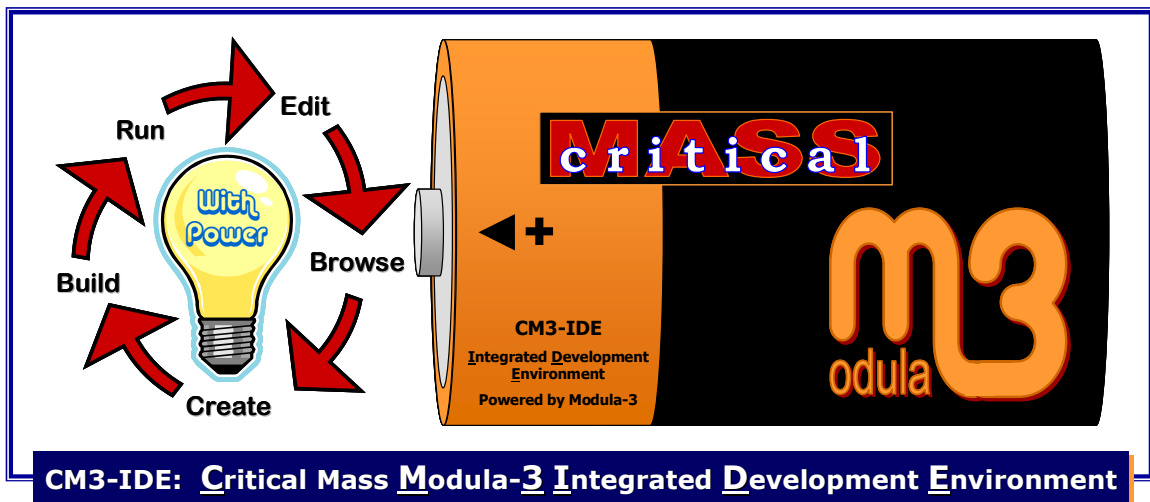




CRITICAL MASS MODULA-3 (CM3)

Integrated Development Environment (IDE)



# CM3-IDE User Guide

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CRITICAL MASS MODULA-3 INTEGRATED DEVELOPMENT ENVIRONMENT

CM3-IDE

# User Guide

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**elego Software Solutions** ‘inherited’ the complete sources for the Critical Mass Modula-3 compiler and development system from Critical Mass, Inc., in 2000, and has since made several releases of the system in source and binary form.

In March 2002 elego Software Solutions also took over the repository of the other active Modula-3 distribution PM3, till then maintained at the Ecole Polytechnique at Montreal.

So currently elego Software Solutions is hosting the complete CVS source code repositories and providing several possibilities to download Modula-3 sources or installation archives. You must decide if you want sources, CVS repositories (RCS files), or installation archives, and you can get them in several ways: using (anonymous) CVS, CVSup, HTTP, or FTP.

Everybody who wants to work on the CM3 or PM3 sources directly can get write access if he/she provides an ssh key (protocol version 2 (DSA) preferred). Send email to [m3-support@elego.de](mailto:m3-support@elego.de) if you are interested, and have a look at the CM3 configuration management rules available on the web site: <http://modula3.elegosoft.com/cm3/>

