

# Chapter 1

## The Eclipse ICE Developer Menu

### Overview

The Eclipse Integrated Computational Environment (ICE) has had a great track record of providing a comprehensive environment for general scientific computing. Tasks such as model input generation, local and remote simulation execution, and post-simulation data analysis and visualization are all very well supported in the application. These tasks take care of the majority of needs for *using* general scientific computing codes, but what about *developing* those applications to begin with? Is there any way ICE can be extended to provide support for the development of science codes?

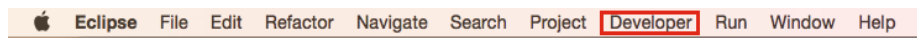


Figure 1.1: The ICE Developer Menu

The answer is yes! In 2015 ICE was extended to provide support for scientific application *development* through a custom, extensible **Developer** top-level menu. This menu is shown in Figure 1.1 and provides custom actions that enable efficient scientific application development for both novice and expert users of a given science code.

The Developer Menu is completely customizable through Eclipse Extension Points. Specifically, ICE exposes a new extension point: `org.eclipse.ice.developer.code`. This extension point provides the means to specify details about a scientific code: its name, category (Framework, Nuclear, Other, etc. . . ), and where its repository is hosted, just to name a few. This point also enables the addition of `commands` that point to some custom subclass of `org.eclipse.core.commands.AbstractHandler` that performs some task related to the development of the code.

With these extensions exposed as part of an ICE product execution, ICE handles all the complexity of picking them up and populating the Developer

Menu dynamically at runtime. This feature is shown in Figure 1.2, with an ICE category for ICE development, and another for scientific frameworks. This process is exactly how ICE developers work on ICE itself - by pulling down the ICE binary and leveraging the Developer Menu to clone and build ICE, all within ICE. ICE also provides these hooks for other scientific codes, like the Multiphysics Object Oriented Simulation Environment (MOOSE) for general finite-element simulations. ICE provides a hook for cloning MOOSE and for forking a templated repository for MOOSE Application development.

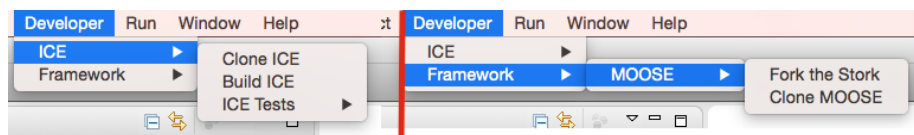


Figure 1.2: The Developer Menu ICE and MOOSE Actions

Extending the Developer Menu is easy, and relies on simply creating a new plugin and exposing a new extension. Let's see how to do this task in detail:

## Extending the ICE Developer Menu

For this tutorial, we are going to create a hook into the Developer menu to clone a scientific code called Fern. Fern is an application that provides an efficient nuclear reaction network solver. It is hosted at <https://github.com/jayjaybillings/fern>.

To get started, we need to download the ICE plugins to our workspace, which we can actually do through the Developer menu (pretty cool to use the Developer menu to extend the Developer menu!). Click Developer > ICE > Clone ICE to get all of ICE's plugins into the workspace. With ICE cloned to the workspace, we can now begin to extend the Developer menu. First, we will need to create a new plugin.

### Create a New Plugin Project

Creating a new plugin for an extension to the ICE Developer menu is simple, just click File > New > Plugin Project (or Other, then select Plugin Project). When the wizard opens, name your new plugin with something similar to Figure 1.3 and deselect the Generate an activation button. On the next page, simply uncheck the create a plugin from template button and click Finish.

When the MANIFEST.MF file editor opens up, add the *org.eclipse.ice.developer* plugin as a Required Plugin on the Dependencies tab.

### Create a New ICE Developer Extension

Now let's create a new Extension to connect ICE and the Developer Menu with a Clone Fern action. To do so, go to the Extensions tab of the plugin

