

# Digitize business processes successfully

Accelerate digital transformation with the X4 BPMS low code platform

## X4 Data Model

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# 1 Introduction

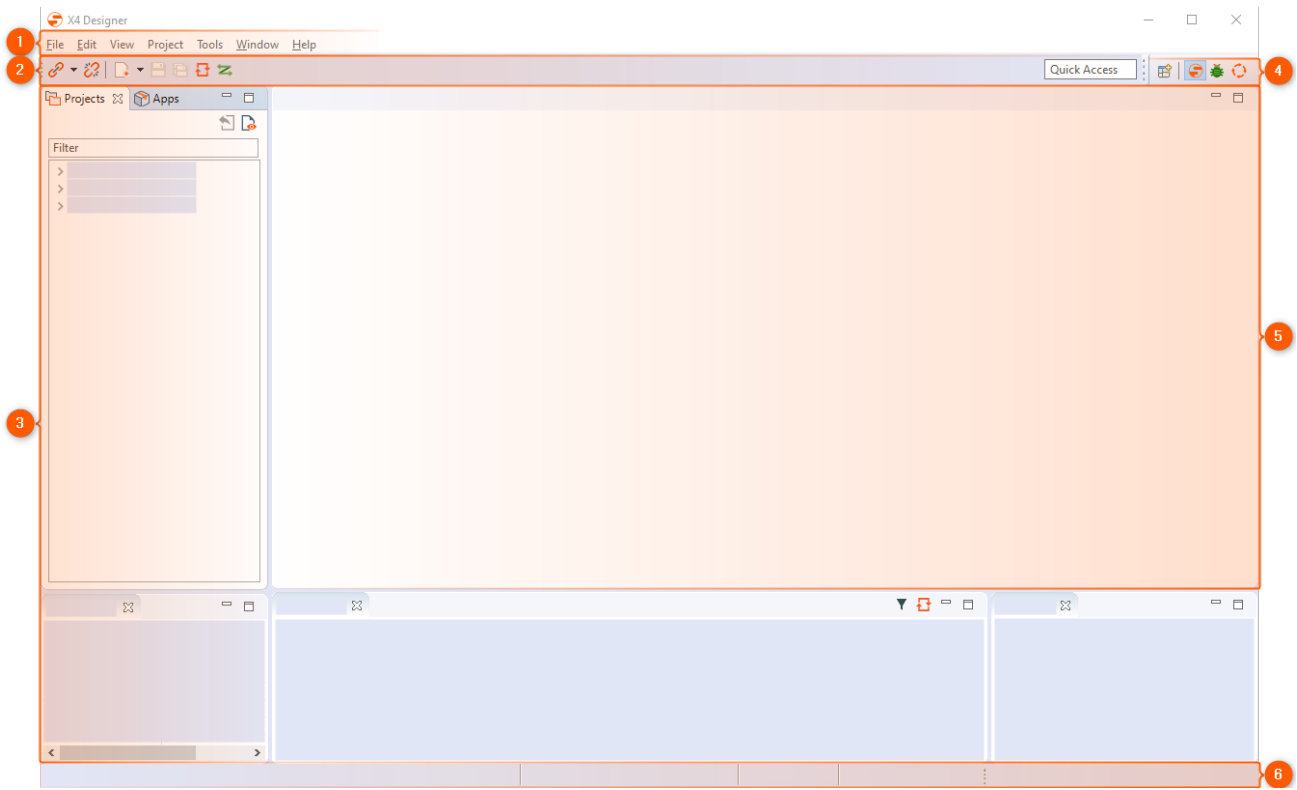
## 1.1 What is a Data Model Project?

A Data Model Project is a type of project within X4 BPMS that allows you to define complex data models and integrate them into ESB processes and X4 Web Apps.

## 1.2 How can I use Data Model Projects?

In a Data Model Project, you can map complex data structures, such as a purchase order with addresses and positions, which you reuse in other places. This offers the great advantage that data models can be reused, e.g. in X4 Web Apps, and do not have to be defined multiple times.



















## 2 Interface



1	<b>Menu bar</b>	The menu bar allows to open various functions and editors of the X4 Designer.
2	<b>Toolbar</b>	The toolbar offers different functions and display options. Some symbols are only active, if the corresponding function is available for the selected or opened element, see also Toolbar.
3	<b>Views</b>	Views can be arranged individually via drag-and-drop.
4	<b>Perspectives</b>	Switch between X4 Designer and BPMN Designer perspective.
5	<b>Editors and workspace</b>	Processes and files are opened here for editing in tabs.
6	<b>Status bar</b>	The status bar displays the connected server, the logged-in user and the version.

### 2.1 Toolbar

Various functions and display options can be called up via the toolbar. Some icons are only active if the relevant function is available for the selected or opened element.

