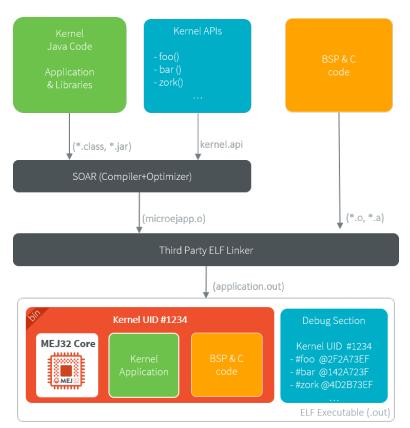
# 6.9 Kernel Linking

This chapter describes how a Kernel Application is linked.

Basically, a Kernel Application is linked as a Standalone Application. The main difference is that a Kernel Application defines *Kernel APIs*, and requires to embed additional information that will be used later to build a Sandboxed Application against this Kernel (by linking with the Kernel APIs). Such additional information is called the Kernel Metadata.

### 6.9.1 Link Flow

The following figure shows the general process of linking a Firmware, applied to a Kernel Application.



### Fig. 8: Kernel Link Flow

The Platform must be configured with *Multi-Sandbox capability*.

By default, the Kernel Metadata is included in the . debug. soar section which also serves for debug purpose (*Stack Trace Reader, Heap Dumper*). Particularly, it contains resolved absolute addresses of Kernel APIs.

### 6.9.2 Kernel Metadata Generation

To *build a Sandboxed Application on Device*, the Kernel Metadata must be exported after the Firmware link from the .debug.soar section of the executable. This step is not necessary to *build a Sandboxed Application Off Board*.

The Kernel Metadata can be exported from an existing Firmware executable file by using the Kernel Metadata Generator tool. It produces a .kdat file that will be used to link the Sandboxed Applications on device.

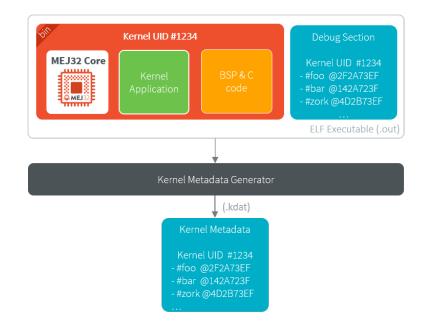


Fig. 9: Kernel Metadata Generator

The .kdat file is optimized for size. When linking a Sandboxed Application .fso file, only the required metadata will be loaded in Java heap. It will be loaded from a standard InputStream, so that it can be stored to a non byte-addressable memory.

**Note:** The Kernel Metadata .kdat file can also be integrated in a Firmware executable file using post-link tools such as binutils objcopy, provided a dedicated section has been reserved by the third-party linker.

## 6.9.3 Firmware Linker

Firmware Linker is a tool that links a Feature within a Multi-Sandboxed Firmware.

It takes as input the Firmware executable (.out file) and the Feature binary code (.fo file) into which to be linked. It outputs a new executable application file, including the Installed Feature. This tool can be used to append multiple Features, by using as input file of each link pass the output file of the previous pass. Features linked this way are then called Installed Features.

The Kernel should have been linked for dimensioning the maximum size (code, data) for such Installed Features. See *Installed Features options*.

The Firmware Linker tool is automatically called when declaring *System Applications* to a Multi-Sandbox module description. It is also available as a *MicroEJ Tool* named Firmware Linker .

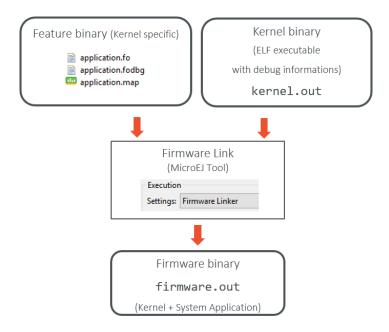


Fig. 10: Firmware Linker using MicroEJ Launch

**Warning:** Features linked using the Firmware Linker tool cannot be dynamically uninstalled using Kernel.uninstall(Feature) method.

# 6.10 Application Linking

This chapter describes how a Sandboxed Application is built so that it can be (dynamically) installed on a Kernel. The build output file of a Sandboxed Application against a Kernel is called a Feature, hence the f letter used in the extension name of the related files (.fso and .fo files).

### 6.10.1 SOAR Build Phases

When building a Sandboxed Application to a Feature, SOAR processing is divided in two phases:

- 1. **SOAR Compiler**: loads and compiles the set of application .class files and resources. Among the various steps, mention may be made of:
  - Computing the transitive closure from the application entry points of all required elements (types, methods, fields, strings, immutables, resources, system properties),
  - Computing the *clinit order*.

The result is an object file that ends with .fso extension. The .fso file is a portable file that can be linked on any compatible Kernel (see *Compatibility Rules*).

- 2. **SOAR Optimizer**: links a . fso file against a specific Kernel. Among the various steps, mention may be made of:
  - Linking to the expected Kernel APIs (types, methods, fields) according to the JVM specification<sup>1</sup>,

<sup>&</sup>lt;sup>1</sup> Tim Lindholm & Frank Yellin, The Java<sup>™</sup> Virtual Machine Specification, Second Edition, 1999

- Generating the MEJ32 instructions,
- Building the virtualization tables.

The result is an object file that ends with .fo extension. The .fo file is specific to a Kernel: it can only be installed on the Kernel it has been linked. Rebuilding a Kernel implies to run this phase again.

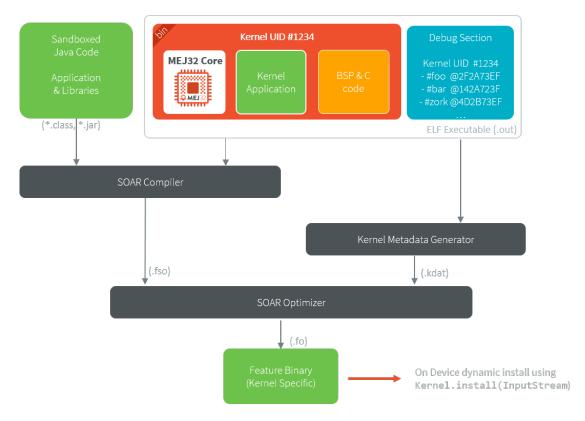


Fig. 11: Sandboxed Application Build Flow

The Feature . fo file can be deployed in the following ways:

- Downloaded and installed on Device by software. Refer to the [KF] specification for Kernel.install() method.
- Installed at build-time into the Multi-Sandboxed Firmware using the *Firmware Linker* tool.

### 6.10.2 Feature Build Off Board

A Sandboxed Application can be built to a Feature ( .fo file) using a *MicroEJ Application Launch* configured as follows:

- Set the Settings field in the Execution tab to Build Dynamic Feature .
- Set the Kernel field in the Configuration tab to a Multi-Sandboxed Firmware (.out ELF executable file).

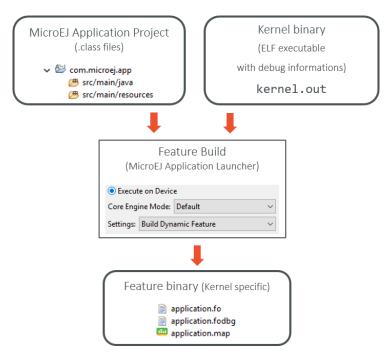


Fig. 12: Feature Build Flow using MicroEJ Launch

## 6.10.3 Feature Build On Device

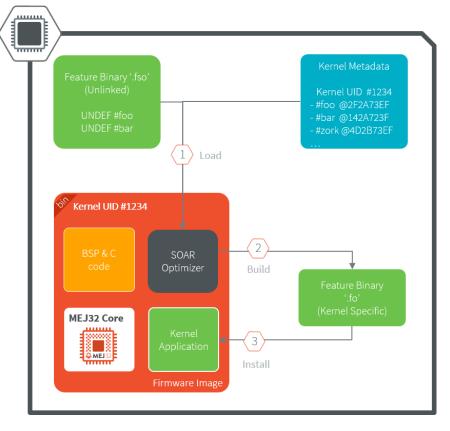
**Note:** This is a new functionality that requires a custom MicroEJ Architecture configuration. Please contact *our support team* for more details.

The SOAR Optimizer is packaged to a Foundation Library named SOAR , thus this phase can be executed directly on Device.

#### **General Workflow**

Here are the typical steps to achieve:

- Build the Sandboxed Application on any compatible Kernel to get the .fso file,
- Transfer the .fso file on Device by any mean,
- Generate the Kernel Metadata for the Kernel on which the .fso file is being linked,
- Transfer the .kdat file on Device by any mean,
- Write a MicroEJ Standalone Application for building the .fso file:
  - implement a com.microej.soar.KernelMetadataProvider to provide an InputStream to load the .
     kdat file,
  - provide an InputStream to load the .fso file,
  - provide an OutputStream to store the . fo file,
  - call FeatureOptimizer.build() method.



Then the .fo file can be dynamically installed using Kernel.install().

Fig. 13: Sandboxed Application Build on Device

**Note:** Although this is common, it is not required to run the SOAR Optimizer phase on the Kernel that will dynamically install the .fo. There is no relationship between SOAR and KF Foundation Libraries.

#### **Implement the Kernel**

SOAR Optimizer can be integrated on any Standalone Application providing the following module dependencies:

```
<dependency org="ej.api" name="edc" rev="1.3.3" />
<dependency org="com.microej.api" name="soar" rev="1.0.0" />
<dependency org="ej.library.eclasspath" name="collections" rev="1.4.0" />
```

The following code template illustrates the usage of the SOAR Foundation Library:

package com.microej.example; import java.io.IOException; import java.io.InputStream; import java.io.OutputStream; import com.microej.soar.FeatureOptimizer;

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```
import com.microej.soar.FeatureOptimizerException;
import com.microej.soar.KernelMetadataProvider;
/**
* This is a template code that shows the typical steps to follow for building a
* .fo file from a .fso file on Device.
*/
public class TemplateFSOBuild {
   /**
   * Your Platform specific {@link KernelMetadataProvider} implementation.
   */
  private static final class MyKernelMetadataProvider implements KernelMetadataProvider {
     @Override
     public InputStream openInputStream(int offset) throws IOException {
         // Return an InputStream to the Kernel Metadata resource (.kdat file) at the given offset in_
→bytes.
         return null; // TODO
     }
     @Override
     public String toString() {
        // Here, return a printable representation of this Kernel Metadata Provider (for debug purpose_
→only)
        return "Kernel Metadata loaded from ..."; // TODO
     }
   }
   /**
   * A method that builds a .fso file to a .fo file.
   */
  public static void build() {
     // Create the KernelMetadataProvider instance
     KernelMetadataProvider kernelMetadataProvider = new MyKernelMetadataProvider();
     // Load the .fso InputStream
     InputStream fsoInputStream = null; // TODO
     // Prepare the target OutputStream where to store the .fo
     OutputStream foOutputStream = null; // TODO
     // Create the FeatureOptimizer instance
     FeatureOptimizer featureOptimizer;
     try {
         featureOptimizer = new FeatureOptimizer(kernelMetadataProvider);
     } catch (FeatureOptimizerException e) {
        // Handle Kernel Metadata cannot be loaded
        e.printStackTrace(); // TODO
        return;
     }
     // Build
     trv {
         featureOptimizer.build(fsoInputStream, foOutputStream);
     } catch (FeatureOptimizerException e) {
```

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```
// Handle .fso cannot be built to .fo
e.printStackTrace(); // TOD0
}
```

## 6.10.4 Compatibility Rules

}

- A . fso file can be linked on any Kernel providing all the following conditions:
  - its Architecture has the same endianness than the Architecture on which the .fso file has been produced,
  - its Architecture version is compatible<sup>2</sup> with the Architecture version on which the .fso file has been produced,
  - it provides the required APIs according to the JVM specification<sup>1</sup>.

 $<sup>^{2}</sup>$  New version is greater than or equals to the old one within the same major version.

### CHAPTER

### SEVEN

# **TUTORIALS**

# 7.1 Understand how to build a MicroEJ Firmware and its dependencies

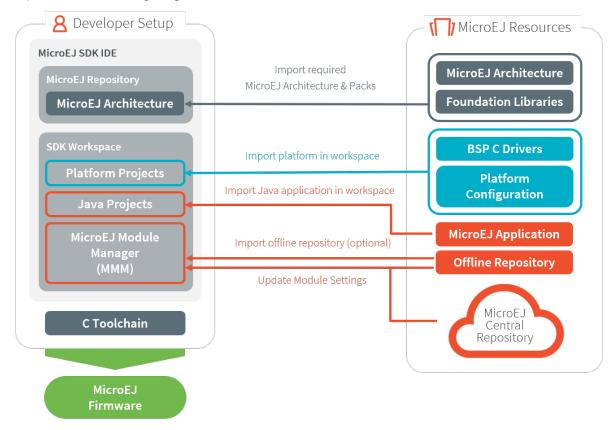
A MicroEJ Firmware is built from several input resources and tools. Each component has dependencies and requirements that must be carefully respected in order to build a firmware.

This document describes the components, their dependencies and the process involved in the build of a MicroEJ Firmware.

Good knowledge of the *MicroEJ Glossary* is required.

## 7.1.1 The Components

As depicted in the following image, several resources and tools are used to build a MicroEJ Firmware.



### MicroEJ Architecture (.xpf, .xpfp)

A MicroEJ Architecture contains the runtime port to a target instruction set (ISA) and a C compiler (CC) and MicroEJ Foundation Libraries.

The MicroEJ Architectures are distributed into two formats:

- EVAL: evaluation license with runtime limitations (explained in SDK developer guide).
- PROD: production license (only MicroEJ sales & Customer Care team distribute this version).

The supported MicroEJ Architectures are listed here <a href="https://developer.microej.com/mej32-embedded-runtime-architectures/">https://developer.microej.com/</a> mej32-embedded-runtime-architectures/

The MicroEJ Architecture is either provided from:

- For EVAL license only: the MicroEJ Repository at https://repository.microej.com/modules/com/microej/ architecture/
- For PROD license only: please contact your sales representative or *our support team*. See also *Production Licenses* for help with PROD license.
- MicroEJ sales or customer care team if the requested architecture is not listed as available.

See *Platform Configuration* for a description on how to import a MicroEJ Architecture.

#### MicroEJ Platform Source (.zip)

This package includes:

- a C Board Support Package (BSP) with C drivers and an optional RTOS
- the MicroEJ Architecture and MicroEJ Packs
- the Abstraction Layers implementations
- the MicroEJ Simulator and its associated MicroEJ Mocks

The platform .zip files contain:

- <platform>-configuration : The configuration of the MicroEJ Platform
- <platform>-bsp: The C code for the board-specific files (drivers).
- <platform>-fp: Front Panel mockup for the simulator.

See *Platform Creation* to learn how to create a MicroEJ Platform using a MicroEJ Platform Source project.

Depending on the project's requirements, the MicroEJ Platform can be connected in various ways to the BSP; see *BSP Connection* for more information on how to do it.

#### **MicroEJ Application**

A MicroEJ Application is a Java project that can be configured (in the Run configurations... properties):

- 1. to either run on:
- a simulator (computer desktop),
- a device (actual embedded hardware).
- 2. to setup:
- memory (example: Java heap, Java stack),

- foundation libraries,
- etc.

To run on a device, the application is compiled and optimized for a specific MicroEJ Platform. It generates a microejapp.o (native object code) linked with the <platform>-bsp project.

To import an existing MicroEJ Application as a zipped project in the SDK:

- Go to File > Import... > General > Existing Projects into Workspace > Select archive file > Browse... .
- Select the zip of the project (e.g. x.zip).
- And select Finish import.

See *Create a MicroEJ Standalone Application* for more information on how to create, configure, and develop a MicroEJ Application.

#### C Toolchain (GCC, KEIL, IAR, ...)

Used to compile and link the following files into the final firmware (binary, hex, elf, ... that will be programmed on the hardware):

- the microejapp.o (application),
- the microejruntime.lib or microejruntime.a (platform),
- the BSP C files (drivers).

#### **Module Repository**

A Module Repository provides the modules required to build MicroEJ Platforms and MicroEJ Applications.

- The MicroEJ Central Repository is an online repository of software modules (libraries, tools, etc.), see <a href="https://repository.microej.com/">https://repository.microej.com/</a>. This repository can also be used as an offline repository, see <a href="https://developer.microej.com/central-repository/">https://developer.microej.com/central-repository/</a>.
- (Optional) It can be extended with an offline repository ( .zip ) that can be imported in the workspace (see *Use the Offline Repository*):

See *Module Repository* for more information.

#### **Dependencies Between Components**

- A MicroEJ Architecture targets a specific instruction set (ISA) and a specific C compiler (CC).
  - The C toolchain used for the MicroEJ Architecture must be the same as the one used to compile and link the BSP project and the MicroEJ Firmware.
- A MicroEJ Platform consists of the aggregation of both a MicroEJ Architecture and a BSP with a C toolchain.
  - Changing either the MicroEJ Architecture or the C toolchain results in a change of the MicroEJ Platform.
- A MicroEJ Application is independent of the MicroEJ Architecture.
  - It can run on any MicroEJ Platform as long the platform provides the required APIs.
  - To run a MicroEJ Application on a new device, create a new MicroEJ Platform for this device with the exact same features. The MicroEJ Application will not require any change.

### 7.1.2 How to Build

The process to build a MicroEJ Firmware is two-fold:

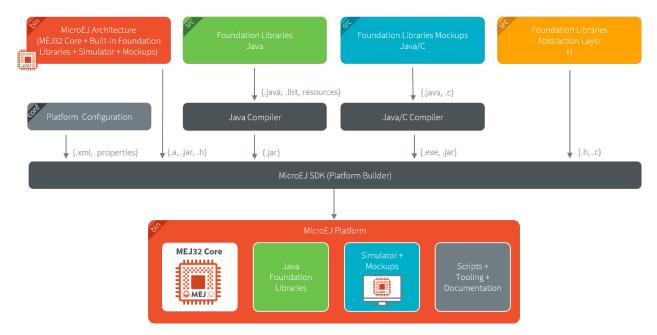
- 1. Build a MicroEJ Platform
- 2. Build a MicroEJ Application

The MicroEJ Application is compiled against the MicroEJ Platform to produce the MicroEJ Firmware deployed on the target device.

**Note:** The MicroEJ Application also runs onto the MicroEJ Simulator using the mocks provided by the MicroEJ Platform.

### **Build a MicroEJ Platform**

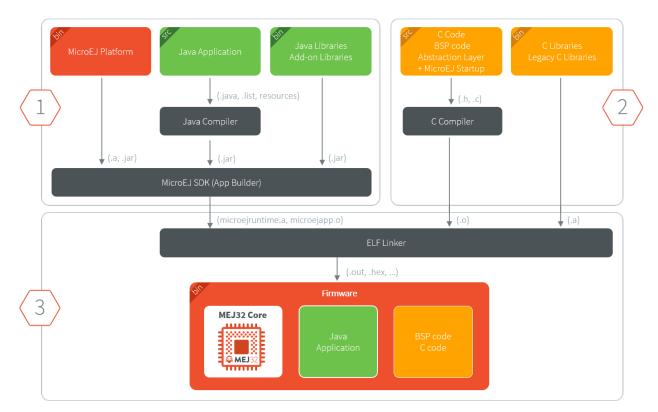
The next schema presents the components and process to build a MicroEJ Platform.



### **Build a MicroEJ Firmware**

The next schema presents the steps to build a MicroEJ Mono-Sandbox Firmware (previously known as MicroEJ Single-app Firmware). The steps are:

- 1. Build the MicroEJ Application into a microejapp.o using MicroEJ SDK
- 2. Compile the BSP C sources into .o using the C toolchain
- 3. the BSP (.o) and the MicroEJ Application (microejapp.o) and the MicroEJ Platform (microejruntime.a) are linked by the C toolchain to produce a final ELF or binary called MicroEJ Firmware (e.g. application.out).



See BSP Connection for more information on how to connect the MicroEJ Platform to the BSP.

#### **Dependencies Between Processes**

- Rebuild the MicroEJ Platform:
  - When the MicroEJ Architecture ( .xpf ) changes.
  - When a MicroEJ Foundation Library ( .xpfp ) changes.
  - When a Foundation Library changes, either when
    - \* The public API (.java or .h) changes.
    - \* The front-panel or mock implementation (.java) changes.
- Rebuild of the MicroEJ Platform is not required:
  - When the implementation (.c) of a Foundation Library changes.
  - When the BSP ( . c ) changes.
  - When the MicroEJ Application changes.
- Rebuild MicroEJ Application:
  - When it changes.
  - When the MicroEJ Platform changes.
- Rebuild the BSP:
  - When it changes.
  - When the MicroEJ Platform changes.
- Rebuild the MicroEJ Firmware:

- When the MicroEJ Application (microejapp.o) changes.
- When the BSP ( **\***.**o** ) changes.
- When the MicroEJ Platform (microejruntime.a) changes.

# 7.2 Create a MicroEJ Platform for a Custom Device

### 7.2.1 Introduction

A MicroEJ Architecture is a software package that includes the MicroEJ Runtime port to a specific target Instruction Set Architecture (ISA) and C compiler. It contains a set of libraries, tools and C header files. The MicroEJ Architectures are provided by MicroEJ SDK.

A MicroEJ Platform is a MicroEJ Architecture port for a custom device. It contains the MicroEJ configuration and the BSP (C source files).

MicroEJ Corp. provides MicroEJ Evaluation Architectures at https://repository.microej.com/modules/, and MicroEJ Platform demo projects for various evaluation boards at https://repository.microej.com/index.php?resource=JPF.

We recommend reading the *MicroEJ Firmware* section to get an overview of MicroEJ Firmware build flow.

The following document assumes the reader is familiar with the *Platform Developer Guide*.

Each MicroEJ Platform is specific to:

- a MicroEJ Architecture (MCU ISA and C compiler)
- an optional RTOS (e.g. FreeRTOS note: the MicroEJ OS can run bare metal)
- a device: the OS bring up code that is device specific (e.g. the MCU specific code/IO/RAM/Clock/Middleware... configurations)

In this document we will address the following items:

- MicroEJ Platform Configuration project (in MicroEJ SDK)
- MicroEJ Simulator (in MicroEJ SDK)
- Platform BSP (in a C IDE/Compiler like GCC/KEIL/IAR)

The MicroEJ Platform relies on C drivers (aka low level LL drivers) for each of the platform feature. These drivers are implemented in the platform BSP project. This project is edited in the C compiler IDE/dev environment (e.g. KEIL, GCC, IAR). E.g. the MicroUI library LED feature will require a LLUI\_LED.c that implements the native on/off IO drive.

The following sections explain how to create a MicroEJ Platform for a custom device starting from an existing MicroEJ Platform project whether it is configured for the same MCU/RTOS/C Compiler or not.

In the following, we assume that the new device hardware is validated and at least a trace output is available. It is also a good idea to run basic hardware tests like:

- Internal and external flash programming and verification
- RAM 8/16/32 -bit read/write operations (internal and external if any)
- EEMBC Coremark benchmark to verify the CPU/buses/memory/compiler configuration
- See the Platform Qualification Tools used to qualify MicroEJ Platforms.

### 7.2.2 A MicroEJ Platform Project is already available for the same MCU/RTOS/C Compiler

This is the fastest way: the MicroEJ Platform is usually provided for a silicon vendor evaluation board. Import this platform in MicroEJ SDK.

As the MCU, RTOS and compiler are the same, only the device specific code needs to be changed (external RAM, external oscillator, communication interfaces).

### Platform

In MicroEJ SDK

 modify the .platform from the MicroEJ Platform (xxx-configuration project) to match the device features and its associated configuration (e.g. UI->Display).

Name

> > ~

	Multi Applications
	Serial Communication
•	UI
	🗹 Display
	Font Designer
	Font Generator
	Front Panel
	Image BMP Monochrome Decoder
	Image Generator
	🗹 Image PNG Decoder
	✓ Inputs
	LEDs
	MicroUI

More details on available modules can be found in the *Platform Developer Guide*.

#### BSP

Required actions:

- modify the BSP C project to match the device specification
  - edit the scatter file/link options
  - edit the compilation options
- create/review/change the platform Low Level C drivers. They must match the device components and the MCU IO pin assignment

**Note:** A number of LL\*.h files are referenced from the project. Implement the function prototypes declared there so that the JVM can delegate the relevant operations to the provided BSP C functions.

### Simulator

In MicroEJ SDK

modify the existing Simulator Front Panel xxx-fp project

### 7.2.3 A MicroEJ Platform Project is not available for the same MCU/RTOS/C Compiler

Look for an available MicroEJ Platform that will match in order of priority:

- same MCU part number
- same RTOS
- same C compiler

At this point, consider either to modify the closest MicroEJ Platform

- In MicroEJ SDK: modify the platform configuration.
- in the C IDE: start from an empty project that match with the MCU.

Or to start from scratch a new MicroEJ Platform

- In MicroEJ SDK: create the MicroEJ Platform and refer to the selected MicroEJ Platform as a model for implementation. (refer to *Platform Configuration*)
- in the C IDE: start from an empty project and implement the drivers of each of the LL drivers API.

Make sure to link with:

- the microejruntime.a that runs the JVM for the MCU Architecture
- the microejapp.o that contains the compiled Java application

### MCU

The MCU specific code can be found:

- in the C project IDE properties
- in the linker file
- the IO configuration
- in the low level driver (these drivers are usually provided by the silicon vendor)

#### RTOS

The LL driver is named LLMJVM\_RTOS.c/.h. Modify this file to match the selected RTOS.

#### **C** Compiler

The BSP project is provided for a specific compiler (that matches the selected platform architecture). Start a new project with the compiler IDE that includes the LL drivers and start the MicroEJ Platform in the main() function.

### 7.2.4 Platform Validation

Use the Platform Qualification Tools to qualify the MicroEJ Platform built.

### 7.2.5 Further Assistance Needed

Please note that porting MicroEJ to a new device is also something that is part of our engineering services. Consider contacting sales@microej.com to request a quote.

# 7.3 Create a MicroEJ Firmware From Scratch

This tutorial explains how to create a MicroEJ Firmware from scratch. It goes trough the typical steps followed by a Firmware developer integrating MicroEJ with a C Board Support Package (BSP) for a target device.

In this tutorial, the target device is a a Luminary Micro Stellaris. Though this device is no longer available on the market, it has two advantages:

- The QEMU PC System emulator can emulate the device.
- FreeRTOS provides an official Demo BSP.

Consequently, no board is required to follow this tutorial. Everything is emulated on the developer's PC.

The tutorial should take 1 hour to complete (excluding the installation time of MicroEJ SDK and Windows Subsystem Linux (WSL)).

### 7.3.1 Intended Audience

The audience for this document is Firmware engineers who want to understand how MicroEJ is integrated to a C Board Support Package.

In addition, this tutorial should be of interest to all developers wishing to familiarize themselves with the low level components of a MicroEJ Firmware such as: *MicroEJ Architecture*, *MicroEJ Platform*, *Low Level API* and *BSP connection*.

### 7.3.2 Introduction

The following steps are usually followed when starting a new project:

- 1. Pick a target device (that meets the requirements of the project).
- 2. Setup a RTOS and a toolchain that support the target device.
- 3. Adapt the RTOS port if needed.
- 4. Install a *MicroEJ Architecture* that matches the target device/RTOS/toolchain.
- 5. Setup a new *MicroEJ Platform* connected to the Board Support Package (BSP).
- 6. Implement Low Level API.
- 7. Validate the resulting MicroEJ Platform with the Platform Qualification Tools (PQT).
- 8. Develop the MicroEJ Application.

This tutorial describes step by step how to go from the FreeRTOS BSP to a MicroEJ Application that runs on the MicroEJ Platform and prints the classic "Hello, World!".

In this tutorial:

- The target device is a Luminary Micro Stellaris which is emulated by QEMU (QEMU Stellaris boards).
- The RTOS is FreeRTOS and the toolchain is GNU CC fo ARM.

All modifications to FreeRTOS BSP made for this tutorial are available at <a href="https://github.com/MicroEJ/FreeRTOS/tree/tuto-microej-firmware-from-scratch">https://github.com/MicroEJ/FreeRTOS/tree/tuto-microej-firmware-from-scratch</a>.

**Note:** The implementation of the Low Level API and their validation with the Platform Qualification Tools (PQT) will be the topic of another tutorial.

### 7.3.3 Prerequisites

- MicroEJ SDK version 5.3.0 or higher (distribution 20.10). Can be downloaded from https://repository.microej. com/packages/SDK (tested on MicroEJ SDK distribution 20.10)
- Windows 10 with Windows Subsystem for Linux (WSL). See the installation guide.
- A Linux distribution installed on WSL (Tested on Ubuntu 19.10 eoan and Ubuntu 20.04 focal).

**Note:** In WSL, use the command lsb\_release -a to print the current Ubuntu version.

A code editor such as Visual Studio Code is also recommended to edit BSP files.

### 7.3.4 Overview

The next sections describe step by step how to build a MicroEJ Firmware that runs a HelloWorld MicroEJ Application on the emulated device.

The steps to follow are:

- 1. Setup the development environment (assuming the prerequisites are satisfied).
- 2. Get a running BSP
- 3. Build the MicroEJ Platform
- 4. Create the HelloWorld MicroEJ Application
- 5. Implement the minimum Low Level API to run the application

This tutorial goes through trials and errors every Firmware developers may encounter. It provides a solution after each error rather than providing the full solution in one go.

### 7.3.5 Setup the Development Environment

This section assumes the prerequisites have been properly installed.

In WSL:

- 1. Update apt's cache: sudo apt-get update
- 2. Install qemu-system-arm and GNU CC toolchain for ARM: sudo apt-get install -y qemu-system-arm gcc-arm-none-eabi build-essential subversion
- 3. The rest of this tutorial will use the folder src/tuto-from-scratch/ in the Windows home folder.
- 4. Create the folder: mkdir -p /mnt/c/Users/\${USER}/src/tuto-from-scratch (the -p option ensures all the directories are created).
- 5. Go into the folder: cd /mnt/c/Users/\${USER}/src/tuto-from-scratch/

6. Clone FreeRTOS and its submodules: git clone -b V10.3.1 --recursive https://github.com/ FreeRTOS/FreeRTOS.git (this may takes some time)

**Note:** Use the right-click to paste from the Windows clipboard into WSL console. The right-click is also used to copy from the WSL console into the Windows clipboard.

#### 7.3.6 Get Running BSP

This section presents how to get running BSP based on FreeRTOS that boots on the target device.

- 1. Go into the target device sub-project: cd FreeRTOS/FreeRTOS/Demo/CORTEX\_LM3S811\_GCC
- 2. Build the project: make

Ignoring the warnings, the following error appears during the link:

```
CC hw_include/osram96x16.c

LD gcc/RTOSDemo.axf

arm-none-eabi-ld: section .text.startup LMA [00000000002b24,00000000002c8f] overlaps section .

→data LMA [00000000002b24,0000000002b27]

make: *** [makedefs:191: gcc/RTOSDemo.axf] Error 1
```

Insert the following fixes in the linker script file named standalone.ld (thanks to http://roboticravings. blogspot.com/2018/07/freertos-on-cortex-m3-with-qemu.html).

**Note:** WSL can start the editor Visual Studio Code. type code . in WSL. . represents the current directory in Unix.

Listing 1: https://github.com/MicroEJ/FreeRTOS/commit/ 48248eae13baebf7df9638cd8da6fbfe1a735a9c

```
diff --git a/FreeRTOS/Demo/CORTEX_LM3S811_GCC/standalone.ld b/FreeRTOS/Demo/CORTEX_LM3S811_GCC/
\hookrightarrow standalone.ld
--- a/FreeRTOS/Demo/CORTEX LM3S811 GCC/standalone.ld
+++ b/FreeRTOS/Demo/CORTEX_LM3S811_GCC/standalone.ld
@@ -42,7 +42,15 @@ SECTIONS
         _{etext} = .;
     } > FLASH
     .data : AT (ADDR(.text) + SIZEOF(.text))
+
     .ARM.exidx :
+
     {
         *(.ARM.exidx*)
+
+
         *(.gnu.linkonce.armexidx.*)
+
     } > FLASH
     _begin_data = .;
     .data : AT ( _begin_data )
     {
         _data = .;
         *(vtable)
```

This is the output of the git diff command. Lines starting with a - should be removed. Lines starting with a + should be added.

**Note:** The patch(1) can be used to apply the patch. Assuming WSL shell is in FreeRTOS/Demo/ CORTEX\_LM3S811\_GCC directory:

- 1. Install dos2unix utility: sudo apt install dos2unix
- 2. Convert all files to unix line-ending: find -type f -exec dos2unix {} \;
- 3. Copy the content of the code block in a file named linker.patch (every lines of the code block must be copied in the file).
- 4. Apply the patch: patch -1 p4 < linker.patch.