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# Table of Contents

|           |   |           |
|-----------|---|-----------|
| <b>0.</b> | <b>Introduction</b>                           | <b>1</b>  |
| 0.1       | About This Manual                             | 1         |
| 0.1.1     | Welcome to CM3-IDE!                           | 1         |
| 0.1.2     | What's Inside                                 | 1         |
| 0.1.3     | Typographic Conventions                       | 2         |
| 0.1.4     | Before You Begin                              | 2         |
| 0.1.5     | Keeping in Touch                              | 2         |
| 0.2       | About CM3-IDE                                 | 3         |
| 0.2.1     | CM3-IDE's Development Environment             | 3         |
| 0.2.2     | Systems Development with CM3-IDE              | 4         |
| 0.2.3     | Programming in CM3-IDE                        | 4         |
| <b>1.</b> | <b>Learning the Basics</b>                    | <b>5</b>  |
| 1.1       | Starting CM3-IDE                              | 6         |
| 1.2       | A Quick Walkthrough                           | 7         |
| 1.3       | Creating a Package From Scratch               | 15        |
| 1.3.1     | List of All Packages                          | 15        |
| 1.3.2     | Creating New Packages                         | 17        |
| 1.3.3     | Procedure Calls in CM3-IDE: What is "IO.Put?" | 20        |
| 1.3.4     | The IO Interface                              | 20        |
| 1.3.5     | CM3-IDE Makefiles (m3makefile)                | 24        |
| 1.4       | Summary                                       | 27        |
| <b>2.</b> | <b>The CM3-IDE Environment</b>                | <b>29</b> |
| 2.1       | Common Tools, Icons, and Visual Elements      | 29        |
| 2.1.1     | Quick Access Icons                            | 30        |
| 2.1.2     | Action Buttons                                | 31        |
| 2.1.3     | The Find Type-in                              | 32        |
| 2.2       | CM3-IDE Start Screen                          | 32        |
| 2.2.1     | Start Screen: System                          | 34        |

|           |   |           |
|-----------|---|-----------|
| 2.2.2     | Start Screen: Language                  | 34        |
| 2.2.3     | Start Screen: Help                      | 34        |
| 2.2.4     | Customizing the CM3-IDE Start Screen    | 35        |
| 2.3       | Summary Screens                         | 36        |
| 2.3.1     | Package Summary                         | 36        |
| 2.3.2     | Library Summary                         | 37        |
| 2.3.3     | Program Summary                         | 39        |
| 2.3.4     | Interface Summary                       | 40        |
| 2.3.5     | Module Summary                          | 41        |
| 2.4       | CM3-IDE's Web Namespace                 | 42        |
| 2.4.1     | CM3-IDE URLs                            | 43        |
| 2.4.2     | Example CM3-IDE URLs                    | 43        |
| 2.4.3     | Regular Expressions in CM3-IDE URLs     | 44        |
| 2.5       | Summary                                 | 45        |
| <b>3.</b> | <b>Building and Sharing Packages</b>    | <b>47</b> |
| 3.1       | Building Packages                       | 48        |
| 3.2       | Directory Structure of a Package        | 49        |
| 3.3       | CM3-IDE makefiles                       | 50        |
| 3.3.1     | Basic Makefile Commands                 | 51        |
| 3.3.2     | Additional Makefile Commands            | 53        |
| 3.4       | Managing Multiple Packages              | 53        |
| 3.5       | Shipping Packages                       | 54        |
| 3.6       | Package Roots                           | 55        |
| 3.6.1     | Example: Creating a New Package Root    | 56        |
| 3.7       | Sharing Packages                        | 57        |
| 3.7.1     | Example: Adam's and Eve's Joint Project | 58        |
| 3.8       | Builder Options                         | 62        |
| 3.9       | Summary                                 | 64        |
| <b>4.</b> | <b>Customizing CM3-IDE</b>              | <b>65</b> |
| 4.1       | CM3-IDE Configuration Screen            | 66        |
| 4.1.1     | Navigating to the Configuration Page    | 66        |
| 4.1.2     | Saving Configuration Changes            | 66        |
| 4.1.3     | Display Settings                        | 66        |
| 4.1.4     | Package Roots Settings                  | 68        |
| 4.1.5     | Communication Settings                  | 69        |
| 4.1.6     | Miscellaneous Settings                  | 69        |

