

KMF User Guide

Steps to follow in order to use KMF:

1. Download a UML editor – suggested Poseidon 1.6
2. Draw and save the model into a zargo file
3. Extract the XMI file
4. Launch KMFStudio from bin
5. Create a new project
6. Set project's options
7. Generate the code
8. Compile the generated code and initialise the population
9. Launch the browser

'examples' directory contains two models vsml and cd.

The distribution package contains the implementation of OCL available at

www.cs.kent.ac.uk/projects/ocl

Hope this helps.