	<i>Connect</i>	Connect to the server
	<i>Disconnect</i>	Disconnect from the server
	<i>New</i>	Add new element   The insert option varies depending on where you are in the tree structure in the Repository Navigator.
	<i>Save</i>	Save changes in the currently opened window
	<i>Save all</i>	Save all changes
	<i>Repository Refresh</i>	Perform server-side update
	<i>Attach/Detach Debug</i> /	Attach debugger to server instance / Detach debugger from server instance
	<i>Start Debugging</i>	Start Debugger
	<i>Undo</i>	Undo last editing step
	<i>Redo</i>	Restore undone step
	<i>Cut</i>	Cut selection
	<i>Copy</i>	Copy selection
	<i>Paste</i>	Paste selection
	<i>Start Debugging</i>	Call up options for process execution  <ul style="list-style-type: none"> <li>• Start Debugging: debug process (show and fix errors)</li> <li>• Start Without Debugging: Execute process directly</li> <li>• Debug/Run Options: Open Run/Debug settings in X4 Designer</li> </ul>
	<i>Suspend</i>	Stop debugging process
	<i>Resume</i>	Continue debugging process
	<i>Stop Debugging</i>	Terminate debugging

	<i>Step Into</i>	Execute process step (display steps of the subprocess)
	<i>Step Over</i>	Execute process step (without displaying steps of the subprocess)
	<i>Step Return</i>	Jump out of subprocess
	<i>Toggle Breakpoint</i>	Set or remove breakpoint for marked element
	<i>Clear all Breakpoints</i>	Delete all breakpoints in this process
	<i>Quick Watch</i>	Open Quick Watch view to view placeholders, dynamic parameters and context variables with their values during debugging.
	<i>Output</i>	Open Output view to view the result of each process step during debugging.
	<i>Zoom Out</i>	Zoom out view
	<i>Zoom</i>	Select zoom level
	<i>Zoom In</i>	Zoom view
	<i>Snap to grid</i>	Display grid and align elements to grid
	<i>Show Process Quality Index</i>	Display Process Quality Index

## 2.2 Context Menu

### **Context menu for process components**

When you right-click a process component in the X4 Designer's editor area, you have access to different features – depending on the component type and the:

<i>Add Component</i>	Add new process component
----------------------	---------------------------


<i>Layout</i>	Align selected process components <ul style="list-style-type: none"> <li>• <b>Align Horizontal</b>: Align the process components horizontally</li> <li>• <b>Align Vertical</b>: Align the process components vertically</li> <li>• <b>Distribute Horizontal</b>: Distribute the process components horizontally</li> <li>• <b>Distribute Vertical</b>: Distribute the process components vertically</li> </ul>
<i>Select All</i>	Select all process components
<i>Copy Process Diagram to Clipboard</i>	Copy the process diagram
<i>Edit Label...</i>	Edit the process component's label
<i>Undo ...</i>	Undo the last editor action
<i>Redo ...</i>	Redo a previously undone editor action
<i>Copy</i>	Copy a selected process action
<i>Cut</i>	Cut selected process action
<i>Set ... document</i>	Replace a marked process component with another repository element
<i>Edit ...</i>	Edit a selected process component (module components and documents only)
<i>Toggle Breakpoint</i>	Set a debug breakpoint for the selected process action
<i>Delete</i>	Delete a selected process component from the process diagram
<i>Validate</i>	Check the subprocess' validity (subprocesses only)
<i>Preview</i>	Open process component in a separate editor tab (Module components and documents only)
<i>Show input schema</i>	Display input schema assigned to the sub-process, if available
<i>Show output schema</i>	Display output schema assigned to the sub-process, if available
<i>Select in Repository Navigator</i>	Show process component in the <b>Repository Navigator</b>
<i>View Call Hierarchy</i>	Display the processes using the selected process component
<i>Refresh</i>	Reload a selected process component from the repository (Module components and documents only)
<i>Bring to Front</i>	Bring a selected symbol to the foreground of the diagram



<i>Bring Forward</i>	Bring a selected symbol one level up towards foreground
<i>Send Backward</i>	Bring a selected symbol one level down towards background
<i>Send to Back</i>	Bring a selected symbol to the background of the diagram
<i>Properties</i>	Display process component properties in the Properties view
<i>Schema Declaration ...</i>	Specify schema declaration for the process




### Context menu in the Projects view

You can open the context menu by right-clicking on an element within the **Projects** view.

<i>New</i>	Create new elements (processes, directories, adapters, etc.) in the repository
<i>Open / Open with</i>	Open the selected element (process, folder, adapter etc.) with the default editor or a specific editor
<i>Save As Template</i>	Saves the selected element as template
<i>Copy full path to Clipboard und Copy XStore URL to Clipboard</i>	Copy the path of the selected element to the clipboard (as relative folder path or as <code>xstore://</code> URL)
<i>Cut, Copy and Paste</i>	Cut, copy, or pastes the selected element(s)
<i>Delete</i>	Delete selected element from the repository (irreversible)
<i>Refactor/Rename</i>	Rename an element (and change references, if desired)
<i>Exclude from Project</i>	Exclude the resource from the project <div style="border: 1px solid #ccc; padding: 10px; margin-top: 10px;"> <p> • The file will remain in the file system, but is no longer part of the project and is grayed out.</p> <p>• The usual operations such as opening, editing, copying, deleting, etc. of excluded files are disabled.</p> </div>
<i>Include to Project</i>	Include an excluded resource to the project
<i>Repair References</i>	Repair incorrect repository resource paths in process diagrams
<i>Validate</i>	Check the selected process's validity
<i>View Call Hierarchy</i>	Display the processes that use the selected elements
<i>Start Without Debugging</i>	Run process directly
<i>Import</i>	Import resource to the repository
<i>Export</i>	Export project or resource
<i>Clean-Up Project</i>	Select and delete unused files from the repository

## 2.3 Perspectives

A perspective is a defined arrangement of views and the editor area. The arrangement of the views can be defined by drag-and-drop.