|           |   |            |
|-----------|---|------------|
| 4.1.7     | Helper Procedures                                     | 70         |
| 4.2       | Summary   | 72         |
| <b>5.</b> | <b>Beyond The Basics</b>                              | <b>73</b>  |
| 5.1       | Exceptions: Error Handling in CM3-IDE                 | 74         |
| 5.1.1     | How Exceptions Work                                   | 74         |
| 5.1.2     | Declaring Exceptions                                  | 74         |
| 5.1.3     | Triggering Exceptions: RAISE Statement                | 75         |
| 5.1.4     | Handling Exceptions: TRY-EXCEPT Statement             | 75         |
| 5.1.5     | Cleaning up: TRY-FINALLY Statement                    | 76         |
| 5.1.6     | Trapping All Exits from a Block of Code               | 77         |
| 5.1.7     | An Example of Exception Handling                      | 77         |
| 5.1.8     | Programming without Exceptions                        | 77         |
| 5.1.9     | Making Programs Robust with Exceptions                | 79         |
| 5.2       | Object Types: Object-oriented Programming             | 81         |
| 5.2.1     | Programming with Objects: A Complete Example          | 83         |
| 5.3       | Threads: Managing Concurrent Activities               | 86         |
| 5.4       | Opaque Types: Information Hiding And Encapsulation    | 88         |
| 5.4.1     | Fully Opaque Types                                    | 89         |
| 5.4.2     | Clients of an Opaque Type                             | 91         |
| 5.4.3     | Partially Opaque Types: Revealing Types in Moderation | 92         |
| 5.4.4     | Subtyping Partially Opaque Type                       | 94         |
| 5.4.5     | Clients of a Partially Opaque Type                    | 96         |
| 5.5       | Generics: Resuable Data Structures and Algorithms     | 97         |
| 5.5.1     | Using Generics  | 98         |
| 5.5.2     | A Generic Example: List                               | 98         |
| 5.5.3     | Parameter to a Generic: Atom                          | 99         |
| 5.5.4     | Instantiating a Generic: AtomList                     | 99         |
| 5.5.5     | Using Instances of Generics                           | 99         |
| 5.5.6     | Instantiating Generics for User-Defined Types         | 101        |
| 5.5.7     | Instantiating Generics in a Makefile                  | 102        |
| 5.6       | Unsafe Constructs: System Programming in CM3-IDE      | 102        |
| 5.6.1     | Unsafe Coding Example                                 | 103        |
| 5.7       | Summary   | 105        |
| <b>6.</b> | <b>Development Recipes</b>                            | <b>107</b> |
| 6.1       | Robust Distributed Applications: Network Objects      | 108        |
| 6.1.1     | The Common Interface                                  | 108        |

|           |  |            |
|-----------|--|------------|
| 6.1.2     | A Network Object Server                          | 109        |
| 6.1.3     | A Network Object Client                          | 113        |
| 6.2       | Client/Server Computing: Safe TCP/IP Interfaces  | 115        |
| 6.2.1     | A TCP/IP Client: Finger                          | 115        |
| 6.2.2     | A TCP/IP Server: HTTPD                           | 117        |
| 6.3       | Taking Persistent Snapshots of Objects: Pickles  | 120        |
| 6.4       | Quick Comparison of Large Data: Fingerprints     | 122        |
| 6.5       | Portable Operating System Interfaces             | 124        |
| 6.6       | Dynamic Web Applications: the Web Server Toolkit | 135        |
| 6.7       | Interacting with C Programs                      | 137        |
| 6.7.1     | Calling C: A Unix Example                        | 137        |
| 6.7.2     | Calling C: A Win32 Example                       | 139        |
| 6.7.3     | Calling Modula-3 from C                          | 140        |
| 6.8       | Summary  | 142        |
| <b>7.</b> | <b>CM3-IDE Interface Index</b>                   | <b>143</b> |
| 7.1       | Data Types, Data Structures, and Algorithms      | 144        |
| 7.1.1     | Basic Data Types                                 | 144        |
| 7.1.2     | Collections, Lists, Tables, Sets                 | 145        |
| 7.1.3     | Linked Lists                                     | 145        |
| 7.1.4     | Sorted Linked Lists                              | 145        |
| 7.1.5     | Property lists                                   | 145        |
| Tables    |  | 146        |
| 7.1.6     | Sorted tables                                    | 146        |
| 7.1.7     | Sequences  | 146        |
| 7.1.8     | Priority queues                                  | 147        |
| 7.1.9     | Sets   | 147        |
| 7.1.10    | Sorting Lists, Tables, and Arrays                | 147        |
| 7.2       | Standard Libraries                               | 148        |
| 7.2.1     | Math, Geometry, Statistics, Random numbers       | 148        |
| 7.2.2     | Floating point                                   | 148        |
| 7.2.3     | Environment, Command line parameters             | 148        |
| 7.2.4     | I/O streams, Reading and Writing, Files          | 148        |
| 7.2.5     | Formatting, I/O Conversion                       | 149        |
| 7.2.6     | Threads  | 149        |
| 7.3       | Systems Development                              | 150        |
| 7.3.1     | Distributed and Client/Server Development        | 150        |
| 7.3.2     | Databases and Persistence                        | 150        |



