## The Elegancy of OpenGDS

Eindhoven, Netherlands

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#### **SOFTWARE DEVELOPMENT**

**TEST AND MEASUREMENT** 

**NI**Summit

**WIRELESS** 







## OpenGDS

THE ELEGANCY OF THIS SUITE FOR DEVELOPER AND ARCHITECT

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## Introduction

•Goal: Encourage starting with LabVIEW GOOP.

- •From experience:
  - The "Open GDS GOOP Development Suite" (Open GDS) is an elegant tool and framework for developing LabVIEW classes. The built in scripts and tools are lowering the entry level for using classes in LabVIEW. The classes created with OpenGDS are very close to the way of working in object oriented design. It is a must have for developers looking for an easier start in object oriented design within LabVIEW.
- •Starting from a UML class diagram from white board or napkin to code is relatively easy. (Goop has also an UML tool)
- •No need to jump in more complicated OOP frameworks.
  - E.g. Actor framework. Nevertheless there is good out of the box scripting for creating actors and messages.



## Info

•Acronyms:

• OpenGDS : Open GOOP Development Suite

- GOOP: Graphical Object Oriented Programming
- Showing how it is integrated in the LabVIEW IDE
- •Show how it is used in a simple application example

On github:

https://opengds.github.io

The NI version:

http://sine.ni.com/nips/cds/view/p/lang/nl/nid/209038

Good presentation on encapsulation:

- "Encapsulation is King" from Daniel Harryman
- Video: <u>https://www.youtube.com/watch?v=4J02QdegsyQ</u>





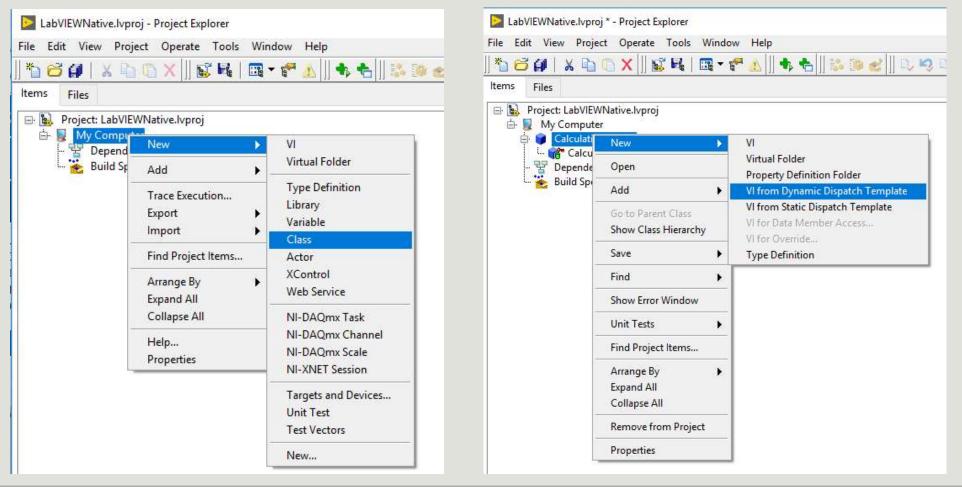
## Overview

- Overview of the OpenGDStools in the LabVIEW IDE.
- Creating a class with LabVIEW out of the box.
- Duplicating that class to a second class.
- Creating a class with the GOOP development suite.
- Duplicating that class with GOOP.
- Editing a class.
- Showing the more advanced tools
- Showing the UML editor



## Overview of the OpenGDS tools

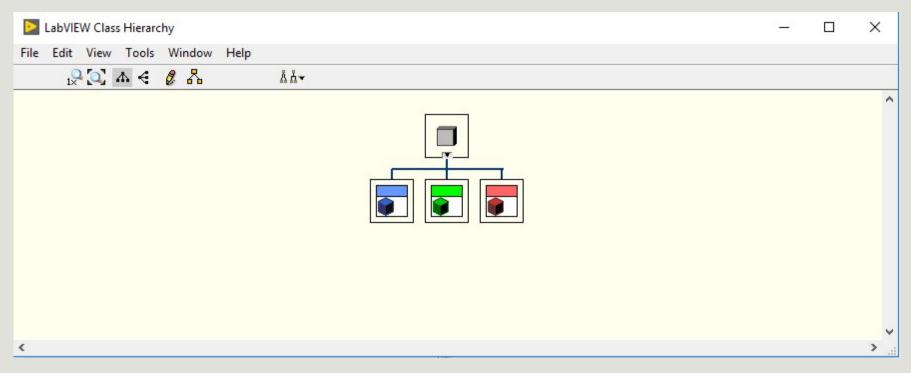
#### First LabVIEW Native





## Overview of the OpenGDS tools

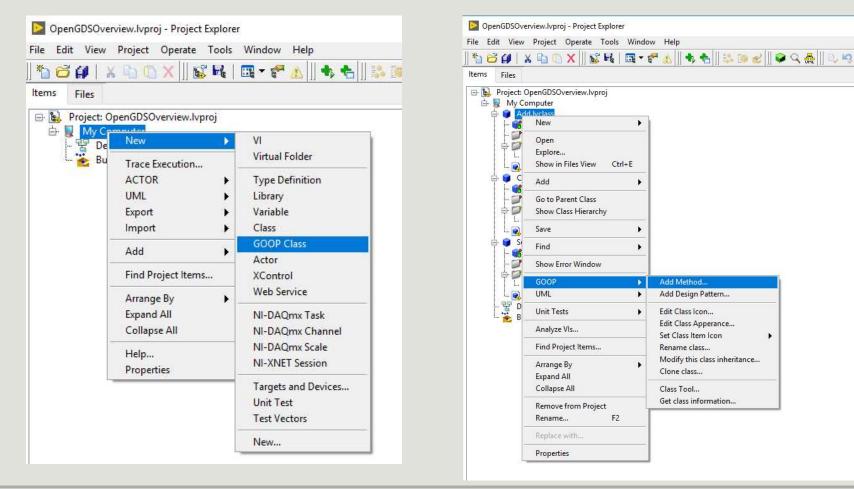
#### First LabVIEW Native: classHierarchy





# Overview of the OpenGDS tools: Creating classes

#### Creating a class





# Overview of the OpenGDS tools: Tools menu

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## Overview of the OpenGDS: UML editor

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### Practical approach

- 1. Using Native LabVIEW.
  - 1. Creating.

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- 2. Cloning the class
- 3. Cloning methods
- 2. Using the OpenGDS
  - 1. Same steps as with Native LabVIEW
- 3. Using the Uml editor.
  - 1. Reverse engineering
  - 2. Starting a project from UML.





### Practical approach

1. Demo Screen shots:





## Different types of objects

Simple DVR template

Singleton DVR template.

Making





### Thanks for your attention.