 <b>X4 Designer</b>	The X4 Designer perspective is the default perspective.
 <b>Debug</b>	The Debug perspective is an optimized perspective to debug business and technical processes.
 <b>BPMN Designer</b>	The BPMN Designer perspective is an optimized perspective to model business processes.

### 2.3.1 Switching perspectives





In X4 Designer, you can switch between perspectives. The arrangement of the views is kept.

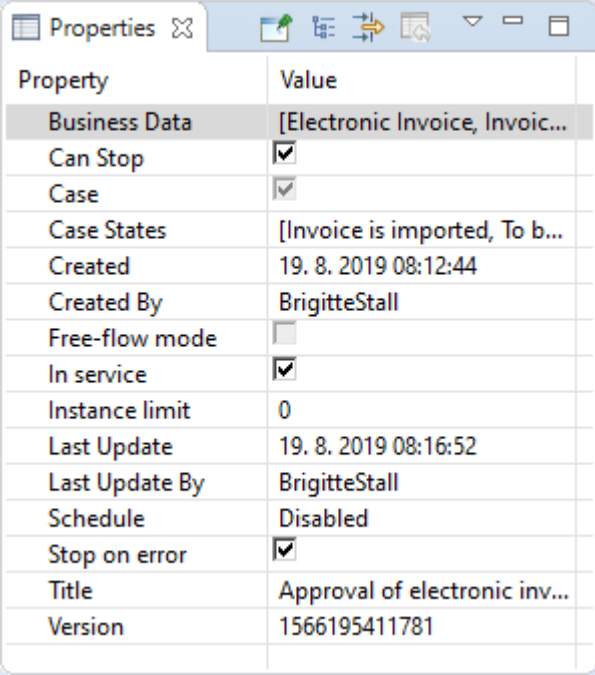






- To change the perspective, click on the icon of the desired perspective in the upper right corner.

### 2.3.2 Resetting perspectives

1. To reset a perspective, switch to the perspective.
2. Select **Window > Reset Window Layout** in the menu bar.


## 2.4 Views

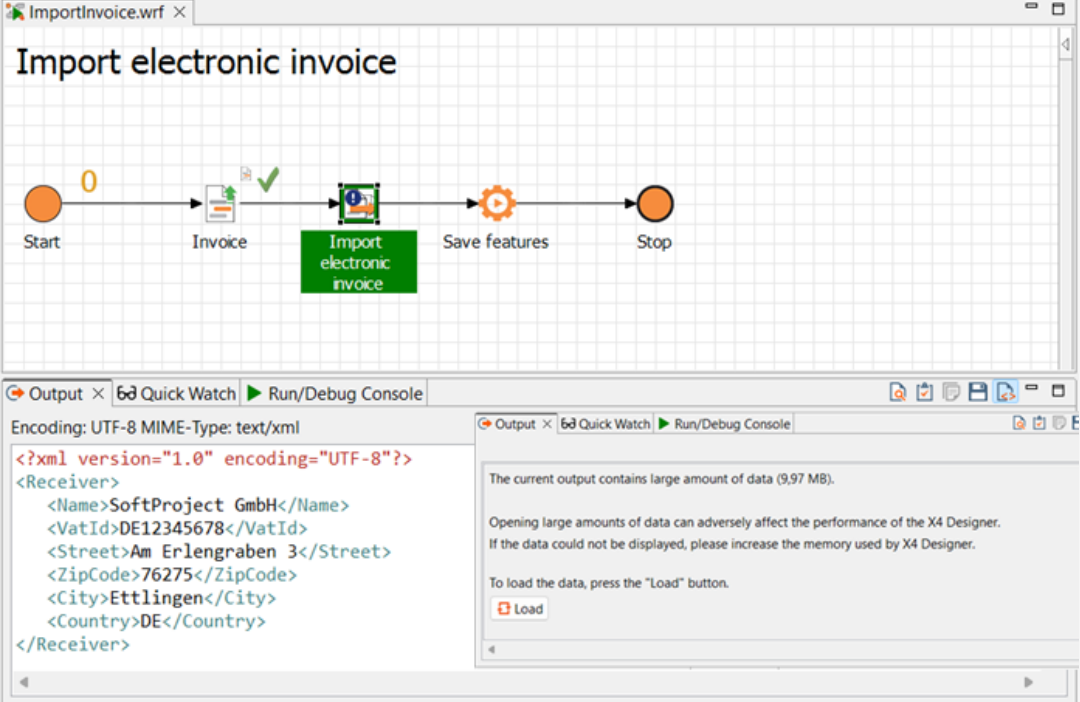
 <b>Projects</b>	<p>The <b>Projects</b> view displays a tree structure of the connected repository with various elements such as projects, folders, and files. The context menu can be opened by right-clicking on an element in the <b>Projects</b> view. The available options change depending on where in the tree structure the context menu is called.</p> <p>The <b>Filter</b> text field above the project tree can be used to search for files within the connected repository. Placeholders like * or ? are not possible.</p> <p>The following actions can be performed using various buttons:</p> <ul style="list-style-type: none"> <li>•  <i>Jump from active Editor to Repository Navigator</i>: Highlight opened file in the editor within the <b>Projects</b> view.</li> <li>•  <i>Show or hide all files</i>: Show and hide contents of the file system. Files excluded from the project are grayed out.</li> </ul>
 <b>Apps</b>	The <b>Apps</b> view displays all X4 Apps that are used to bundle projects.