|           |   |            |
|-----------|---|------------|
| 7.3.3     | Operating System, Files, Processes, Time                                | 151        |
| 7.3.4     | Interoperability with C   | 153        |
| 7.3.5     | Low-level Run-time Interfaces   | 153        |
| 7.4       | Miscellaneous   | 153        |
| <b>8.</b> | <b>Further Information</b>  | <b>155</b> |
| 8.1       | Books   | 156        |
| 8.1.1     | System Programming with Modula-3  | 156        |
| 8.1.2     | Modula-3  | 156        |
| 8.1.3     | Algorithms in Modula-3  | 156        |
| 8.1.4     | Programming with Modula-3: An Introduction to Programming with Style    | 157        |
| 8.2       | Technical Documentation   | 157        |
| 8.2.1     | Reactor White Paper   | 157        |
| 8.2.2     | Some Useful Modula-3 Interfaces   | 157        |
| 8.2.3     | Network Objects   | 158        |
| 8.2.4     | Trestle Reference Manual  | 158        |
| 8.2.5     | VBToolkit Reference Manual: A toolkit for Trestle                       | 158        |
| 8.2.6     | Obliq-3D Tutorial and Reference Manual                                  | 158        |
| 8.3       | Introductory Programming Articles                                       | 158        |
| 8.3.1     | Modula-3 Reference and Tutorial   | 158        |
| 8.3.2     | Net Balance: A Network Objects Example                                  | 159        |
| 8.3.3     | Building Distributed OO Applications: Modula-3 Objects at Work          | 159        |
| 8.3.4     | Partial Revelation and Modula-3   | 159        |
| 8.3.5     | Initialization of Object Types  | 159        |
| 8.3.6     | Trestle Tutorial  | 159        |
| 8.3.7     | Trestle by Example  | 160        |
| 8.4       | Systems Built Using Modula-3  | 160        |
| 8.4.1     | The Juno-2 Constraint-Based Drawing Editor                              | 160        |
| 8.4.2     | Zeus: A System for Algorithm Animation and Multi-View Editing           | 160        |
| 8.4.3     | Writing an Operating System with Modula-3                               | 160        |
| 8.4.4     | The Whole Program Optimizer   | 160        |
| 8.5       | Parallel Programming  | 161        |
| 8.5.1     | An Introduction to Programming with Threads                             | 161        |
| 8.5.2     | Synchronization Primitives for a Multiprocessor: A Formal Specification | 161        |
| 8.6       | Garbage Collection  | 161        |
| 8.6.1     | Compacting Garbage Collection with Ambiguous Roots                      | 161        |
| 8.6.2     | Distributed Garbage Collection for Network Objects                      | 162        |
| 8.7       | Comparisons to Other Languages  | 162        |

|       |  |     |
|-------|--|-----|
| 8.7.1 | A Comparison of Modula-3 and Oberon-2                                | 162 |
| 8.7.2 | A Comparison of Object-Oriented Programming in Four Modern Languages | 162 |
| 8.8   | Summary  | 163 |