It is also possible to paste the diff directly into the console:

- 1. In WSL, invoke patch -l -p4. The command starts, waiting for input on stdin (the standard input).
- 2. Copy the diff and paste it in WSL
- 3. Press enter
- 4. Press Ctrl-d Ctrl-d (press the Control key + the letter d twice).
- 3. Run the build again: make
- 4. Run the emulator with the generated kernel: qemu-system-arm -M lm3s811evb -nographic -kernel
  gcc/RTOSDemo.bin

The following error appears and then nothing:

```
ssd0303: error: Unknown command: 0x80
ssd0303: error: Unexpected byte 0xe3
ssd0303: error: Unknown command: 0x80
ssd0303: error: Unexpected byte 0xe3
ssd0303: error: Unknown command: 0x80
ssd0303: error: Unexpected byte 0xe3
ssd0303: error: Unknown command: 0x80
ssd0303: error: Unexpected byte 0xe3
ssd0303: error: Unknown command: 0x80
ssd0303: error: Unexpected byte 0xe3
ssd0303: error: Unknown command: 0x80
ssd0303: error: Unexpected byte 0xe3
ssd0303: error: Unknown command: 0x80
ssd0303: error: Unexpected byte 0xe3
ssd0303: error: Unknown command: 0x80
ssd0303: error: Unexpected byte 0xe3
ssd0303: error: Unknown command: 0x80
ssd0303: error: Unexpected byte 0xe3
```

5. Press Ctrl-a x (press Control + the letter a, release, press x) to the end the QEMU session. The session ends with QEMU: Terminated.

**Note:** The errors can be safely ignored. They occur because the OLED controller emulated receive incorrect commands.

At this point, the target device is successfully booted with the FreeRTOS kernel.

## 7.3.7 FreeRTOS Hello World

This section describes how to configure the BSP to print text on the QEMU console.

The datasheet of the target device (LM3S811 datasheet) describes how to use the UART device and an example implementation for QEMU is available here).

Here is the patch that implements putchar(3) and puts(3) and prints Hello World.

Listing 2: https://github.com/MicroEJ/FreeRTOS/commit/ d09ec0f5cbdf69ca97a5ac15f8b905538aa4c61e

```
diff --git a/FreeRTOS/Demo/CORTEX_LM3S811_GCC/main.c b/FreeRTOS/Demo/CORTEX_LM3S811_GCC/main.c
--- a/FreeRTOS/Demo/CORTEX_LM3S811_GCC/main.c
+++ b/FreeRTOS/Demo/CORTEX_LM3S811_GCC/main.c
@@ -134,9 +134,25 @@ SemaphoreHandle_t xButtonSemaphore;
QueueHandle_t xPrintQueue;
/*-----*/
+#define UART0BASE ((volatile int*) 0x4000C000)
+int putchar (int c){
+
    (*UART0BASE) = c;
    return c;
+}
+
+int puts(const char *s) {
    while (*s) {
+
       putchar(*s);
+
+
       s++;
÷
   }
+
    return putchar('\n');
+}
int main( void )
{
    puts("Hello, World! puts function is working.");
   /* Configure the clocks, UART and GPIO. */
   prvSetupHardware();
```

Rebuild and run the newly generated kernel: make && qemu-system-arm -M lm3s811evb -nographic -kernel gcc/RTOSDemo.bin (press Ctrl-a x to interrupt the emulator).

make: Nothing to be done for 'all'. Hello, World! puts function is working. ssd0303: error: Unknown command: 0x80 ssd0303: error: Unexpected byte 0xe3 ssd0303: error: Unexpected byte 0xe3

(continues on next page)

(continued from previous page)

ssd0303: error: Unknown command: 0x80 ssd0303: error: Unexpected byte 0xe3 ssd0303: error: Unknown command: 0x80 ssd0303: error: Unexpected byte 0xe3 ssd0303: error: Unknown command: 0x80 ssd0303: error: Unexpected byte 0xe3 QEMU: Terminated

With this two functions implemented, printf(3) is also available.

Listing 3: https://github.com/MicroEJ/FreeRTOS/commit/ 1f7e7ee014754a4dcb4f6c5a470205e02f6ac3c8

```
diff --git a/FreeRTOS/Demo/CORTEX_LM3S811_GCC/main.c b/FreeRTOS/Demo/CORTEX_LM3S811_GCC/main.c
--- a/FreeRTOS/Demo/CORTEX_LM3S811_GCC/main.c
#++ b/FreeRTOS/Demo/CORTEX_LM3S811_GCC/main.c
@@ -149,9 +149,11 @@ int puts(const char *s) {
    return putchar('\n');
}
+#include <stdio.h>
+
int main( void )
{
    puts("Hello, World! puts function is working.");
    /* Configure the clocks, UART and GPIO. */
    prvSetupHardware();
```

At this point, the character output on the UART is implemented in the FreeRTOS BSP. The next step is to create the MicroEJ Platform and MicroEJ Application.

## 7.3.8 Create a MicroEJ Platform

This section describes how to create and configure a MicroEJ Platform compatible with the FreeRTOS BSP and GCC toolchain.

- A MicroEJ Architecture is a software package that includes the *MicroEJ Runtime* port to a specific target Instruction Set Architecture (ISA) and C compiler. It contains a set of libraries, tools and C header files. The MicroEJ Architectures are provided by MicroEJ SDK.
- A MicroEJ Platform is a port of a MicroEJ Architecture for a custom device. It contains the MicroEJ configuration and the BSP (C source files).

When selecting a MicroEJ Architecture, special care must be taken to ensure the compatibility between the toolchain used in the BSP and the toolchain used to build the MicroEJ Core Engine included in the MicroEJ Architecture.

The list of MicroEJ Architectures supported is listed *here*. MicroEJ Evaluation Architectures provided by MicroEJ Corp. can be downloaded from MicroEJ Architectures Repository.

There is no CM3 in MicroEJ Architectures Repository and the Arm<sup>®</sup> Cortex<sup>®</sup>-M3 MCU is not mentioned in the *capabilities matrix*. This means that the MicroEJ Architectures for Arm<sup>®</sup> Cortex<sup>®</sup>-M3 MCUs are no longer distributed for evaluation. Download the latest MicroEJ Architecture for Arm<sup>®</sup> Cortex<sup>®</sup>-M0 instead (the Arm<sup>®</sup> architectures are binary upward compatible from Arm<sup>®</sup>v6-M (Cortex<sup>®</sup>-M0) to Arm<sup>®</sup>v7-M (Cortex<sup>®</sup>-M3)).

#### Import the MicroEJ Architecture

This step describes how to import a *MicroEJ Architecture*.

- 1. Start MicroEJ SDK on an empty workspace. For example, create an empty folder workspace next to the FreeRTOS git folder and select it.
- 2. Keep the default MicroEJ Repository
- 3. Download the latest MicroEJ Architecture for Arm<sup>®</sup> Cortex<sup>®</sup>-M0 instead: https://repository.microej.com/ modules/com/microej/architecture/CM0/CM0\_GCC48/flopi0G22/7.14.0/flopi0G22-7.14.0-eval.xpf
- 4. Import the MicroEJ Architecture in MicroEJ SDK
  - 1. File > Import > MicroEJ > Architectures
  - 2. select the MicroEJ Architecture file downloaded
  - 3. Accept the license and click on Finish

Name		Version		Select All	
🖂 😱 ARM Cortex-M0	GCC EVAL	7.14.0		Deselect Al	
MicroEJ SDK EULA				l	^
PREAMBLE					
THIS SOFTWARE LICENSE On purchase of any Licen THE LICENSEE, AS A USE	sed Product from M	IICROEJ or an MIC	ROEJ Partner or an	MICROEJ Distri	
1 DEFINITIONS					U
<				>	Ť
☑ I agree and accept the	above terms and co	nditions and I wa	nt to install the cop	yrighted Softwa	are
?	< Back	Next >	Finish	Cancel	

#### **Install an Evaluation License**

This step describes how to create and activate an *Evaluation License* for the MicroEJ Architecture previously imported.

- 1. Select the Window > Preferences > MicroEJ > Architectures menu .
- 2. Click on the architectures and press Get UID .
- 3. Copy the UID. It will be needed when requesting a license.
- 4. Go to https://license.microej.com.

- 5. Click on Create a new account link.
- 6. Create an account with a valid email address. A confirmation email will be sent a few minutes after. Click on the confirmation link in the email and login with the account.
- 7. Click on Activate a License .
- 8. Set Product P/N: to 9PEVNLDBU6IJ.
- 9. Set UID: to the UID generated before.
- 10. Click on Activate .
  - The license is being activated. An activation mail should be received in less than 5 minutes. If not, please contact contact *our support team*.
  - Once received by email, save the attached zip file that contains the activation key.
- 11. Go back to Microej SDK.
- 12. Select the Window > Preferences > MicroEJ menu.
- 13. Press Add... .
- 14. Browse the previously downloaded activation key archive file.
- 15. Press OK . A new license is successfully installed.
- 16. Go to Architectures sub-menu and check that all architectures are now activated (green check).
- 17. Microej SDK is successfully activated.

Preferences			
type filter text	Architectures		← ▼ ⇒ ♥ 8
> General > Ant	Add or remove Architectures.		
> C/C++	Target:		
Checkstyle	Name	Version Lic	Select All
> Help	🗌 🦚 ARM Cortex-M0 GCC EVAL	7.14.0 🗸	Deselect All
> Install/Update			
> Java			Import
✓ MicroEJ			Uninstall
Architectures			
Module Manager			Get UID
Naming Conventic			
Platforms			
Platforms in works			
Settings			
Updates			
Virtual Devices			
> Mylyn			
> Plug-in Development			
> PMD			
> Run/Debug > SonarLint			
> Team			
Terminal			
Validation			
> XML			
		Restore Defaults	Apply
. /			
? 🚵 🖾		Apply and Close	Cancel

### Create the MicroEJ Platform

This step describes how to create a new *MicroEJ Platform* using the MicroEJ Architecture previously imported.

- 1. Select File > New > Platform Project .
- 2. Ensure the Architecture selected is the MicroEJ Architecture previously imported.
- 3. Ensure the Create from a platform reference implementation box is unchecked.
- 4. Click on Next button.
- 5. Fill the fields:
  - Set Device: to lm3s811evb
  - Set Name: to Tuto

Workspace - Imssol levb-luto-Civio_GCC48/ luto.platform	n - MICROEJ © SDK				
<u>File Edit Navigate Search Project Run W</u> indow	<u>H</u> elp				
📑 - 🔚 🐚 🕪 🔍 - 🕼 🚸 - 🔿 - 💁 -	8 🞯 🕶 🎥 🖨 🛷 🕶 🖗	- 🖓 - 🏷 (	⇔ - ↔ -		
😫 Package Explorer 🔀 🍃 Type Hierarchy	Ē\$, ▽□□	n 3s811evb	Tuto-CM0_GCC48 🕱		
<ul> <li>Im3s811evb-Tuto-CM0_GCC48</li> <li>Tuto.platform</li> </ul>		C Overview			
		Platform Prop General inform	perties nation about this Platform.		
		Device:	lm3s811evb		
		Name:	Tuto		
		Version:	1.0.0		
		Provider :	author		
		Vendor URL:			

# O washing a largentia to the CM0 CCC40/Table stations. Misself @ CDK

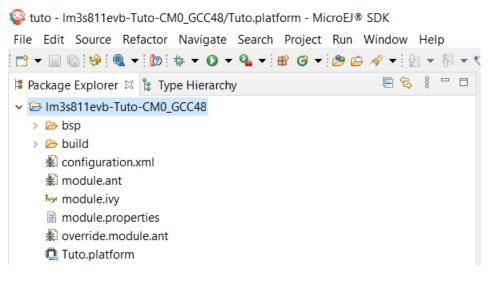
#### Setup the MicroEJ Platform

This step describes how to configure the MicroEJ Platform previously created. For more information on this topic, please refer to Platform Configuration.

The Platform Configuration Additions provide a flexible way to configure the BSP connection between the MicroEJ Platform and MicroEJ Application to the BSP. In this tutorial, the Partial BSP connection is used. That is, the MicroEJ SDK will output all MicroEJ files (C headers, MicroEJ Application microejapp.o, MicroEJ Runtime microejruntime.a,...) in a location known by the BSP. The BSP is configured to compile and link with those files.

For this tutorial, that means that the final binary is produced by invoking make in the FreeRTOS BSP.

1. Install the Platform Configuration Additions by copying all the files within the content folder in the MicroEJ Platform folder.



Note: The content directory contains files that must be installed in a MicroEJ Platform configuration directory (the directory that contains the .platform file). It can be automatically downloaded using the following

#### command line:

#### 2. Edit the file <a href="https://bsp.properties">bsp/bsp.properties</a> as follow:

```
# Specify the MicroEJ Application file ('microejapp.o') parent directory.
# This is a '/' separated directory relative to 'bsp.root.dir'.
microejapp.relative.dir=microej/lib
# Specify the MicroEJ Platform runtime file ('microejruntime.a') parent directory.
# This is a '/' separated directory relative to 'bsp.root.dir'.
microejlib.relative.dir=microej/lib
# Specify MicroEJ Platform header files ('*.h') parent directory.
# This is a '/' separated directory relative to 'bsp.root.dir'.
microejinc.relative.dir=microej/inc
```

3. Edit the file modules.ivy and add the MicroEJ Architecture as a dependency:

4. Edit the file modules.properties and set the MicroEJ platform filename:

```
# Platform configuration file (relative to this project).
com.microej.platformbuilder.platform.filename=Tuto.platform
```

- 5. Right-click on the platform project and click on Build Module.
- 6. The following message appears in the console:

```
module-platform:report:
       [echo]
                 Platform has been built in this directory 'C:\Users\user\src\tuto-from-
       [echo]

workspace/lm3s811evb-Platform-CM0_GCC48-0.0.1'.

                 To import this project in your MicroEJ SDK workspace (if not already available):
       [echo]
                  - Select 'File' > 'Import...' > 'General' > 'Existing Projects into Workspace' >
       [echo]
→'Next'
       [echo]
                  - Check 'Select root directory' and browse 'C:\Users\user\src\tuto-from-
→scratch\workspace/lm3s811evb-Platform-CM0_GCC48-0.0.1' > 'Finish'
       [echo]
 、<u>______</u>
                                                                                _____
BUILD SUCCESSFUL
```

1. Follow the instructions to import the generated platform in the workspace:

At this point, the MicroEJ Platform is ready to be used to build MicroEJ Applications.

## 7.3.9 Create MicroEJ Application HelloWorld

- 1. Select File > New > Standalone Application Project .
- 2. Set the name to HelloWorld and click on Finish

🤪 New MicroEJ Standalone Application Project — 🔲 🗙								
	dalone Application project ame and configure your application.				7			
Project:								
Project name :	HelloWorld							
Application:								
Publication :								
Organization :	com.mycompany							
Module :	HelloWorld							
Revision :	0.1.0							
?		Finish		Cance	I			

3. Run the application in Simulator to ensure it is working properly. Right-click on HelloWorld project > Run As
 > MicroEJ Application

		\$- <b>0</b> - <b>4</b> - <b>8</b> ♂ -	roject <u>R</u> un <u>W</u> ind			a 🔹 🖓 👻 🏷	← → →
		👔 🕆 Type Hierarchy	E \$				
避 HelloWorld							
🗁 Im3s811ev		New	>	L .			
😕 lm3s811ev		Go Into					
		Open in New Window		L .			
		Open Type Hierarchy	F4	L .			
		Show In	Alt+Shift+W >	L .			
	P	Сору	Ctrl+C	L .			
		Copy Qualified Name		L .			
	ĥ	Paste	Ctrl+V	L .			
	×	Delete	Delete	L .			
		Build Path	>				
		Source	> Alt+Shift+S	L .			
		Refactor	Alt+Shift+S >	L .			
		Relactor	Ait+Shiit+17				
	è	Import		L .			
	4	Export					
	S	Refresh	F5	L .			
		Close Project		L .			
		Close Unrelated Projects		L .			
		Assign Working Sets		L .			
		Run As	>	7	1 Java A	pplication	Alt+Shift+X, J
		Debug As	>	J	2 Micro	EJ Application	Alt+Shift+X, M
		Profile As	>		Run Cor	nfigurations	
		Validate				,	
	0	Build Module		L .			
		Restore from Local History		L .			
	æ	JAutodoc	>	L			
		Checkstyle	>	L .			
	P	PMD	>	L .			
		Heap Analyzer	>	L .			
	hyt	lvy	>	L .		E Console 2	3 📳 Problems
		Team	>	L		MicroEJ	
		Compare With	>	L		platform/re	fresh:
		Configure	>	L		platform/pr	oject:
	Θ	SonarLint	>				-
		Properties	Alt+Enter	1		microej/cle	an: Deleting direc

The following message appears in the console:

### 7.3.10 Configure BSP Connection in MicroEJ Application

This step describes how to configure the *BSP connection* for the HelloWorld MicroEJ Application and how to build the MicroEJ Application that will run on the target device.

For a MicroEJ Application, the BSP connection is configured in the PROJECT-NAME/build/common.properties file.

1. Create a file HelloWorld/build/emb.properties with the following content:

```
core.memory.immortal.size=0
core.memory.javaheap.size=1024
core.memory.threads.pool.size=4
core.memory.threads.size=1
core.memory.thread.max.size=4
deploy.bsp.microejapp=true
deploy.bsp.microejlib=true
deploy.bsp.microejinc=true
deploy.bsp.root.dir=[absolute_path] to FreeRTOS\\FreeRTOS\\Demo\\CORTEX_LM3S811_GCC
```

**Note:** Assuming the WSL current directory is FreeRTOS/FreeRTOS/Demo/CORTEX\_LM3S811\_GCC, use the following command to find the deploy.bsp.root.dir path with proper escaping:

pwd | sed -e 's//mnt/c/|C:\\\\|' -e 's//\\\\|g'

- 2. Open Run > Run configurations...
- 3. Select the HelloWorld launcher configuration

Run Configurations		
Create, manage, and run configura	tions	
Image: Second system         Image: Second system <th>Name: HelloWorld Main          Imain Structure       Imain Structure         Project       HelloWorld         Main type       com.mycompany.Main</th> <th>n Browse</th>	Name: HelloWorld Main          Imain Structure       Imain Structure         Project       HelloWorld         Main type       com.mycompany.Main	n Browse
Filter matched 6 of 12 items		Re <u>v</u> ert Apply
		<u>R</u> un Close

- 4. Select Execution tab.
- 5. Change the execution mode from Execute on Simulator to Execute on Device .
- 6. Add the file build/emb.properties to the options files

] 🗎 🗙   🖻 ‡} -		
type filter text	Name: HelloWorld Main	
C/C++ Application	Main      Execution     Itil: Configuration     Target     Platform: Im3s811evb-Tuto-CM0_GCC48 (1	
<ul> <li>Launch Group (Deprecated)</li> <li>MicroEJ Application</li> <li>HelloWorld Main</li> <li>MicroEJ Tool</li> </ul>	Execution Execute on Simulator Settings: Default	Execute on Device Core Engine Mode: Default      Settings: Build & Deploy
		The application is generated, linked and deployed.
	Options Output folder: \${project_loc:HelloWorld} Clean intermediate files	Browse
	Options Files	
	\${project_loc:HelloWorld}/build/emb.proper	rties Add Remove

#### 7. Click on Run

======================================
Platform connected to BSP location 'C:\Users\user\src\tuto-from-scratch\FreeRTOS\FreeRTOS\Demo\CORTEX_
→LM3S811_GCC' using application option 'deploy.bsp.root.dir'.
========= [ Launching SOAR ] ===================================
========= [ Launching Link ] ===================================
========= [ Deployment ] ===================================
MicroEJ files for the 3rd-party BSP project are generated to 'C:\Users\user\src\tuto-from-
<pre> workspace\HelloWorld\com.mycompany.Main\platform'. </pre>
The MicroEJ application (microejapp.o) has been deployed to: 'C:\Users\user\src\tuto-from-
$\hookrightarrow$ scratch\FreeRTOS\FreeRTOS\Demo\CORTEX_LM3S811_GCC\microej\lib'.
The MicroEJ platform library (microejruntime.a) has been deployed to: 'C:\Users\user\src\tuto-from-
$\hookrightarrow$ scratch\FreeRTOS\FreeRTOS\Demo\CORTEX_LM3S811_GCC\microej\lib'.
The MicroEJ platform header files (*.h) have been deployed to: 'C:\Users\user\src\tuto-from-
$\leftrightarrow$ scratch\FreeRTOS\FreeRTOS\Demo\CORTEX_LM3S811_GCC\microej\inc'.
======================================
SUCCESS

At this point, the HelloWorld MicroEJ Application is built and deployed in the FreeRTOS BSP.

## 7.3.11 MicroEJ and FreeRTOS Integration

This section describes how to finalize the integration between MicroEJ and FreeRTOS to get a working firmware that runs the HelloWorld MicroEJ Application built previously.

In the previous section, when the MicroEJ Application was built, several files were added to a new folder named microej/.

```
$ pwd
/mnt/c/Users/user/src/tuto-from-scratch/FreeRTOS/FreeRTOS/Demo/CORTEX_LM3S811_GCC
$ tree microej/
microej/
  - inc
      — BESTFIT_ALLOCATOR.h
      – BESTFIT_ALLOCATOR_impl.h
       - LLBSP_impl.h
      – LLMJVM.h
      – LLMJVM_MONITOR_impl.h
      – LLMJVM_impl.h
      – LLTRACE_impl.h
      — MJVM_MONITOR.h
      – MJVM_MONITOR_types.h
       - intern
           - BESTFIT_ALLOCATOR.h
           - BESTFIT_ALLOCATOR_impl.h
          - LLBSP_impl.h
          — LLMJVM.h
           – LLMJVM_impl.h
          — trace_intern.h
       - sni.h
      – trace.h
   lib
      — microejapp.o
      – microejruntime.a
```

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3 directories, 19 files

- The microej/lib folder contains the HelloWorld MicroEJ Application object file (microejapp.o) and the MicroEJ Runtime. The final binary must be linked with these two files.
- The microej/inc folder contains several C header files used to expose MicroEJ Low Level APIs. The functions defined in files ending with the \_impl.h suffix should be implemented by the BSP.

To summarize, the following steps remain to complete the integration between MicroEJ and the FreeRTOS BSP:

- Implement minimal Low Level APIs
- Invoke the MicroEJ Core Engine
- Build and link the firmware with the MicroEJ Runtime and MicroEJ Application

#### **Minimal Low Level APIs**

The purpose of this tutorial is to demonstrate how to develop a minimal MicroEJ Architecture, it is not to develop a complete MicroEJ Architecture. Therefore this tutorial implements only the required functions and provides stub implementation for unused features. For example, the following implementation does not support scheduling.

The two headers that must be implemented are LLBSP\_impl.h and LLMJVM\_impl.h.

- 1. In the BSP, create a folder named microej/src (next to the microej/lib and microej/inc folders).
- 2. Implement LLBSP\_impl.h in LLBSP.c:

```
Listing 4: microej/src/LLBSP.c
```

```
#include "LLBSP_impl.h"
extern void _etext(void);
uint8_t LLBSP_IMPL_isInReadOnlyMemory(void* ptr)
{
    return ptr < &_etext;
}
/**
    * Writes the character <code>c</code>, cast to an unsigned char, to stdout stream.
    * This function is used by the default implementation of the Java <code>System.out</code>.
    */
void LLBSP_IMPL_putchar(int32_t c)
{
    putchar(c);
}
```

- The implementation of LLBSP\_IMPL\_putchar reuses the putchar implemented previously.
- The rodata section is defined in the linker script standalone.ld. The flash memory starts at 0 and the end of the section is stored in the \_etex symbol.
- 3. Implement LLMJVM\_impl.h in LLMJVM\_stub.c (all functions are stubbed with a dummy implementation):

```
#include "LLMJVM_impl.h"
int32_t LLMJVM_IMPL_initialize()
{
        return LLMJVM_OK;
}
int32_t LLMJVM_IMPL_vmTaskStarted()
{
        return LLMJVM_OK;
}
int32_t LLMJVM_IMPL_scheduleRequest(int64_t absoluteTime)
{
        return LLMJVM_OK;
}
int32_t LLMJVM_IMPL_idleVM()
{
        return LLMJVM_OK;
}
int32_t LLMJVM_IMPL_wakeupVM()
{
        return LLMJVM_OK;
}
int32_t LLMJVM_IMPL_ackWakeup()
{
        return LLMJVM_OK;
}
int32_t LLMJVM_IMPL_getCurrentTaskID()
{
        return (int32_t) 123456;
}
void LLMJVM_IMPL_setApplicationTime(int64_t t)
{
}
int64_t LLMJVM_IMPL_getCurrentTime(uint8_t system)
{
  return 0;
}
int64_t LLMJVM_IMPL_getTimeNanos()
{
        return 0;
}
int32_t LLMJVM_IMPL_shutdown(void)
{
        return LLMJVM_OK;
```

Listing 5: microej/src/LLMJVM\_stub.c

(continues on next page)

(continued from previous page)

}

The microej folder in the BSP has the following structure:

```
$ pwd
/mnt/c/Users/user/src/tuto-from-scratch/FreeRTOS/FreeRTOS/Demo/CORTEX_LM3S811_GCC
$ tree microej/
microej/
  - inc
      — BESTFIT_ALLOCATOR.h
      — BESTFIT_ALLOCATOR_impl.h
      – LLBSP_impl.h
      – LLMJVM.h
      – LLMJVM_MONITOR_impl.h
      – LLMJVM_impl.h
      – LLTRACE_impl.h
      — MJVM_MONITOR.h
      – MJVM_MONITOR_types.h
      – intern
           – BESTFIT_ALLOCATOR.h
           – BESTFIT_ALLOCATOR_impl.h
           - LLBSP_impl.h
          — LLMJVM.h
          — LLMJVM_impl.h
          – trace_intern.h
       - sni.h
      – trace.h
  - lib
      - microejapp.o

    microejruntime.a

  - src
      - LLBSP.c
     — LLMJVM_stub.c
4 directories, 21 files
```

#### Invoke MicroEJ Core Engine

The MicroEJ Core Engine is created and initialized with the C function SNI\_createVM. Then it is started and executed in the current RTOS task by calling SNI\_startVM. The function SNI\_startVM returns when the MicroEJ Application exits. Both functions are declared in the C header sni.h.

```
Listing 6: https://github.com/MicroEJ/FreeRTOS/commit/
7ae8e79f9c811621569ccb90c46b1dcda91da35d
```

```
diff --git a/FreeRTOS/Demo/CORTEX_LM3S811_GCC/main.c b/FreeRTOS/Demo/CORTEX_LM3S811_GCC/main.c
--- a/FreeRTOS/Demo/CORTEX_LM3S811_GCC/main.c
+++ b/FreeRTOS/Demo/CORTEX_LM3S811_GCC/main.c
@@ -150,11 +150,14 @@ int puts(const char *s) {
    }
    #include <stdio.h>
+#include <stdio.h>
+#include "sni.h"
    int main( void )
```

```
{
    printf("Hello, World! printf function is working.\n");
+ SNI_startVM(SNI_createVM(), 0, NULL);
+
    /* Configure the clocks, UART and GPI0. */
    prvSetupHardware();
```

#### Build and Link the Firmware with the MicroEJ Runtime and MicroEJ Application

To build and link the firmware with the MicroEJ Runtime and MicroEJ Application, the BSP port must be modified to:

- 1. Use the MicroEJ header files in folder microej/inc
- 2. Use the source files folder microej/src that contains the Low Level API implementation LLBSP.c and LLMJVM\_stub.c
- 3. Compile and link LLBSP.o and LLMJVM\_stub.o
- 4. Link with MicroEJ Application (microej/lib/microejapp.o) and MicroEJ Runtime (microej/lib/ microejruntime.a)

The following patch updates the BSP port Makefile to do it:

```
https://github.com/FreeRTOS/FreeRTOS/commit/
                             7:
                    Listing
                    257d9e1d123be0342029e2930c0073dd5a4a2b2d
--- a/FreeRTOS/Demo/CORTEX_LM3S811_GCC/Makefile
+++ b/FreeRTOS/Demo/CORTEX_LM3S811_GCC/Makefile
@@ -29,8 +29,10 @@ RTOS_SOURCE_DIR=../../Source
DEMO_SOURCE_DIR=../Common/Minimal
CFLAGS+=-I hw_include -I . -I ${RTOS_SOURCE_DIR}/include -I ${RTOS_SOURCE_DIR}/portable/GCC/ARM_CM3 -I_
→../Common/include -D GCC_ARMCM3_LM3S102 -D inline=
+CFLAGS+= -I microej/inc
VPATH=${RTOS_SOURCE_DIR}:${RTOS_SOURCE_DIR}/portable/MemMang:${RTOS_SOURCE_DIR}/portable/GCC/ARM_CM3:$
→{DEMO_SOURCE_DIR}:init:hw_include
+VPATH+= microej/src
OBJS=${COMPILER}/main.o
                                ١
          ${COMPILER}/list.o
                               \
@@ -44,9 +46,12 @@ OBJS=${COMPILER}/main.o
                                                ١
          ${COMPILER}/semtest.o \
          ${COMPILER}/osram96x16.o
+OBJS+= ${COMPILER}/LLBSP.o ${COMPILER}/LLMJVM_stub.o
INIT_OBJS= ${COMPILER}/startup.o
LIBS= hw_include/libdriver.a
+LIBS+= microej/lib/microejruntime.a microej/lib/microejapp.o
```

Then build the firmware with make . The following error occurs at link time.

```
CC microej/src/LLMJVM_stub.c

LD gcc/RTOSDemo.axf

→ arm-none-eabi-ld: error: microej/lib/microejruntime.a(sni_vm_startup_

→ greenthread.o) uses VFP register arguments, gcc/RTOSDemo.axf does not

arm-none-eabi-ld: failed to merge target specific data of file microej/lib/microejruntime.a(sni_vm_

→ startup_greenthread.o)

arm-none-eabi-ld: gcc/RTOSDemo.axf section `ICETEA_HEAP' will not fit in region `SRAM'

arm-none-eabi-ld: region `SRAM' overflowed by 4016 bytes

microej/lib/microejapp.o: In function `_java_internStrings_end':
```

The RAM requirements of the BSP (with printf), FreeRTOS, the MicroEJ Application and MicroEJ Runtime do not fit in the 8k of SRAM. It is possible to link within 8k of RAM by customizing a *MicroEJ Tiny Application* on a baremetal device (without a RTOS) but this is not the purpose of this tutorial.

Instead, this tutorial will switch to another device, the Luminary Micro Stellaris LM3S6965EVB. This device is almost identical as the LM3S811EVB but it has 256k of flash memory and 64k of SRAM. Updating the values in the linker script standalone.ld is sufficient to create a valid BSP port for this device.

Instead of continuing to work with the LM3S811 port, create a copy, named CORTEX\_LM3S6965\_GCC:

```
$ cd ..
$ pwd
/mnt/c/Users/user/src/tuto-from-scratch/FreeRTOS/FreeRTOS/Demo
$ cp -r CORTEX_LM3S811_GCC/ CORTEX_LM3S6965_GCC
$ cd CORTEX_LM3S6965_GCC
```

The BSP path defined by the property deploy.bsp.root.dir in the MicroEJ Application must be updated as well.

The rest of the tutorial assumes that everything is done in the CORTEX\_LM3S6965\_GCC folder.

Then update the linker script standlone.ld:

Listing 8: https://github.com/MicroEJ/FreeRTOS/commit/ 0e2e31d8a510d37178c340051bab636902471eea

The new command to run the firmware with QEMU is: qemu-system-arm -M lm3s6965evb -nographic -kernel
gcc/RTOSDemo.bin.

