

# Working with projects from Teamwork Server

Use the [com.nomagic.magicdraw.teamwork.application.TeamworkUtils](#) utility class to work with projects from [Teamwork Server](#).

The Open API provides [Teamwork Server](#) accessing methods. The example of the code:

```
// check the logged user
if (!user.equals(TeamworkUtils.getLoggedInUserName()))
{
    // login to the teamwork server
    if (!TeamworkUtils.login(server, -1, user, password))
    {
        // login failed return;
    }
}

// load a teamwork project
ProjectDescriptor projectDescriptor = TeamworkUtils.
getRemoteProjectDescriptorByQualified_name(projectName);
ProjectsManager projectsManager = Application.getInstance().
getProjectsManager();
projectsManager.loadProject(projectDescriptor, true); Project project
= Application.getInstance().getProject();
Model model = project.getModel();

// get locked by a user
Collection userLockedElements = TeamworkUtils.getLockedElement
(project, user);
if (!userLockedElements.contains(model))
{
    // a model is not locked by a user, get all locked
    Collection allLockedElements = TeamworkUtils.getLockedElement
(project, null);
    if (!allLockedElements.contains(model))
    {
        // a model is not locked, lock it
        TeamworkUtils.lockElement(project, model, false);
    }
}

SessionManager.getInstance().createSession("Rename Model");
// change a name
model.setName("MyModel");
SessionManager.getInstance().closeSession();
// unlock and commit (because do not discard)
TeamworkUtils.unlockElement(project, model, false, false);
projectsManager.closeProject();
// logout
TeamworkUtils.logout();
```



You can find the code examples in *<modeling tool installation directory>\openapi\examples\teamwork*