# Figures

|   |    |
|---|----|
| Figure 1. The Start Screen.....   | 6  |
| Figure 2. Examples Area.....  | 7  |
| Figure 3. A Package Summary .....   | 8  |
| Figure 4. A Module Summary.....   | 10 |
| Figure 5. A Schematic of the IO Interface.....                                | 12 |
| Figure 6. Building a package.....   | 13 |
| Figure 7. A Package Summary containing a Built Program.....                   | 13 |
| Figure 8. A Program Summary with a Run Button .....                           | 14 |
| Figure 9. Running "Hello World".....  | 15 |
| Figure 10. Packages Page: Listing of All Packages in CM3-IDE.....             | 16 |
| Figure 11. Top of the Packages Page.....                                      | 17 |
| Figure 12. Package Creation Dialog.....                                       | 18 |
| Figure 13. The top of the Module Summary Page.....                            | 19 |
| Figure 14. A Procedure Call Crossing Module Boundaries.....                   | 20 |
| Figure 15. The top of the IO Interface.....                                   | 21 |
| Figure 16. Some Procedures Defined in the IO Interface.....                   | 22 |
| Figure 17. The top of a Program Summary page.....                             | 26 |
| Figure 18. Quick Access Icons for <code>/proj/hello/src/hello.m3</code> ..... | 30 |
| Figure 19. CM3-IDE's Start Screen .....                                       | 33 |
| Figure 20. A Package Summary .....  | 36 |
| Figure 21. A Library Summary.....   | 38 |
| Figure 22. Top Portion of a Program Summary .....                             | 39 |
| Figure 23. An Interface Summary .....   | 40 |
| Figure 24. Portions of a Module Summary.....                                  | 41 |
| Figure 25. CM3-IDE's Build Button .....                                       | 48 |
| Figure 26. CM3-IDE Package Directory Structure .....                          | 49 |
| Figure 27. Package Roots Section of the Configuration Screen .....            | 56 |
| Figure 28. The "Package Roots" section of Eve's Configuration Page.....       | 59 |
| Figure 29. Save Changes and Display Settings .....                            | 66 |
| Figure 30. Package Root and Communication Configuration .....                 | 68 |
| Figure 31. Miscellaneous Settings and Helper Procedures .....                 | 70 |

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## 0. Introduction

### 0.1 About This Manual

#### 0.1.1 Welcome to CM3-IDE!

If you are reading this manual because you would like to learn how to use CM3-IDE, you've come to the right place.

This manual will teach you what you need to know to use CM3-IDE for your development tasks. To make the most of this manual and of CM3-IDE, you should try out the hands-on tutorials using CM3-IDE's development environment.

#### 0.1.2 What's Inside

Chapter 1, **Learning the Basics** on page 5 introduces you to the basic concepts of CM3-IDE: packages, modules, interfaces, importing, and exporting, by walking through two hands-on tutorials.

Chapter 2, **The CM3-IDE Environment** on page 29 tours the commonly used screens in the CM3-IDE development environment.

Chapter 3, **Building and Sharing Packages** on page 47 explains how to build packages, and how to share them with others developers in your team. By the end of Chapter 3, you should have a solid understanding of the CM3-IDE development environment.

Chapter 4, **Customizing CM3-IDE** on page 65 describes CM3-IDE's Configuration page. Use this information to tailor CM3-IDE's behavior to fit your individual or team development needs.

Chapter 5, **Beyond the Basics** on page 73 introduces the more advanced language features, such as object types, threads, exception handling, generics, and provisions for unsafe code.

Chapter 6, **Development Recipes** on page 107 includes recipes for building some simple, but real applications: client/server computing, distributed computing, building



## INTRODUCTION

dynamic web applications, integrating legacy code, and using operating system interfaces.

Chapter 7, **CM3-IDE Interface Index** on page 143 outlines the most common of the hundreds of interfaces in CM3-IDE.

Chapter 8, **Further Information** on page **Error! Bookmark not defined.** cites other sources of information about CM3-IDE.

### 0.1.3 Typographic Conventions

In this manual, the body text is typed in a serif typeface. References to code are typeset a sans serif code typeface, for example:

```
FOR i := 1 TO 10 DO IO.PutInt(i) END;
```

#### Step

Performing some tasks may involve multiple steps. To help continuity of the text in this manual, each step is marked on the left hand-side with a “STEP” icon.

### 0.1.4 Before You Begin

To achieve the most from reading this user guide, you should:

- Know the basics of programming. Reading this manual does not require extensive programming experience, however, you are expected to know the basics.
- Learn how to operate your web browser and text editor. CM3-IDE allows you to use a browser and editor of your choice; hence you must know how to use them before you can use CM3-IDE effectively.