Rebuild the firmware with make . The following error occurs:

CC microej/src/LLMJVM\_stub.c LD gcc/RTOSDemo.axf microej/lib/microejapp.o: In function `\_java\_internStrings\_end': C:\Users\user\src\tuto-from-scratch\workspace\HelloWorld\com.mycompany.Main\SOAR.o:(.text.soar+0x1b3e):\_ →undefined reference to `ist\_mowana\_vm\_GenericNativesPool\_\_\_com\_1is2t\_1vm\_1support\_1lang\_ →1SupportNumber\_1parseLong' C:\Users\user\src\tuto-from-scratch\workspace\HelloWorld\com.mycompany.Main\SOAR.o:(.text.soar+0x1cea):\_ →undefined reference to `ist\_mowana\_vm\_GenericNativesPool\_\_\_com\_1is2t\_1vm\_1support\_1lang\_ →1SupportNumber\_1toStringLongNative' C:\Users\user\src\tuto-from-→scratch\workspace\HelloWorld\com.mycompany.Main\SOAR.o:(.text.soar+0x1e3e): undefined reference to\_ wist\_mowana\_vm\_GenericNativesPool\_\_\_com\_lis2t\_lvm\_lsupport\_llang\_lSystools\_lappendInteger' C:\Users\user\src\tuto-from-scratch\workspace\HelloWorld\com.mycompany.Main\SOAR.o:(.text.soar+0x1f2a):\_ →undefined reference to `ist\_mowana\_vm\_GenericNativesPool\_\_\_java\_1lang\_1System\_1getMethodClass' C:\Users\user\src\tuto-from-scratch\workspace\HelloWorld\com.mycompany.Main\SOAR.o:(.text.soar+0x1e3e):\_ →undefined reference to `ist\_mowana\_vm\_GenericNativesPool\_\_\_com\_1is2t\_1vm\_1support\_1lang\_1Systools\_ →1appen ... skip ... C:\Users\user\src\tuto-from-scratch\workspace\HelloWorld\com.mycompany.Main\SOAR.o:(.text.soar+0x31d6):\_ →undefined reference to `ist\_mowana\_vm\_GenericNativesPool\_\_\_java\_1lang\_1System\_1initializeProperties' C:\Users\user\src\tuto-from-scratch\workspace\HelloWorld\com.mycompany.Main\SOAR.o:(.text.soar+0x37b6):\_ →undefined reference to `ist\_mowana\_vm\_GenericNativesPool\_\_\_java\_1lang\_1Thread\_1storeException' C:\Users\user\src\tuto-from-scratch\workspace\HelloWorld\com.mycompany.Main\SOAR.o:(.text.soar+0x37c8):\_ microej/lib/microejapp.o: In function `\_\_icetea\_\_getSingleton\_\_com\_is2t\_microjvm\_mowana\_VMTask': C:\Users\user\src\tuto-from-scratch\workspace\HelloWorld\com.mycompany.Main\SOAR.o:(.text.\_\_icetea\_\_ →getSingleton\_\_com\_is2t\_microjvm\_mowana\_VMTask+0xc): undefined reference to `com\_is2t\_microjvm\_mowana\_ →VMTask\_\_\_getSingleton' microej/lib/microejapp.o: In function `\_\_icetea\_\_getSingleton\_\_com\_is2t\_microjvm\_IGreenThreadMicroJvm': ... skip ... microej/lib/microejapp.o: In function `TRACE\_record\_event\_u32x3\_ptr': C:\Users\user\src\tuto-from-scratch\workspace\HelloWorld\com.mycompany.Main\SOAR.o:(.rodata.TRACE\_ →record\_event\_u32x3\_ptr+0x0): undefined reference to `TRACE\_default\_stub' microej/lib/microejapp.o: In function `TRACE\_record\_event\_u32x4\_ptr': C:\Users\user\src\tuto-from-scratch\workspace\HelloWorld\com.mycompany.Main\SOAR.o:(.rodata.TRACE\_ →record\_event\_u32x4\_ptr+0x0): undefined reference to `TRACE\_default\_stub' microej/lib/microejapp.o:C:\Users\user\src\tuto-from-scratch\workspace\HelloWorld\com.mycompany. →Main\SOAR.o:(.rodata.TRACE\_record\_event\_u32x5\_ptr+0x0): more undefined references to `TRACE\_default\_ →stub' follow make: \*\*\* [makedefs:196: gcc/RTOSDemo.axf] Error 1

This error occurs because microejruntime.a refers to symbols in microejapp.o but is declared after in the linker command line. By default, the GNU LD linker does not search unresolved symbols into archive files loaded previously (see man 1d for a description of the start-group option). To solve this issue, either invert the declaration of LIBS (put microejapp.o first) or guard the libraries declaration with --start-group and --end-group in makedefs. This tutorial uses the later.

Listing 9: https://github.com/MicroEJ/FreeRTOS/commit/ 4b23ea2e77112f053368718d299ff8db826ddde1

```
${LDFLAGS} -o ${@} ${^}
                        '${LIBC}' '${LIBGCC}';
                        ${LDFLAGS} -o ${@} --start-group ${^} \
+
                        '${LIBC}' '${LIBGCC}' --end-group;
                                                               \
         fi
        @${LD} -T ${SCATTER_${notdir ${@:.axf=}}}
               --entry ${ENTRY_${notdir ${@:.axf=}}} \
               ${LDFLAGSgcc_${notdir ${@:.axf=}}}
                                                      ١
               ${LDFLAGS} -o ${@} ${^}
                                                      ١
               '${LIBC}' '${LIBGCC}'
               ${LDFLAGS} -o ${@} --start-group ${^} \
               '${LIBC}' '${LIBGCC}' --end-group
        @${OBJCOPY} -0 binary ${@} ${@:.axf=.bin}
endif
```

Rebuild with make. The following error occurs:

```
gcc/RTOSDemo.axf
I D
microej/lib/microejruntime.a(VMCOREMicroJvm_131.o): In function `VMCOREMicroJvm_1131____11046':
_131.c:(.text.VMCOREMicroJvm__1131____1_11046+0x20): undefined reference to `fmodf'
microej/lib/microejruntime.a(VMCOREMicroJvm_131.o): In function `VMCOREMicroJvm_1131____11045':
_131.c:(.text.VMCOREMicroJvm__1131____1_11045+0x2c): undefined reference to `fmod'
microej/lib/microejruntime.a(iceTea_lang_Math.o): In function `iceTea_lang_Math___cos':
Math.c:(.text.iceTea_lang_Math___cos+0x2a): undefined reference to `cos'
microej/lib/microejruntime.a(iceTea_lang_Math.o): In function `iceTea_lang_Math___sin':
Math.c:(.text.iceTea_lang_Math___sin+0x2a): undefined reference to `sin'
microej/lib/microejruntime.a(iceTea_lang_Math.o): In function `iceTea_lang_Math___tan':
Math.c:(.text.iceTea_lang_Math___tan+0x2a): undefined reference to `tan'
microej/lib/microejruntime.a(iceTea_lang_Math.o): In function `iceTea_lang_Math___acos__D':
Math.c:(.text.iceTea_lang_Math___acos__D+0x18): undefined reference to `acos'
microej/lib/microejruntime.a(iceTea_lang_Math.o): In function `iceTea_lang_Math___acos(void)':
Math.c:(.text.iceTea_lang_Math___acos__F+0x12): undefined reference to `acosf'
microej/lib/microejruntime.a(iceTea_lang_Math.o): In function `iceTea_lang_Math___asin':
Math.c:(.text.iceTea_lang_Math___asin+0x18): undefined reference to `asin'
microej/lib/microejruntime.a(iceTea_lang_Math.o): In function `iceTea_lang_Math___atan':
Math.c:(.text.iceTea_lang_Math___atan+0x2): undefined reference to `atan'
microej/lib/microejruntime.a(iceTea_lang_Math.o): In function `iceTea_lang_Math___atan2':
Math.c:(.text.iceTea_lang_Math___atan2+0x2): undefined reference to `atan2'
microej/lib/microejruntime.a(iceTea_lang_Math.o): In function `iceTea_lang_Math___log':
Math.c:(.text.iceTea_lang_Math___log+0x2): undefined reference to `log'
microej/lib/microejruntime.a(iceTea_lang_Math.o): In function `iceTea_lang_Math_(...)(long long, *)':
Math.c:(.text.iceTea_lang_Math___exp+0x2): undefined reference to `exp'
microej/lib/microejruntime.a(iceTea_lang_Math.o): In function `iceTea_lang_Math_(char,...)(int, long)':
Math.c:(.text.iceTea_lang_Math___ceil+0x2): undefined reference to `ceil'
microej/lib/microejruntime.a(iceTea_lang_Math.o): In function `iceTea_lang_Math___floor':
... skip ...
```

This error occurs because the Math library is missing. The rule for linking the firmware is defined in the file makedefs. Replicating how the libc is managed, the following patch finds the libm.a library and add it at link time:

Listing 10: https://github.com/MicroEJ/FreeRTOS/commit/ a202f43948c41b848ebfbc8c53610028c454b66f

diff --git a/FreeRTOS/Demo/CORTEX\_LM3S6965\_GCC/makedefs b/FreeRTOS/Demo/CORTEX\_LM3S6965\_GCC/makedefs
--- a/FreeRTOS/Demo/CORTEX\_LM3S6965\_GCC/makedefs
+++ b/FreeRTOS/Demo/CORTEX\_LM3S6965\_GCC/makedefs

```
@@ -102,6 +102,11 @@ LIBGCC=${shell ${CC} -mthumb -march=armv6t2 -print-libgcc-file-name}
LIBC=${shell ${CC} -mthumb -march=armv6t2 -print-file-name=libc.a}
+#
+# Get the location of libm.a from the GCC front-end.
+#
+LIBM=${shell ${CC} -mthumb -march=armv6t2 -print-file-name=libm.a}
+
#
# The command for extracting images from the linked executables.
 #
@@ -197,12 +202,12 @@ ifeq (${COMPILER}, gcc)
                        --entry ${ENTRY_${notdir ${@:.axf=}}} \
                        ${LDFLAGSgcc_${notdir ${@:.axf=}}}
                                                             \
                        ${LDFLAGS} -o ${@} --start-group ${^} \
                        '${LIBC}' '${LIBGCC}' --end-group;
                                                              _\
                        '${LIBM}' '${LIBC}' '${LIBGCC}' --end-group; \
         fi
        @${LD} -T ${SCATTER_${notdir ${@:.axf=}}}
                                                     \
               --entry ${ENTRY_${notdir ${@:.axf=}}} \
               ${LDFLAGSgcc_${notdir ${@:.axf=}}}
                                                    \
               ${LDFLAGS} -o ${@} --start-group ${^} \
               '${LIBC}' '${LIBGCC}' --end-group
               '${LIBM}' '${LIBC}' '${LIBGCC}' --end-group;
        @${OBJCOPY} -0 binary ${@} ${@:.axf=.bin}
endif
```

Rebuild with make. The following error occurs:

```
CC microej/src/LLMJVM_stub.c

LD gcc/RTOSDemo.axf
/usr/lib/gcc/arm-none-eabi/6.3.1/../../arm-none-eabi/lib/thumb/libc.a(lib_a-sbrkr.o): In function `_

→ sbrk_r':
/build/newlib-jo3xW1/newlib-2.4.0.20160527/build/arm-none-eabi/thumb/newlib/libc/reent/../../../../

→/newlib/libc/reent/sbrkr.c:58: undefined reference to `_sbrk'

make: *** [makedefs:196: gcc/RTOSDemo.axf] Error 1
```

Instead of implementing a stub \_sbrk function, this tutorial uses the libnosys.a which provides stub implementation for various functions.

> Listing 11: https://github.com/MicroEJ/FreeRTOS/commit/ a202f43948c41b848ebfbc8c53610028c454b66f

```
diff --git a/FreeRTOS/Demo/CORTEX_LM3S6965_GCC/makedefs b/FreeRTOS/Demo/CORTEX_LM3S6965_GCC/makedefs
--- a/FreeRTOS/Demo/CORTEX_LM3S6965_GCC/makedefs
+++ b/FreeRTOS/Demo/CORTEX_LM3S6965_GCC/makedefs
@@ -107,6 +107,11 @@ LIBC=${shell ${CC} -mthumb -march=armv6t2 -print-file-name=libc.a}
#
LIBM=${shell ${CC} -mthumb -march=armv6t2 -print-file-name=libm.a}
+#
+#
+#
H#
+#
HEIBNOSYS=${shell ${CC} -mthumb -march=armv6t2 -print-file-name=libnosys.a}
+#
```

```
#
# The command for extracting images from the linked executables.
#
@@ -202,12 +207,12 @@ ifeq (${COMPILER}, gcc)
                        --entry ${ENTRY_${notdir ${@:.axf=}}} \
                        ${LDFLAGSgcc_${notdir ${@:.axf=}}}
                        ${LDFLAGS} -o ${@} --start-group ${^} \
                        '${LIBM}' '${LIBC}' '${LIBGCC}' --end-group; \
                        '${LIBNOSYS}' '${LIBM}' '${LIBC}' '${LIBGCC}' --end-group; \
+
         fi
        @${LD} -T ${SCATTER_${notdir ${@:.axf=}}}
               --entry ${ENTRY_${notdir ${@:.axf=}}} \
               ${LDFLAGSgcc_${notdir ${@:.axf=}}}
                                                     \
               ${LDFLAGS} -o ${@} --start-group ${^} \
               '${LIBM}' '${LIBC}' '${LIBGCC}' --end-group;
               '${LIBNOSYS}' '${LIBM}' '${LIBC}' '${LIBGCC}' --end-group;
        @${OBJCOPY} -0 binary ${@} ${@:.axf=.bin}
endif
```

Rebuild with make. The following error occurs:

```
CC microej/src/LLMJVM_stub.c

LD gcc/RTOSDemo.axf
/usr/lib/gcc/arm-none-eabi/6.3.1/../../arm-none-eabi/lib/thumb/libnosys.a(sbrk.o): In function `_sbrk

↔':
/build/newlib-jo3xW1/newlib-2.4.0.20160527/build/arm-none-eabi/thumb/libgloss/libnosys/../../../../

↔libgloss/libnosys/sbrk.c:21: undefined reference to `end'

make: *** [makedefs:201: gcc/RTOSDemo.axf] Error 1
```

The \_sbrk implementation needs the end symbol to be defined. Looking at the implementation, the end symbol corresponds to the beginning of the C heap. This tutorial uses the end of the .bss segment as the beginning of the C heap.

Listing 12: https://github.com/MicroEJ/FreeRTOS/commit/ 898f2e6cd492616b4ccaabc136cafa76ef038690

Then rebuild with make. There should be no error. Finally, run the firmware in QEMU with the following command:

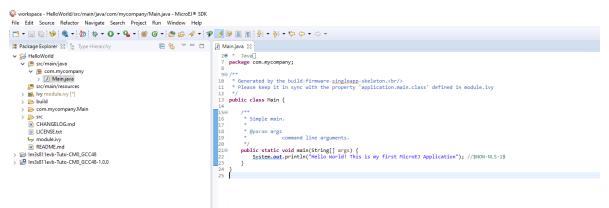
```
Hello, World! printf function is working.
Hello World!
QEMU: Terminated // press Ctrl-a x to end the QEMU session
```

qemu-system-arm -M lm3s6965evb -nographic -kernel gcc/RTOSDemo.bin

The first Hello, World! is from the main.c and the second one from the MicroEJ Application.

To make this more obvious:

1. Update the MicroEJ Application to print Hello World! This is my first MicroEJ Application



2. Rebuild the MicroEJ Application

🤪 workspace - HelloWorld/src/main/java/com/mycompany/Main.java - MicroEJ® SDK File Edit Source Refactor Navigate Search Project Run Window Help 📑 - 📄 👘 🧶 - 🙋 🎋 - 🜔 - 🎴 - 🏦 🎯 - 🎘 🗁 🔗 -🛱 Package Explorer 🖾 🦹 Type Hierarchy 🛛 Run HelloWorld Main 1 S  $\bigtriangledown$   $\Box$ Π ✓ 1 HelloWorld ✓ (₱ src/main/java) com.mycompany > 🚺 Main.java src/main/resources > 1vy module.ivy [\*] > 🗁 build > > > com.mycompany.Main > 🐎 src CHANGELOG.md LICENSE.txt by module.ivy README.md > B Im3s811evb-Tuto-CM0\_GCC48 > 100 Im3s811evb-Tuto-CM0\_GCC48-1.0.0

On success, the following message appears in the console:

SUCCESS

3. Then rebuild and run the firmware:

```
$ make && qemu-system-arm -M lm3s6965evb -nographic -kernel gcc/RTOSDemo.bin
```

```
LD gcc/RTOSDemo.axf
Hello, World! printf function is working.
Hello World! This is my first MicroEJ Application
QEMU: Terminated
```

#### **Congratulations!**

At this point of the tutorial:

- The MicroEJ Platform is connected to the BSP (BSP partial connection).
- The MicroEJ Application is deployed within a known location of the BSP (in microej/ folder).
- The FreeRTOS LM3S6965 port:
  - provides the minimal Low Level API to run the MicroEJ Application
  - compiles and links FreeRTOS with the MicroEJ Application and MicroEJ Runtime
  - runs on QEMU

The next steps recommended are:

- Complete the implementation of the Low Level APIs (implement all functions in LLMJVM\_impl.h).
- Validate the implementation with the PQT Core.
- Follow the *Create MicroEJ Platform Build and Run Scripts* tutorial to get this MicroEJ Platform fully automated for build and execution.

# 7.4 Create MicroEJ Platform Build and Run Scripts

This tutorial describes all the steps to create *MicroEJ Platform* build and run scripts and shows how to use them.

## 7.4.1 Intended Audience

The audience for this document is Platform engineers who want to

• validate their MicroEJ Platform using automated *MicroEJ test suites*.

- prepare their MicroEJ Platform for automated builds and continuous integration using *MicroEJ Module Manager*.
- ease *MicroEJ Standalone Application* development by simplifying the Firmware build for Java developers.
- configure their MicroEJ Platform with full *BSP connection*.

# 7.4.2 Prerequisites

This tutorial is a direct continuation of *Create a MicroEJ Firmware From Scratch* tutorial. It should have been completed before starting this one.

# 7.4.3 Introduction

Build and Run scripts are normalized entry points to

- build a MicroEJ Firmware linked to the Board Support Package,
- deploy and run the Firmware on a device.

External tools only need to run these scripts without additional knowledge about the toolchain or deployment tools.

See *Build Script File* and *Run Script File* sections for more information about these scripts. Script examples are provided in Platform Qualification Tools repository.

## 7.4.4 Overview

In the previous *Create a MicroEJ Firmware From Scratch* tutorial, the final binary is produced by invoking make in the FreeRTOS BSP. The command to type is dependant of the toolchain used. The Firmware is then executed in QEMU but could have been instead flashed to a device with another specific command. This tutorial explain how to write *build* and *run* scripts for these two tasks.

The next sections will

- describe step-by-step how to create the build and run scripts both for unix-like systems (Bash scripts) and Windows systems (batch files). These scripts automate Firmware build and execution in QEMU as presented in *Create a MicroEJ Firmware From Scratch* tutorial.
- show a practical usage of these scripts in a MicroEJ development flow. This will allow to configure a MicroEJ Standalone Application to build the Firmware in MicroEJ SDK.

Finally, this tutorial describes how to convert the MicroEJ Platform from partial BSP connection to full BSP connection.

# 7.4.5 Create Build and Run Scripts

This section describes how to write build and run scripts.

There are two scripts:

- 1. build.[sh|bat] which calls the C toolchain to build and link the Firmware file. It also ensures that the output file is called application.out and is located in the directory from where the script was called.
- 2. run.[sh|bat] which deploys and runs application.out on the device. In this tutorial, it will only run the Firmware with QEMU instead of flashing it on real hardware.

Each of these scripts come in two flavors: .sh for unix-like systems, and .bat for Windows systems.

First, create a microej/scripts directory in BSP project:

\$ pwd

```
/mnt/c/Users/user/src/tuto-from-scratch/FreeRTOS/FreeRTOS/Demo/CORTEX_LM3S6965_GCC
$ mkdir microej/scripts
```

Note: The scripts created in the next sections will be put in this directory.

#### Create build.sh and run.sh Scripts

Warning: Make sure the build and run scripts have the execution permission.

1. Create a file called build.sh in the microej/scripts directory with the following content:

```
#!/bin/bash
# Save application current directory and jump one level above scripts
CURRENT_DIRECTORY=$(pwd)
# Move to the directory where the Makefile is
cd $(dirname "$0")/../..
# Build the firmware
make
# Copy output the the current directory while renaming it
cp gcc/RTOSDemo.bin $CURRENT_DIRECTORY/application.out
# Restore application directory
cd $CURRENT_DIRECTORY/
```

2. Verify that the script successfully built your Firmware and put it in the current directory with the name application.out.

```
$ pwd
/mnt/c/Users/user/src/tuto-from-scratch/FreeRTOS/FreeRTOS/Demo/CORTEX_LM3S6965_GCC
$ make clean
$ microej/scripts/build.sh
 CC init/startup.c
 CC
       main.c
      ../../Source/list.c
 CC
      ../../Source/queue.c
 CC
 CC
      ../../Source/tasks.c
[..]
 130 | __attribute__( ( always_inline ) ) static inline uint8_t ucPortCountLeadingZeros(_
→uint32_t ulBitmap )
                                                             LD
       gcc/RTOSDemo.axf
$ ls *.out
application.out
```

3. Check that application.out successfully runs with QEMU:

```
$ qemu-system-arm -M lm3s6965evb -nographic -kernel application.out
Hello, World! printf function is working.
Hello World!
QEMU: Terminated // press Ctrl-a x to end the QEMU session
```

4. Create a file called run.sh in the microej/scripts directory with the following content:

```
#!/bin/bash
# Add some text to the console before launch
echo -e "\033[0;32m## Start application in QEMU."
echo -e "## Use 'Ctrl-a x' to quit.\e[0m"
# Launch application with QEMU
qemu-system-arm -M lm3s6965evb -nographic -kernel application.out
```

5. We can now run the Firmware we just built with the run.sh script:

```
$ pwd
/mnt/c/Users/user/src/tuto-from-scratch/FreeRTOS/FreeRTOS/Demo/CORTEX_LM3S6965_GCC
$ microej/scripts/run.sh
## Start application in QEMU.
## Use 'Ctrl-a x' to quit.
Hello, World! printf function is working.
Hello World!
```

**Note:** This script is very simple because our Firmware is just run with QEMU instead of real hardware. To deploy the Firmware on a device, the script would have to setup and call a flash tool. See for instance the build and run scripts for Espressif-ESP-WROVER-KIT-V4.1.

#### Create build.bat and run.bat Scripts

As our toolchain has only be configured for Linux in WSL, we create wrappers that call shell scripts through WSL. We could also decide to directly invoke QEMU for Windows instead. This is just a implementation choice for this Platform.

1. Create a file called build.bat in the microej/scripts directory with the following content:

```
@echo off
SETLOCAL ENABLEEXTENSIONS
REM Reset ERRORLEVEL between multiple run in the same shell
SET ERRORLEVEL=0
REM Save application current directory and jump to scripts directory
SET CURRENT_DIRECTORY=%CD%
CD "%~dp0"
REM Get the script directory in a Unix path format
FOR /F %%i in ('WSL pwd') D0 SET SCRIPT_DIRECTORY=%%i
REM Restore application directory
CD %CURRENT_DIRECTORY%
```

```
REM Run the bash build script with WSL
WSL %SCRIPT_DIRECTORY%/build.sh
IF %ERRORLEVEL% NEQ 0 (
        EXIT /B %ERRORLEVEL%
)
```

2. Calling this script in PowerShell should produce the following result:

```
PS C:\Users\user\src\tuto-from-scratch\FreeRTOS\FreeRTOS\Demo\CORTEX_LM3S6965_GCC>_
→microej\scripts\build.bat
 CC
       init/startup.c
  CC
       main c
  СС
       ../../Source/list.c
  CC
        ../../Source/queue.c
 СС
        ../../Source/tasks.c
 [...]
 СС
       microej/src/LLMJVM_stub.c
 LD
        gcc/RTOSDemo.axf
Current DIR /mnt/c/Users/user/src/tuto-from-scratch/FreeRTOS/FreeRTOS/Demo/CORTEX_LM3S6965_
→GCC/microej/scripts
        1 file(s) moved.
```

**Note:** This prints the full build output if it is the first build (or after a make clean) otherwise it prints make: Nothing to be done for 'all'.

3. Create a file called run.bat in the microej/scripts directory with the following content:

```
@echo off
SETLOCAL ENABLEEXTENSIONS
REM Reset ERRORLEVEL between multiple run in the same shell
SET ERRORLEVEL=0
REM Save application current directory and jump to scripts directory
SET CURRENT_DIRECTORY=%CD%
CD "%~dp0"
REM Get the script directory in a Unix path format
FOR /F %%i in ('WSL pwd') DO SET SCRIPT_DIRECTORY=%%i
REM Restore application directory
CD %CURRENT DIRECTORY%
REM Run the bash run script with WSL
WSL %SCRIPT_DIRECTORY%/run.sh
IF %ERRORLEVEL% NEQ 0 (
   EXIT /B %ERRORLEVEL%
)
```

4. Calling this script in PowerShell should produce the following result:

```
C:\Users\user\src\tuto-from-scratch\FreeRTOS\FreeRTOS\Demo\CORTEX_LM3S6965_GCC\application.

→out

1 file(s) copied.

## Start application in QEMU.

## Use 'Ctrl-a x' to quit.

Hello, World! printf function is working.

Hello World!
```

# 7.4.6 Use Build Script in MicroEJ SDK

In this section, we illustrate how build script is used in practice to ease the Firmware build for Java developers in MicroEJ SDK.

We will configure a MicroEJ Standalone Application to enable full Firmware build (application + BSP + link) when building the *HelloWorld* application.

We will then configure a full BSP connection. This will remove the need to configure the path of the BSP root directory as a MicroEJ Standalone Application option. Please refer to *BSP connection cases* section and *BSP connection options* for more details.

**Note:** Build and run scripts do not require to configure a full BSP connection. This last part has only be added to allow a MicroEJ Standalone Application project to be built independently from the BSP.

## **Build Firmware from MicroEJ SDK**

- 1. Right click on the HelloWorld application project
- 2. In the menu, select Run As > Run Configurations...
- 3. Select the Configuration tab
- 4. Select Device > Deploy entry in the configurations menu
- 5. Check Execute the MicroEJ script (build.bat) at the location known by the 3rd-party BSP project checkbox

😳 Run Configurations		×
Create, manage, and run conf	figurations	
Image: Second system         Image: Second system <th>Name: HelloWorld Main Main &amp; Execution and C Core Engine Deploy Libraries BasicImmutablesNLS EDC Runtime Memory</th> <th>onfiguration</th>	Name: HelloWorld Main Main & Execution and C Core Engine Deploy Libraries BasicImmutablesNLS EDC Runtime Memory	onfiguration
< > Filter matched 6 of 14 items		Revert Apply
?		Run Close

6. Click on the Run button. It should print the following:

```
Platform connected to BSP location 'C:\Users\user\src\tuto-from-
  →scratch\FreeRTOS\FreeRTOS\Demo\CORTEX_LM3S6965_GCC' using application option 'deploy.bsp.
  →root.dir'.
  [INFO ] Launching in Evaluation mode. Your UID is 0120202834374C4A.
  ======== [ Launching SOAR ] ==========
  ======== [ Launching Link ] ===============
  ======= [ Deployment ] ===========
  MicroEJ files for the 3rd-party BSP project are generated to 'C:\Users\user\src\tuto-from-
  ⇔scratch\workspace\HelloWorld\com.mycompany.Main\platform'.
  FAIL
  The following error occurred while executing this line:
  \verb|C:Users|user|src|tuto-from-scratch|workspace|lm3s811evb-Platform-CM0_GCC48-0.0.|
  →1\source\scripts\deploy.xml:30: The following error occurred while executing this line:
  \verb|C:Users|user|src|tuto-from-scratch|workspace|lm3s811evb-Platform-CM0_GCC48-0.0.|
  →1\source\scripts\deployInBSP.xml:97: The following error occurred while executing this_
  \rightarrow line:
  C:\Users\user\src\tuto-from-scratch\workspace\lm3s811evb-Platform-CM0_GCC48-0.0.
  →1\source\scripts\deployInBSP.xml:260: Option 'deploy.bsp.microejscript' is enabled but_
  →this Platform does no define a well-known location. Either update the Platform_
  →configuration (option 'deploy.bsp.microejscript.relative.dir' in 'bsp/bsp.properties') or_
  \rightarrow disable this option.
7. Edit the file <a href="https://www.bsp.properties">bsp/bsp.properties</a> as follow:
```

```
# Specify BSP external scripts files ('build.bat' and 'run.bat') parent directory.
# This is a '/' separated directory relative to 'bsp.root.dir'.
microejscript.relative.dir=microej/scripts
```

8. Rebuild your Platform (right-click on the platform configuration project and click on Build Module )

9. Run the *HelloWorld* launcher once again. This should print the following result:

```
Platform connected to BSP location 'C:\Users\user\src\tuto-from-
→scratch\FreeRTOS\FreeRTOS\Demo\CORTEX_LM3S6965_GCC' using platform option 'deploy.bsp.root.
⊶dir'.
→Launching SOAR ] ==========
======== [ Deployment ] ===========
MicroEJ files for the 3rd-party BSP project are generated to 'C:\Users\user\Workspaces\_test_
General Anti-platform'.
The MicroEJ application (microejapp.o) has been deployed to: 'C:\Users\user\src\tuto-from-

where the second second
The MicroEJ platform library (microejruntime.a) has been deployed to:
→ 'C:\Users\user\src\tuto-from-scratch\FreeRTOS\FreeRTOS\Demo\CORTEX_LM3S6965_GCC\microej\lib
The MicroEJ platform header files (*.h) have been deployed to: 'C:\Users\user\src\tuto-from-
scratch\FreeRTOS\FreeRTOS\Demo\CORTEX_LM3S6965_GCC\microej\inc'.
Execution of script 'C:\Users\user\src\tuto-from-scratch\FreeRTOS\FreeRTOS\Demo\CORTEX_
→LM3S6965_GCC\microej\scripts\build.bat' started...
            gcc/RTOSDemo.axf
LD
Current DIR /mnt/c/Users/user/Workspaces/_test_fw_tuto/HelloWorld/com.mycompany.Main
Execution of script 'C:\Users\user\src\tuto-from-scratch\FreeRTOS\FreeRTOS\Demo\CORTEX_
→LM3S6965_GCC\microej\scripts\build.bat' done.
SUCCESS
```

Reading the traces, we see that the *HelloWorld* application (*microejapp.o*) and the MicroEJ Platform library (*microejruntime.a*) have been deployed to the suitable BSP location. Then the **build.bat** script has been executed to rebuild the BSP and link the Firmware. The output is the application.out binary that can be flashed on the device (or run on QEMU).

## Convert from partial BSP connection to full BSP connection (optional)

In this section, we configure the BSP root directory in the Platform. Such configuration is called *full BSP connection*: the MicroEJ Platform includes the BSP, and any MicroEJ Standalone Application can be built against this MicroEJ Platform without extra configuration.

When launching the HelloWorld application from MicroEJ SDK, the launcher knows how to find the BSP because we have configured its path in HelloWorld/build/emb.properties file which is imported in the launcher (this file has been configured in *Create a MicroEJ Firmware From Scratch* tutorial).

- 1. Cut deploy.bsp.root.dir property value from HelloWorld/build/emb.properties file
- 2. Paste the value in <a href="https://bsp.properties">bsp/bsp.properties</a> as follow:

3. Rebuild your MicroEJ Platform (right-click on the platform configuration project and click on Build Module )

The MicroEJ Platform is now fully connected to the BSP.

4. Launch HelloWorld project from Eclipse launcher, it should print the following result:

```
Platform connected to BSP location 'C:\Users\user\src\tuto-from-
→scratch\FreeRTOS\FreeRTOS\Demo\CORTEX_LM3S6965_GCC' using platform option 'root.
→dir' in 'bsp/bsp.properties'.
[INFO ] Launching in Evaluation mode. Your UID is 0120202834374C4A.
======== [ Deployment ] ============
MicroEJ files for the 3rd-party BSP project are generated to
\rightarrow 'C:\Users\user\src\tuto-from-scratch\workspace\HelloWorld\com.mycompany.
\rightarrow Main\platform'.
The MicroEJ application (microejapp.o) has been deployed to:
→ 'C:\Users\user\src\tuto-from-scratch\FreeRTOS\FreeRTOS\Demo\CORTEX_LM3S6965_
→GCC\microej\lib'.
The MicroEJ platform library (microejruntime.a) has been deployed to:
'C:\Users\user\src\tuto-from-scratch\FreeRTOS\FreeRTOS\Demo\CORTEX_LM3S6965_
GCC\microej\lib'.
The MicroEJ platform header files (*.h) have been deployed to:
\rightarrow 'C:\Users\user\src\tuto-from-scratch\FreeRTOS\FreeRTOS\Demo\CORTEX_LM3S6965_
→GCC\microej\inc'.
Execution of script 'C:\Users\user\src\tuto-from-
Gote to the second contex_LM3S6965_GCC\microej\scripts\build.bat'_
→started...
   I D
                gcc/RTOSDemo.axf
Current DIR /mnt/c/Users/user/src/tuto-from-scratch/FreeRTOS/FreeRTOS/Demo/CORTEX_
→LM3S6965_GCC/microej/scripts
Execution of script 'C:\Users\user\src\tuto-from-
Gote Acceleration Accelera
→done.
SUCCESS
```

**Note:** You can notice the difference in the second line of the trace that now says that the connection is using platform option root.dir' in 'bsp/bsp.properties' instead of using platform option 'deploy.bsp.root.dir' in the previous launch.

The application launcher does not know anymore where the BSP is located. Nevertheless it still builds a Firmware ready to be flashed. The link to the BSP is now configured in the MicroEJ Platform. Any MicroEJ Standalone Application can be built against this MicroEJ Platform with no BSP specific option.

## 7.4.7 Going Further

- More about build and run scripts in Build Script File and Run Script File sections
- Some build scripts examples from Platform Qualification Tools
- Perform the Run a Test Suite on a Device tutorial to learn how to run an automated testsuite
- Perform the Setup an Automated Build using Jenkins and Artifactory tutorial to learn how to automate the build of a MicroEJ Platform module

# 7.5 Setup an Automated Build using Jenkins and Artifactory

This tutorial explains how to setup an environment for automating *MicroEJ Module build* and deployment using Jenkins and JFrog Artifactory.

Such environment setup facilitates continuous integration (CI) and continuous delivery (CD), which improves productivity across your development ecosystem, by automatically:

- building modules when source code changes
- saving build results
- reproducing builds
- archiving binary modules

The tutorial should take 2 hours to complete.

# 7.5.1 Intended Audience

The audience for this document is engineers who are in charge of integrating *MicroEJ Module Manager (MMM)* to their continuous integration environment.