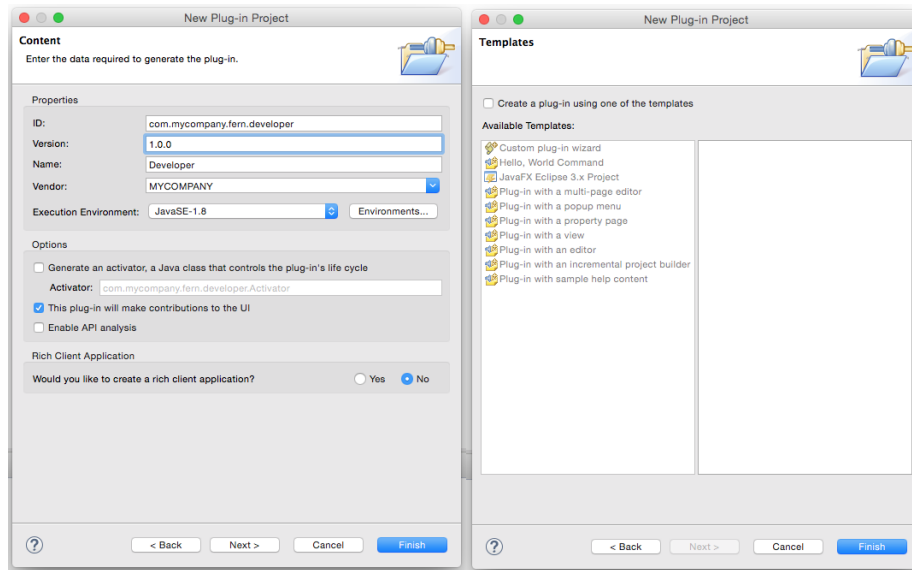


Figure 1.3: Creating a new Plugin Project

MANIFEST file and click add. ICE provides an `org.eclipse.ice.developer.code` extension point that lets users define various details about their codes.

You will then be presented with the view in Figure 1.4. Enter a descriptive ID and Name for this extension and click Save.

To define your scientific application, right click on the `org.eclipse.ice.developer.code` extension in the All Extensions section and select `New > Code` in the context menu. This action will present you with the view in Figure 1.5 where you can select the code category, code display name, the repository URL, and the branch you would like to work with.

To create a new developer action for your code, right click the code element of the extension tree and select `New > Command`. You will then be presented with the view at the top of Figure 1.5 where you can input the name of this action and the `AbstractHandler` subclass that performs the action. ICE provides a default `GitCloneHandler` that you may select. For this tutorial, select that and click Save. You should now have a view similar to the bottom of Figure 1.5.

### Setup ICE to Run with the New Plugin

To see this new Developer command in action, we need to launch a new instance of ICE. This can be done by opening the Run Configurations Wizard in `Run > Run Configurations`. Under the Eclipse Applications element in the tree on the left, select the ICE launch configuration for your OS. Open the Plugins tab and add your new developer plugin (see Figure 1.6) by enabling it. Then, click Run to launch ICE with your developer plugin. With ICE running, navigate to the

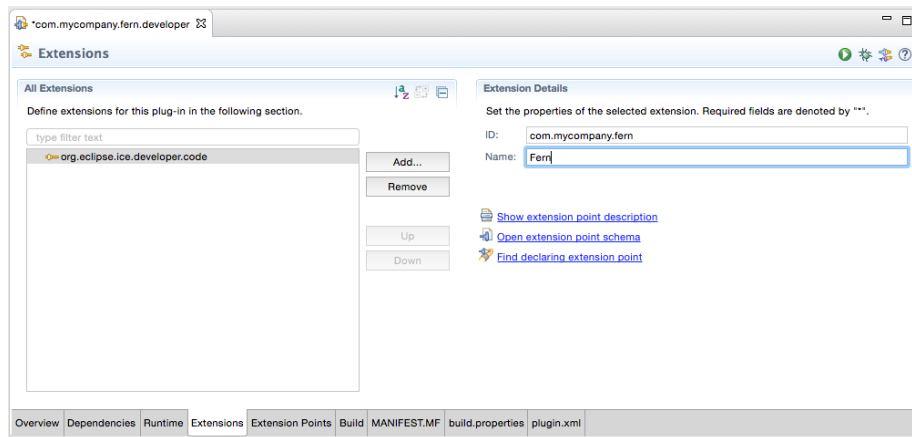


Figure 1.4: Configure the ID and Name of this Code Extension.

Developer menu and select Nuclear > Fern > Clone Fern (see Figure 1.7).

This will kick off the action you specified to clone the Fern repository and pull in any Eclipse projects to the workspace, as shown in Figure