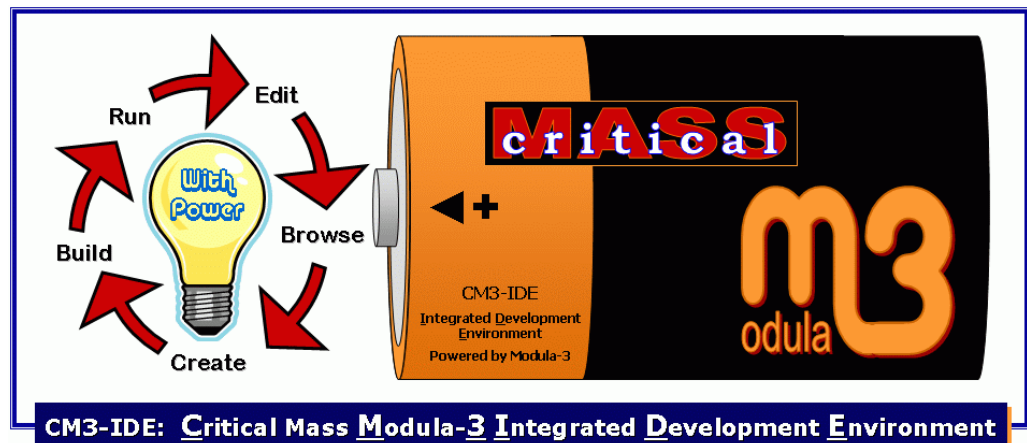
If CM3-IDE’s default browser and editor don’t match your preferences, change the CM3-IDE settings as described in Chapter 4, **Customizing CM3-IDE** on page 65.

- Install CM3-IDE on your system. For instructions, see the *Installation Guide* distributed with your copy of CM3-IDE.

### 0.1.5 Keeping in Touch

Our web address is <http://modula3.elegosoft.com/cm3/>. Visit us there for updates and information about CM3-IDE. Good luck. We hope you enjoy using CM3-IDE!

## 0.2 About CM3-IDE



CM3-IDE is a complete environment for the development of robust, multi-platform, client/server and distributed applications.

CM3-IDE provides built-in support for modern systems programming tasks through the use of features such as multi-threading, automatic garbage collection, exceptions, and separation of interfaces from implementations.

CM3-IDE's strength lies in its support for the development of high-performance back-end servers and middle layers in a multi-tier architecture. You can also use CM3-IDE to build user interfaces.

### 0.2.1 CM3-IDE's Development Environment

CM3-IDE development environment is a dynamic, custom web server. To navigate within the environment, you use a standard web browser such as Netscape Navigator or the Internet Explorer.

Each file in your project and every command in CM3-IDE maps to a location in the CM3-IDE's web namespace. CM3-IDE continually tracks changes in your system and uses the information to build and maintain hypertext links to program components.

This unique design has many advantages, among them:

- The web is an intuitive metaphor to most users, hence it is easy to begin using CM3-IDE.
- CM3-IDE's feel and function remain the same on all platforms.
- Within your projects, you can embed references to external documentation, point out relationships with other projects in your system, or create links to a

**README** file. You can embed a reference to a CM3-IDE project in an e-mail message.

- CM3-IDE's web-based metaphor allows you to quickly access information about program components, types, and their relationships.

### **0.2.2 Systems Development with CM3-IDE**

CM3-IDE's high-performance compiler generates native code from the same source code whether you run on Windows or Unix. The smart but simple-to-use builder keeps track of dependencies between various program elements automatically, whether or not you use makefiles. Customizing CM3-IDE is straightforward, also.

The CM3-IDE installation includes a collection of portable, well-documented, and thread-friendly libraries, giving you access to thousands of calls in several hundred interfaces.

CM3-IDE's simple repository system allows you and your co-workers to share released code.

### **0.2.3 Programming in CM3-IDE**

CM3-IDE's primary programming language is Modula-3.

Modula-3's Pascal-like syntax and concise definition make it easy to learn and use; yet Modula-3 is an extremely powerful and versatile development tool. Modula-3 has been used extensively for building robust, distributed programs for over a decade.

A language reference, tutorial, and many examples are available online as part of the CM3-IDE environment.