<p>▣ <b>Properties</b></p>	<p>In the <b>Properties</b> view, the properties of selected process modules and of opened processes can be displayed and edited:</p> <ul style="list-style-type: none"> <li>• The left column displays the property name, the right column contains the corresponding values.</li> <li>• A title and a description can be stored for each process. These are displayed in the generated documentation.</li> <li>• To edit properties of an opened process, click on an empty area on the workplace.</li> </ul>  <p>The most common properties are displayed by default, however, additional settings can be made using the <b>Properties</b> view toolbar:</p> <ul style="list-style-type: none"> <li>•  <i>Pin to Selection</i>: Pin displayed properties in the <b>Properties</b> view</li> <li>•  <i>Show Categories</i>: Show properties sorted by categories</li> <li>•  <i>Show Advanced Properties</i>: Show advanced properties</li> <li>•  <i>Restore Default Value</i>: Restore to default value</li> <li>•  <i>View Menu</i>: Open additional options</li> </ul>
<p>▶ <b>Run/Debug Console</b></p>	<p>If a process is checked for errors or simulated, debug information is displayed in the <b>Run/Debug Console</b> view for each executed process step. Error messages are highlighted in red, successful status messages are green.</p> <p>When a process step outputs an intermediate result, it is stored in a temporary file during debugging, which you can view using the corresponding reference (e.g., <code>file://1376054979039/</code>).</p> <p> The <b>Run/Debug Console</b> view can be accessed from the <b>View &gt; Run/Debug Console</b> menu.</p>

## Output

In the **Output** view, you can see the results of each debug step.

**i** You can access the **Output** view during debugging from the **Debug > Output** menu or using the **Output** icon  in the toolbar.








The screenshot shows the X4 Designer interface. At the top, a workflow diagram titled "Import electronic invoice" is displayed on a grid. The workflow consists of five steps: "Start" (orange circle), "Invoice" (document icon with a green checkmark), "Import electronic invoice" (green box with a document icon), "Save features" (gear icon), and "Stop" (orange circle). Below the workflow, the "Output" view is open, showing XML data. The XML content is as follows:

```
<?xml version="1.0" encoding="UTF-8"?>
<Receiver>
  <Name>SoftProject GmbH</Name>
  <VatId>DE12345678</VatId>
  <Street>Am Erlengraben 3</Street>
  <ZipCode>76275</ZipCode>
  <City>Ettlingen</City>
  <Country>DE</Country>
</Receiver>
```

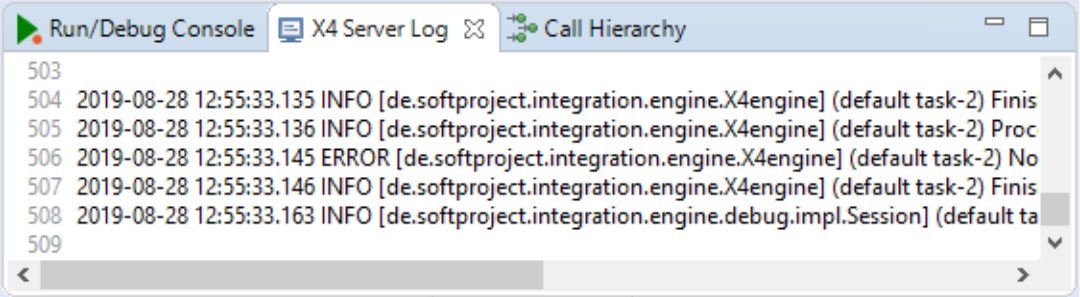
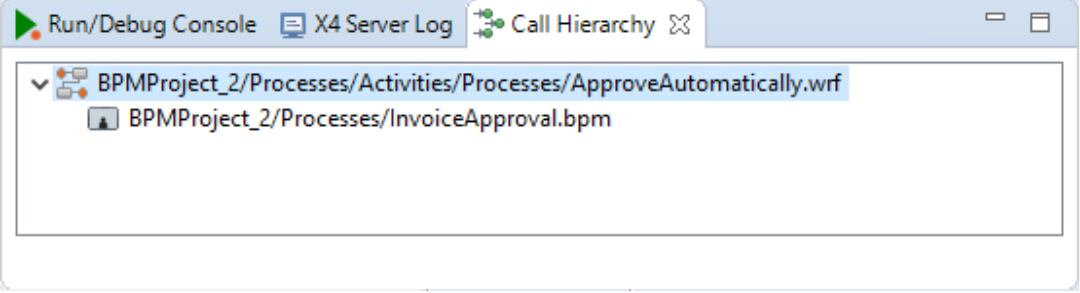
To the right of the XML, a warning message is displayed: "The current output contains large amount of data (9,97 MB). Opening large amounts of data can adversely affect the performance of the X4 Designer. If the data could not be displayed, please increase the memory used by X4 Designer. To load the data, press the 'Load' button." A "Load" button is visible below the message.