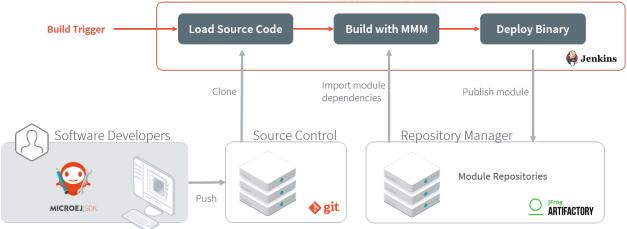
In addition, this tutorial should be of interest to all developers wishing to understand how MicroEJ works with headless module builds.

For those who are only interested by command line module build, consider using the MMM Command Line Interface.

# 7.5.2 Introduction

The overall build and deployment flow of a module can be summarized as follows:

- 1. Some event triggers the build process (i.e module source changed, user action, scheduled routine, etc.)
- 2. The module source code is retrieved from the Source Control System
- 3. The module dependencies are imported from the Repository Manager
- 4. The Automation Server then proceeds to building the module
- 5. If the build is successful, the module binary is deployed to the Repository Manager



Automation Server

# 7.5.3 Prerequisites

- MicroEJ SDK 5.4.0 or higher.
- Git 2.x installed, with Git executable in path. We recommend installing Git Bash if your operating system is Windows (https://git-for-windows.github.io/).
- Java Development Kit (JDK) 1.8.x.

This tutorial was tested with Jenkins 2.277.4 and Artifactory 7.24.3.

**Note:** For SDK versions before 5.4.0, please refer to this MicroEJ Documentation Archive.

## 7.5.4 Overview

The next sections describe step by step how to setup the build environment and build your first MicroEJ module.

The steps to follow are:

- 1. Install and setup MicroEJ build tools, Jenkins and Artifactory
- 2. Create a Jenkins job template for MMM builds
- 3. Create a simple MicroEJ module (Hello World)
- 4. Create a new Jenkins job for the Hello World module
- 5. Build the module

In order to simplify the steps, this tutorial will be performed locally on a single machine.

Artifactory will host MicroEJ modules in 3 repositories:

- microej-module-repository : repository initialized with pre-built MicroEJ modules, a mirror of the *Central Repository*
- custom-modules-snapshot : repository where custom snapshot modules will be published
- custom-modules-release : repository where custom release modules will be published

# 7.5.5 Install the Build Tools

This section assumes the prerequisites have been properly installed.

- 1. Locate your JDK installation directory (typically something like C:\Program Files\Java\jdk1.8. 0\_[version] on Windows).
- 2. Set the environment variable JAVA\_HOME to point to this directory.
- 3. Set the environment variable JRE\_HOME to point to the jre directory (for example C:\Program Files\Java\jdk1.8.0\_[version]\jre).
- 4. Create a directory named buildKit.
- 5. Export the MicroEJ build kit from your MicroEJ SDK version to the buildKit directory, by following the steps described *here*.
- 6. Edit the file buildKit/microej-module-repository/ivysettings.xml and replace its content by:

```
<?xml version="1.0" encoding="UTF-8"?>
<ivy-settings>
       <property name="artifactory.repository.url" value="http://localhost:8081/artifactory" override=</pre>
\rightarrow "false"/>
       <property name="local.repository.dir" value="${user.home}/.ivy2/repository/" override="false"/>
       <!--
               Map MMM resolvers (*.resolver) to custom resolver
               Kinds of repositories:
               - release: used when publishing a released module.
               - snapshot: used when publishing a snapshot module.
               - local: used when publishing a snapshot module locally.
       -->
       <property name="release.resolver" value="modulesReleaseRepository" override="false"/>
       <property name="shared.resolver" value="modulesSnapshotRepository" override="false"/>
       <property name="local.resolver" value="localRepository" override="false"/>
       <property name="modules.resolver" value="fetchAll" override="false" />
       <property name="request.cache.dir" value="${user.home}/.ivy2/cache" override="false"/>
       <property name="default.conflict.manager" value="latest-compatible" override="false"/>
       <settings defaultResolver="${modules.resolver}" defaultConflictManager="${default.conflict.</pre>

→manager}" defaultResolveMode="dynamic"/>

       <caches defaultCacheDir="${request.cache.dir}"/>
         <resolvers>
               <url name="modulesReleaseRepository" m2compatible="true">
                       <artifact pattern="${artifactory.repository.url}/custom-modules-release/</pre>
--[organization]/[module]/[branch]/[revision]/[artifact]-[revision](-[classifier]).[ext]" />
                       <ivy pattern="${artifactory.repository.url}/custom-modules-release/
</url>
               <url name="modulesSnapshotRepository" m2compatible="true" checkmodified="true">
                       <artifact pattern="${artifactory.repository.url}/custom-modules-snapshot/</pre>
--[organization]/[module]/[branch]/[revision]/[artifact]-[revision](-[classifier]).[ext]" />
                       <ivy pattern="${artifactory.repository.url}/custom-modules-snapshot/</pre>
</url>
               <url><url name="microejModulesRepository" m2compatible="true">
                       <artifact pattern="${artifactory.repository.url}/microej-module-repository/</pre>
--[organization]/[module]/[branch]/[revision]/[artifact]-[revision](-[classifier]).[ext]" />
                       <ivy pattern="${artifactory.repository.url}/microej-module-repository/</pre>

→[organization]/[module]/[branch]/[revision]/ivy-[revision].xml" />

               </url>
               <filesystem name="localRepository" m2compatible="true" checkmodified="true">
                       <artifact pattern="${local.repository.dir}/[organization]/[module]/[branch]/</pre>

->[revision]/[artifact]-[revision](-[classifier]).[ext]" />

                       <ivy pattern="${local.repository.dir}/[organization]/[module]/[branch]/</pre>
</filesystem>
```

```
<chain name="fetchRelease">
                        <resolver ref="modulesReleaseRepository"/>
                        <resolver ref="microejModulesRepository"/>
                </chain>
                <chain name="fetchSnapshot">
                        <resolver ref="modulesSnapshotRepository"/>
                        <resolver ref="fetchRelease"/>
                </chain>
                <chain name="fetchLocal">
                        <resolver ref="localRepository"/>
                        <resolver ref="fetchSnapshot"/>
                </chain>
                <chain name="fetchAll">
                        <resolver ref="fetchLocal"/>
                </chain>
        </resolvers>
</ivy-settings>
```

This file configures MicroEJ Module Manager to import and publish modules from the Artifactory repositories described in this tutorial. Please refer to *Settings File* section for more details.

Note: At this point, the content of the directory buildKit should look like the following:

buildKit – bin – mmm — mmm.bat conf └── easyant-conf.xml lib — ant.jar - . . . - microej-build-repository — ant-contrib – be - ... - microej-module-repository └── ivvsettings.xml - release.properties

## 7.5.6 Get a Module Repository

A Module Repository is a portable ZIP file that bundles a set of modules for extending the MicroEJ development environment. Please consult the *Module Repository* section for more information.

This tutorial uses the MicroEJ Central Repository, which is the Module Repository used by MicroEJ SDK to fetch dependencies when starting an empty workspace. It bundles Foundation Library APIs and numerous Add-On Libraries.

Next step is to download a local copy of this repository:

- 1. Visit the Central Repository on the MicroEJ Developer website.
- 2. Navigate to the Working Offline section.
- 3. Click on the offline repository link. This will download the Central Repository as a ZIP file.

## 7.5.7 Setup Artifactory

#### **Install and Start Artifactory**

- Download Artifactory here: https://jfrog.com/fr/open-source/ and select the appropriate package for your operating system.
- 2. Unzip downloaded archive, then navigate to app/bin directory (by default artifactory-oss-[version]/ app/bin).
- 3. Run artifactory.bat or artifactory.sh depending on your operating system.
- 4. Once Artifactory is started, go to <a href="http://localhost:8081/">http://localhost:8081/</a>.
- Login to Artifactory for the first time using the default admin account (Username: admin, Password).
- 6. On the Welcome wizard, set the administrator password, then click Next,
- 7. Configure proxy server (if any) then click Next, or click Skip.
- 8. Click on Finish .

Artifactory is up and running.

## **Configure Artifactory**

For demonstration purposes we will allow anonymous users to deploy modules in the repositories:

- 1. Go to Administration > Security > Settings .
- 2. In the General Security Settings section, check Allow Anonymous Access .
- 3. Click on Save .
- 4. Go to Administration > Identity and Access > Permissions .
- 5. Click on Anything entry (do not check the line), then go to Users tab
- 6. Click on anonymous and check Deploy/Cache permission in the Repositories category.
- 7. Click on Save and finish .

Next steps will involve uploading large files, so we have to augment the file upload maximum size accordingly:

- 1. Go to Administration > Artifactory .
- 2. In the General Settings section, change the value of File Upload In UI Max Size (MB) to 1024 then click on Save .

## **Create Repositories**

We will now create and configure the repositories. Let's start with the repository for the future built snapshot modules:

- 1. Go to Administration > Repositories > Repositories in the left menu.
- 2. Click on Add Repositories > Local Repository
- 3. Select Maven .
- 4. Set Repository Key field to custom-modules-snapshot and click on Save and Finish .

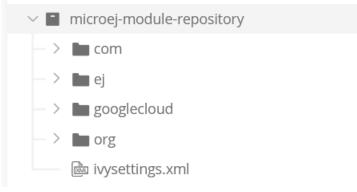
Repeat the same steps for the other repositories with the Repository Key field set to custom-modules-release and microej-module-repository.

## **Import MicroEJ Repositories**

In this section, we will import MicroEJ repositories into Artifactory repositories to make them available to the build server.

- 1. Go to Administration > Artifactory > Import & Export > Repositories .
- 2. Scroll to the Import Repository from Zip section.
- 3. As Target Local Repository , select microej-module-repository in the list.
- 4. Click on Select file and select the MicroEJ module repository zip file (microej-[MicroEJ version]-[version].zip) that you downloaded earlier (please refer to section Get a Module Repository).
- 5. Click Upload . At the end of upload, click on Import . Upload and import may take some time.

Artifactory is now hosting all required MicroEJ modules. Go to Administration > Artifactory > Artifacts and check that the repository microej-module-repository does contain modules as shown in the figure below.



## 7.5.8 Setup Jenkins

## **Install Jenkins**

1. Download Jenkins here: https://www.jenkins.io/download/. In this tutorial we will use the WAR (Web Archive), but you can use any other installation package (Docker, Ubuntu/Debian, ...).

- 2. Open a terminal and type the following command: java -jar [path/to/downloaded/jenkinswar]/ jenkins.war. After initialization, the terminal will print out Jenkins is fully up and running.
- 3. Go to http://localhost:8080/.
- 4. To unlock Jenkins, copy/paste the generated password that has been written in the terminal log. Click on Continue .
- 5. Select option Install suggested plugins and wait for plugins installation.
- 6. Fill in the Create First Admin User form. Click Save and continue.
- 7. Click on Save and finish , then on Start using Jenkins .

## **Configure Jenkins**

First step is to configure the JDK and MMM paths:

1. Go to Manage Jenkins > Global Tool Configuration .

#### 2. Add JDK installation:

- 1. Scroll to JDK section.
- 2. Click on Add JDK .
- 3. Set Name to JDK [jdk\_version] (for example JDK 1.8).
- 4. Uncheck Install automatically .
- 5. Set JAVA\_HOME to the absolute path of your JDK installation (for example C:\Program Files\Java\jdk1.8.0\_[version] on Windows).
- 3. Click on Save .
- 4. Go to Manage Jenkins > Configure System .
  - 1. Scroll to Global properties section.
  - 2. Check Environment variables .
  - 3. Click on Add .
  - 4. Set Name to MICROEJ\_BUILD\_KIT\_HOME.
  - 5. Set Value to the absolute path of the buildKit folder.
- 5. Click on Save .

## **Create a Job Template**

- 1. Go to Jenkins dashboard.
- 2. Click on New item to create a job template.
- 3. Set item name to Template MMM from Git.
- 4. Select Freestyle project .

5. Click on Ok .

- In General tab:
  - 1. Check This project is parameterized and add String parameter named easyant.module.dir with default value to \$WORKSPACE/TO\_REPLACE. This will later point to the module sources.
- In Source Code Management tab:
  - 1. Select Git source control:
  - 2. Set Repository URL value to TO\_REPLACE,
  - 3. Set Branch Specifier value to origin/master,
  - 4. In Additional Behaviours , click on Add , select Advanced sub-modules behaviors , then check Recursively update submodules .
- In Build tab:
  - For Windows, add build step Execute Windows batch command :
    - In Command , set the following content:

```
cd "%easyant.module.dir%"
    "%MICROEJ_BUILD_KIT_HOME%\\bin\\mmm.bat" publish shared"
```

• For Linux, add build step Execute shell :

- In Command , set the following content:

```
cd "${easyant.module.dir}"
"${MICROEJ_BUILD_KIT_HOME}/bin/mmm" publish shared"
```

Finally, click on Save .

## 7.5.9 Build a new Module using Jenkins

Since your environment is now setup, it is time to build your first module from Jenkins and check it has been published to Artifactory. Let's build an "Hello World" Sandboxed Application project.

#### Create a new MicroEJ Module

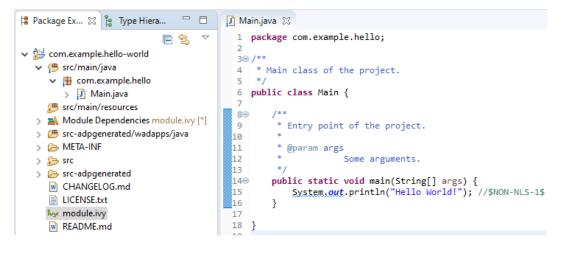
In this example, we will create a very simple module using the Sandbox Application buildtype (build-application) that we'll push to a Git repository.

**Note:** For demonstration purposes, we'll create a new project and share it on a local Git bare repository. You can adapt the following sections to use an existing MicroEJ project and your own Git repository.

- 1. Start MicroEJ SDK.
- 2. Go to File > New > Sandboxed Application Project .
- 3. Fill in the template fields, set Project name to com.example.hello-world.

♀ New MicroEJ Sandboxed Application Project						
Create a Sandboxed Application project						
Enter project name and configure your application.						
Project:						
Project name :	com.example.hello-world					
Application:						
ID :	helloworld					
Printable name :	Hello World					
Description :	A simple Hello World					
Publication :						
Organization :	com.example					
Module :	hello-world					
Revision :	0.1.0					
?	<u>F</u> inish Cancel					

- 4. Click Finish . This will create the project files and structure.
- 5. Right-click on source folder src/main/java and select New > Package . Set a name to the package and click Finish .
- 6. Right-click on the new package and select New > Class . Set a name to the class and check public static void main(String[] args), then click Finish .



#### 7. Locate the project files

- 1. In the Package Explorer view, right-click on the project then click on Properties .
- 2. Select Resource menu.
- 3. Click on the arrow button on line Location to show the project in the system explorer.

Properties for com.example.hello-world		
type filter text	Resource	⟨¬ ▼ ¬
> Resource Builders Checkstyle Git	Path: Type: Location:	/com.example.hello-world Project \com.example.hello-world

8. Open a terminal from this directory and type the following commands:

```
git init --bare ~/hello_world.git
git init
git remote add origin ~/hello_world.git
git add com.example.hello-world
git commit -m "Add Hello World application"
git push --set-upstream origin master
```

Note: For more details about MicroEJ Applications development, refer to the Application Developer Guide.

## **Create a New Jenkins Job**

Start by creating a new job, from the job template, for building our application.

- 1. Go to Jenkins dashboard.
- 2. Click on New Item .
- 3. Set item name to Hello World.
- 4. In Copy from field, type Template MMM from Git (autocomplete enabled).
- 5. Validate with Ok button.

The job configuration page opens, let's replace all the TO\_REPLACE placeholders from the job template with correct values:

1. In General tab, set easyant.module.dir to value \$WORKSPACE/com.example.hello-world.

E	This project is parameterized	oroject is parameterized				
	String Param	neter	× 2			
	Name	easyant.module.dir	0			
	Default Value	\$WORKSPACE/com.example.hello-world	0			

2. In Source Code Management , edit Repository URL to ~/hello\_world.git.

Source Code Mar	agement	
O None Git		
Repositories	Repository URL ~/hello_world.git Credentials - none - V Add V Advanced Add Repository	0
Branches to build	Branch Specifier (blank for 'any') origin/master Add Branch	0

3. Click on Save .

## **Build the "Hello World" Application**

#### Let's run the job!

In Jenkins' Hello World dashboard, click on Build with Parameters , then click on Build .

Note: You can check the build progress by clicking on the build progress bar and showing the Console Output .

At the end of the build, the module is published to http://localhost:8081/artifactory/list/
custom-modules-snapshot/com/example/hello-world/.

#### Congratulations!

At this point of the tutorial:

- Artifactory is hosting your module builds and MicroEJ modules.
- Jenkins automates the build process using *MicroEJ Module Manager*.

The next recommended step is to adapt MMM/Jenkins/Artifactory configuration to your ecosystem and development flow.

## 7.5.10 Appendix

This section discusses some of the customization options.

#### **Customize Jenkins**

Jenkins jobs are highly configurable, following options and values are recommended by MicroEJ, but they can be customized at your convenience.

In General tab:

- 1. Check Discard old builds and set Max # of builds to keep value to 15.
- 2. Click on Advanced button, and check Block build when upstream project is building .

In Build triggers tab:

- 1. Check Poll SCM , and set a CRON-like value (for example H/30 \* \* \* \* to poll SCM for changes every 30 minutes).
- In Post-build actions tab:
  - 1. Add post-build action Publish JUnit test result report :
  - 2. Set Test report XMLs to \*\*/target~/test/xml/\*\*/test-report.xml, \*\*/target~/test/xml/\*\*/
    \*Test.xml.

**Note:** The error message '\*\*/target~/test/xml/\*\*/test-report.xml' doesn't match anything: '\*\*' exists but not '\*\*/target~/test/xml/\*\*/test-report.xml' will be displayed since no build has been executed yet. These folders will be generated during the build.

- 3. Check Retain long standard output/error
- 4. Check Do not fail the build on empty test results

#### Customize target~ path

Some systems and toolchains don't handle long path properly. A workaround for this issue is to move the build directory (that is, the target~ directory) closer to the root directory.

To change the target~ directory path, set the build option target.

In Advanced , expand Properties text field and set the target property to the path of your choice. For example:

target=C:/tmp/

# 7.6 Improve the Quality of Java Code

This tutorial describes some rules and tools aimed at improving the quality of a Java code to simplify its maintenance. It makes up a minimum consistent set of rules which can be applied in any situation, especially on embedded systems where performance and low memory footprint matter.

# 7.6.1 Intended Audience

The audience for this document is engineers who are developing any kind of Java code (application or library).

## 7.6.2 Readable Code

This section describes rules to get a readable code, in order to facilitate:

- the maintenance of an existing code with multiple developers contributions (e.g. merge conflicts, reviews).
- the landing to a new code base when the same rules are applied across different modules and components.

## **Naming Convention**

Naming of Java elements (package, class, method, field and local) follows the Camel Case convention.

- Package names are written fully in lower case (no underscore).
- Package names are singular (e.g. ej.animal instead of ej.animals).
- Class names are written in upper camel case.
- Interfaces are named in the same way as classes (see below).
- Method and instance field names are written in lower camel case.
- Static field names are written in lower camel case.
- Constant names are written in fully upper case with underscore as word separator.
- Enum constant names are written in fully upper case with underscores as word separators.
- Local (and parameter) names are written in lower camel case.
- When a name contains an acronym, capitalize only the first letter of the acronym (e.g. for a local with the HTTP acronym, use myHttpContext instead of myHTTPContext).

It is also recommended to use full words instead of abbreviations (e.g. MyProxyReference instead of MyProxyRef).

#### **Interfaces and Subclasses Naming Convention**

An Interface is named after the feature it exposes. It does not have a I prefix because it hurts readability and may cause naming issues when potentially converted to/from an abstract class.

The classes implementing an interface are named after the interface and how they implement it. Using Impl suffix is not recommended because it does not express the implementation specificity. If there is no specificity, maybe there is no need to have an interface.

Example: an interface Storage (that allows to load/store data) may have several implementations, such as StorageFs (on a file system), StorageDb (on a database), StorageRam (volatile storage in RAM).

## Visibility

Here is a list of the usage of each Java element visibility:

- public:API.
- protected : API for subclasses.
- package : component intern API (collaboration inside a package).
- private : internal structure, cache, lazy, etc.

By default, all instance fields must be private.

Package visibility can be used by writing the comment /\* package \*/ in place of the modifier.

#### Javadoc

Javadoc comments convention is based on the official documentation.

**Note:** Javadoc is written in HTML format and doesn't accept XHTML format: tags must not be closed. For example, use only a between two paragraphs.

Here is a list of the rules to follow when writing Javadoc:

- All APIs (see *Visibility*) must have a full Javadoc (classes, methods, and fields).
- Add a dot at the end of all phrases.
- Add **@since** tag when introducing a new API.
- Do not hesitate to use links to help the user to navigate in the API (@see, @link).
- Use the **@code** tag in the following cases:
  - For keywords (e.g. {@code null} or {@code true}).
  - For names and types (e.g. {@code x} or {@code Integer}).
  - For code example (e.g. {@code new Integer(Integer.parseInt(s))}).

Here is a list of additional rules for methods:

- The first sentence starts with the third person (as if there is *This method* before).
- All parameters and returned values must be described.
- Put as much as possible information in the description, keep @param and @return minimal.
- Start @param with a lower case and usually with the or a.
- Start @return with a lower case as if the sentence starts with Returns.
- Avoid naming parameters anywhere other than in <code>@param</code>. If the parameter is renamed afterward, the comment is not changed automatically. Prefer using *the given xxx*.

## **Code Convention**

Official documentation: https://www.oracle.com/java/technologies/javase/codeconventions-introduction.html

## **Class Declaration**

The parts of a class or interface declaration must appear in the order suggested by the Code Convention for the Java Programming Language:

- Constants.
- Class (static) fields.
- Instance fields.
- Constructors
- Methods

#### **Fields Order**

For a better readability, the fields (class and instance) must be ordered by scope:

1. public

- 2. protected
- 3. package
- 4. private

## **Methods Order**

It is recommended to group related methods together. It helps for maintenance:

- when searching for a bug on a specific feature,
- when refactoring a class into several ones.

## **Modifiers Order**

Class and member modifiers, when present, appear in the order recommended by the Java Language Specification:

public protected private abstract default static final transient volatile synchronized native strictfp

## Code Style and Formatting

MicroEJ defines a formatting profile for .java files, which is automatically set up when creating a new *Module Project Skeleton*.

**Note:** MicroEJ SDK automatically applies formatting when a .java file is saved. It is also possible to manually apply formatting on specific files:

- In Package Explorer, select the desired files, folders or projects,
- then go to Source > Format . The processed files must not have any warning or error.

Here is the list of formatting rules included in this profile:

- Indentation is done with 1 tab.
- Braces are mandatory with if, else, for, do, and while statements, even when the body is empty or contains only a single statement.
- Braces follow the Kernighan and Ritchie style (Egyptian brackets) described below:
  - No line break before the opening brace.
  - Line break after the opening brace.
  - Line break before the closing brace.
  - Line break after the closing brace, only if that brace terminates a statement or terminates the body of a method, constructor, or named class. For example, there is no line break after the brace if it is followed by else or a comma.
- One statement per line.
- Let the formatter automatically wraps your code when a statement needs to be wrapped.

Here is a list of additional formatting rules that are not automatically applied:

• Avoid committing commented code (other than to explain an optimization).

• All methods of an interface are public. There is no need to specify the visibility (easier to read).

Note: Most of these rules are checked by *Code Analysis with SonarQube*<sup>™</sup>.

# 7.6.3 Best Practices

This section describes rules made of best practices and well-known restrictions of the Java Programming Language and more generally Object Oriented paradigm.

## **Common Pitfalls**

- Object.equals(Object) and Object.hashCode() methods must be overridden in pairs. See *Equals and Hash-code*.
- Do not assign fields in field declaration but in the constructor.
- Do not use non-final method inside the constructor.
- Do not overburden the constructor with logic.
- Do not directly store an array given by parameter.
- Do not directly return an internal array.
- Save object reference from a field to a local before using it (see *Local Extraction*).

## **Simplify Maintenance**

- Extract constants instead of using magic numbers.
- Use parenthesis for complex operation series; it simplifies the understanding of operator priorities.
- Write short lines. This can be achieved by extracting locals (see *Local Extraction*).
- Use a limited number of parameters in methods (or perhaps a new type is needed).
- Create small methods with little complexity. When a method gets too complex, it should be split.
- Use + operator only for single-line string concatenation. Use an explicit StringBuilder otherwise.
- Use component-oriented architecture to separate concerns. If a class is intended to be instantiated using Class.newInstance(), add a default constructor (without parameters).

## **Basic Optimizations**

- Avoid explicitly initializing fields to 0 or null, because they are zero-initialized by the runtime. A //VM\_DONE comment can be written to understand the optimization.
- The switch/case statements are generated by the Java compiler in two ways depending on the cases density. Prefer declaring consecutive cases (*table\_switch*) for performance (0(1)) and slightly smaller code memory footprint instead of *lookup\_switch* (0(log N)).
- Avoid using built-in thread safe types (Vector, Hashtable, StringBuffer, etc.). Usually synchronization has to be done at a higher level.
- Avoid serializing/deserializing data from byte arrays using manual bitwise operations, use ByteArray utility methods instead.

## **Local Extraction**

Local extraction consists of storing the result of an expression before using it, for example:

```
Object myLocale = this.myField;
if (myLocale != null) {
  myLocale.myMethod();
}
```

It improves the Java code in many ways:

- self documentation: gives a name to a computed result.
- performance and memory footprint: avoids repeated access to same elements and extract loop invariants.
- thread safety: helps to avoid synchronization issues or falling into unwanted race conditions.
- code pattern detection: helps automated tools such as Null Analysis.

## **Equals and Hashcode**

The purpose of these methods is to uniquely and consistently identify objects. The most common use of these methods is to compare instances in collections (list or set elements, map keys, etc.).

The Object.equals(Object) method implements an equivalence relation (defined in the Javadoc) with the following properties:

- It is reflexive: for any reference value x, x.equals(x) must return true.
- It is symmetric: for any reference values x and y, x.equals(y) must return true if and only if y.equals(x) returns true.
- It is transitive: for any reference values x, y, and z, if x.equals(y) returns true and y.equals(z) returns true, then x.equals(z) must return true.
- It is consistent: for any reference values x and y, multiple invocations of x.equals(y) consistently return true or consistently return false, provided no information used in equals comparisons on the object is modified.
- For any non-null reference value x, x.equals(null) must return false.

Avoid overriding the equals (Object) method in a subclass of a class that already overrides it; it could break the contract above. See *Effective Java* book by *Joshua Bloch* for more information.

If the equals(Object) method is implemented, the hashCode() method must also be implemented. The hashCode() method follows these rules (defined in the Javadoc):

- It must consistently return the same integer when invoked several times.
- If two objects are equal according to the equals(Object) method, then calling the hashCode() method on each of the two objects must produce the same integer result.
- In the same way, it should return distinct integers for distinct objects.

The equals(Object) method is written that way:

- Compare the argument with this using the == operator. If both are equals, return true. This test is for performance purposes, so it is optional and may be removed if the object has a few fields.
- Use an instanceof to check if the argument has the correct type. If not, return false. This check also validates that the argument is not null.
- Cast the argument to the correct type.

• For each field, check if that field is equal to the same field in the casted argument. Return true if all fields are equal, false otherwise.

```
@Override
public boolean equals(Object o) {
    if (o == this) {
        return true;
    }
    if (!(o instanceof MyClass)) {
        return false;
    }
    MyClass other = (MyClass)o;
    return field1 == other.field1 &&
        (field2 == null ? other.field2 == null : field2.equals(other.field2));
}
```

The Object.hashCode() method is written that way:

- Choose a prime number.
- Create a result local, whatever the value (usually the prime number).
- For each field, multiply the previous result with the prime plus the hash code of the field and store it as the result.
- Return the result.

Depending on its type, the hash code of a field is:

- Boolean: (f ? 0 : 1).
- Byte, char, short, int: (int) f).
- Long: (int)(f ^ (f >>> 32)).
- Float: Float.floatToIntBits(f).
- Double: Double.doubleToLongBits(f) and the same as for a long.
- Object: (f == null ? 0 : f.hashCode()).
- Array: add the hash codes of all its elements (depending on their type).

```
private static final int PRIME = 31;
@Override
public int hashCode() {
    int result = PRIME;
    result = PRIME * result + field1;
    result = PRIME * result + (field2 == null ? 0 : field2.hashCode());
    return result;
}
```

## 7.6.4 Related Tools

This section points to tools aimed at helping to improve code quality.

## **Unit Testing**

Here is a list of rules when writing tests (see *Test Suite with JUnit*):

- Prefer black-box tests (with a maximum coverage).
- Here is the test packages naming convention:
  - Suffix package with .test for black-box tests.
  - Use the same package for white-box tests (allow to use classes with package visibility).

## Code Analysis with SonarQube™

SonarQube is an open source platform for continuous inspection of code quality. SonarQube offers reports on duplicated code, coding standards, unit tests, code coverage, code complexity, potential bugs, comments, and architecture.

To set it up on your MicroEJ application project, please refer to this documentation. It describes the following steps:

- How to run a SonarQube server locally.
- How to run an analysis using a dedicated script.
- How to run an analysis during a module build.

# 7.7 Optimize the Memory Footprint of an Application

This tutorial explains how to analyze the memory footprint of an application and provides a set of common rules aimed at optimizing both ROM and RAM footprint.

## 7.7.1 Intended Audience

The audience for this document is Java engineers and Firmware integrators who are going to execute a MicroEJ Application on a memory-constrained device.

# 7.7.2 Introduction

Usually, the application development is already started when the developer starts thinking about its memory footprint. Before jumping into code optimizations, it is recommended to list every area of improvement and estimate for each area how much memory can be saved and how much effort it requires.

Without performing the memory analysis first, the developer might start working on a minor optimization that takes a lot of effort for little improvements. In contrast, he could work on a major optimization, allowing faster and bigger improvements. Moreover, each optimization described hereafter may allow significant memory savings for an application while it may not be relevant for another application.

# 7.7.3 How to Analyze the Footprint of an Application

This section explains the process of analyzing the footprint of a MicroEJ Application and the tools used during the analysis.

Suggested footprint analysis process:

- 1. Build the MicroEJ Application
- 2. Analyze SOAR.map with the Memory Map Analyzer
- 3. Analyze soar/\*.xml with an XML editor

- 4. Link the MicroEJ Application with the BSP
- 5. Analyze the map file generated by the third-party linker with a text editor

Footprint analysis tools:

- The *Memory Map Analyzer* allows to analyze the memory consumption of different features in the RAM and ROM.
- The *Heap Dumper & Heap Analyzer* allow to understand the contents of the Java heap and find problems such as memory leaks.
- The API Dependency Discoverer allows to analyze a piece of code to detect all its dependencies.

## How to Analyze the Files Generated by the MicroEJ Linker

The MicroEJ Application linker generates files useful for footprint analysis, such as the SOAR map file and the SOAR information file. To understand how to read these files, please refer to the *Build Output Files* documentation.

#### How to Analyze a Map File Generated by a Third-Party Linker

A <firmware>.map file is generated by the C toolchain after linking the MicroEJ Application with the BSP. This section explains how a map file generated by GCC is structured and how to browse it. The structure is not the same on every compiler, but it is often similar.

## **File Structure**

This file is composed of 5 parts:

- Archive member included to satisfy reference by file. Each entry contains two lines. The first line contains the referenced archive file location and the compilation unit. The second line contains the compilation unit referencing the archive and the symbol called.
- Allocating common symbols. Each entry contains the name of a global variable, its size, and the compilation unit where it is defined.
- Discarded input sections. Each entry contains the name and the size of a section that has not been embedded in the firmware.
- Memory Configuration . Each entry contains the name of a memory, its address, its size, and its attributes.
- Linker script and memory map. Each entry contains a line with the name and compilation unit of a section and one line per symbol defined in this section. Each of these lines contains the name, the address, and the size of the symbol.

#### Finding the Size of a Section or Symbol

For example, to know the thread stacks' size, search for the .bss.vm.stacks.java section in the Linker script and memory map part. The size associated with the compilation unit is the size used by the thread stacks.

The following snippet shows that the .bss.vm.stacks.java section takes 0x800 bytes.

```
.bss.vm.stacks.java
0x20014070 0x800 ..\..\..\..\..microej\CM4hardfp_
→GCC48\application\microejapp.o
```

(continued from previous page)

0x20014070	icetea6bss_6vm_6stacks_6java\$\$Base	
0x20014870	icetea6bss_6vm_6stacks_6java\$\$Limit	

See Core Engine Link documentation for more information on MicroEJ Core Engine sections.

## 7.7.4 How to Reduce the Image Size of an Application

Generic coding rules can be found in the following tutorial: *Improve the Quality of Java Code*.

This section provides additional coding rules and good practices to reduce the image size (ROM) of an application.

#### **Application Resources**

Resources such as images and fonts take a lot of memory. For every .list file, make sure that it does not embed any unused resource.

