

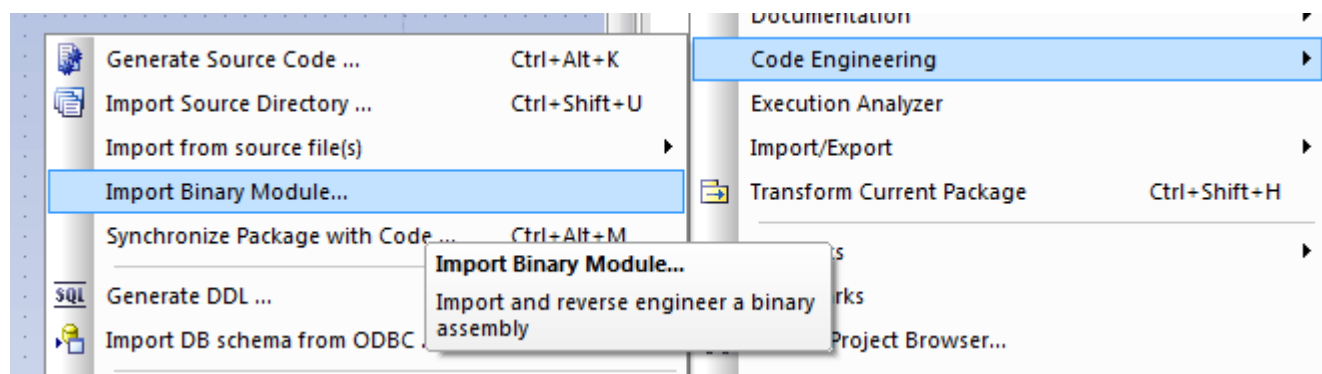
Generating an EA Model from a DLL

EA provides a useful mechanism that will extract information from a binary module e.g. a DLL or EXE and produce a class / interface model.

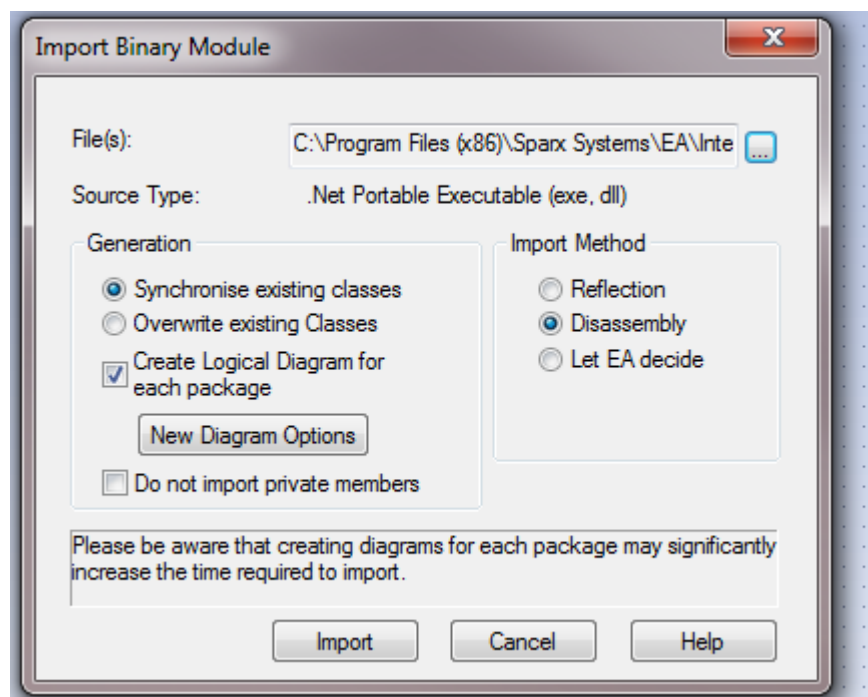
This notes illustrates how to generate a reference for the public interface to the EA Automation Interface.

The steps are as follows:

1. Create / use a model and create a suitable (I suggest empty) project
2. From the Menu select Code Engineering | Import Binary Module



3. When prompted select the desired DLL, in my case Interop.EA.DLL
4. Make choices for the import options



5. Select Import

This may take some time but at the end you have a model reference with the interfaces and classes(including properties, methods), an extract is illustrated in the screenshot below.

- ◀ ◉ «interface» Element
- ▲ 📄 ElementClass
 - ⇒ ⚡ ElementClass()
 - ⇒ ⚡ Update()
 - ⇒ ⚡ GetLastError()
 - ⇒ ⚡ Refresh()
 - ⇒ ⚡ SetAppearance(int, int, int)
 - ⇒ ⚡ GetRelationSet(EA.EnumRelationSetType)
 - ⇒ ⚡ GetStereotypeList()
 - ⇒ ⚡ GetLinkedDocument()
 - ⇒ ⚡ LoadLinkedDocument(string)
 - ⇒ ⚡ SaveLinkedDocument(string)
 - ⇒ ⚡ ApplyUserLock()
 - ⇒ ⚡ ReleaseUserLock()
 - ⇒ ⚡ ApplyGroupLock(string)
 - ⇒ ⚡ CreateAssociationClass(int)
 - ⇒ ⚡ UnlinkFromAssociation()
 - ⇒ ⚡ IsAssociationClass()
 - ⇒ ⚡ SynchTaggedValues(string, string)
 - ⇒ ⚡ SynchConstraints(string, string)
 - ⇒ ⚡ «property» Name()
 - ⇒ ⚡ «property» Requirements()
 - ⇒ ⚡ «property» Constraints()

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