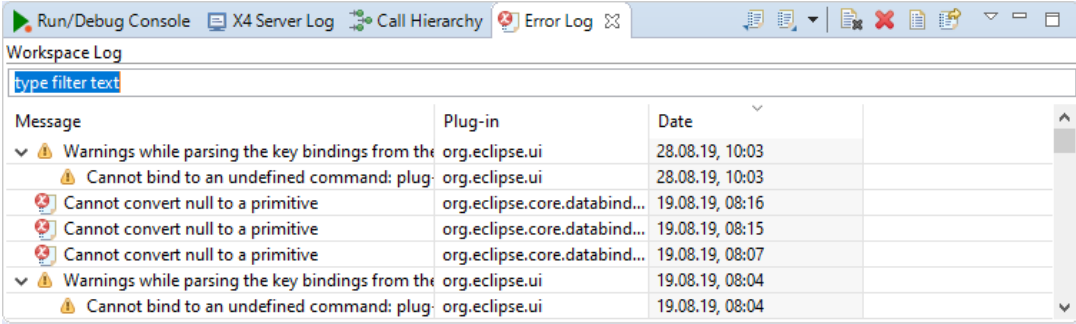








**⚠** If the output is larger than 1 MB, a warning is displayed. You can download the data using the **Load** button. Large amounts of data can affect the performance of the X4 Designer.

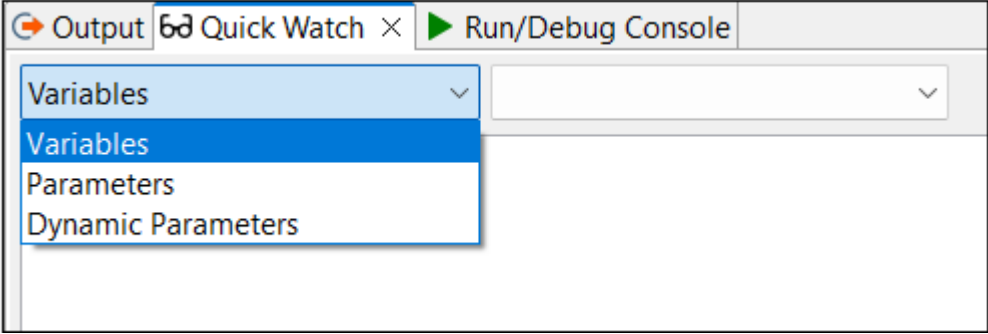
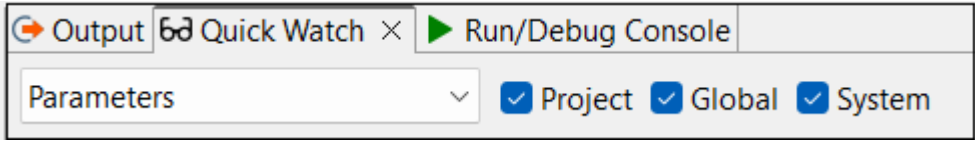

You can also perform the following actions from the toolbar:

-  *Find content*: Find data in the **Output** view
-  *Copy all content*: Copy all data from the **Output** view to the clipboard
-  *Copy selected content*: Copy selected data from the **Output** view to the clipboard
-  *Save content*: Save the data from the **Output** view
-  *Format content*: Format the data from the **Output** view

**⚠** Binary data is displayed as hexadecimal data in the **Output** view. Images and text-based contents are shown as image or text. The output of binary data as hexadecimal data does not affect the performance of the X4 Designer.

<p><b>X4 Server Log</b></p>	<p>The <b>X4 Server Log</b> view allows to track the server status and especially errors in the <b>X4 Server Log</b> view from within the X4 Designer.</p>  <p>The X4 Server Log view can be accessed via the <b>View &gt; X4 Server Log</b> menu.</p>
<p><b>Call Hierarchy</b></p>	<p>The <b>Call Hierarchy</b> view allows to display all repository elements using a certain process or process component in the repository.</p>  <p>Right-click on the desired element in the <b>Projects</b> view to bring up a context menu. <b>View Call Hierarchy</b> then displays a list of all repository items that contain at least one reference to the selected item.</p>

<p><b>Error Log</b></p>	<p>The <b>Error Log</b> view allows to view errors that occurred in the X4 Designer.</p>  <p>The following additional actions can be performed via the toolbar:</p> <ul style="list-style-type: none"> <li> <i>Export Log</i>: Export error log and save it as .log file</li> <li> <i>Import Log</i>: Import error log (.log)</li> <li> <i>Clear Log Viewer</i>: Clear error log</li> <li> <i>Delete Log</i>: Delete error log permanently</li> <li> <i>Open Log</i>: Open log file (.log) in X4 Designer</li> <li> <i>Restore Log</i>: Restore error log</li> <li> <i>View Menu</i>: Open additional options</li> </ul> <p> The <b>Error Log</b> view can be opened via <b>View &gt; Error Log</b>.</p>
<p><b>Problems</b></p>	<p>In the <b>Problems</b> view, all errors and warnings are listed. The filter can be used to customize the displayed list.</p>
<p><b>Debug Sessions</b></p>	<p>The <b>Debug Sessions</b> view lists all active debug sessions. Double-click the desired process in the view to switch to the debug session.</p> <p>Active debug sessions are marked in gray. New debug sessions connected to the server are highlighted in orange.</p>
<p><b>Breakpoints</b></p>	<p>In the <b>Breakpoints</b> view, all set breakpoints are listed. In the view, breakpoints can be activated, deactivated and deleted. Additionally, all breakpoints can be skipped without deleting the breakpoints.</p>