Only resources declared in a .list file will be embedded. Other resources available in the *application classpath* will not be embedded and will not have an impact on the application footprint.

#### Fonts

#### **Default Font**

By default, in a *MicroEJ Platform configuration* project, a so-called system font is declared in the microui.xml file.

When generating the MicroEJ Platform, this file is copied from the configuration project to the actual MicroEJ Platform project. It will later be converted to binary format and linked with your MicroEJ Application, even if you use fonts different from the system font.

Therefore, you can comment the system font from the microui.xml file to reduce the ROM footprint of your MicroEJ Application if this one does not rely on the system font. Note that you will need to rebuild the MicroEJ Platform and then the application to benefit from the footprint reduction.

See the *Display Element* section of the *Static Initialization* documentation for more information on system fonts.

#### **Character Ranges**

When creating a font, you can reduce the list of characters embedded in the font at several development stages:

- On font creation: see the *Removing Unused Characters* section of *Font Designer* documentation.
- On application build: see the Fonts section of MicroEJ Classpath documentation.

#### **Pixel Transparency**

You can also make sure that the BPP encoding used to achieve transparency for your fonts do not exceed the following values:

- The pixel depth of your display device.
- The required alpha level for a good rendering of your font in the application.

See the *Fonts* section of *MicroEJ Classpath* documentation for more information on how to achieve that.

#### **External Storage**

To save storage on internal flash, you can access fonts from an external storage device.

See the *External Resources* section of the *Font Generator* documentation for more information on how to achieve that.

#### **Internationalization Data**

#### Implementation

MicroEJ provides the *Native Language Support (NLS)* library to handle internationalization.

See https://github.com/MicroEJ/Example-NLS for an example of the use of the NLS library.

#### **External Storage**

The default NLS implementation fetches text resources from internal flash, but you can replace it with your own implementation to fetch them from another location.

See External Resources Loader documentation for additional information on external resources management.

#### Compression

The default NLS implementation relies on text resources that are not compressed, but you can use your own encoding to load them from compressed resources.

#### Images

#### Encoding

If you are tight on ROM but have enough RAM and CPU power to decode PNG images on the fly, consider storing your images as PNG resources. If you are in the opposite configuration (lots of ROM, but little RAM and CPU power), consider storing your images in raw format.

See Image Generator documentation for more information on how to achieve that.

#### Color Depth (BPP)

Make sure to use images with a color depth not exceeding the one of your display to avoid the following issues:

- Waste of memory.
- Differences between the rendering on the target device and the original image resource.

#### External Storage

To save storage on internal flash, the application can access the images from an external storage device.

See External Resources Loader documentation for more information on how to achieve that.

### **Application Code**

The following application code guidelines are recommended in order to minimize the size of the application:

- Check libraries versions and changelogs regularly. Latest versions may be more optimized.
- Avoid manipulating String objects:
  - For example, prefer using integers to represent IDs.
  - Avoid overriding Object.toString() for debugging purposes. This method will always be embedded even if it is not called explicitly.
  - Avoid using the *logging library* or System.out.println(), use the *trace library* or the *message library* instead. The logging library uses strings, while the trace and message libraries use integer-based error codes.
  - Avoid using the string concatenation operator (+), use an explicit StringBuilder instead. The code generated by the + operator is not optimal and is bigger than when using manual StringBuilder operations.
- Avoid manipulating wrappers such as Integer and Long objects, use primitive types instead. Such objects have to be allocated in Java heap memory and require additional code for boxing and unboxing.
- Avoid using the service library, use singletons or Constants.getClass() instead. The service library requires embedding class reflection methods and the type names of both interfaces and implementations.
- Avoid using the Java Collections Framework. This OpenJDK standard library has not been designed for memory constrained devices.
  - Use raw arrays instead of List objects. The ArrayTools class provides utility methods for common array operations.
  - Use PackedMap objects instead of Map objects. It provides similar APIs and features with lower Java heap usage.
- Use ej.bon.Timer instead of deprecated java.util.Timer . When both class are used, almost all the code is embedded twice.
- Use *BON constants* in the following cases if possible:
  - when writing debug code or optional code, use the if (Constants.getBoolean()) { ... } pattern.
     That way, the optional code will not be embedded in the production firmware if the constant is set to false.
  - replace the use of *System Properties* by BON constants when both keys and values are known at compiletime. System Properties should be reserved for runtime lookup. Each property requires embedding its key and its value as intern strings.
- Check for useless or duplicate synchronization operations in call stacks, in order reduce the usage of synchronized statements. Each statement generates additional code to acquire and release the monitor.
- Avoid declaring exit statements (break, continue, throw or return) that jump out of a synchronized block. At each exit point, additional code is generated to release the monitor properly.
- Avoid declaring exit statements ( break , continue , throw or return ) that jump out of a try/finally block. At each exit point, the code of the finally block is generated (duplicated). This also applies on every try-with-resources block since a finally block is generated to close the resource properly.
- Avoid overriding Object.equals(Object) and Object.hashCode(), use == operator instead if it is sufficient. The correct implementation of these methods requires significant code.
- Avoid calling equals() and hashCode() methods directly on Object references. Otherwise, the method of every embedded class which overrides the method will be embedded.

- Avoid creating inlined anonymous objects (such as new Runnable() { ... } objects), implement the interface in a existing class instead. Indeed, a new class is created for each inlined object. Moreover, each enclosed final variable is added as a field of this anonymous class.
- Avoid accessing a private field of a nested class. The Java compiler will generate a dedicated method instead of a direct field access. This method is called *synthetic*, and is identified by its name prefix: access\$ .
- Replace constant arrays and objects initialization in static final fields by *immutables objects*. Indeed, initializing objects dynamically generates code which takes significant ROM and requires execution time.
- Check if some features available in software libraries are not already provided by the device hardware. For example, avoid using java.util.Calendar (full Gregorian calendar implementation) if the application only requires basic date manipulation provided by the internal real-time clock (RTC).

#### **MicroEJ Platform Configuration**

The following configuration guidelines are recommended in order to minimize the size of the application:

- Check MicroEJ Architecture and Packs versions and changelogs regularly. Latest versions may be more optimized.
- Configure the Platform to use the *tiny* capability of the MicroEJ Core Engine. It reduces application code size by ~20%, provided that the application code size is lower than 256KB (resources excluded).
- Disable unnecessary modules in the .platform file. For example, disable the Image PNG Decoder module if the application does not load PNG images at runtime.
- Don't embed unnecessary *pixel conversion* algorithms. This can save up to ~8KB of code size but it requires knowing the format of the resources used in the application.
- Select your embedded C compilation toolchain with care, prefer one which will allow low ROM footprint with optimal performance. Check the compiler options:
  - Check documentation for available optimization options (-0s on GCC). These options can also be overridden per source file.
  - Separate each function and data resource in a dedicated section ( -ffunction-sections -fdata-sections on GCC).
- Check the linker optimization options. The linker command line can be found in the project settings, and it may be printed during link.
  - Only embed necessary sections (--gc-sections option on GCC/LD).
  - Some functions, such as the *printf* function, can be configured to only implement a subset of the public API (for example, remove -u \_printf\_float option on GCC/LD to disable printing floating point values).
- In the map file generated by the third-party linker, check that every embedded function is necessary. For example, hardware timers or HAL components may be initialized in the BSP but not used in the application. Also, debug functions such as *SystemView* may be disconnected when building the production firmware.

#### **Application Configuration**

The following application configuration guidelines are recommended in order to minimize the size of the application:

• Disable class names generation by setting the soar.generate.classnames option to false. Class names are only required when using Java reflection. In such case, the name of a specific class will be embedded only if is explicitly required. See *Stripping Class Names from an Application* section for more information.

- Remove UTF-8 encoding support by setting the cldc.encoding.utf8.included option to false. The default encoding (ISO-8859-1) is enough for most applications.
- Remove SecurityManager checks by setting the com.microej.library.edc.securitymanager.enabled option to false. This feature is only useful for Multi-Sandbox firmwares.

For more information on how to set an option, please refer to the *Defining an Option* section.

#### **Stripping Class Names from an Application**

By default, when a Java class is used, its name is embedded too. A class is used when one of its methods is called, for example. Embedding the name of every class is convenient when starting a new MicroEJ Application, but it is rarely necessary and takes a lot of ROM. This section explains how to embed only the required class names of an application.

#### **Removing All Class Names**

First, the default behavior is inverted by defining the *Application option* soar.generate.classnames to false.

For more information on how to set an option, please refer to the *Defining an Option* section.

#### **Listing Required Class Names**

Some class names may be required by an application to work properly. These class names must be explicitly specified in a \*.types.list file.

The code of the application must be checked for all uses of the Class.forName(), Class.getName() and Class.getSimpleName() methods. For each of these method calls, if the class name if absolutely required and can not be known at compile-time, add it to a \*.types.list file. Otherwise, remove the use of the class name.

The following sections illustrates this on concrete use cases.

#### **Case of Service Library**

The ej.service.ServiceLoader class of the service library is a dependency injection facility. It can be used to dynamically retrieve the implementation of a service.

The assignment between a service API and its implementation is done in **\***.properties.list files. Both the service class name and the implementation class name must be embedded (i.e., added in a **\***.types.list file).

For example:

```
# example.properties.list
com.example.MyService=com.example.MyServiceImpl
```

```
# example.types.list
com.example.MyService
com.example.MyServiceImpl
```

#### **Case of Properties Loading**

Some properties may be loaded by using the name of a class to determine the full name of the property. For example:

Integer.getInteger(MyClass.class.getName() + ".myproperty");

In this case, it can be replaced with the actual string. For example:

```
Integer.getInteger("com.example.MyClass.myproperty");
```

#### **Case of Logger and Other Debugging Facilities**

Logging mechanisms usually display the name of the classes in traces. It is not necessary to embed these class names. The *Stack Trace Reader* can decipher the output.

## 7.7.5 How to Reduce the Runtime Size of an Application

You can find generic coding rules in the following tutorial: *Improve the Quality of Java Code*.

This section provides additional coding rules and good practices in order to reduce the runtime size (RAM) of an application.

#### **Application Code**

The following application code guidelines are recommended in order to minimize the size of the application:

- Avoid using the default constructor of collection objects, use constructors that allow to set the initial capacity. For example, use the ArrayList(int initialCapacity) constructor instead of the default one which will allocate space for ten elements.
- Adjust the type of int fields (32 bits) according to the expected range of values being stored (byte for 8 bits signed integers, short for 16 bits signed integers, char for 16 bits unsigned integers).
- When designing a generic and reusable component, allow the user to configure the size of any buffer allocated internally (either at runtime using a constructor parameter, or globally using a BON constant). That way, the user can select the optimal buffer size depending on his use-case and avoid wasting memory.
- Avoid allocating immortal arrays to call native methods, use regular arrays instead. Immortal arrays are never reclaimed and they are not necessary anymore when calling a native method.
- Reduce the maximum number of parallel threads. Each thread require a dedicated internal structure and VM stack blocks.
  - Avoid creating threads on the fly for asynchronous execution, use shared thread instances instead (Timer, Executor, MicroUI.callSerially(Runnable), ...).
- When designing Graphical User Interface:
  - Avoid creating mutable images (BufferedImage instances) to draw in them and render them later, render graphics directly on the display instead. Mutable images require allocating a lot of memory from the images heap.
  - Make sure that your Widget hierarchy is as flat as possible (avoid any unnecessary Container). Deep widget hierarchies take more memory and can reduce performance.

#### **MicroEJ Platform Configuration**

The following configuration guidelines are recommended in order to minimize the runtime size of the application:

- Check the size of the stack of each RTOS task. For example, 1.0KB may be enough for the MicroJVM task but it can be increased to allow deep native calls. See *Debugging Stack Overflows* section for more information.
- Check the size of the heap allocated by the RTOS (for example, configTOTAL\_HEAP\_SIZE for FreeRTOS).
- Check that the size of the back buffer matches the size of the display. Use a *partial buffer* if the back buffer does not fit in the RAM.

#### **Debugging Stack Overflows**

If the size you allocate for a given RTOS task is too small, a stack overflow will occur. To be aware of stack overflows, proceed with the following steps when using FreeRTOS:

1. Enable the stack overflow check in FreeRTOS.h:

#define configCHECK\_FOR\_STACK\_OVERFLOW 1

2. Define the hook function in any file of your project (main.c for example):

```
void vApplicationStackOverflowHook(TaskHandle_t xTask, signed char *pcTaskName) { }
```

- 3. Add a new breakpoint inside this function
- 4. When a stack overflow occurs, the execution will stop at this breakpoint

For further information, please refer to the FreeRTOS documentation.

#### **Application Configuration**

The following application configuration guidelines are recommended in order to minimize the size of the application.

For more information on how to set an option, please refer to the *Defining an Option* documentation.

#### Java Heap and Immortals Heap

- Configure the *immortals heap* option to be as small as possible. You can get the minimum value by calling Immortals.freeMemory() after the creation of all the immortal objects.
- Configure the Java heap option to fit the needs of the application. You can get the maximum heap usage by calling Runtime.freeMemory() after System.gc() at different moments in the application's lifecycle. The profiling library can be used for this.

#### **Thread Stacks**

- Configure the maximum number of threads option. This number can be known accurately by counting in the code how many Thread and Timer objects may run concurrently. You can call Thread.getAllStackTraces() or Thread.activeCount() to know what threads are running at a given moment.
- Configure the *number of allocated thread stack blocks* option. This can be done empirically by starting with a low number of blocks and increasing this number as long as the application throws a StackOverflowError
- Configure the *maximum number of blocks per thread* option. The best choice is to set it to the number of blocks required by the most greedy thread. Another acceptable option is to set it to the same value as the total number of allocated blocks.

• Configure the *maximum number of monitors per thread* option. This number can be known accurately by counting the number of concurrent synchronized blocks. This can also be done empirically by starting with a low number of monitors and increasing this number as long as no exception occurs. Either way, it is recommended to set a slightly higher value than calculated.

#### VM Dump

The LLMJVM\_dump() function declared in LLMJVM.h may be called to print information on alive threads such as their current and maximum stack block usage. This function may be called from the application by exposing it in a *native function*. See *Dump the States of the Core Engine* section for usage.

More specifically, the Peak java threads count value printed in the dump can be used to configure the maximum number of threads. The max\_java\_stack and current\_java\_stack values printed for each thread can be used to configure the number of stack blocks.

#### MicroUI Images Heap

• Configure the *images heap* to be as small as possible. You can compute the optimal size empirically. It can also be calculated accurately by adding the size of every image that may be stored in the images heap at a given moment. One way of doing this is to inspect every occurrence of BufferedImage() allocations and ResourceImage usage of loadImage() methods.

# 7.8 Explore Data Serialization Formats

This tutorial highlights some data serialization formats that are provided on MicroEJ Central Repository and their usage through basic code samples.

## 7.8.1 Intended Audience

The audience for this document is Application engineers who want to implement data serialization. In addition, this tutorial should be of interest to software architects who are looking for a suitable data format for their use case.

## 7.8.2 XML

XML (EXtensible Markup Language) is used to describe data and text. It allows flexible development of user-defined document types. The format is robust, non-proprietary, persistent and is verifiable for storage and transmission. To parse this data format, the XML Pull parser KXmlParser from the Java community has been integrated to MicroEJ Central Repository.

#### XML Module

The XML Module must be added to the *module.ivy* of the MicroEJ Application project to use the KXML library.

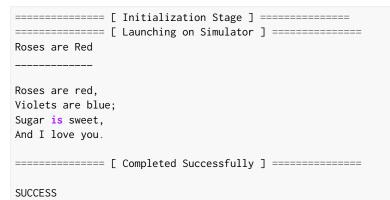
<dependency org="org.kxml2" name="kxml2" rev="2.3.2"/>

#### **Example Of Use**

An example is available at <a href="https://github.com/MicroEJ/Example-XML">https://github.com/MicroEJ/Example-XML</a>. It presents how to use XML data exchange for your MicroEJ Application. It also details how to use the KXmlParser module.

The example parses a short poem written in XML and prints the result on the standard output. The project can run on any MicroEJ Platform (no external dependencies).

Running the ReadPoem Java application should print the following trace :



Running MyXmlPullApp gives more details on the XML parsing and should print this trace :

```
========== [ Launching on Simulator ] ===========
parser implementation class is class org.kxml2.io.KXmlParser
Parsing simple sample XML
Start document
Start element: {http://www.megginson.com/ns/exp/poetry}poem
Characters: "\n"
Start element: {http://www.megginson.com/ns/exp/poetry}title
Characters: "Roses are Red"
End element: {http://www.megginson.com/ns/exp/poetry}title
Characters:
             _″∖n″
Start element: {http://www.megginson.com/ns/exp/poetry}l
Characters: "Roses are red,"
End element: {http://www.megginson.com/ns/exp/poetry}l
Characters:
            "\n"
Start element: {http://www.megginson.com/ns/exp/poetry}l
Characters: "Violets are blue;"
End element: {http://www.megginson.com/ns/exp/poetry}l
Characters: "\n"
Start element: {http://www.megginson.com/ns/exp/poetry}l
Characters: "Sugar is sweet,"
End element:
             {http://www.megginson.com/ns/exp/poetry}1
Characters:
             "\n"
```

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# 7.8.3 JSON

As described on the JSON official site, JSON (JavaScript Object Notation) is a lightweight data-interchange format. It is widely used in many applications such as:

- as a mean of data serialization for lightweight web services such as REST
- for server interrogation in Ajax to build dynamic webpages
- or even databases.

JSON is easily readable by humans compared to XML. To parse this data format, several JSON parsers are available on the official JSON page, such as *JSON ME*, which has been integrated to MicroEJ Central Repository.

#### **JSON Module**

The JSON Module must be added to the *module.ivy* of the MicroEJ Application project to use the JSON library.

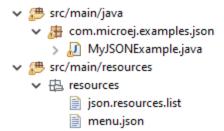
<dependency org="org.json.me" name="json" rev="1.3.0"/>

The instantiation and use of the parser is pretty straightforward. First you need to get the JSON content as a String , and then create a JSONObject instance with the string. If the string content is a valid JSON content, you should have an workable JSONObject to browse.

#### **Example Of Use**

In the following example we will parse this JSON file that represents a simple abstraction of a file menu:

First, we need to include this file in our project by adding it to the src/main/resources folder and creating a .resources.list properties file to declare this resource for our application to be able to retrieve it (see *Raw Resources* for more details).



This .resources.list file (here named json.resources.list) should contain the path to our JSON file as such :

 ${\tt resources}/{\tt menu.json}$ 

The example below will parse the file, browse the resulting data structure (org.json.me.JSONObject) and print the value of the menuitem JSON array.

```
package com.microej.examples.json;
import java.io.DataInputStream;
import java.io.IOException;
import org.json.me.JSONArray;
import org.json.me.JSONException;
import org.json.me.JSONObject;
/**
* This example uses the org.json.me parser provided by json.org to parse and
* browse a JSON content.
* The JSON content is simple abstraction of a file menu as provided here:
* http://www.json.org/example.html
* The example then tries to list all the 'menuitem's available in the popup
* menu. It is assumed the user knows the menu JSON file structure.
*/
public class MyJSONExample {
        public static void main(String[] args) {
                // get back an input stream from the resource that represents the JSON
                // content
                DataInputStream dis = new DataInputStream(
                                MyJSONExample.class.getResourceAsStream("/resources/menu.json"));
                byte[] bytes = null;
                try {
                        // assume the available returns the whole content of the resource
                        bytes = new byte[dis.available()];
                        dis.readFully(bytes);
                } catch (IOException e1) {
                                                                                        (continues on next page)
```

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```
// something went wrong
                        e1.printStackTrace();
                        return;
                }
                try {
                        // create the data structure to exploit the content
                        // the string is created assuming default encoding
                        JSONObject jsono = new JSONObject(new String(bytes));
                        // get the JSONObject named "menu" from the root JSONObject
                        JSONObject o = jsono.getJSONObject("menu");
                        o = o.getJSONObject("popup");
                        JSONArray a = o.getJSONArray("menuitem");
                        System.out.println("The menuitem content of popup menu is:");
                        System.out.println(a.toString());
                } catch (JSONException e) {
                        // a getJSONObject() or a getJSONArray() failed
                        // or the parsing failed
                        e.printStackTrace();
                }
        }
}
```

The execution of this example on the MicroEJ Simulator should print the following trace:

## 7.8.4 CBOR

The CBOR (Concise Binary Object Representation) binary data serialization format is a lightweight data-interchange format similar to JSON but with a smaller footprint, making it very practical for embedded applications, though its messages are often less easily readable by humans.

#### **CBOR Module**

The CBOR Module must be added to the module.ivy of the MicroEJ Application project to use the CBOR library.

<dependency org="ej.library.iot" name="cbor" rev="1.1.0"/>

#### **Example Of Use**

An example is available at https://github.com/MicroEJ/Example-Sandboxed-IOT/tree/master/com.microej. example.iot.cbor. It shows how to use the CBOR library in your MicroEJ Application by encoding some data and reading it back, printing it on the standard output both as a raw byte string and in a JSON-like format. You can use tools like cbor.me to convert the byte string output to a JSON format and check that it matches the encoded data. The project can run on any MicroEJ Platform (no external dependencies).

The execution of this example on the MicroEJ Simulator should print the following trace:



Another example showing how to use the *JSON Module* along with the CBOR Module to convert data from JSON to CBOR is available here : https://github.com/MicroEJ/Example-Sandboxed-IOT/tree/master/com.microej.example.iot.cbor.json.

The execution of this example on the MicroEJ Simulator should print the following trace:

```
Initial data (271 bytes) = {"menu":{"value":"File","id":"file","popup":{"menuitem":[{"value":"New",

→"onclick":"CreateNewDoc()"},{"value":"Open","onclick":"OpenDoc()"},{"value":"Close","onclick":

→"CloseDoc()"}]}}
Data serialized (139 bytes)
Data deserialized = {menu={value=File, id=file, popup={menuitem=[{value=New, onclick=CreateNewDoc()},

→{value=Open, onclick=OpenDoc()}, {value=Close, onclick=CloseDoc()}]}}
```

# 7.9 Instrument Java Code for Logging

This document explains how to add logging and tracing to MicroEJ applications and libraries with three different solutions. The aim is to help developers to report precise execution context for further debugging and monitoring.

## 7.9.1 Intended Audience

The audience for this document is application developers who are looking for ways to add logging to their MicroEJ applications and libraries.

It should also be of interest to Firmware engineers how are looking for adjusting the log level while keeping low memory footprint and good performances.

## 7.9.2 Introduction

One straightforward way to add logs in Java code is to use the Java basic print methods: System.out.println(. ..).

However, this is not desirable when writing production-grade code, where it should be possible to adjust the log level:

- without having to change the original source code,
- at build-time or at runtime, as application logging will affect memory footprint and performances

## 7.9.3 Overview

In this tutorial, we will describe 3 ways for logging data:

- Using Trace library: a real-time event recording library designed for performance and interaction analysis.
- Using Message library: a lightweight and simple logging library.
- Using Logging library: a complete and highly configurable standard logging library.

Through this tutorial, we will illustrate the usage of each library by instrumenting the following code snippet:

```
public class Main {
    enum ApplicationState {
        INSTALLED, STARTED, STOPPED, UNINSTALLED
    }
    private static ApplicationState currentState;
    private static ApplicationState previousState;
    public static void main(String[] args) {
        currentState = ApplicationState.UNINSTALLED;
        switchState(ApplicationState.INSTALLED);
    }
    public static void switchState(ApplicationState newState) {
        previousState = currentState;
        currentState = newState;
    }
}
```

Finally, the last section describes some techniques to remove logging related code in order to reduce the memory footprint.

## 7.9.4 Log with the Trace Library

The library ej.api.trace provides a way of tracing integer events. Its features and principles are described in the *Event Tracing* section.

Here is a short example of how to use this library to log the entry/exit of the switchState() method:

1. Add the following dependency to the module.ivy:

```
<dependency org="ej.api" name="trace" rev="1.1.0"/>
```

2. Start by initializing a Tracer object:

```
private static final Tracer tracer = new Tracer("Application", 100);
```

In this case, Application identifies a category of events that defines a maximum of 100 different event types.

3. Next, start trace recording:

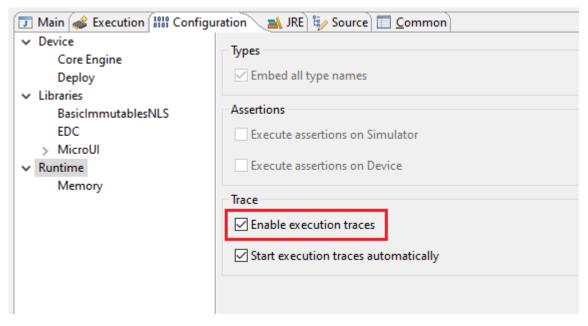
```
public static void main(String[] args) {
   Tracer.startTrace();
   currentState = ApplicationState.UNINSTALLED;
   switchState(ApplicationState.INSTALLED);
}
```

4. Use the methods Tracer.recordEvent(...) and Tracer.recordEventEnd(...) to record the entry/exit events in the method:

```
private static final int EVENT_ID = 0;
public static void switchState(ApplicationState newState) {
    tracer.recordEvent(EVENT_ID);
    previousState = currentState;
    currentState = newState;
    tracer.recordEventEnd(EVENT_ID);
}
```

The Tracer object records the entry/exit of method switchState with event ID 0.

5. Finally, to enable the MicroEJ Core Engine trace system, set the core.trace.enabled option to true. This can be done from a *launch configuration*: check Runtime > Enable execution traces option.



This produces the following output:

[TRACE: Application] Event 0x0()
[TRACE: Application] Event End 0x0()

**Note:** The default Platform implementation of the Trace library prints the events to the console. See *Platform Implementation* for other available implementations such as *SystemView* tool.

## 7.9.5 Log with the Message Library

The library ej.library.runtime.message was designed to enable logging while minimizing RAM/ROM footprint and CPU usage. For that, logs are based on message identifiers, which are stored on integers instead of using of constant Strings. In addition to a message identifier, the category of the message allows the user to find the corresponding error/warning/info description. An external documentation must be maintained to describe all message identifiers and their expected arguments for each category.

Principles:

- The MessageLogger type allows for logging messages solely based on integers that identify the message content.
- Log a message by using methods MessageLogger.log(...) methods, by specifying the log level, the message category, and the message identifier. Use optional arguments to add any useful information to the log, such as a Throwable or contextual data.
- Log levels are very similar to those of the Logging library. The class ej.util.message.Level lists the available levels.
- Loggers rely on the MessageBuilder type for message creation. The messages built by the BasicMessage-Builder follow this pattern: [category]: [LEVEL]=[id]. The builder appends the specified Object arguments (if any) separated by spaces, then the full stack trace of the Throwable argument (if any).

Here is a short example of how to use this library to log the entry/exit of the switchState() method:

1. To use this library, add this dependency line in the module.ivy :

```
<dependency org="ej.library.runtime" name="message" rev="2.1.0"/>
```

2. Call the message API to log some info:

```
private static final String LOG_CATEGORY = "Application";
private static final int LOG_ID = 2;
public static void switchState(ApplicationState newState) {
    previousState = currentState;
    currentState = newState;
    BasicMessageLogger.INSTANCE.log(Level.INFO, LOG_CATEGORY, LOG_ID, previousState, currentState);
}
```

This produces the following output:

Application: I=2 UNINSTALLED INSTALLED

## 7.9.6 Log with the Logging Library

The library ej.library.eclasspath.logging implements a subset of the standard Java java.util.logging package and follows the same principles:

- There is one instance of LogManager by application that manages the hierarchy of loggers.
- Find or create Logger objects using the method Logger.getLogger(String). If a logger has already been created with the same name, this logger is returned, otherwise a new logger is created.
- Each Logger created with this method is registered in the LogManager and can be retrieved using its String ID.
- A minimum level can be set to a Logger so that only messages that have at least this level are logged. The class java.util.logging.Level lists the available standard levels.
- The Logger API provides multiple methods for logging:
  - log(...) methods that send a LogRecord to the registered Handler instances. The LogRecord object wraps the String message and the log level.
  - Log level-specific methods, like severe(String msg), that call the aforementioned log(...) method with the correct level.
- The library defines a default Handler implementation, called DefaultHandler, that prints the message of the LogRecord on the standard error output stream. It also prints the stack trace of the Throwable associated with the LogRecord if there is one.

Here is a short example of how to use this library to log the entry/exit of the switchState() method:

1. Add the following dependency to the module.ivy:

<dependency org="ej.library.eclasspath" name="logging" rev="1.1.0"/>

2. Call the logging API to log some info text:

```
public static void switchState(ApplicationState newState) {
    previousState = currentState;
    currentState = newState;
```

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This produces the following output:

```
main INFO: The application state has changed from UNINSTALLED to INSTALLED.
```

**Note:** Unlike the two other libraries discussed here, the Logging library is entirely based on Strings (log IDs and messages). String operations can lead to performance issues and String objects use significant ROM space. When possible, prefer using a logging solution that uses primitive types over Strings.

## 7.9.7 Remove Logging Related Code

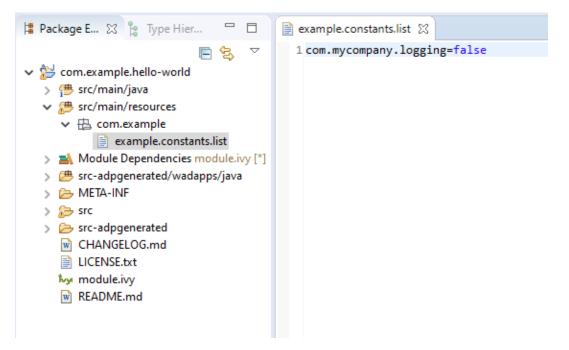
This section describes some techniques to remove logging related code, which saves memory footprint when logging is disabled at runtime. This is typically useful when building two Firmware flavors: one for production and one for debug.

#### Wrap with a Constant If Statement

A boolean *constant* declared in an *if* statement can be used to fully remove portions of code. When this boolean constant is detected to be *false*, the wrapped code becomes unreachable and is not embedded.

Note: More information about the usage of constants and if code removal can be found in the *Classpath* section.

 Let's consider a constant com.mycompany.logging declared as false in a resource file named example. constants.list.



2. Wrap the log code by an *if* statement, as follows:

When using the Trace API (ej.api.trace), you can use the Tracer.TRACE\_ENABLED\_CONSTANT\_PROPERTY constant that represents the value of the core.trace.enabled option.

Follow the same principle as before:

```
private static final int EVENT_ID = 0;
public static void switchState(ApplicationState newState) {
    if (Constants.getBoolean(Tracer.TRACE_ENABLED_CONSTANT_PROPERTY)) {
        tracer.recordEvent(EVENT_ID);
    }
    previousState = currentState;
    currentState = newState;
    if (Constants.getBoolean(Tracer.TRACE_ENABLED_CONSTANT_PROPERTY)) {
        tracer.recordEventEnd(EVENT_ID);
    }
}
```

#### Shrink Code Using ProGuard

ProGuard is a tool that shrinks, optimizes, and obfuscates Java code.

It optimizes bytecode as well as it detects and removes unused instructions. Therefore it can be used to remove log messages in a production binary.

A dedicated How-To is available at https://github.com/MicroEJ/How-To/tree/master/Proguard-Get-Started. It describes how to configure ProGuard to remove elements of code from the Logging library.

# 7.10 Run a Test Suite on a Device

This tutorial describes all the steps to configure and run a *Platform Test Suite* on a device using the Platform Qualification Tools.

In this tutorial, the target device is the Espressif ESP32-WROVER-KIT V4.1 board and the Filesystem Test Suite for FS module will be used as an example.

The tutorial should take 1 hour to complete (excluding the Platform Getting Started setup).

## 7.10.1 Intended Audience and Scope

The audience for this document is software engineers who want to validate an Abstraction Layer implementation or understand how to automatically run a MicroEJ Test Suite on their device.

The following topics are out of the scope of this tutorial:

- How to write test cases and package a Test Suite module. See *Test Suite with JUnit* for this topic.
- How to create a new Foundation Library. See the Foundation Library Getting Started to learn more about creating custom Foundation Library.

## 7.10.2 Prerequisites

This tutorial assumes the following:

- Good knowledge of the *MicroEJ Glossary*.
- Tutorial Understand how to build a MicroEJ Firmware and its dependencies has been followed.
- MicroEJ SDK distribution 20.07 or more (see SDK Version).
- The WROVER Platform has been properly setup (i.e., it can be used to generate a MicroEJ Mono-Sandbox Firmware).

The explanation can be adapted to run the test suite on any other MicroEJ Platform providing:

- An implementation of *LLFS: File System* version 1.0.2 in com.microej.pack#fs-4.0.3.
- A partial or full BSP Connection.

**Note:** This tutorial can also be adapted to run other test suites in addition to the Filesystem Test Suite presented here.

## 7.10.3 Introduction

This tutorial presents a local setup of the *Platform Test Suite* for the *FS* Foundation Library on a concrete device (not on Simulator).

In essence, a Foundation Library provides an API to be used by a MicroEJ Application or an Add-on Library.



Fig. 1: MicroEJ Foundation Libraries, Add-On Libraries and MicroEJ Application

For example, the Java file system API java.io.File is provided by the MicroEJ Foundation Library named FS. The Abstraction Layer of each Foundation API must be implemented in C in the Board Support Package. The Test Suite is used to validate the C code implementation of the Abstraction Layer.

## 7.10.4 Import the Test Suite

Follow these steps to import the Filesystem Test Suite into the workspace from the Platform Qualification Tools:

- Clone or download the Platform Qualitification Tools project 2.3.0.
- Select File > Import... .
- Select Existing Projects into Workspace .
- Set Select the root directory to the directory tests/fs in the Platform Qualification Tools fetched in the previous step.
- Ensure Copy projects into workspace is checked.
- Click on Finish .

The project java-testsuite-fs should now be available in the workspace.

## 7.10.5 Configure the Test Suite

#### **Select the Test Suite Version**

For a given Foundation Library version, a specific Test Suite version should be used to validate the Abstraction Layer implementation. Please refer to *Test Suite Versioning* to determine the correct Test Suite version to use.

On the WROVER Platform, the FS Test Suite version to use is specified in {PLATFORM}-configuration/testsuites/ fs/README.md. The Test Suite version must be set in the module.ivy of the java-testsuite-fs project (e.g. java-testsuite-fs/module.ivy). For example:

<dependency org="com.microej.pack.fs" name="fs-testsuite" rev="3.0.3"/>

#### **Configure the Platform BSP Connection**

Several properties must be defined depending on the type of BSP Connection used by the MicroEJ Platform.

For a MicroEJ Application, these properties are set using the launcher of the application. For a Test Suite, the properties are defined in a file named config.properties in the root folder of the Test Suite. For example, see this example of config.properties file.

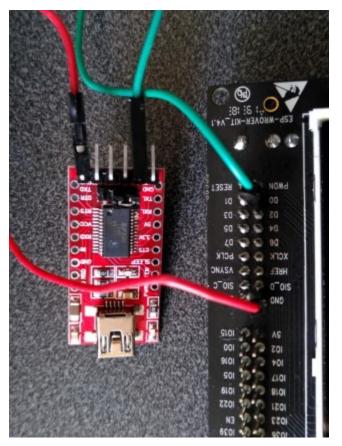
See *BSP Connection* for an explanation of the properties. See the comments in the file for a details description of each properties. The microej.testsuite.properties.deploy.\* and target.platform.dir properties are required.

#### **Configure Execution Trace Redirection**

When the Test Suite is executed, the Test Suite Engine must read the trace to determine the result of the execution. To do that, we will use the *Serial to Socket Transmitter* tool to redirect the execution traces dumped to a COM port.

The WROVER platform used in this tutorial is particular because the UART port is already used to flash the device. Thus, a separate UART port must be used for the trace output.

This platform defines the option microej.testsuite.properties.debug.traces.uart to redirect traces from standard input to UART.



See the Testsuite Configuration section of the WROVER Platform documentation for more details.

#### **Start Serial To Socket**

The Serial to Socket Transmitter tool can be configured to listen on a particular COM port and redirect the output on a local socket. The properties microej.testsuite.properties.testsuite.trace.ip and microej.testsuite.properties.testsuite.trace.ip and microej.testsuite.

Follow these steps to create a launcher for Serial To Socket Transmitter:

- Select Run > Run Configurations... .
- Right-click on MicroEJ Tool > New .
- In the Execution tab:
  - Set Name to Serial To Socket Transmitter.
  - Select a MicroEJ Platform available in the workspace in Target > Platform .
  - Select Serial To Socket Transmitter in Execution > Settings .
  - Set the Output folder to the workspace.
- In the Configuration tab:
  - Set the correct COM port and baudrate for the device in Serial Options .
  - Set a valid port number in Server Options > Port . This port is the same as the one set in config. properties as microej.testsuite.properties.testsuite.trace.port.

#### **Configure the Test Suite Specific Options**

Depending on the Test Suite and the specificities of the device, various properties may be required and adjusted. See the file validation/microej-testsuite-common.properties (for example https://github.com/MicroEJ/PlatformQualificationTools/blob/2.3.0/tests/fs/java/java-testsuite-fs/validation/ microej-testsuite-common.properties) and the README of the Test Suite for a description of each property.

On the WROVER Platform, the configuration files config.properties and microej-testsuite-common. properties are provided in {PLATFORM}-configuration/testsuites/fs/.

In config.properties, the property target.platform.dir must be set to the absolute path to the platform. For example C:/P0065\_ESP32-WROVER-Platform/ESP32-WROVER-Xtensa-FreeRTOS-platform/source.

## 7.10.6 Run the Test Suite

To run the Test Suite, right click on the Test Suite module and select Build Module.

## 7.10.7 Configure the Tests to Run

It is possible to exclude some tests from being executed by the Test Suite Engine.

To speed-up the execution, let's configure it to run only a small set of tests. In the following example, only the classes that match TestFilePermission are executed. This configuration goes into the file config.properties in the folder of the test suite.