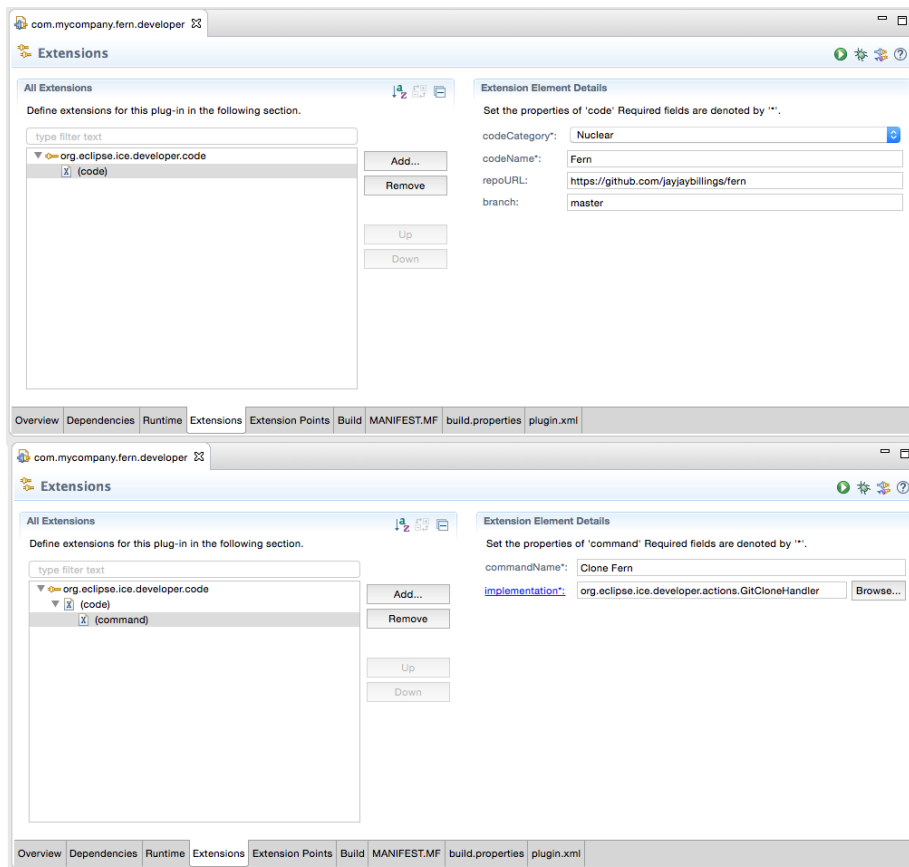


Figure 1.5: Create a new Code description for this extension.

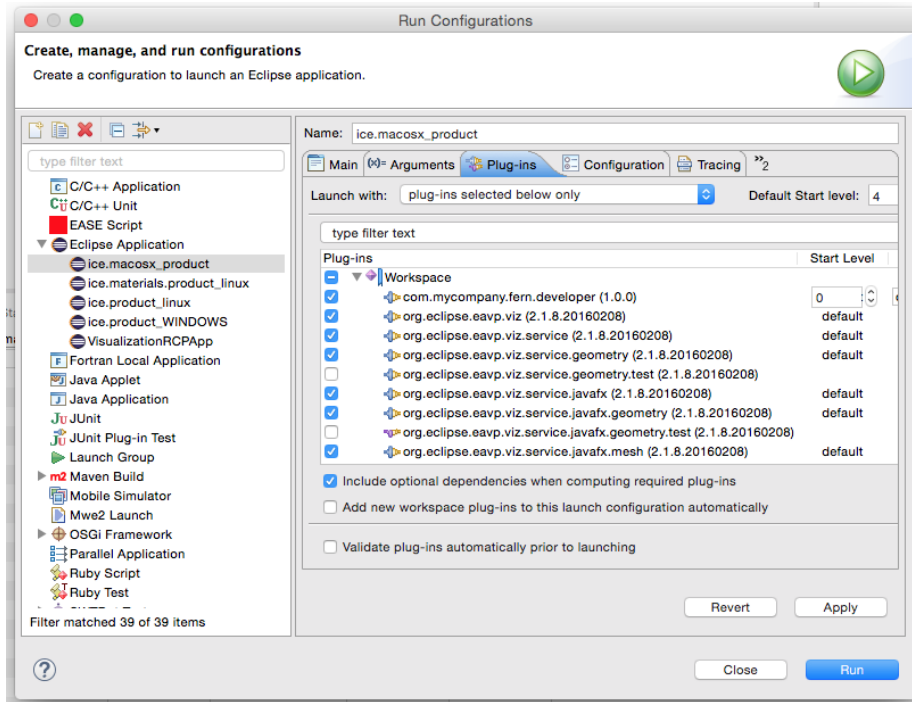


Figure 1.6: Add your plugin to the run configuration.

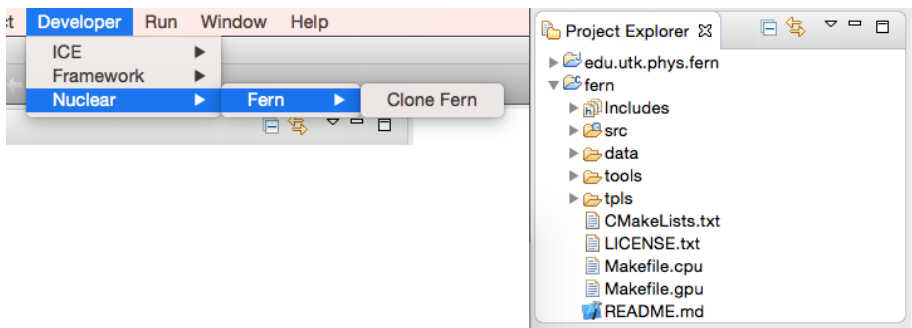


Figure 1.7: Use the Developer Menu to Clone ICE.