<p><b>Quick Watch</b></p>	<p>In the <b>Quick Watch</b> view, variables, parameters, and dynamic parameters can be viewed separately with their values during debugging.</p> <p>To do so, choose the corresponding entry from the drop-down list:</p>  <p>Selected variables are updated after each debug step.</p> <p>When you select the <b>Parameters</b> entry, you can use the <b>Project</b>, <b>Global</b> and <b>System</b> checkboxes to specify which type of parameters you would like to display:</p>  <div style="border: 1px solid yellow; padding: 5px; margin: 10px 0;"> <p><b>⚠</b> If the result of the debug step contains content greater than 1 MB, a warning is displayed and the result can be downloaded via a button. Large amounts of data can affect the performance of the X4 Designer.</p> </div> <p><b>i</b> The <b>Quick Watch</b> view can be accessed during debugging via the <b>Debug &gt; Quick Watch</b> menu or via the <b>Quick Watch</b> icon  in the toolbar.</p>
<p><b>Outline</b></p>	<p>In the <b>Outline</b> view, the complete process diagram is displayed as an image. By clicking on the individual areas of the illustration, it is easy to navigate through the process, even if it is larger than the size of the Designer window.</p> <p><b>i</b> The <b>Outline</b> view can be opened via the <b>View &gt; Outline</b> menu.</p>
<p><b>Base64</b></p>	<p>Base64 encode or decode strings</p>
<p><b>Digest</b></p>	<p>Generate hash value for strings</p>
<p><b>Regex</b></p>	<p>Apply regular expression (<i>Regex</i>) to a string to test the expression or to directly replace the string according to a pattern</p>
<p><b>URLCodec</b></p>	<p>URL encode or decode strings</p>

## 2.4.1 Open views

 No other views can be opened in the **BPMN Designer** perspective, all relevant views are open by default.

- Select the desired view from the **View** menu in the menu bar.



## 3 Working with Data Model Projects

Using the **Data Model Project** project type you can define complex data models and integrate them in ESB processes and X4 Web Apps. You can represent complex data structures in a Data Model Project, such as a purchase order with addresses and items you re-use in other locations. The major advantage of this approach is the ability to re-use data models, e.g. in web apps, without having to define them multiple times.

### 3.1 Creating a Data Model Project


To create a new Data Model Project:

1. In the X4 Designer, right-click in the **Projects** view and choose **New** from the context menu.
2. Select **Data Model Project**.

✔ Alternatively, you can click on **New** in the **File** menu and select **Data Model Project**.

3. Enter a name for your project in the **Project Creation Wizard** dialog.
4. Select **Finish**.

Data Model Projects have a predefined folder structure which is automatically created when you create a new Data Model Project.

Entities	This folder is empty when creating a project. You can add 1 to n entities.   The <b>Entities</b> folder cannot be deleted, moved, or renamed.
<Project> .datamodel	Project-related file containing the data model definition. You set the relationships between the entities created by you in this file. All relationships you set here result in a hierarchy.  For information on creating entities, see the <a href="#">Creating Entities</a> section.

#### 3.1.1 Setting entity relationships in the Design view

You can set relationships between entities using the graphical editor in the .datamodel file. To open the editor, select the **Design** tab at the bottom of the **Entity Relationships** window.

To set entity relationships in the **Design** view:

1. Select **Add** to add a new entity relationship.

2. Select the desired values for the **From Entity**, the **To Entity**, and the **Cardinality** from the drop-down lists.

**i** The **From Entity** and **To Entity** drop-down lists contain all entities that are available in your project. When you create or delete entities in your project, the values in both drop-down lists are refreshed automatically. You do not have to close and re-open the editor to refresh the values.

In the **Cardinality** drop-down list, you can choose between **OneToOne**, **OneToMany**, and **ManyToOne**.

3. In the **Relation Property** field, specify the desired property for the relationship between the entities. This field is a free text field.

As an example, a structure of entity relationships may look like shown here:

From Entity	To Entity	Relation Property	Cardinality
Customer.entity	Address.entity	DeliveryAddress	OneToOne
Customer.entity	Order.entity	Order	OneToMany
Order.entity	Customer.entity	Customer	ManyToOne

#### **Note**

Note the following when setting the entity relationships:

- The values for **From Entity** and **To Entity** must not be identical.
- The combination of **From Entity**, **To Entity**, and **Relation Property** must be unique. It is not allowed to create duplicate relationships.

If you use the same combination of source entity and target entity, you must specify a different relationship property in the **Relation Property** field for each entity pair.

If you set an incorrect relationship, an error message is displayed and you cannot save your data model.

### 3.1.2 Setting entity relationships in the Source view

When creating a new Data Model Project, the **<Project>.datamodel** file in the XML view that is opened from the **Source** tab at the bottom of the **Entity Relationships** window looks as follows:

```
<?xml version="1.0" encoding="UTF-8"?>
<DataModel xmlns="http://softproject.de/datamodel/1.0">
  <EntityRelationships>
  </EntityRelationships>
</DataModel>
```

The EntityRelationships element is used to set the relationships between the entities created by you which are represented in the data model. Any relationship you specify will result in a hierarchy. For more information on creating entities, see the [Creating entities](#) section.

