New Project

Project name: | Project1

Project location: | sers/mikbar/MPSProjects/Project1 | ...

Description

In MPS, you create new languages and then use them to write code in solutions. An MPS language describes the syntax, editor, generator and other aspects of the new language.

▼ More Settings

Language name:

NewLanguage

Language file location:

s/mikbar/MPSProjects/Project1/languages/NewLanguage | ...

☐ Create Runtime Solution

☑ Create Sandbox Solution

Project format: | .mps (directory based)

DSL
- [L] Language project

Development
- [s] Solution project

Other
- Empty project

? | Cancel | OK

Logical View ▾

∨ **models2020-full** (/Users/mikbar/MPSProjects/r

  ∨ S NewLanguage.sandbox (generation required

    ∨ ▢ NewLanguage

      ∨ M sandbox (generation required)

  ∨ L NewLanguage (generation required)

    ∨ S structure (generation required)

    > E editor (generation require

    > C constraints (generation

New ▶	S **Concept**
Make Model 'NewLanguage.structure'	[p] Constrained Data Type
	E Enumeration

```
concept Entity extends     BaseConcept
                implements <none>

instance can be root: true
alias: <no alias>
short description: <no short description>

properties:
name : string

children:
<< ... >>

references:
<< ... >>
```
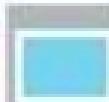
Logical View ▾

⊕ ⊼ ⚙ —

S Entity ✕   S Field ✕

∨ 🔲 **models2020-full** (/Users/mikbar/MPSProjects/n

  ∨ S **NewLanguage.sandbox** (generation required

    ∨ 📁 NewLanguage

      › 📁 sandbox (generation required)

∨ L NewLanguage

```
concept Entity extends       BaseConc
                implements <none>
```

| New | ▶ | Ⓝ Entity |

entity <no name>

```
entity MyEntity
```

```
concept Entity extends    BaseConcept
                implements INamedConcept

    instance can be root: true
    alias: <no alias>
    short description: <no short description>

    properties:
    << ... >>        (removed name)

    children:
    << ... >>

    references:
    << ... >>
```