```
# Comma separated list of patterns of files that must be included
# test.run.includes.pattern=**/Test*.class
test.run.includes.pattern=**/TestFilePermission*.class
# Comma separated list of patterns of files that must be excluded (defaults to inner classes)
test.run.excludes.pattern=**/*$*.class
```

Several reasons might explain why to exclude some tests:

- **Iterative development**. Test only the Abstraction Layer that is currently being developed. The full Test Suite must still be executed to validate the complete implementation.
- Known bugs in the Foundation Library. The latest version of the Test Suite for a given Foundation Library might contain regression tests or tests for new features. If the MicroEJ Platform doesn't use the latest Foundation Library, then it can be necessary to exclude the new tests.
- Known bugs in the Foundation Library implementation. The project might have specific requirements that prevent a fully compliant implementation of the Foundation Library.

## 7.10.8 Examine the Test Suite Report

Testsuite Results:

Once the Test Suite is completed, open the HTML *Test Suite Report* stored in java-testsuite-fs/target~/test/ html/test/junit-noframes.html.

At the beginning of the file, a summary is displayed. Below, all execution traces for each test executed are available.

If necessary, the binaries produced and ran on the device by the Test Suite Engine are available in target~/test/ xml/<TIMESTAMP>/bin/<FULLY-QUALIFIED-CLASSNAME>/application.out.

The following image shows the test suite report fully passed:

Tests	Failures	Errors	Ignored	Tried Again			Success	s rate				Time	
	0	0	0	0	100.00	%				26	83.271		
	Assertions		Failures	Success					Succe	ess Rate			
3310 <b>0</b> 3310 <b>100.00%</b>													
te: failures are antic	cipated and checked for with assert	ions while errors are unantic	cipated.										
e: <i>ignored</i> tests are	e executed but not counted on the s	success rate.											
e: tried again tests	are executed but not counted on th	ne success rate.											
kanaa													
-	cs are not computed recursively, the	ey only sum up all of its tests	suites numbers.										
-	cs are not computed recursively, the	ey only sum up all of its tests	suites numbers.			Tests	Errors	Failures	lgnored	Tried	Time(s)	Time Stamp	
e: package statistic		ey only sum up all of its tests						Failures	Ignored	Tried Again			
e: package statistic n.microej.fs.test		ay only sum up all of its test				Tests	0	0	0	Again 0	132.951	159922536003	
e: package statistic n.microej.fs.test n.microej.fs.test	.a .a.constructors	ay only sum up all of its tests					0	0	0 0	Again 0 0	132.951 254.649	159922536003 159922549304	1
e: package statistic n.microej.fs.test n.microej.fs.test	s.constructors	ey only sum up all of its test				2 4	0 0 0	0 0 0	0 0 0	<b>Again</b> 0 0 0	132.951	159922536003	1
e: package statistic n.microej.fs.test n.microej.fs.test n.microej.fs.test n.microej.fs.test	a s.constructors s.fields s.integration	ay only sum up all of its test				2 4	0 0 0 0 0	0 0 0 0 0 0	0 0 0 0	Again 0 0 0 0	132.951 254.649 129.236 62.722	159922536003 159922549304 159922574772	1
ckages ble: package statistic m.microej.fs.test m.microej.fs.test m.microej.fs.test m.microej.fs.test	s s.constructors is.fields s.integration is.methods	ey only sum up all of its tests				2 4 2 1	0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0	Again 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	132.951 254.649 129.236 62.722	159922536003 159922549304 159922574772 159922587696	1

# 7.11 Implement a Blocking Java Native Method with SNI

This tutorial describes the good practices to follow when implementing a blocking native method in C. A native method is a method declared in Java with the **native** keyword and implemented in C using the *Simple Native Interface (SNI)*.

## 7.11.1 Intended Audience

The audience for this document is Platform developers who want to implement Abstraction Layer interfaces.

## 7.11.2 Prerequisites

The following document assumes the reader already has a setup ready to run a MicroEJ Standalone Application on a target device.

The following document also assumes the reader is familiar with the *Simple Native Interface (SNI)* mechanism. If not, the CallingCFromJava GitHub example shows the minimum steps required to create a Java program that makes a call to a C function via SNI.

## 7.11.3 Overview

The MicroEJ Core Engine implements a green thread architecture with all the Java threads executed within one single RTOS/OS task. Thus, it embeds its own scheduler that controls the execution of the Java threads. With such an architecture, the MicroEJ Core Engine cannot preempt a Java thread that executes a native method. Therefore a blocking native method will prevent the execution of other Java threads. To mitigate the contention, a native method must explicitly yield its current use of the processor.

This tutorial will explain how to use SNI to implement a blocking Java native method without blocking the execution of other Java threads.

## 7.11.4 Requirements

A MicroEJ Platform with (at least):

- EDC-1.3.
- SNI-1.4.

## 7.11.5 Example Code

Let's start with a MicroEJ Standalone Application that calls a blocking Java method implemented in C.

The following example waits for a button event and prints the index of the pressed button.

The MicroEJ Application code:

```
package example;
public class NativeCCallExample {
    public static void main(String[] args) {
        while (true) {
            System.out.println("Waiting for a button event...");
            int buttonIndex = waitButton();
            System.out.println("Button pressed: " + buttonIndex);
        }
    }
    public static native int waitButton();
    }
```

The C implementation of the waitButton() native has been written in pseudo-code. It should be adapted according to the BSP of the target board.

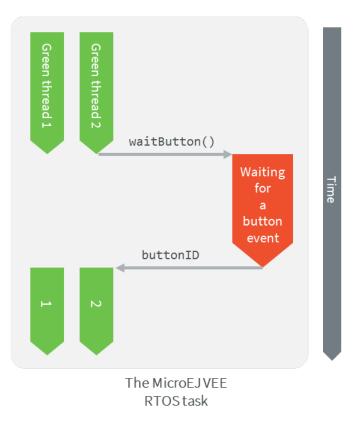
```
#include "semaphore.h"
#include "sni.h"
static int pressed_button_index;
static Semaphore button_semaphore;
void button_init(){
    button_semaphore = SemaphoreCreateBinary();
}
jint Java_example_NativeCCallExample_waitButton(){
    // Wait for a button event
    semaphoreTake(button_semaphore);
    return pressed_button_index;
}
/** Interrupt request handler called when a button is pressed. */
int buttonIRQ(int button_index){
    pressed_button_index = button_index;
    semaphoreGiveFromISR(button_semaphore);
}
```

## **Application Behavior**

In this example, the execution of the waitButton() native method will block until a button is pressed. In other words, while Java\_example\_NativeCCallExample\_waitButton() has not returned, no other Java thread can be scheduled.

This is because the native function is called in the same RTOS/OS task as the Java application.

This schematic explains what is going on:



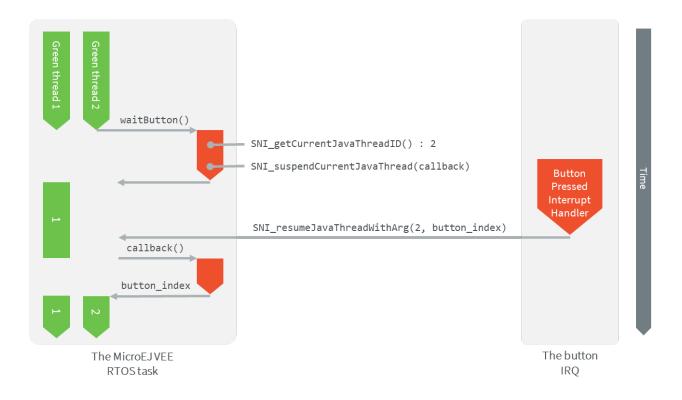
## 7.11.6 Implement a Non-Blocking Method

This section will explain how to update the example code to make a non-blocking method.

Here is a summary of what will be done in C:

- Signal the MicroEJ Core Engine to suspend the current thread when the native function returns.
- Remove the blocking operations from the native function so that it returns immediately.
- Implement a callback function that returns the index of the pressed button.
- Register this callback function in the MicroEJ Core Engine to call it when the Java thread is resumed.
- Resume the Java thread when a button is pressed.

This schematic summarizes the steps described above:



#### **Update the C Native Function Implementation**

#### Step 1: Update the C Native Function

The Java\_example\_NativeCCallExample\_waitButton() function will now suspend the current Java thread. It will also store the information required to resume it and return the index of the pressed button.

The SNI functions used in this example are defined in sni.h. See this header file for a more detailed description of the API.

• Store the ID of the Java thread that called the function. This ID should be stored in a global variable. It is used to resume the Java thread when a button is pressed.

java\_thread\_id = SNI\_getCurrentJavaThreadID();

• Signal the MicroEJ Core Engine to suspend the current Java thread and specify the callback function to be called when the thread is resumed. Let's call the callback function waitButton\_callback().

SNI\_suspendCurrentJavaThreadWithCallback(0, (SNI\_callback\*)waitButton\_callback, NULL);

The function SNI\_suspendCurrentJavaThreadWithCallback() returns immediately. The current thread is actually suspended when the native function returns.

The value returned by the Java\_example\_NativeCCallExample\_waitButton() doesn't matter anymore. The call-back function will be in charge of returning the value.

The updated Java\_example\_NativeCCallExample\_waitButton() function should look like this:

static int32\_t java\_thread\_id;

jint Java\_example\_NativeCCallExample\_waitButton(){

(continues on next page)

(continued from previous page)

```
java_thread_id = SNI_getCurrentJavaThreadID();
SNI_suspendCurrentJavaThreadWithCallback(0, (SNI_callback*)waitButton_callback, NULL);
return SNI_IGNORED_RETURNED_VALUE; // Returned value not used
}
```

#### **Step 2: Update the Button Interrupt Function**

The role of the button interrupt is now to resume the Java thread when a button event occurs. Update it this way:

```
int buttonIRQ(int button_index){
    SNI_resumeJavaThreadWithArg(java_thread_id, button_index);
}
```

The button's index is passed to the function SNI\_resumeJavaThreadWithArg() so that the callback retrieves it when the thread is resumed.

#### Step 3: Implement the Callback Function

The callback function must have the same signature as the SNI native (same parameters and return type): jint waitButton\_callback().

The callback function is automatically called by the Java thread when it is resumed. Use the SNI\_getCallbackArgs() function to retrieve the arguments that was previously given to the SNI\_suspendCurrentJavaThreadWithCallback() or SNI\_resumeJavaThreadWithArg() functions.

```
jint waitButton_callback()
{
    int button_index;
    SNI_getCallbackArgs(NULL, (void*)&button_index);
    return (jint)button_index; // Actual value returned to Java
}
```

#### **Application Behavior**

In this configuration, calling the native method waitButton() will still return only when a button is pressed, but it will not prevent other Java threads from being scheduled.

## 7.12 Get Started With GUI

#### 7.12.1 Setup your Environment

#### Prerequisites

The MICROEJ SDK must be installed. Please check the MICROEJ SDK requirements.

#### **Download and Install**

- 1. Download the installer package corresponding to your host computer OS: Download MicroEJ SDK.
- 2. Unzip the downloaded installer package if needed and execute the installer.

#### Start the IDE for the First Time

1. Start MICROEJ SDK and select a workspace.

Note: If you are not familiar with Eclipse workspaces, select the default and press OK.

2. Select the MICROEJ repository.

Note: If you are not familiar with MICROEJ repositories, select the default and press OK.

#### **Prepare Platform Sources**

- 1. Download and unzip the platform sources for STM32F7508-DK by clicking on Download > Download ZIP : Go to the Github repository.
- 2. Follow the README to import the platform sources, activate your license and build your platform, in the Platform Setup section.
- 3. Once all the steps of the platform setup are done, a new Java project can be created.

#### **Create a New Project**

Go to File > New > Standalone Application Project :

😜 New Standa				×				
Create a Standalone Application Project								
Enter a project	name and configure your Standalone Application.			T				
Project:								
Project name :	HelloWorld							
Application:								
Publication :								
Organization :	com.mycompany							
Module :	HelloWorld							
Revision :	0.1.0							
?	<u> </u>	h		Cance	1			

The project structure should look like this:

✓ 2 HelloWorld
✓ ∰ src/main/java
🗸 🌐 com.mycompany
> 🚺 Main.java
# src/main/resources
> 🛋 Module Dependencies module.ivy [*]
> 🗁 build
> 📂 src
CHANGELOG.md
LICENSE.txt
May module.ivy

README.md

### Featured Project: Widget Demo

You can have a look at the widget demo project, which contains multiple samples of widgets and usage.

• Widget Demo GitHub Repository

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MICROEJ.	ltem 14
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## 7.12.2 Starting MicroUI

- 1. To get started, first we need to add MicroUI, a Foundation Library that provides an abstraction layer to access the low-level UI inputs and outputs.
- 2. Look for module.ivy, and replace dependencies with the following:

```
<dependencies>
    <dependency org="ej.api" name="microui" rev="3.0.3"/>
</dependencies>
```

**Note:** There's no need to add EDC as a dependency. It will be automatically resolved with the correct version (as a dependency of the MicroUI library).

3. This call initializes the MicroUI framework and starts the UI Thread, which manages the user input and display events.

```
public static void main(String[] args) {
    MicroUI.start();
```

```
}
```

**Note:** MicroUI has to be started before any UI operations.

4. To run your code on the Simulator, left click on the Project Go To Run > Run As > MicroEJ Application .

Note: If you have several platforms you will be asked which to use.



#### Widgets

- 1. The widget library provides a collection of common widgets and containers. It is based on MWT, a base library that defines core type graphical elements for designing rich graphical user interface embedded applications.
- 2. Look for module.ivy, and replace dependencies with the following:

```
<dependencies>
    <dependency org="ej.library.ui" name="widget" rev="4.0.0" />
</dependencies>
```

**Note:** There's no need to add MWT or MicroUI, as both are dependencies of the Widget library. They will be automatically resolved with the correct version.

#### **Desktop Usage**

- 1. A desktop is the top-level object that can be displayed on a Display. It may contain a widget, and at most one desktop is shown on a Display at any given time.
- 2. Desktop automatically triggers the layout and rendering phases for itself and its children.

```
public static void main(String[] args) {
    MicroUI.start();
    Desktop desktop = new Desktop();
    desktop.requestShow();
}
```

## **Displaying a Label**

1. To add a label, just instantiate a Label object and add it to the desktop as the root widget.

```
public static void main(String[] args) {
    MicroUI.start();
    Desktop desktop = new Desktop();
    Label label = new Label("Hello World");
    desktop.setWidget(label);
    desktop.requestShow();
}
```

2. To run the code go to the **Main.java** file and right click it, hover over **Run As** and select MicroEJ Application .

-	-	ig_started_test - Helloworld/src/n Source Refactor Navigate S			mpany/Main.java - Microej⊚ SDK ) Window Help
		-			• 29 9 19 10 11 199 1 1 19 1 10 1 10 10 10 10 10 10 10 10 10 10 10
		Explorer 🛛 🍃 Type Hierarchy			
<b>∨</b> ¦≓∣	امالم	Modd			2⊕ * Java.
× 8		New	>	L .	5 package com.mycompany;
`		Go Into			7⊖ import ej.microui.MicroUI;
		Open in New Window			8 import ej.mwt.Desktop; 9 import ej.widget.basic.Label;
> 1		Open Type Hierarchy	F4		<pre>9 import ej.widget.basic.Label; 10</pre>
> 🛛		Show In	Alt+Shift+W >		11⊖ /** 12 * Generated by the build-firmware- <u>singleapp</u> -skeleton.
> 2		Сору	Alt+W	1	13 * Please keep it in sync with the property 'application.main
[	-	Copy Qualified Name			14 */ 15 public class Main {
		Paste	Ctrl+Y		16
t,	×	Delete	Delete		17⊖ /** 18 * Simple main.
ا : 云 د		Build Path	>		19 *
		Source	Alt+Shift+S >		20 * @param args 21 * command line arguments.
> 🔁 :		Refactor	Alt+Shift+T >		22 */
> 😕					<pre>23⊕ public static void main(String[] args) { 24 MicroUI.start();</pre>
	è	Import			<pre>25 Desktop desktop = new Desktop();</pre>
		Export			26 27 Label label = new Label("Hello World");
	S	Refresh	F5		<pre>28 desktop.setWidget(label);</pre>
		Close Project			<pre>29 30 desktop.requestShow();</pre>
		Close Unrelated Projects			31 }
		Assign Working Sets			32 }
	0	Run As	>		1 Java Application Alt+Shift+X, J
	蓉	Debug As	>	J	2 MicroEJ Application Alt+Shift+X, M
		Profile As	>		Run Configurations
	Q	Build Module			
		Restore from Local History			
	œ	JAutodoc	>		
		Checkstyle	>		
	P	PMD	>		
		Heap Analyzer	>		
	hy	lvy	>		<
		Team	>		📃 Console 🕴 🌑 Problems
		Compare With	>	1	<terminated> HelloWorld Main_ [MicroEJ Application] C:\Program Files\Java\jre1.8.0_19</terminated>
	-	Configure	>		======================================
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		Validate			======================================
		Properties	Alt+Enter		

ui3\_getting\_started\_test - HelloWorld/src/main/java/com/mycompany/Main.java - MicroEJ® SDK

E STM32F7508DK - VirtualDevice-0223c8821966	—		×
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MB11918 Hello World			
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## 7.12.3 Basic Drawing on Screen

- We have seen a basic use of the MWT and widgets libraries. Before going further let's see how to write directly on a display using both Displayable and GraphicsContext classes.
- A Displayable represents what can be shown on a screen, a GraphicsContext provides access to a modifiable (readable and writable) pixel buffer to be associated with an Image or a Displayable.
- It is then possible to have access to a drawable interface that represents a pixelated version of the Display.

```
public static void main(String[] args){
   MicroUI.start();
   Displayable myDisplayable = new Displayable() {
     @Override
     protected void render(GraphicsContext g) {
        // Draws a yellow line.
        g.setColor(Colors.YELLOW);
        Painter.drawLine(g, 0, 0, 100, 50);
      }
     @Override
     public boolean handleEvent(int event) {
        return false;
     }
   };
   Display.getDisplay().requestShow(myDisplayable);
}
```

- STM32F7508DK VirtualDevice-0223c8821966 C X
- This draws a line from the coordinates of the display (0,0) to (100,50).

### **Drawing Basic Shapes**

- The Painter class contains several primitives to draw geometric objects.
- The code below draws each component with the selected color (yellow, purple, green).
- The drawLine() method uses the starting and finishing point with x and y coordinates.
- Fill rectangle and ellipse methods use x and y coordinates and also width and height.
- Draw circle uses x and y and a diameter.

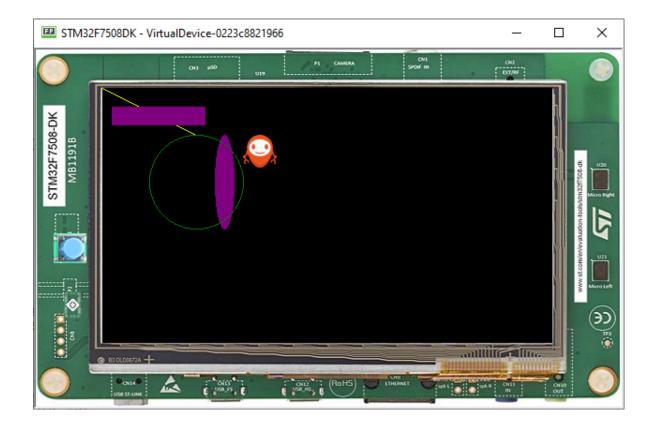
```
g.setColor(Colors.YELLOW);
Painter.drawLine(g, 0, 0, 100, 50);
g.setColor(Colors.PURPLE);
Painter.fillRectangle(g, 10, 20, 100, 20);
Painter.fillEllipse(g, 120, 50, 20, 100);
g.setColor(Colors.GREEN);
Painter.drawCircle(g, 50, 50, 100);
```

E STM32F7508DK - VirtualDevice-0223c8821966	_		×
	042 647/16		
STM32F 7508-DK MB1191B			
		Child	

### **Drawing Images**

• The Painter class contains several primitives to draw images.

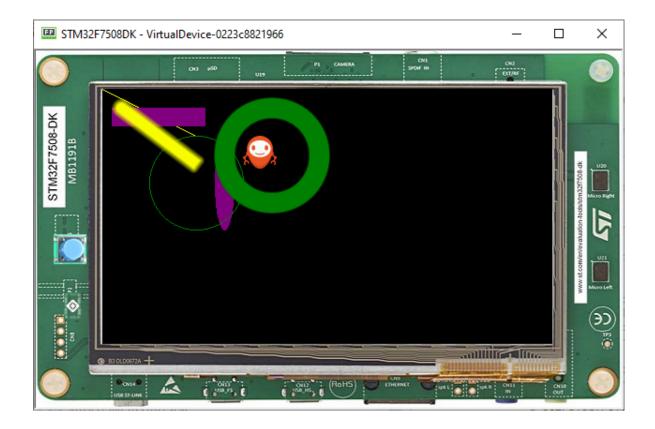
```
Image image = Image.getImage("/images/microej_logo.png");
// Draws the image at x,y coordinates (150, 50).
Painter.drawImage(g, image, 150, 50);
```



#### **Drawing Thick Shapes**

- The ShapePainter class offers a set of primitives to render thick shapes with or without anti-aliasing.
- The code below shows how to draw a thick faded line.

```
// Draws a thick yellow line.
g.setColor(Colors.YELLOW);
ShapePainter.drawThickFadedLine(g, 20, 20, 100, 80, 10, 6, Cap.ROUNDED, Cap.PERPENDICULAR);
// Draws a thick green circle.
g.setColor(Colors.GREEN);
ShapePainter.drawThickFadedCircle(g, 130, 20, 100, 20, 2);
```



# 7.12.4 Animation

Animations can be used to make the GUI more appealing and more lively.

MWT provides a framework to create fluid animations. The principle is as follow:

- make a step of all the running animations (with a probable new rendering of some widgets),
- wait for the display to be flushed,
- do it again.

The goals are:

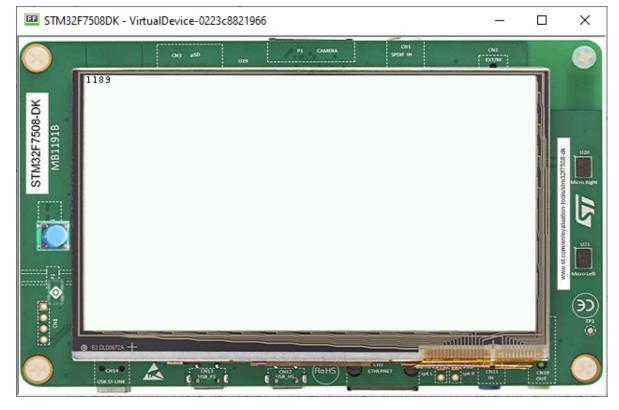
- doing animations as fast as possible (considering the complexity of the drawings and the hardware capabilities),
- synchronizing all the running animations and avoiding glitches.

### Usage

- An animation can be created by implemeting Animation interface and its tick() method.
- The tick() method is called for each step of the animation.
- Every time the method is called, the widget should be re-rendered.
- The animation can be stopped by returning false.

```
Animation labelAnimation = new Animation() {
    int tick = 0;
    @Override
    public boolean tick(long currentTimeMillis) {
        label.setText(Integer.toString(tick++));
        label.requestRender();
        return true;
     }
};
Animator animator = new Animator();
animator.startAnimation(labelAnimation);
```

• The code above updates the label text everytime it is called:



• The final code looks like this:

```
public static void main(String[] args) {
    MicroUI.start();
    Desktop desktop = new Desktop();
    final Label label = new Label("hello");
    Flow flow = new Flow(LayoutOrientation.VERTICAL);
    flow.addChild(label);
    Animation labelAnimation = new Animation() {
        int tick = 0;
    }
}
```

(continued from previous page)

```
@Override
public boolean tick(long currentTimeMillis) {
    label.setText(Integer.toString(this.tick++));
    label.requestRender();
    return true;
    }
};
Animator animator = new Animator();
animator.startAnimation(labelAnimation);
desktop.setWidget(flow);
desktop.requestShow();
}
```

### 7.12.5 Creating Widgets

- To create a widget, we need to create a class that extends the Widget superclass.
- In this example, we are going to create a simple progress bar.
- So create a MyProgressBarWidget class extending Widget.

**Note:** The computeContentOptimalSize() and renderContent() methods must be overridden:

```
public class MyProgressBarWidget extends Widget {
  @Override
  protected void computeContentOptimalSize(Size size) {
     // TODO Auto-generated method stub
  }
  @Override
  protected void renderContent(GraphicsContext g, int contentWidth, int contentHeight) {
     // TODO Auto-generated method stub
  }
}
```

#### Setting Up

• Let's use a progress bar with a fixed size:

```
protected void computeContentOptimalSize(Size size) {
   size.setSize(200,50);
}
```

• Then, let's create the progress bar, first, it is important to add a progress value:

private float progressValue;

• Now, let's render the progress bar:

```
protected void renderContent(GraphicsContext g, int contentWidth, int contentHeight) {
    // Draws the remaining bar: a 1 px thick grey line, with 1px of fading.
```

```
(continued from previous page)
```

```
g.setColor(Colors.SILVER);
int halfHeight = contentHeight / 2;
ShapePainter.drawThickFadedLine(g, 0, halfHeight, contentWidth, halfHeight, 1, 1, Cap.ROUNDED,_
→Cap.ROUNDED);
// Draws the progress bar: a 3 px thick blue line, with 1px of fading.
g.setColor(Colors.NAVY);
int barWidth = (int) (contentWidth * this.progressValue);
ShapePainter.drawThickFadedLine(g, 0, halfHeight, barWidth, halfHeight, 3, 1, Cap.ROUNDED, Cap.
→ROUNDED);
}
```

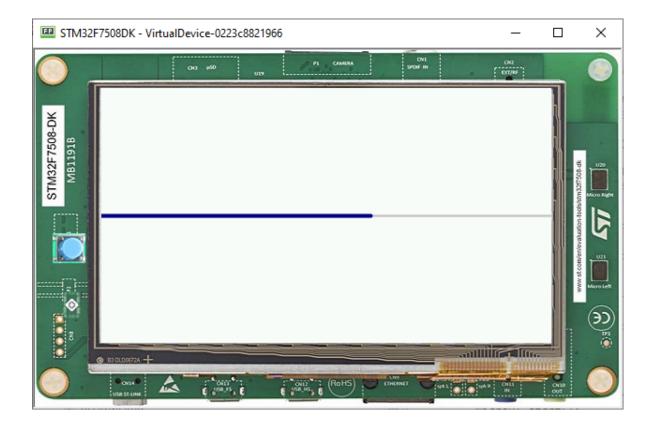
• Finally, let's create a method to set the progress on the progress bar:

```
public void setProgress(float progress) {
    this.progressValue = progress;
}
```

#### **Using with Animator**

• Using the code made in the previous Animation tutorial, doing the modifications below, it is now possible to see the progress bar animated:

```
public static void main(String[] args) {
   MicroUI.start();
   Desktop desktop = new Desktop();
   final MyProgressBarWidget progressBar = new MyProgressBarWidget();
   Flow flow = new Flow(LayoutOrientation.VERTICAL);
   flow.addChild(progressBar);
   Animation progressBarAnimation = new Animation() {
      float progress;
     @Override
      public boolean tick(long currentTimeMillis) {
         this.progress += 0.001f;
         progressBar.setProgress(this.progress);
         progressBar.requestRender();
         return true;
     }
  };
   Animator animator = desktop.getAnimator();
   animator.startAnimation(progressBarAnimation);
   desktop.setWidget(flow);
   desktop.requestShow();
}
```



# 7.12.6 Using Layouts

The lay out process determines the position and size of the widgets. It depends on:

- The layout of the containers: how the children are arranged within the containers.
- The widgets content size: the size needed by the widgets for optimal display.

This process is started automatically when the desktop is shown. It can also be triggered programmatically.

### **Using a Flow Layout**

The flow layout lays out any number of children horizontally or vertically, using multiple rows if necessary depending on the size of each child widget.





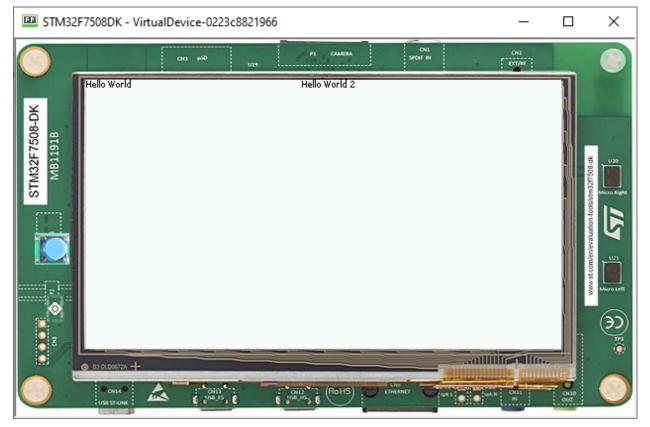
Creating a flow layout:

• First, instantiate a Flow container, then add two Label objets to this container.

• Finally, add the Flow container to the Desktop.