The EntityRelationships element can contain the following elements:

- OneToOne
- OneToMany
- ManyToOne

These three elements provide of the following attributes for the definition of the relationships between the entities:

Attribute	Description
entity	You can use this attribute to specify the from entity of the relationship.
toEntity	You can use this attribute to specify the target entity of the relationship.
property	You can use this attribute to specify the name which is used to reference the entity specified in toEntity for the entity with respect to the further usage of the data model.  You can, for example, specify a delivery address as the property for a one-to-one relationship between a customer and an address, as shown in the following example.

**Example:**

```

<DataModel xmlns="http://softproject.de/datamodel/1.0">
  <EntityRelationships>
    <OneToOne entity="Customer.entity" toEntity="Address.entity"
property="DeliveryAddress"/>
    <OneToMany entity="Customer.entity" toEntity="Order.entity" property="Order"/>
    <ManyToOne entity="Order.entity" toEntity="Customer.entity" property="Customer"/>
  </EntityRelationships>
</DataModel>

```

## 3.2 Creating Entities

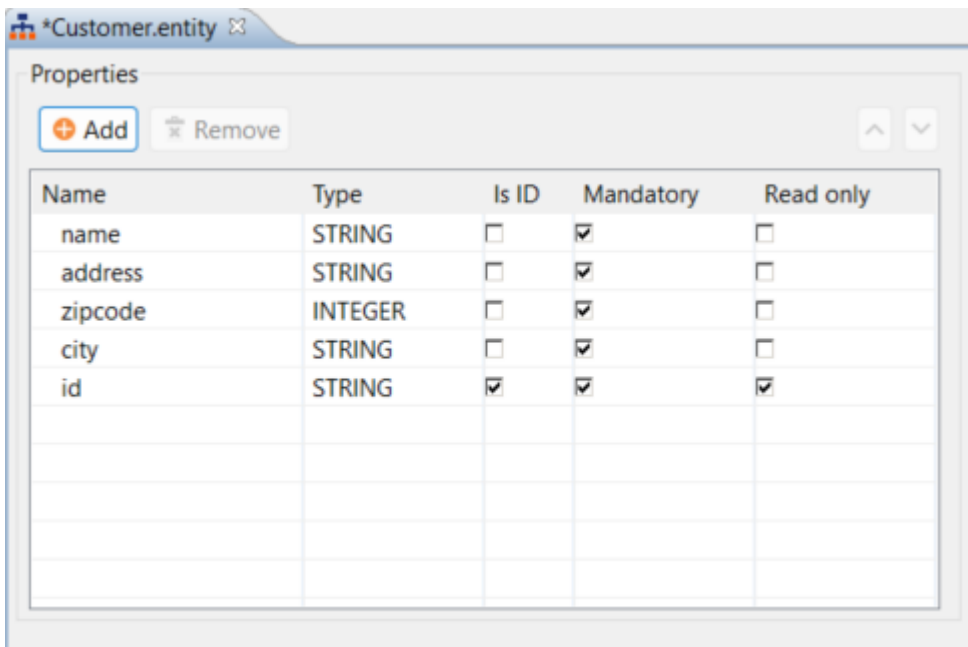
Each entity corresponds to an object in your application, e.g. "order" or "customer". The relationship between two or more entities is represented via associations. Each entity (object) contains fields (properties) and is labeled with a unique technical ID field which is needed for associations.


To create a new entity:


1. Right-click on the **Entities** folder.
2. Choose **New > Entity**.
3. Enter an entity name in the **File Creation Wizard** dialog.
4. Choose **Finish**.

In the next step, you can add properties to your entity. To do so, double-click on the .entity file in the **Projects** view to open it in the Entity Editor.

Choose **Add** to add the desired properties, e.g. name or id:




 Please observe the applicable naming conventions for XML elements when making entries in the **Name** column. Otherwise, an error message will be displayed in the **Problems** view, and the `.entity` file cannot be used.

 You can sort the entries by selecting an entry and move it up or down using the arrows on the top right. This way you can arrange the entries as desired.

The table in the `.entity` file contains the following fields:

Field	Description
Name	You enter the desired name for your property in this field.  Use the <b>Add</b> button to add a new property.  Use the <b>Remove</b> button to remove properties you do not need anymore.
Type	You use this drop-down to set the type of the property.  <b>Possible values:</b> <ul style="list-style-type: none"> <li>• STRING</li> <li>• INTEGER</li> <li>• DECIMAL</li> <li>• BOOLEAN</li> <li>• DATE</li> <li>• DATETIME</li> </ul>
Is ID	Use this checkbox to define whether the property is a defined ID.
Mandatory	Use this checkbox to define whether the property is mandatory or optional.
Read only	Use this checkbox to define whether the property is read-only.

 In addition to the **Design** view shown above you can also open the `.entity` file in the **Source** view and define the properties as XML elements and the corresponding attributes.

