

```
concept Program extends BaseConcept
           implements <none>
```

```
instance can be root: true
```

```
alias: <no alias>
```

```
short description: <no short description>
```

```
properties:
```

```
<< ... >>
```

```
children:
```

```
⚡ entities : Entity[1..n]
```

```
references:
```

```
<< ... >>
```

<default> editor for concept Program

node cell layout:

<choose cell model>

Intentions

in

☞ Surround with Horizontal Collection ▶

☞ Surround with Indent Collection ▶

☞ Surround with Vertical Collection ▶

Cell

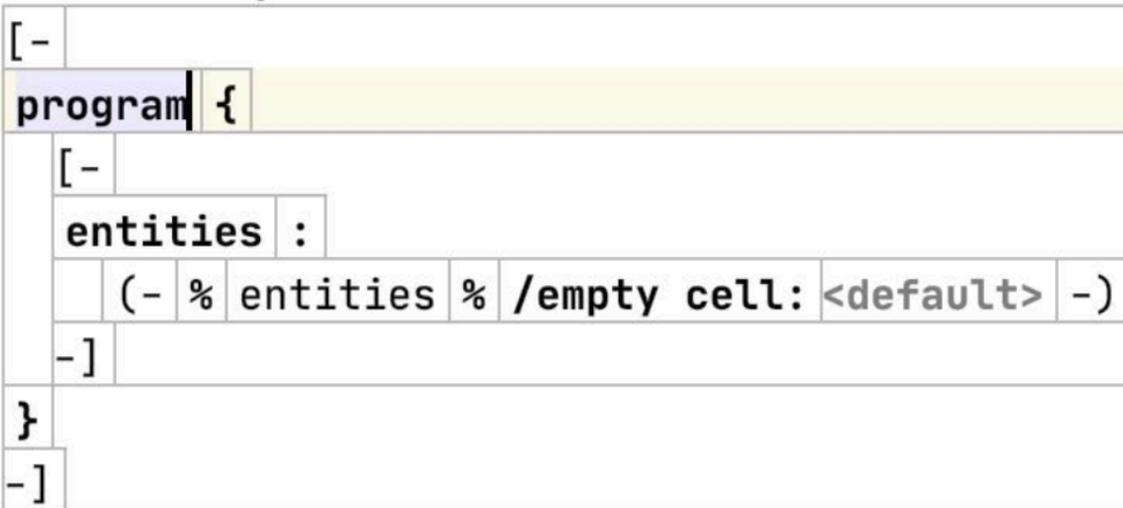
☞ Generate Default (Expression-like) ▶

☞ **Generate Default (Statement-like) ▶**

☞ Extract Component ⌘⌘C

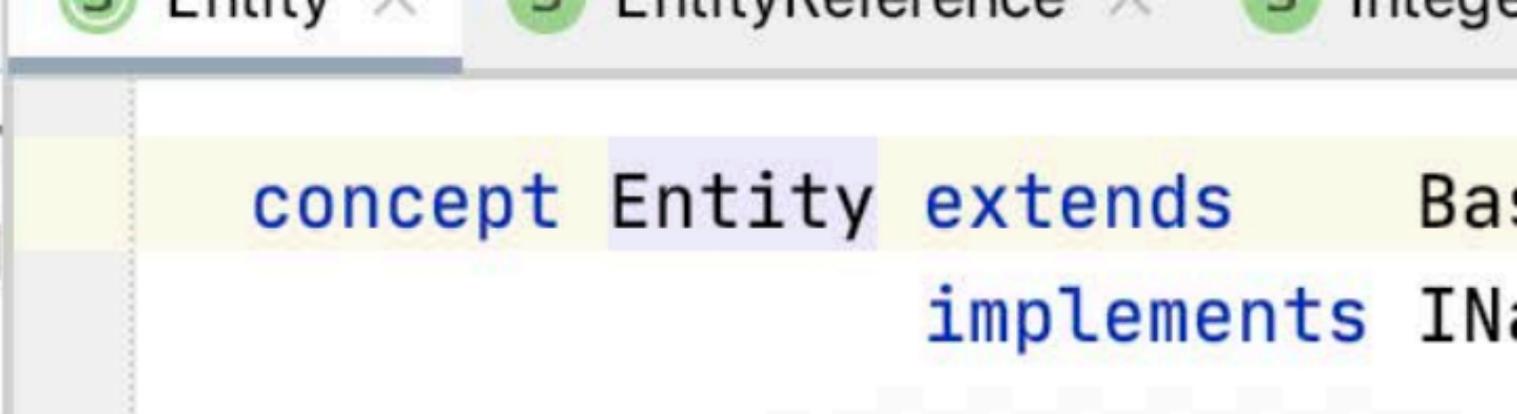
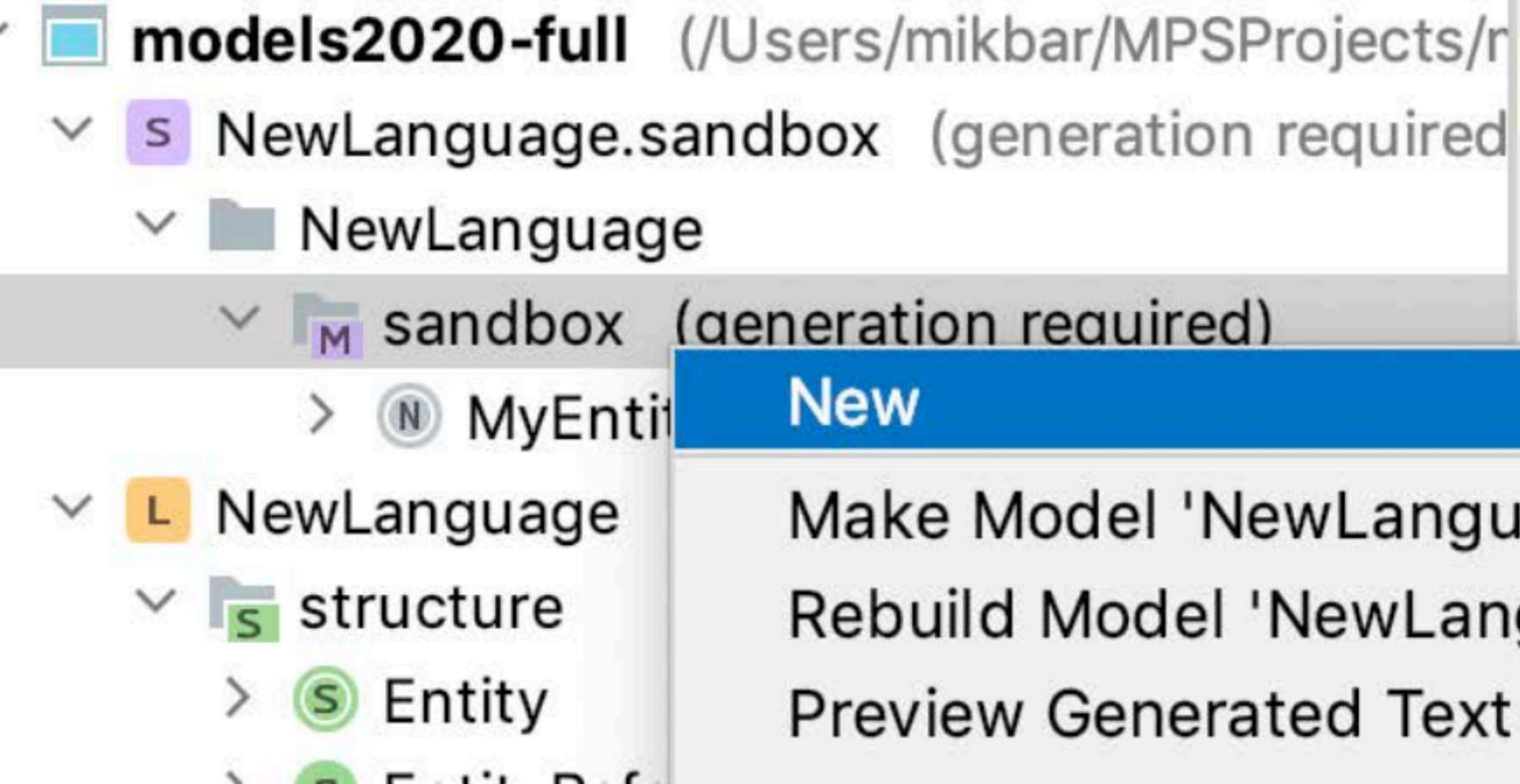
<default> editor for concept Program

node cell layout:



inspected cell layout:

<choose cell model>

**New**

Make Model 'NewLanguage.sandbox'

Rebuild Model 'NewLanguage.sandbox'

Preview Generated Text

⌘⇧F9

- Entity
- Program**
- Model
- Test Model

```
program {
  entities:
    entity EntityA extends <no parent> {
      fields:
        << ... >>
    }
    entity EntityB extends <no parent> {
      fields:
        << ... >>
    }
    entity EntityC extends <no parent> {
      fields:
        << ... >>
    }
}
```

```
program {  
  entities:  
    entity EntityA extends <no parent> {  
      fields:  
        << ... >>  
    }  
    entity EntityB extends {  
      fields:  
        << ... >>  
    }  
    entity EntityC extends  
      fields:  
        << ... >>  
  }  
}
```

EntityA ^entities (N)
EntityB ^entities (N)
EntityC ^entities (N)
MyEntity ^Ent

Press `⌘B` to Show item trace