```
public static void main(String[] args) {
    MicroUI.start();
    Desktop desktop = new Desktop();
    Label label = new Label("Hello World");
    Label secondLabel = new Label("Hello World 2");
    Flow flowContainer = new Flow(LayoutOrientation.HORIZONTAL);
    flowContainer.addChild(label);
    flowContainer.addChild(secondLabel);
    desktop.setWidget(flowContainer);
    desktop.requestShow();
}
```

Both of the labels will share the screen:



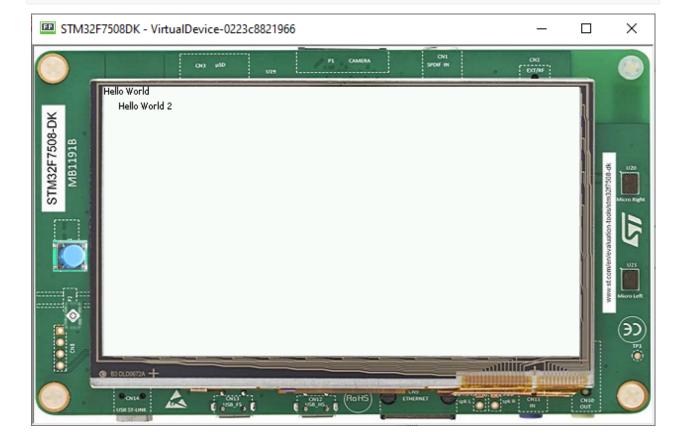
### **Using a Canvas**

A canvas lays out any number of children freely.

To add a widget to a Canvas, specify its position and size.

**Note:** Using Widget.NO\_CONSTRAINT sets the width and height to the optimal size of the widget.

```
public static void main(String[] args) {
    MicroUI.start();
    Desktop desktop = new Desktop();
    Label label = new Label("Hello World");
    Label label2 = new Label("Hello World 2");
    Canvas canvas = new Canvas();
    canvas.addChild(label, 0, 0, Widget.NO_CONSTRAINT, Widget.NO_CONSTRAINT);
    canvas.addChild(label2, 15, 15, Widget.NO_CONSTRAINT, Widget.NO_CONSTRAINT);
    desktop.setWidget(canvas);
    desktop.requestShow();
}
```



# 7.12.7 Style

Instances of Desktop, Widget, and Container classes are semantic elements of the GUI, describing the structure and meaning of the content.

The Style API (ej.mwt.style) defines style options for widgets, allowing for a clear separation of the core structure (content) and the design aspects (colors, fonts, spacing, background, etc.).

**Note:** Some of the attributes are inspired by CSS, like Background, Border, Color, Dimension, Font, Alignment, Margin/Padding. And the CascadingStylesheet manages the order of the selectors (with their specificity), the cascading, etc.

#### Selectors

Selectors determine the widget(s) to which a style applies. There are three main types of selectors:

- Simple selectors (based on type or class),
- State Selectors (based on state or position),
- Combinators (based on relationships or conditions).

Note: More of this will be presented in the Advanced Styling step.

#### Usage

• With a CascadingStylesheet, we can define a style for all labels using a TypeSelector:

```
CascadingStylesheet stylesheet = new CascadingStylesheet();
EditableStyle style = stylesheet.getSelectorStyle(new TypeSelector(Label.class));
```

 We can now change the style object options. In this sample, we change the base color to red and adding a black rectangular border of 1px thickness.

```
style.setColor(Colors.RED);
style.setBorder(new RectangularBorder(Colors.BLACK, 1));
```

• For these options to take effect, bind the stylesheet to the desktop.

```
desktop.setStylesheet(stylesheet);
```

• The final code looks like this:

```
public static void main(String[] args) {
  MicroUI.start();
   Desktop desktop = new Desktop();
   Label label = new Label("Hello World");
   Label label2 = new Label("Hello World 2");
   Canvas canvas = new Canvas();
   canvas.addChild(label, 0, 0, Widget.NO_CONSTRAINT, Widget.NO_CONSTRAINT);
   canvas.addChild(label2, 0, 15, Widget.NO_CONSTRAINT, Widget.NO_CONSTRAINT);
  CascadingStylesheet stylesheet = new CascadingStylesheet();
  EditableStyle style = stylesheet.getSelectorStyle(new TypeSelector(Label.class));
   style.setColor(Colors.RED);
   style.setBorder(new RectangularBorder(Colors.BLACK, 1));
   desktop.setStylesheet(stylesheet);
   desktop.setWidget(canvas);
   desktop.requestShow();
}
```

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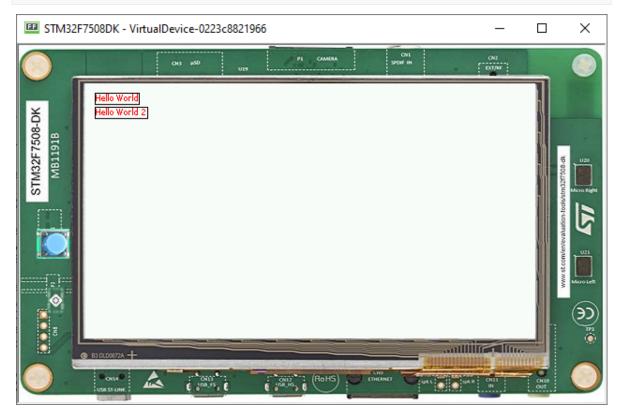
# Padding and Margin

• Using margin and padding is pretty simple. Adding margin is as follows:



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- Setting an oversized margin looks like this:
  - style.setMargin(new UniformOutline(10));



# • Adding padding:

<pre>style.setPadding(new UniformOutline(2));</pre>			
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• Oversizing the padding (the widgets ovelap each other because we use a canvas with fixed positions):

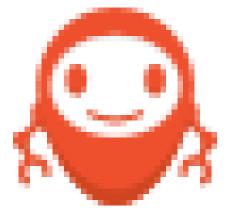
style.setPadding(new UniformOutline(15));

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# 7.12.8 Images

### **Adding Images**

- Create two packages in the Resources folder, one named list and another named images.
- Create an images list file, and add it to the list package (myapp.images.list).
- Save the following image to the images package:



• The structure looks like this:

• Then go to the myapp.images.list and add the image file:

/images/microej\_logo.png:ARGB4444

• The image declaration in the .list file follows this pattern:

path:format

- path is the path to the image file, relative to the resources folder.
- format specifies how the image will be embedded in the application.

Note: The ARGB4444 mode is used here because the image has transparency, more info in the Images section.

#### **Displaying an Image**

• To display this image, first create an instance of the widget ImageWidget, specifying the path to the image in the constructor:

```
ImageWidget image = new ImageWidget("/images/microej_logo.png");
```

• Add the widget to the canvas container by adding this line:

```
canvas.addChild(image, 0, 30, Widget.NO_CONSTRAINT, Widget.NO_CONSTRAINT);
```

• The final code looks like this:

```
public static void main(String[] args) {
   MicroUI.start();
   Desktop desktop = new Desktop();
  Label label = new Label("Hello World");
  Label label2 = new Label("Hello World 2");
   Canvas canvas = new Canvas();
   canvas.addChild(label, 0, 0, Widget.NO_CONSTRAINT, Widget.NO_CONSTRAINT);
   canvas.addChild(label2, 0, 15, Widget.NO_CONSTRAINT, Widget.NO_CONSTRAINT);
   ImageWidget image = new ImageWidget("/images/microej_logo.png");
   canvas.addChild(image, 0, 30, Widget.No_CONSTRAINT, Widget.No_CONSTRAINT);
   CascadingStylesheet css = new CascadingStylesheet();
   EditableStyle style = css.getSelectorStyle(new TypeSelector(Label.class));
   style.setColor(Colors.RED);
   style.setBorder(new RectangularBorder(Colors.BLACK, 1));
   desktop.setStylesheet(css);
   desktop.setWidget(canvas);
   desktop.requestShow();
}
```

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# 7.12.9 Advanced Styling

### **Using Images in Stylesheet**

- Let's add a button to the application, with the MicroEJ logo as background.
- Since this background will apply to a specific button, introduce a new class selector that will select this button.

### **Class Selector**

- Just like a class in CSS, it associates to every element that is from the same class.
- Define a class for the button as follows:

```
private static final int BUTTON = 600;
```

```
• Bind the class BUTTON to the button widget:
```

```
Button button = new Button("Click ME");
button.addClassSelector(BUTTON);
```

• Retrieve the style for this class from the stylesheet and edit the attributes:

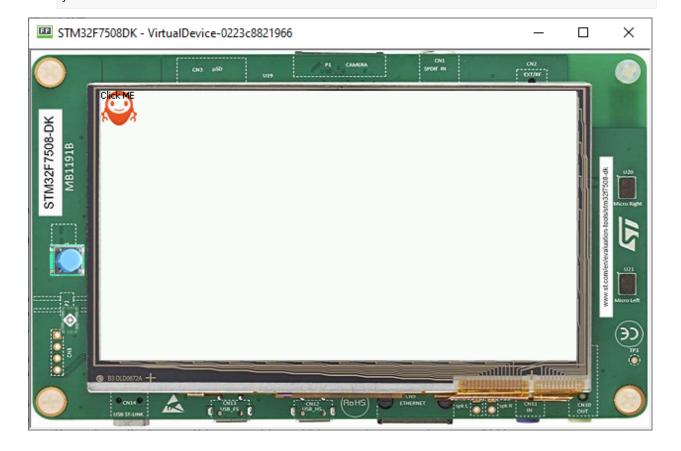
EditableStyle style = css.getSelectorStyle(new ClassSelector(BUTTON));

• Finally, lets add an Image Background to this Button:

```
style.setBackground(new ImageBackground(Image.getImage("/images/microej_logo.png")));
```

• And the result should be as follows:

```
public class Main {
   private static final int BUTTON = 600;
   public static void main(String[] args) {
     MicroUI.start();
     Desktop desktop = new Desktop();
     Button button = new Button("Click ME");
     button.addClassSelector(BUTTON);
     Flow flow = new Flow(LayoutOrientation.VERTICAL);
     flow.addChild(button);
     CascadingStylesheet css = new CascadingStylesheet();
     EditableStyle style = css.getSelectorStyle(new ClassSelector(BUTTON));
      style.setBackground(new ImageBackground(Image.getImage("/images/microej_logo.png")));
     desktop.setStylesheet(css);
     desktop.setWidget(flow);
     desktop.requestShow();
   }
}
```

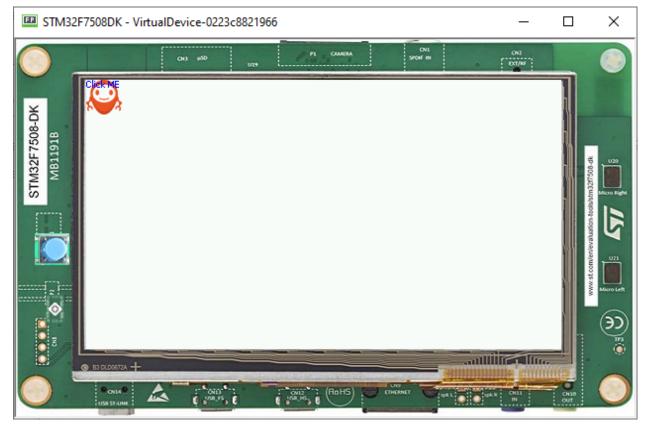


### **Combinator and Conditional Style**

- It is possible to combine two or more selectors using combinators.
- In this example the active state of the button will turn the text blue.

```
CascadingStylesheet css = new CascadingStylesheet();
Selector buttonSelector = new ClassSelector(BUTTON);
EditableStyle style = css.getSelectorStyle(buttonSelector);
style.setBackground(new ImageBackground(Image.getImage("/images/microej_logo.png")));
Selector activeSelector = new StateSelector(Button.ACTIVE);
EditableStyle styleActive = css.getSelectorStyle(new AndCombinator(buttonSelector,_
→activeSelector));
styleActive.setColor(Colors.BLUE);
```

• The class selector for the button has been extracted as a locale to be combined with the button active state selector.



# 7.12.10 Event Handling

MicroUI generates integer-based events that encode the low-level input type and some data. The application can handle these events in the handleEvent method.

### The handleEvent Method

- Every class that extends Widget inherits the handleEvent() method.
- Add custom event handling by overriding the handleEvent() method of a widget.

• As an example, here is the event handling of the Button class:

```
@Override
public boolean handleEvent(int event) {
        int type = Event.getType(event);
        if (type == Pointer.EVENT_TYPE) {
                int action = Pointer.getAction(event);
                if (action == Pointer.PRESSED) {
                        setPressed(true);
                } else if (action == Pointer.RELEASED) {
                        setPressed(false);
                        handleClick();
                        return true;
                }
        } else if (type == DesktopEventGenerator.EVENT_TYPE) {
                int action = DesktopEventGenerator.getAction(event);
                if (action == PointerEventDispatcher.EXITED) {
                        setPressed(false);
                }
        }
        return super.handleEvent(event);
}
```

- It's important to note that only widgets that are "enabled" will receive input events. One can enable a widget by calling setEnabled(true).
- In the Button class, the click triggers an action defined by the registered OnClickListener. The handleClick method is where the listener is called:

```
public void handleClick() {
    OnClickListener listener = this.onClickListener;
    if (listener != null) {
        listener.onClick();
    }
}
```

#### **Using Events with Buttons**

As an example of usage of the Button class we reuse the code created in the previous step, and add a simple action to the button by adding a OnClickListener.

```
button.setOnClickListener(new OnClickListener() {
    @Override
    public void onClick() {
        System.out.println("Clicked!");
    }
});
```

When running the modified sample, this is shown in the console:

(continued from previous page)

Clicked!
Clicked!
Clicked!

## 7.12.11 Fonts

- Fonts are graphical resources that can be accessed with a call to <code>ej.microui.display.Font.getFont()</code>. To be displayed, these fonts have to be converted at build-time from their source format to the display raw format by the font generator tool.
- Fonts, just like images, must be declared in a \*.fonts.list file.

### **Creating a font**

- To create a font, go to the package you want to store your fonts in, usually Resources > fonts .
- Then Right-Click > New > Other > MicroEJ > MicroEJ Font :

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type filter text		
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• Then, type the name of the font:

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MicroEJ Font		
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• Click on Finish , the following window opens:

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Baseline:	10 🜩 Space size:	2					Duplicate
Styles							bapireure
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Italic:	None	~					Deselect all
Underline:	None	$\sim$					Reverse selection
Number of	generated fonts: 1						Preview
Subset Ide	ntifiers						Help
Latin		Add					
	Ad	dd custom					
		Remove					0 character
							U Character

**Note:** It is important to have the font that you want already installed on your system.

• To import characters from a system font, click on Import... and the following opens:

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Import						
Select characters from font or image	files					
Import characters from: • system font • image files • EJF file						
				_		
(?)	< <u>B</u> ack	<u>N</u> ext >	<u>F</u> inish		Cancel	

• Click on Next and then select the font to use as shown below:

<b>Q</b>					_		×
Import characters							
Select characters from a system font							
Font         Bahnschrift Condensed         Bahnschrift Light         Bahnschrift Light SemiCondensed         Bahnschrift SemiBold Condensed         Bahnschrift SemiBold SemiConden         Bahnschrift SemiLight         Bahnschrift SemiLight Condensed         Book Matiqua         Rookman Old Style         Ranges         ● Unicode (by names):         Adlam [0x1E900 -> 0x1E95F]         ○ List:       Update         ○ From file:       Size         Size       Size         Size (pt):       12	0 # <b>\$</b> % &	• ( ) * •	<b>0</b> 0000				
126 characters to load 84 characters cropped 9 characters blank							v
?	[	< <u>B</u> ack	<u>N</u> ext >	<u> </u>		Cancel	

**Note:** If using a latin based alphabet, just leave the settings as they are and click on Finish , don't forget to adjust the height and baseline of the font.

- Click Finish and save the file. The font is imported in the .ejf file.
- Then just add the font to a myapp.fonts.list file in the src/main/resources source folder of your application:

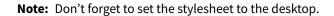
/fonts/NewFont.ejf

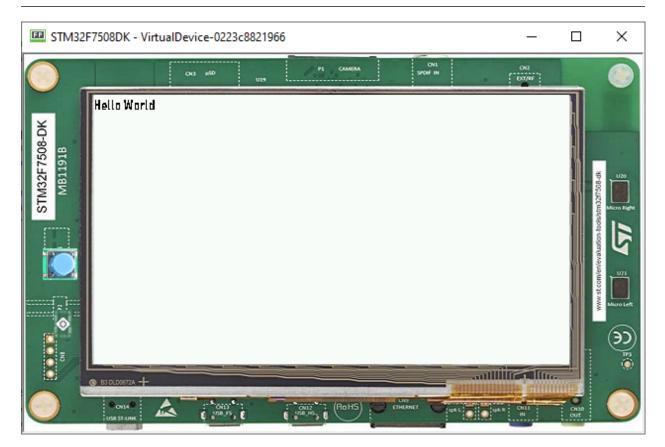
• More info in the *Fonts* section.

#### Adding the Font to a Label

To add the font, choose the font in the StyleSheet:

```
public static void main(String[] args) {
    MicroUI.start();
    Desktop desktop = new Desktop();
    Flow flow = new Flow(LayoutOrientation.VERTICAL);
    Label label = new Label("Hello World");
    Font font = Font.getFont("/fonts/NewFont.ejf");
    CascadingStylesheet css = new CascadingStylesheet();
    EditableStyle style = css.getSelectorStyle(new ClassSelector(BUTTON));
    flow.addChild(label);
    style.setFont(font);
    desktop.setStylesheet(css);
    desktop.requestShow();
}
```





## 7.12.12 Scroll List

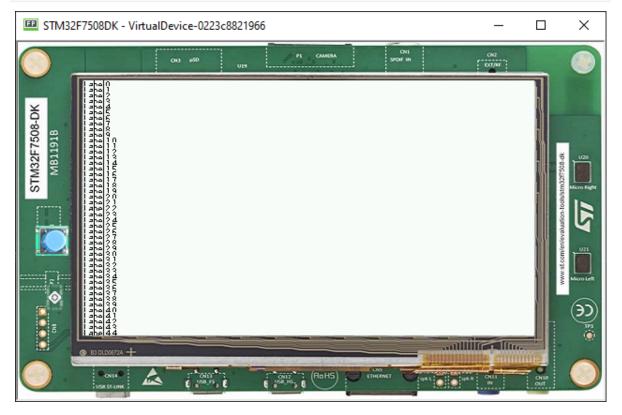
List

- A list is a container that lays out its children one after the other in a single column or row depending on its orientation.
- The size of each widget is set proportionally to its optimal size and the available size.

- Naturally, it shows some issues if the list contains too many components.
- Adding 45 items to a list shows the following result:

```
public static void main(String[] args) {
   MicroUI.start();
   Desktop desktop = new Desktop();
   List list = new List(LayoutOrientation.VERTICAL);
   for (int i = 0; i < 45; i++) {
     Label label = new Label("Label" + i);
     list.addChild(label);
   }
   desktop.setWidget(list);
   desktop.requestShow();
}</pre>
```





• To be able to see all the items, the list must be bigger than the display. So it needs to be included in another container that is able to scroll it.

#### **Scrollable List**

• A simple way to see all the items correctly and scroll the list is to include it in a Scroll container:

```
public static void main(String[] args) {
   MicroUI.start();
   Desktop desktop = new Desktop();
   List list = new List(LayoutOrientation.VERTICAL);
   for (int i = 0; i < 45; i++) {</pre>
```

```
(continued from previous page)
```

```
Label item = new Label("Label" + i);
list.addChild(item);
}
CascadingStylesheet css = new CascadingStylesheet();
Scroll scroll = new Scroll(LayoutOrientation.VERTICAL);
scroll.setChild(list);
desktop.setStylesheet(css);
desktop.setWidget(scroll);
desktop.requestShow();
```

```
}
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                                                                                                                                  \times
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   STM32F7508-DK
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                 Label 4
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                 Label 8
                 Label 9
                 Label 10
                 Label 1 1
                 Label 12
                 Label 13
                 Label 14
                  Label 1 5
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                 Label 22
                  abel 23
                  abel 24
```

• The list can be optimized for the scroll (to exclude the items that are outside the visible area). A scrollable list is available at Widget Demo.

RoHS

• It can be copied in the project and replace the list:

ON14

```
public static void main(String[] args) {
    MicroUI.start();
    Desktop desktop = new Desktop();
    ScrollableList list = new ScrollableList(LayoutOrientation.VERTICAL);
    for (int i = 0; i < 45; i++) {
        Label label = new Label("Label" + i);
        list.addChild(label);
    }
    CascadingStylesheet css = new CascadingStylesheet();
    Scroll scroll = new Scroll(LayoutOrientation.VERTICAL);
    scroll.setChild(list);
    desktop.setStylesheet(css);
    desktop.setWidget(scroll);
</pre>
```

(continued from previous page)

```
desktop.requestShow();
}
```

# 7.12.13 Creating a Contact List using Scroll List

### **Creating the Contact Widget**

- As explained in Creating Widget, it is possible to create our own widget by just extending the Widget class.
- First, let's create a constructor with all the things that we are going to need for this.

```
public ContactWidget(String contactName, Image image) {
   this.contactName = contactName;
   this.image = image;
}
```

• Then, overriding the two abstract methods of Widget

```
@Override
protected void computeContentOptimalSize(Size size) {
   Font f = getStyle().getFont();
   int height = Math.max(f.getHeight(), this.image.getHeight());
   int stringWidth = f.stringWidth(this.contactName);
   int width = stringWidth + this.image.getWidth();
   size.setSize(width, height);
}
```

```
@Override
```

• Then, simply replace the children in the List used in the last step:

```
for (int i = 0; i < 45; i++) {
    list.addChild(new ContactWidget("Label" + i, Image.getImage("/images/microej_logo.png")));
}</pre>
```

• The class is as follows:

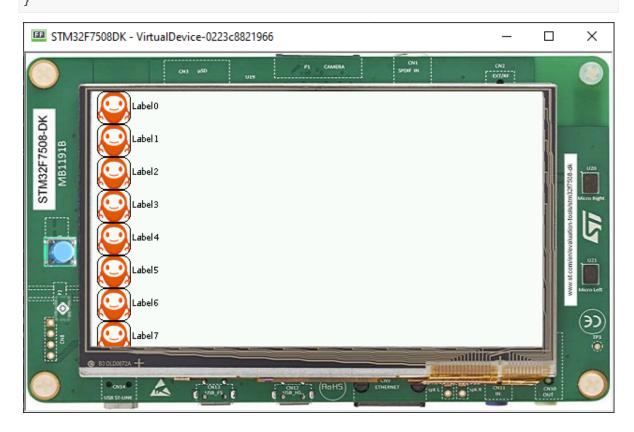
```
public class ContactWidget extends Widget {
    private String contactName;
    private Image image;
    public ContactWidget(String contactName, Image image) {
```

(continued from previous page)

```
this.contactName = contactName;
      this.image = image;
   }
  @Override
   protected void computeContentOptimalSize(Size size) {
      Font f = getStyle().getFont();
      int height = Math.max(f.getHeight(), this.image.getHeight());
      int stringWidth = f.stringWidth(this.contactName);
      int width = stringWidth + this.image.getWidth();
      size.setSize(width, height);
   }
  @Override
   protected void renderContent(GraphicsContext g, int contentWidth, int contentHeight) {
     g.setColor(Colors.BLACK);
     Painter.drawImage(g, this.image, 0, 0);
      int cornerEllipseSize = contentHeight / 2;
      int imageWidth = this.image.getWidth();
      int imageHeight = this.image.getHeight();
     Painter.drawRoundedRectangle(g, 0, 0, imageWidth, imageHeight, cornerEllipseSize,

→cornerEllipseSize);

     Painter.drawString(g, this.contactName, getStyle().getFont(), imageWidth + 2, contentHeight_
→/ 3);
  }
}
```



## 7.12.14 Internationalization

#### **Using PO Files**

- PO files are a good way to handle Internationalization.
- Documentation is available here.
- In this example, let's create two PO files for two different languages(English and Portuguese) and add them to **resources/nls**.

Labels\_en\_us.po:

```
msgid ""
msgstr ""
"Language: en_US\n"
"Language-Team: English\n"
"MIME-Version: 1.0\n"
"Content-Type: text/plain; charset=UTF-8\n"
msgid "Label1"
msgstr "My label 1"
msgid "Label2"
msgstr "My label 2"
```

Labels\_pt\_br.po:

```
msgid ""
msgstr ""
"Language: pt_BR\n"
"Language-Team: Portuguese\n"
"MIME-Version: 1.0\n"
"Content-Type: text/plain; charset=UTF-8\n"
msgid "Label1"
msgstr "Minha label 1"
msgid "Label2"
msgstr "Minha label 2"
```

- These PO files have to be converted to be usable by the application.
- In order to let the build system know which PO files to process, they must be referenced in MicroEJ Classpath using a myapp.nls.list file.

#### **Configuring NLS in MicroEJ**

• First add those two dependencies to the module.ivy of your projet:

```
<dependency org="ej.library.runtime" name="nls" rev="3.0.1"/>
<dependency org="com.microej.library.runtime" name="nls-po" rev="2.2.0"/>
```

• Then, let's create a myapp.nls.list file, and put it in the **resources/list** folder. The file looks like this:

com.mycompany.myapp.Labels

**Note:** For each line, PO files whose name starts with the interface name (Labels in the example) are retrieved from the MicroEJ Classpath and used to generate:

- a Java interface with the given fully qualified name, containing a field for each msgid of the PO files.
- a NLS binary file containing the translations.

#### Usage

• Import the interface set in the myapp.nls.list file:

import com.mycompany.myapp.Labels;

• Print the available locales:

```
for (String locale : Labels.NLS.getAvailableLocales()) {
   System.out.println(locale);
}
```

• Print the current locale:

System.out.println(Labels.NLS.getCurrentLocale());

• Change the current locale:

Labels.NLS.setCurrentLocale("pt\_BR");

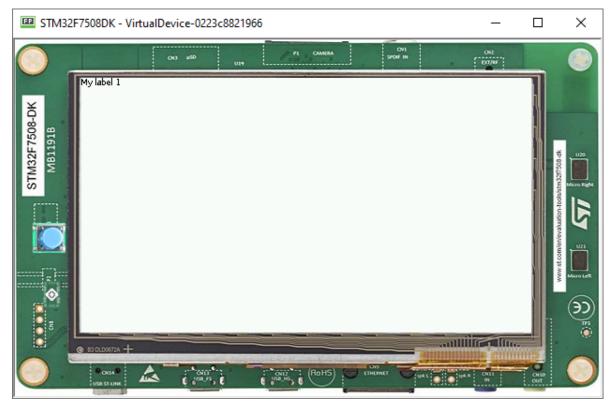
• Finally, put a message from NLS in a label. The code looks like this:

```
public static void main(String[] args) {
    MicroUI.start();
    Desktop desktop = new Desktop();
    Labels.NLS.setCurrentLocale("pt_BR");
    // For english locale uncomment the line below and comment the pt_BR locale setter call.
    // Labels.NLS.setCurrentLocale("en_US");
    Label label = new Label(Labels.NLS.getMessage(Labels.Label1));
    desktop.setWidget(label);
    desktop.requestShow();
}
```

• The result looks like this:

E STM32F7508DK - VirtualDevice-0223c8821966	_		$\times$
	042 Ex1/16		۲
Minha label 1			
STM32F7508-DK MB1191B			
STM32			
			st comferienza
			Marolet
			<u>بنا</u> ک
		Chile	
	i	t out j	

• Setting the locale to "en\_US" the result is as follows:



# 7.13 Discover Embedded Debugging Techniques

This tutorial describes the available tools provided to developers to debug an application. It also presents debugging methods applied to two concrete uses cases (GUI application freeze and HardFault).

- 1. Debugging Tools
- 2. Use Case 1: Debugging a GUI Application Freeze
- 3. Use Case 2: Debugging a HardFault

# 7.13.1 Intended Audience

The audience for this document is engineers who want to learn about the tools available to debug embedded applications.

In addition, the *Use Case 1: Debugging a GUI Application Freeze* is particularly relevant for Application engineers. Whereas the *Use Case 2: Debugging a HardFault* is more relevant for Firmware engineers.

# 7.13.2 Debugging Tools

This section presents an overview of the main tools available to debug an embedded application. Please refer to the developer guides for the complete reference (*Application Developer Guide*, *Platform Developer Guide*, *Kernel Developer Guide*).

- Events Tracing and Logging
- Runtime State Dump
- Memory Inspection
- Platform Qualification
- Simulator Debugger
- Static Analysis Tools
- GUI Debugging Tools

### **Events Tracing and Logging**

When an application has issues, the first step is to understand what is happening inside the system.

• The Trace Library is a real-time event recording library. Use it to trace the beginning and the ending of events.