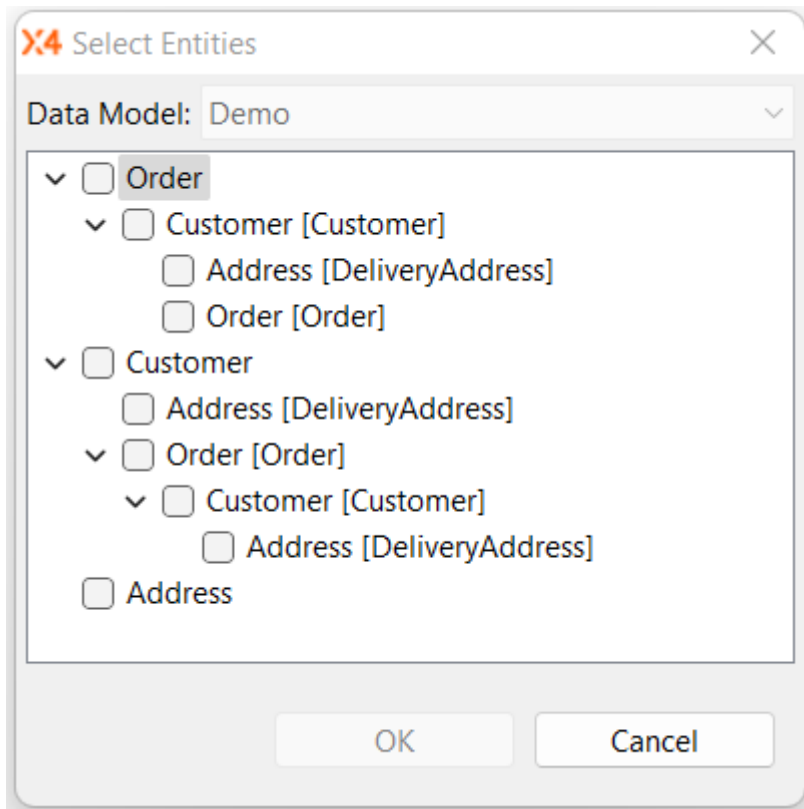
### 3.3 Using a Data Model in an ESB Project

To use a data model in an ESB Project:

1. Create a new ESB project or open an existing ESB project.
2. Right-click on the **Transformations** folder and choose **New > XSL Stylesheet**.
3. Choose **Empty** in the **File Creation Wizard** to create an empty transformation.
4. Enter a name for the mapping file and choose **Finish**.
5. Move the `.datamodel` file via drag-and-drop from the Data Model Project into the empty space on the left side of your mapping side.

6. The **Select Entities** dialog is opened where you select which entities from your data model are to be included in the mapping file.

The dialog box contains the following options for the example shown in the [Creating a Data Model Project](#) section in which the **Customer**, **Address**, and **Order** entities with different relationships were created:



7. Once the structure has been generated and is displayed you can start with the mapping. For more information see [Mapping](#).

## 3.4 Using a Data Model in an X4 Web App

### How to create a data model in an X4 Web App

1. Create a new Web App Project or open an existing Web App Project.
2. Right-click on the `ViewModels` folder and choose **New > View Model**.
3. Enter a view model name in the **File Creation Wizard** dialog and select **Finish**.
4. Move the `.datamodel` file via drag-and-drop from the Data Model Project into the `Properties` element in the `.viewmodel` file.
5. The **Select Entities** dialog opens. In this dialog, you select which entities from your data model are to be referenced in the `.viewmodel` file.

The entities and their properties are referenced in the `.viewmodel` file. You can edit the properties with additional attributes (`displayName`, `readOnly`).

### Example:

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<ViewModel xmlns="http://softproject.de/viewmodel/1.0">
  <Properties>
    <Model path="Demo/Entities/Customer.entity">
      <ModelProperty name="Name" displayName="Name" readOnly="false"/>
      <ModelProperty name="Firstname" readOnly="false"/>
      <ModelObject name="DeliveryAddress" path="Demo/Entities/Address.entity">
        <ModelProperty name="City" readOnly="false"/>
        <ModelProperty name="Zip" readOnly="false"/>
        <ModelProperty name="Street" readOnly="false"/>
      </ModelObject>
      <ModelList name="Order" path="Demo/Entities/Order.entity">
        <ModelProperty name="Product" readOnly="false"/>
        <ModelProperty name="Quantity" readOnly="false"/>
        <ModelObject name="Customer" path="Demo/Entities/Customer.entity">
          <ModelProperty name="Name" readOnly="false"/>
          <ModelProperty name="Firstname" readOnly="false"/>
          <ModelObject name="DeliveryAddress" path="Demo/Entities/
Address.entity">
            <ModelProperty name="City" readOnly="false"/>
            <ModelProperty name="Zip" readOnly="false"/>
            <ModelProperty name="Street" readOnly="false"/>
          </ModelObject>
        </ModelObject>
      </ModelList>
    </Model>
  </Properties>
</ViewModel>
```

### Example for embedding a `.viewmodel` file in a component:

```
<?xml version="1.0" encoding="UTF-8"?>
<DetailComponent xmlns="http://softproject.de/webapp/1.0"
viewmodel="ViewModel.viewmodel">
  <Properties>
  </Properties>
  <FlowLayout>
  <Header value="Welcome to my new Web App!" />
  <TextBox value="#Customer.Name" />
  </FlowLayout>
</DetailComponent>
```