```
private static final int EVENT_ID = 0;
public static void switchState(ApplicationState newState) {
    tracer.recordEvent(EVENT_ID);
    previousState = currentState;
    currentState = newState;
    tracer.recordEventEnd(EVENT_ID);
}
```

This API is most useful with the SystemView Event tracer to visualize the timeline of events.

SEGGER SystemView V2.52a - N	ficroEJ Application [FreeRTOS] on Cortex-M	7										- 0 ×
File View Go Target	Tool Window Help											
) = + = = 0 .	🛃 🗔 🗿 🕢 View 50ms 🔹 🕘 Cu	sor at Center 🝷	-	þ								
Events												
# Timestamp Co	ontext Event	Detail										^
		xQueueGenericSend. xQueue=0x00005670 pvItemToQueue=0x2004FFD4 pxHigherFriorityTasMkoken=0 xCopyPosition=0										
129132 22.482 207 380 129133 22.482 237 200	Scheduler Dask Ready [MEJ] UL. Dask Run	(M6J) UFung, runs after 28-8 us (5 964 cycles) Runs for 2,6524 ms (530 644 cycles)										
129134 22.482 278 470		Runs for 2.6524 ms (530 494 cycles) (Microf) Graphicalizationie) Drawing operation ERAF IMAGE										
129135 22.482 370 105		(MicroUI GraphicalEngine) Drawing operation DRAW_IMAGEdone after 91.6 us.										
129136 22.482 525 170 129137 22.482 544 990		ricSeni, %pess=%x0005666 pritemIOgene=%x2004FFC pMigherFriorityTasKWckm=0 xCopyFosiion=0 Tone Microff GrashielEminine Awarkinous drawing organization done										
129138 22.482 554 455	[MEJ] UI. /* xQueueGenericSen	rricSend. xQueue=0x00005670 pvItenToQueue=0x2004FFD4 pxHigherPriorityTaskNoken=0 xCopyPosition=0										
129139 22.482 670 435 129140 22.482 756 045		raw (MicroUI GraphicalEngine) Drawing operation STRING_WIDTH										
	[MEJ] UI / GE_Draw [MEJ] UI / GE Draw	(MicroII GraphicalEngine) Drawing operation STRING VIDTMoone after 65.6 us. (MicroII GraphicalEngine) Drawing operation RBAN STRING										
2344 22.44 41 85 BE7J TL A G Daw Microll ScaphicalEquip Daving operation 1888 3TEREMON AUX 2014 41 85 BE7J TL A G Daw Microll ScaphicalEquip Daving operation 1888 3TEREMON AUX 2014 46 41 91 41 191 4												
129143 22 484 698 245	IMP.TI III 7: GF Draw	(MicroIII G	caphicalEngine)	Drawing operati	OR FILL RECTANGLE							
	ns -20 ms		15 me	-10 ms		-5 mz	22.484 217 836	45 me	+10 ms	±15 me	+20 ms	4.21
	ns -20 ms		15 ms			-5ms	22.404 217 050	+5 ms		+15 ms	120 110	
Unified												
🕫 Scheduler												
OS] Tmr Svc					Π		1					
[OS] CPULOAD												
[OS]												
(US) [MEJ] GC												
🔹 🐼 (MEJ) UIPump 🔹 🕨		1						an and a marked like				
MEJ] Thread1												
() Ide												
<							<b>^</b>					
CPU Load Number of bins: 50, Bin wi	dth: 1.0 ms											
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[OS] Tmr Svc												
[OS] CPULOAD												
[OS]										_		
[MEJ] GC												
(MEJ) UIPump												
(MEJ) Thread1												
Ide												
Contexts												
Name Type	Stack Information	Run Count	Frequency	Last Run Time	Min Run Time	Max Run Time	Total Run Time	Run Time/s	Min Run Time/s	Max Run Time/s		
Scheduler 🗳 [OS] Tmr Svc 🖾 @1600	948 @ 0x20015190	7284	0 Hz 0 Hz	0.003 ms 0.0142 ms	0.0025 ms (#34) 0.0131 ms (#9414)	0.2166 ms (#10511) 0.0530 ms (#78089)	654.5433 ms 0.5510 ms	0.0025 ms 0.00% 0.0 ms 0.00%	0.0 ms 0.00% 0.0 ms 0.00%	38.5251 ms 3.85% 0.3057 ms 0.03%		
[OS] CPULOAD 2 @1500	436 @ 0x20015608	32	1 Hz		0.0072 ms (#160086)	0.0941 ms (#855)	0.6445 ms	0.0 ms 0.00%	0.0 ms 0.00%	0.0941 ms 0.01%		
[OS] S2 @1200	436 @ 0x20015b20	742	0 Hz	0.4236 ms	0.0507 ms (#81586)	2.0918 ms (#47387)	1460.2800 ms	0.0 ms 0.00%	0.0 ms 0.00%	93.4151 ms 9.34%		
[ME] GC 🖾 @11 [ME] UIPump 🖾 @5	1300	7	0 Hz 0 Hz	0.7526 ms 0.2589 ms	0.1910 ms (#102114) 0.0023 ms (#87509)	1.5707 ms (#60883) 28.0183 ms (#5310)	5.2087 ms 10007.9083 ms	0.0 ms 0.00% 0.0 ms 0.00%	0.0 ms 0.00% 0.0 ms 0.00%	1.5707 ms 0.16% 607,1667 ms 60,72%		
[MEJ] Thread1 29 @5	268	12	0 Hz	0.0634 ms	0.0108 ms (#78120)	0.7474 ms (#144392)	1.8156 ms	0.0 ms 0.00%	0.0 ms 0.00%	0.8946 ms 0.09%		
🗌 ldle 🕐		1798	1 Hz	999.9817 ms	0.0218 ms (#108782)	1000.0384 ms (#160	20039.0267 ms	999.9940 ms 100.00%	0.0 ms 0.00%	1999.9618 ms 200.00%		
										160 087 Events (1 - 160 087)	31.999 946	Auto Scroll

• The Message Library is a small RAM/ROM/CPU footprint API to log errors, warnings, and misc information.

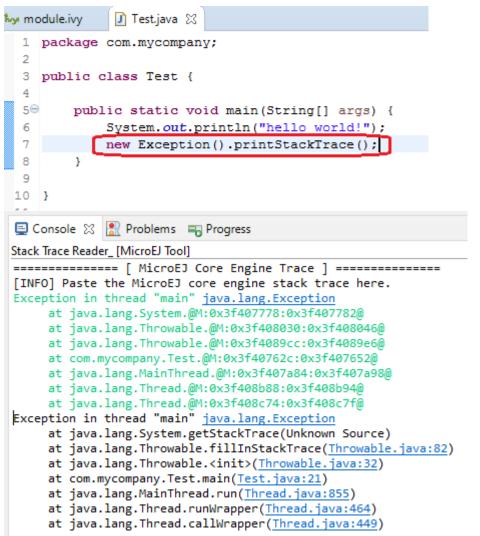
```
private static final String LOG_CATEGORY = "Application";
private static final int LOG_ID = 2;
public static void switchState(ApplicationState newState) {
    previousState = currentState;
    currentState = newState;
    BasicMessageLogger.INSTANCE.log(Level.INFO, LOG_CATEGORY, LOG_ID, previousState,_
    GocurrentState);
}
```

• The Logging Library implements a subset of the standard Java java.util.logging.

Please refer to the tutorial Instrument Java Code for Logging for a comparison of these libraries.

#### **Runtime State Dump**

 Output information on the standard output System.out and use the Stack Trace Reader to read and decode the MicroEJ stack traces.



• The *Core Engine VM dump* is a low-level API to display the state of the MicroEJ Runtime and the MicroEJ threads (name, priority, stack trace, etc. )

(continued from previous page) at (native) [0x90003F65] at com.microej.demo.widget.main.MainPage.getContentWidget(MainPage.java:95) Object References: - com.microej.demo.widget.main.MainPage@0xC00834E0 - com.microej.demo.widget.main.MainPage\$1@0xC0082184 - java.lang.Thread@0xC0082194 - java.lang.Thread@0xC0082194 at com.microej.demo.widget.common.Navigation.createRootWidget(Navigation.java:104) **Object References:** - com.microej.demo.widget.main.MainPage@0xC00834E0 at com.microej.demo.widget.common.Navigation.createDesktop(Navigation.java:88) **Object References:** - com.microej.demo.widget.main.MainPage@0xC00834E0 - ej.mwt.stylesheet.CachedStylesheet@0xC00821DC at com.microej.demo.widget.common.Navigation.main(Navigation.java:40) **Object References:**  com.microej.demo.widget.main.MainPage@0xC00834E0 at java.lang.MainThread.run(Thread.java:855) **Object References:**  java.lang.MainThread@0xC0083C7C at java.lang.Thread.runWrapper(Thread.java:464) **Object References:** - java.lang.MainThread@0xC0083C7C at java.lang.Thread.callWrapper(Thread.java:449) -------------Java Thread[1281] name="UIPump" prio=5 state=WAITING timeout(ms)=INF max\_java\_stack=120 current\_java\_  $\rightarrow$  stack=117 external event: status=waiting java.lang.Thread@0xC0083628: at ej.microui.MicroUIPump.read(Unknown Source) **Object References:** - ej.microui.display.DisplayPump@0xC0083640 at ej.microui.MicroUIPump.run(MicroUIPump.java:176) **Object References:** - ej.microui.display.DisplayPump@0xC0083640 at java.lang.Thread.run(Thread.java:311) **Object References:**  java.lang.Thread@0xC0083628 at java.lang.Thread.runWrapper(Thread.java:464) Object References: - java.lang.Thread@0xC0083628 at java.lang.Thread.callWrapper(Thread.java:449) \_\_\_\_\_ Java Thread[1536] name="Thread1" prio=5 state=READY max\_java\_stack=60 current\_java\_stack=57 java.lang.Thread@0xC0082194: at java.lang.Thread.runWrapper(Unknown Source) **Object References:** - java.lang.Thread@0xC0082194 at java.lang.Thread.callWrapper(Thread.java:449) \_\_\_\_\_ 

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State:	Stopped				
Last an	alyzed object:	null			
Total m	emory: 15500				
Current	allocated mem	ory: 7068			
Current	free memory:	8432			
Allocat	ed memory afte	r last GC:	0		
Free me	mory after las	t GC: 15500			
			Native	Resources ====================================	
Id	CloseFunc	Owner		Description	
======		==========	======		

#### **Memory Inspection**

Memory issues such as memory corruption and memory leaks can be hard to troubleshoot. However, the following tools are available to address these issues:

- Check the internal structure integrity of the MicroJvm virtual machine with the *LLMJVM\_checkIntegrity API* to detect memory corruptions in native functions.
- Use the *Heap Usage Monitoring Tool* to estimate the heap requirements of an application.
- The *Heap Dumper & Heap Analyzer* tools analyze the content of the heap. They are helpful to detect memory leaks and look for optimization of the heap usage.

📋 heap-0.heap 🔀		- 8	(x)= Variables 💁 Breakpoints 🙀 E	xpressions 📴 Outline 🛛			😜 🕞 🕒	8 🗆 🗆
Instance creation over time, by	type, creating thread and creating method	Generate graphViz file	184 types - 554 instances - 7117 b	ytes (from first to last time stamp)				
instance creation over time, by	type, creating thread and creating method	Generate graphviz file	Type name		Instances	Size	Referenced instances	Methor ^
Heap usage - To	otal		> G com.microej.demo.widget.m	ain.widget.Menultem	25	900	7625	
Heap usage : 465/465 i			> G java.lang.Class		68	544	204	
Instances	instance(s)		> [] int[]		42	496	0	
236			> 🔤 byte[]		15	322	0	
250			> 🕒 com.microej.demo.widget.m	ain.MainPage\$1	25	300	122	
			> 🔄 java.lang.String[]		5	224	51	
			> 进 ej.mwt.Widget[]		7	200	1534	
203 406 609 812	1015 1218 1421		> G ej.microui.display.Font		7	196	161	
	Time stamp		> 🔤 java.lang.Object[]		4	192	450	
			> 🕞 ej.widget.container.SimpleDo	ck	3	156	619	
			> 🕒 ej.widget.basic.lmageWidget		4	144	924	
			> 🕒 ej.mwt.stylesheet.selector.Cla	ssSelector	15	120	0	
			> 🖾 com.microej.demo.widget.co	mmon.Page[]	1	108	65	
			> 🔄 ej.mwt.style.Style[]		2	96	57	
			<					>
			Type filter : Contains 🗸 🗸					
			References	Туре				
Heap usage Dominator tree Leal	k suspects							
🔋 heap-1.heap 🛛								- 0
Dominator tree : Instance h	nierarchy that contains greatest number of insta	nces						
Dominator tree instances	Туре		Shallow instances	Referenced instances				
> (1) #268	ej.microui.event.EventGeneratorsPool			1 325				
/				525				
Dominator tree instances groupe	ed by <b>type, thread or method</b> Types ~							
Top consumers		Instances						^
> 🕞 com.microej.demo.widg	et.main.widget.Menultem	25						
> G com.microej.demo.widg	et.main.MainPage\$1	25						
> G ej.mwt.stylesheet.cascad		20						
> 🔛 byte[]		13						
> G ej.mwt.stylesheet.selector.ClassSelector 8								
> 🕒 ej.mwt.style.background	I.RectangularBackground	7						
> 🕒 ej.microui.display.Font		7						
> 📟 java.lang.String[]		5						
> 🚍 ej.mwt.Widget[]		5						
> 🕒 ej.microui.display.Resour	rcelmage	4						
> 🔛 long[]		4						~
Heap usage Dominator tree Leal	k suspects							

### **Platform Qualification**

The Platform Qualification Tools (PQT) project provides the tools required to validate each component of a MicroEJ Platform. After porting or adding a feature to a MicroEJ Platform, it is necessary to validate its integration.

The project is available on GitHub: https://github.com/MicroEJ/PlatformQualificationTools

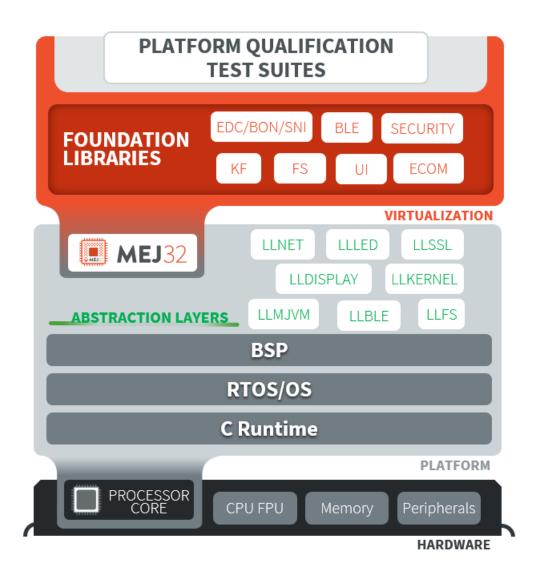
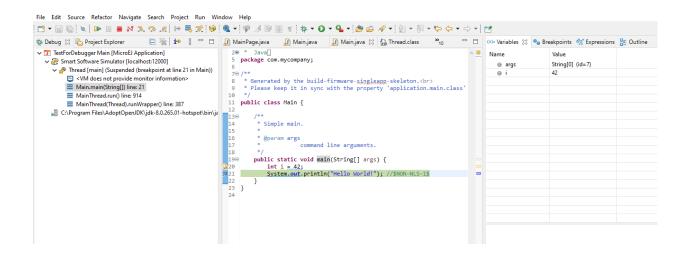


Fig. 2: Platform Qualification Overview

Please refer to the *Platform Qualification* documentation for more information.

#### **Simulator Debugger**

• Debug an Application on Simulator, add breakpoints, inspect stack frame, use step-by-step, etc.



• Configure the libraries' sources location to View library as sources in the debugger.

#### **Static Analysis Tools**

Static analysis tools are helpful allies to prevent several classes of bugs.

- SonarQube<sup>™</sup> provides reports on duplicated code, coding standards, unit tests, code coverage, code complexity, potential bugs, comments, and architecture.
- Use the *Null Analysis tool* to detect and prevent NullPointerException, one of the most common causes of runtime failure of Java programs.



#### **GUI Debugging Tools**

• The Widget Library provides several *Debug Utilities* to investigate and troubleshoot GUI applications. For example, it is possible to print the type and bounds of each widget in the hierarchy of a widget:

Scroll: 0,0 480x272 (absolute: 0,0)
+--ScrollableList: 0,0 480x272 (absolute: 0,0)
| +--Label: 0,0 480x50 (absolute: 0,0)
| +--Dock: 0,50 480x50 (absolute: 0,50)
| | +--ImageWidget: 0,0 70x50 (absolute: 0,50)
| | +--Label: 70,0 202x50 (absolute: 70,50)
| +--Label: 0,100 480x50 (absolute: 0,100)

• MicroUI Event Buffer provides an API to store and dump the events received:

```
----- Old Events -----
[27: 0x0000000] garbage
[28: 0x0000000] garbage
[...]
[99: 0x0000000] garbage
[00: 0x08000000] Display SHOW Displayable (Displayable index = 0)
[01: 0x0000008] Command HELP (event generator 0)
[02: 0x0d000000] Display REPAINT Displayable (Displayable index = 0)
[03: 0x07030000] Input event: Pointer pressed (event generator 3)
[04: 0x009f0063] at 159,99 (absolute)
[05: 0x07030600] Input event: Pointer moved (event generator 3)
[06: 0x00aa0064] at 170,100 (absolute)
[07: 0x02030700] Pointer dragged (event generator 3)
[08: 0x0d000000] Display REPAINT Displayable (Displayable index = 0)
[09: 0x07030600] Input event: Pointer moved (event generator 3)
[10: 0x00b30066] at 179,102 (absolute)
[11: 0x02030700] Pointer dragged (event generator 3)
[12: 0x0d000000] Display REPAINT Displayable (Displayable index = 0)
[13: 0x07030600] Input event: Pointer moved (event generator 3)
[14: 0x00c50067] at 197,103 (absolute)
[15: 0x02030700] Pointer dragged (event generator 3)
[16: 0x0d000000] Display REPAINT Displayable (Displayable index = 0)
[17: 0x07030600] Input event: Pointer moved (event generator 3)
[18: 0x00d00066] at 208,102 (absolute)
[19: 0x02030700] Pointer dragged (event generator 3)
[20: 0x0d000000] Display REPAINT Displayable (Displayable index = 0)
[21: 0x07030100] Input event: Pointer released (event generator 3)
[22: 0x0000000] at 0,0 (absolute)
[23: 0x0000008] Command HELP (event generator 0)
----- New Events -----
[24: 0x0d000000] Display REPAINT Displayable (Displayable index = 0)
[25: 0x07030000] Input event: Pointer pressed (event generator 3)
[26: 0x002a0029] at 42,41 (absolute)
----- New Events' Java objects -----
[java/lang/Object[2]@0xC000FD1C
[0] com/microej/examples/microui/mvc/MVCDisplayable@0xC000BAC0
[1] null
```

MicroUI can log several actions, which can be viewed in SystemView. Please refer to *Debug Traces* for more information.

Events				
ŧ	Timestamp	Context	Event	Detail
129131	22.482 184 140	Scheduler	r fx xQueueGenericSend	xQueue=0x00005670 pvItemToQueue=0x2004FFD4 pxHigherPriorityTaskWoken=0 xCopyPosition=0
129132	22.482 207 380	Scheduler	r 🕩 Task Ready	[MEJ] UIPump, runs after 29.8 us (5 964 cycles)
129133	22.482 237 200	📕 [MEJ] UI	🕨 Task Run	Runs for 2.6524 ms (530 494 cycles)
129134	22.482 278 470	[MEJ] UI	🥍 GE_Draw	(MicroUI GraphicalEngine) Drawing operation DRAW_IMAGE
129135	22.482 370 105	[MEJ] UI	/s GE_Draw	(MicroUI GraphicalEngine) Drawing operation DRAW_IMAGEdone after 91.6 us.
129136	22.482 525 170	[MEJ] UI	fx xQueueGenericSend	xQueue=0x00005686 pvItemToQueue=0x2004FFCC pxHigherPriorityTaskWoken=0 xCopyPosition=0
129137	22.482 544 990	[MEJ] UI	<i>f</i> * GE_GPUDrawDone	(MicroUI GraphicalEngine) Asynchronous drawing operation done
129138	22.482 554 455	[MEJ] UI	\land xQueueGenericSend	xQueue=0x00005670 pvItemToQueue=0x2004FFD4 pxHigherPriorityTaskWoken=0 xCopyPosition=0
129139	22.482 670 435	[MEJ] UI	🥍 GE_Draw	(MicroUI GraphicalEngine) Drawing operation STRING_WIDTH
129140	22.482 756 045	[MEJ] UI	/s_ GE_Draw	(MicroUI GraphicalEngine) Drawing operation STRING_WIDTHdone after 85.6 us.
129141	22.482 859 140	[MEJ] UI	🥍 GE Draw	(MicroUI GraphicalEngine) Drawing operation DRAW_STRING
129142	22.484 418 845			(MicroUI GraphicalEngine) Drawing operation DRAW_STRINGdone after 1.5597 ms.
129143	22 484 698 245	IMF.T1 IIT	1/x GF Draw	(MicroIII GraphicalFraine) Drawing operation FILL RECINGLE
Timeline				

Fig. 3: MicroUI Traces displayed in SystemView

- Make sure to understand *MWT Concepts*, especially the relations between the rendering, the lay-out the event dispatch and the states of desktop and widget.
- For UI2 and former versions, please refer to MicroUI and multithreading for a description of the threading model.

## 7.13.3 Use Case 1: Debugging a GUI Application Freeze

When an application User Interface freezes and becomes unresponsive, in most cases, one of the following conditions applies:

- An unrecoverable system failure occurred, like a HardFault, and the RTOS tasks are not scheduled anymore.
- The RTOS task that runs the Core Engine is never given CPU time (suspended or blocked).
- The RTOS task that runs the Core Engine is executing never-ending native code (infinite loop in native implementation for example).
- A Java method executes a long-running operation in the MicroUI thread (also called Display Pump thread).
- The application code is unable to receive or process user input events.

The following sections explain how to instrument the code to locate the issue when the UI freeze occurs. The steps followed are:

- 1. Check if the RTOS properly schedules the Core Engine task.
- 2. Check if the Core Engine properly schedules all Java threads.
- 3. Check if the Core Engine properly schedules the MicroUI thread.
- 4. Check if Input Events are properly processed.

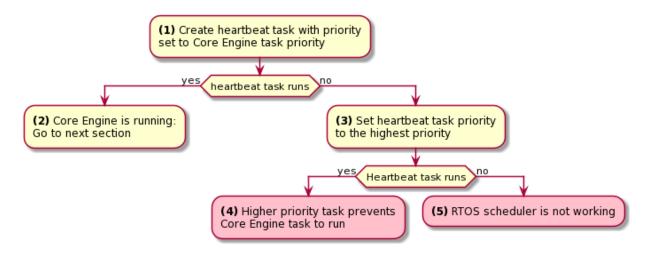
#### Note:

- The checks of the schedulers are possible with SystemView and MicroUI Debug Traces.
- The Input Events check is possible with the *LLUI\_INPUT\_dump API*.

#### **Check RTOS Tasks Scheduling**

Let's start at low level by figuring out if the RTOS is scheduling tasks correctly. If possible, use a debugger or *SystemView*; if not, use the heartbeat task described below.

The following flow chart summarizes the investigation steps with a heartbeat task:



(1) Make one of the RTOS tasks acts like a heartbeat: create a dedicated task and make it report in some way at a regular pace (print a message on standard output, blink an LED, use SystemView, etc.). Set the heartbeat task priority to the same priority as the Core Engine task.

(2) In this configuration, if the heartbeat is still running when the UI freeze occurs, we can go a step further and check whether the Core Engine is still scheduling Java threads or not. See next section *Check Java Threads Scheduling*.

(3) If the heartbeat doesn't run when the UI freeze occurs, set the heartbeat task priority to the maximum priority.

**Warning:** Some RTOS use a task to schedule the RTOS timers. The heartbeat task priority must be lower than the RTOS timers priority.

(4) In this configuration, if the heartbeat is still running when the UI freeze occurs, then an RTOS task with a priority higher than the Core Engine task keeps using the CPU. Use the RTOS specific tools to identify what is the faulty task.

(5) If the heartbeat doesn't run when the UI freeze occurs, then the RTOS scheduler is not scheduling anything. This can be caused by an RTOS timer task or an interrupt handler that never returns, or a crash of the RTOS scheduler.

#### **Check Java Threads Scheduling**

As a reminder, the threading model implemented by Core Engine is called green thread: it defines a multi-threaded environment without relying on any native RTOS capabilities. Therefore, all Java threads run in a single RTOS task. For more details, please refer to the *MicroEJ Core Engine* section. A quick way to check if the Java threads are scheduled correctly is, here again, to make one of the threads print a heartbeat message. Copy/paste the following snippet in the main() method of the application:

```
TimerTask task = new TimerTask() {
    @Override
    public void run() {
        System.out.println("Alive");
    }
};
Timer timer = new Timer();
timer.schedule(task, 10_000, 10_000);
```

This code creates a new Java thread that will print the message Alive on the standard output every 10 seconds.

Assuming no one canceled the Timer, if the Alive printouts stop when the UI freeze occurs, then it can mean that:

- The Core Engine stopped scheduling the Java threads.
- Or that one or more threads with a higher priority prevent the threads with a lower priority from running.

Here are a few suggestions:

• Ensure no Java threads with a high priority prevent the scheduling of the other Java threads. For example, convert the above example with a dedicated thread with the highest priority:

```
Thread thread = new Thread(new Runnable() {
    @Override
    public void run() {
        while (true) {
            try {
                Thread.sleep(10_000);
                System.out.println("Alive");
                } catch (InterruptedException e) {
                    e.printStackTrace();
                }
        }
    });
    thread.setPriority(Thread.MAX_PRIORITY);
    thread.start();
```

- The RTOS task that runs the Core Engine might be suspended or blocked. Check if some API call is suspending the task or if a shared resource could be blocking it.
- When a Java native method is called, it calls its C counterpart function in the RTOS task that runs the Core Engine. While the C function is running, no other Java methods can run because the Core Engine waits for the C function to finish. Consequently, no Java thread can ever run again if the C function never returns. Therefore, spot any suspect native functions and trace every entry/exit to detect faulty code.

Please refer to Implementation Details if you encounter issues when implementing the heartbeat.

### **Check UI Thread Liveness**

Now, what if the Alive heartbeat runs while the UI is frozen? Java threads are getting scheduled, but the UI thread (also called Display Pump thread) does not process display events.

Let's make the heartbeat snippet above execute in the UI thread. Simply wraps the System.out. println("Alive") with a callSerially:

```
TimerTask task = new TimerTask() {
  @Override
  public void run() {
    System.out.println("TimerTask Alive");
    MicroUI.callSerially(new Runnable() {
        @Override
        public void run() {
            System.out.println("UI Alive");
        }
    });
```

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```
}
@Override
public void uncaughtException(Timer timer, Throwable e) {
    // Default implementation of this method would cancel the task.
    // Let's just ignore uncaught exceptions for debug purposes.
    e.printStackTrace();
    }
};
Timer timer = new Timer();
timer.schedule(task, 10_000, 10_000);
```

In case this snippet prints TimerTask Alive but not UI alive when the freeze occurs, then there are a few options:

- The application might be processing a long operation in the UI thread, for example:
  - infinite/indeterminate loops
  - network/database access
  - heavy computations
  - Thread.sleep()/Object.wait()
  - SNI\_suspendCurrentJavaThread() in native call

When doing so, any other UI-related operation will not be processed until completion, leading the display to be unresponsive. Any code that runs in the UI thread might be responsible. Look for code executed as a result of calls to:

- repaint():code in renderContent()
- revalidate()/revalidateSubTree():code in validateContent() and setBoundsContent()
- handleEvent()
- callSerially() : code wrapped in such calls will be executed in the UI thread
- The UI thread has terminated.

As a general rule, avoid running extended operations in the UI thread, follow the general pattern and use a dedicated thread/executor instead:

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} });

#### **Check Input Events Processing**

Another case worth looking at is whether the application is processing user input events as it should. The UI may look "frozen" only because it doesn't react to input events. Replace the desktop instance with the one below to log all user inputs.

```
Desktop desktop = new Desktop() {
    @Override
    public EventHandler getController() {
        EventHandler controller = super.getController();
        return new EventHandler() {
           @Override
           public boolean handleEvent(int event) {
              System.out.println("Desktop.handleEvent() received event of type " + Event.getType(event));
              return controller.handleEvent(event);
              }
        };
    };
    };
};
```

It is also possible to display the content of MicroUI Event Buffer with the LLUI\_INPUT\_IMPL\_log\_XXX API. Please refer to *the Event Buffer documentation* for more information.

#### **Implementation Details**

#### **Java Threads Creation**

The number of threads in the MicroEJ Application must be sufficient to support the creation of additional threads when using Timer and Thread. The number of available threads can be updated in the launch configuration of the application (see *Option(text): Number of threads*).

If it is not possible to increase the number of available threads (for example, because the memory is full), try to reuse another thread but not the UI thread.

#### **UART Not Available**

If the UART output is not available, use another method to signal that the heartbeat task is running (e.g., blink an LED, use SystemView).

### 7.13.4 Use Case 2: Debugging a HardFault

When the application crashes, it can result from a HardFault triggered by the MCU.

The following sections explain:

- 1. What are exceptions, HardFaults, and the exception handler.
- 2. What to do in case of Memory Corruptions.

3. What to do when a HardFault occurs.

#### **Useful Resources**

- IAR System: Debugging a HardFault on Cortex-M https://www.iar.com/support/tech-notes/debugger/ debugging-a-hardfault-on-cortex-m/
- ESP-IDF Programming Guide: Fatal Errors https://docs.espressif.com/projects/esp-idf/en/latest/esp32/ api-guides/fatal-errors.html
- Using Cortex-M3/M4/M7 Fault Exceptions MDK Tutorial http://www.keil.com/appnotes/files/apnt209.pdf

#### **Exceptions, HardFaults And Exception Handler**

#### From ARM Architecture Reference Manual

An exception causes the processor to suspend program execution to handle an event, such as an externally generated interrupt or an attempt to execute an undefined instruction. Exceptions can be generated by internal and external sources. Normally, when an exception is taken, the processor state is preserved immediately, before handling the exception. This means that, when the event has been handled, the original state can be restored and program execution resumed from the point where the exception was taken.

For example, an *IRQ request* is an exception that can be recovered by handling the hardware request properly. On the other hand, an *Undefined Instruction* exception suggests a more severe system failure that might not be recoverable.

The exceptions that cannot be recovered are named **HardFaults**.

#### From ARM Architecture Reference Manual

When an exception is taken, processor execution is forced to an address that corresponds to the type of exception. This address is called the **exception vector** for that exception.

The code pointed by the exception vector is named **exception handler**. Therefore, a dedicated exception handler can be configured for all exceptions, including HardFaults.

Possible exceptions can be:

- Data Abort exception (access to unknown address)
- Undefined Instruction exception (execute code that is not valid)

• ...

Check the hardware documentation for the complete list of exceptions.

#### What To Do In Exception Handlers?

For all HardFault handlers, the following data are available and must be printed:

- Name and value of all registers available
- Name of the handler
- Address of the failing instruction

**Optionally:** 

• Content of the stack

• Call function LLMJVM\_dump (from LLMJVM.h) to display the VM state (see *Dump the States of the Core Engine*) Refer to the architecture documentation for how to configure the exception interrupt vector.

### **Memory Protection Unit (MPU)**

A Memory Protection Unit (MPU) is a hardware unit that provides memory protection. An MPU allows privileged software to define memory regions and their policy. The policy describes who can access the memory.

For example, configure the heap and stack of a task to be accessible from the task itself only. The MPU generates an exception if another task or a device driver attempts to access the memory region.

If applicable, configure the MPU should to protect the application.

• Check the RTOS documentation if it supports MPU.

Forexample,FreeRTOSincludesFreeRTOS-MPUhttps://www.freertos.org/FreeRTOS-MPU-memory-protection-unit.html.

• Configure the MPU to configure the access to the JVM heap and stack to prevent any other native threads from altering this area. Refer to *this section* for the list of section names defined by the MicroEJ Core Engine.

#### **Memory Corruption**

Memory corruption can result in the following symptoms:

- The address of the failing instruction is in a data section.
- The trace is incomplete or incorrect.
- The address of the failing instruction is located in the Garbage Collector (GC).

The cause(s) of a memory corruption can be:

- A native (C) function has a bug and writes to an incorrect memory location
- A native stack overflow
- A native heap overflow
- A device incorrectly initialized or misconfigured.
- ...

When the HardFault occurs in the MicroJVM task, the VM task heap or stack may be corrupted. Add LLMJVM\_checkIntegrity call in checkpoints of the BSP code to identify the timeslot of the memory corruption. Typically, you can check a native with:

```
void Java_com_mycompany_MyClass_myNativeFunction(void) {
    int32_t crcBefore = LLMJVM_checkIntegrity();
    myNativeFunctionDo();
    int32_t crcAfter = LLMJVM_checkIntegrity();
    if(crcBefore != crcAfter){
        // Corrupted memory in MicroJVM virtual machine internal structures
        while(1);
    }
}
```

### Investigation

Determine which memory regions are affected and determine which components are responsible for the corruption.

- List all the memories available and their specifics:
  - Access mode (addressable, DMA, ...)
  - Cache mechanism? L1, L2
- Is low-power enabled for CPU and peripherals? Is the memory disabled/changed to save power?
- Get the memory layout of the project:
  - What are the code sections for the BSP and the Application?
  - Where are the BSP stack and heap? What about the Application stack and heap?
  - Where is the Java immortals heap?
  - Where are the Java strings?
  - Where is the MicroEJ UI buffer?
  - Besides the Java immortals, what are the other intersection point between the Java application and the BSP? (e.g., a temporary RAM buffer for JPEG decoder).
  - Please refer to the *Core Engine Link section* to locate the Application sections, and to the *Application Options* for their sizes.
- Implement a CRC of the *hot sections* when entering/leaving all natives. *Hot Sections* are memory sections used by both Java code and native code (e.g., C or ASM).
- Move the C stack at the beginning of the memory to trigger a crash when it overflows (instead of corrupting the memory).

#### When a HardFault Occurs

#### **Extract Information and Coredump**

Attach an embedded debugger and get the following information:

- stack traces and registers information for each stack frame
- memory information
  - the whole memory, if possible
  - otherwise, get the hot sections
    - \* BSP and Java heap and stack
    - \* UI buffer
    - \* immortals heap
    - \* sections where the Java application and BSP are working together
- Trigger VM Dump From Debugger
- Check which function is located at the address inside the PC register.
  - It can be done either in Debug mode or by searching inside the generated .map file.

### **Memory Dump Analysis**

- Run the Heap Dumper to check the application heap has not been corrupted.
- Make sure the native stack is not full (usually, there shall have the remaining initialization patterns in memory on top of the stack, such as 0xDEADBEEF)

### Trigger a VM Dump

LLMJVM\_dump function is provided by LLMJVM.h. This function prints the VM state. Data printed in the VM state are:

- List of Java threads
- Stack trace for each thread

See *this section* to learn more about LLMJVM\_dump.

## CHAPTER

# EIGHT

# **GET SUPPORT**

If any questions, feel free to contact our support team with the following information (the table below is an example):

Delivery	Name	
MicroEJ SDK	Distribution 20.07 / Version 5.2.0 (see SDK Version)	
MicroEJ Architecture	ARM Cortex-M4 / IAR / Evaluation   Production (see <i>MicroEJ Architecture</i> )	
	version XYZ	
Module Repository	https://repository.microej.com/packages/repository/2.5.0/microej-5_	
	0-2.5.0.zip (see MicroEJ Central Repository)	
C compiler	IAR 8.40.1	
Host Operating System	Windows 10 (see System Requirements)	

### CHAPTER

## NINE

# **ABOUT MICROEJ**

MicroEJ's mission is to democratize virtualization and Object Oriented Programming (OOP) to the embedded world. These two technologies, widely used in computers and smartphones, radically simplifies how device software is built, from prototyping to hardware choice, by integrating simulation, systemic software reuse, modularity, agility, continuous integration, automated testing and software component update in the development process.

The virtualized environment provided by MICROEJ VEE on-device platform allows for software development on virtual devices, exact "virtual twins" of real electronic configurations. Since several configurations can be tested and evaluated within days, it is therefore much easier to build several prototypes while capitalizing on the code that has already been built as "ready-to-use" binary software assets.

MicroEJ also offers an integrated development environment, called MICROEJ SDK, which provides one of the widest ranges of standard and specialized tools and libraries, making it possible to easily develop applications implementing IoT connectivity, graphical interfaces, security, and real-time processing of data (Edge Computing).

Browse this documentation to discover MicroEJ technology, learn about application and platform development, and begin your coding journey thanks to a comprehensive range of dedicated tutorials.

For more information about MicroEJ, go to: https://www.microej.com/.

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