

SEI SERIES IN SOFTWARE ENGINEERING



Software Product Lines



Practices
and
Patterns

Paul Clements
Linda Northrop

Software Product Lines Practices And Patterns

**Frank J. van der Linden, Klaus
Schmid, Eelco Rommes**



Software Product Lines Practices And Patterns:

Software Product Lines Paul Clements,Linda Northrop,2015-12-04 **Software Product Lines** Timo Käkölä,Juan Carlos Dueñas,2007-02-07 Between July 1999 and June 2005 a group of European companies research institutes and universities executed the EUREKA ITEA projects ESAPS CAF and FAMILIES on the topic of product line engineering The projects originated from the need of the industry to improve software engineering performance by organizing product development in product lines The results obtained within the projects have been implemented in several large industries e g automotive e business medical systems and mobile phones They involve a radical shift in software construction and production The most important research results of the projects are collected in this book Product line engineering was already applied within industry in the 1980s and presumably earlier In the 1980s good architects in many telecommunications c panies based their architectures on the ideas of David Parnas who published on the subject of program families They were facilitated by the CHILL language widely used by the telecommunications companies This language deploys the same modularity principles as the Modula programming language family Modularity is a crucial ingredient for implementing systems with a component based architecture Being able to compose the products of components is an important mechanism in all product line architectures In the 1990s the product line ideas started to gain ground in other industries Around 1995 the company experiences reached the academia and since then people in companies and academia have collaborated widely on this subject The ESAPS CAF and FAMILIES projects manifest an institutionalized form of this collaboration **Software Language Engineering** Mark van den Brand,Dragan Gasevic,Jeff Gray,2010-03-25 This book constitutes the thoroughly refereed post conference proceedings of the Second International Conference on Software Language Engineering SLE 2009 held in Denver CO USA in October 2009 The 15 revised full papers and 6 revised short paper presented together with 2 tool demonstration papers were carefully reviewed and selected from 75 initial submissions The papers are organized in topical sections on language and model evolution variability and product lines parsing compilation and demo modularity in languages and metamodeling and demo **Software Product-Family Engineering** Frank van der Linden,2004-05-24 This book constitutes the thoroughly refereed post proceedings of the 5th International Workshop on Product Family Engineering PFE 2003 held in Siena Italy in November 2003 The 36 revised full papers presented together with an introductory overview and 3 keynote presentations were carefully selected during two rounds of reviewing and improvement The papers are organized in topical sections on variation mechanisms requirements analysis and management product derivation transition to family development industrial experience evolution and decision and derivation **Applied Software Product Line Engineering** Kyo C. Kang,Vijayan Sugumaran,Sooyong Park,2009-12-22 Over the last decade software product line engineering SPLE has emerged as one of the most promising software development paradigms for increasing productivity in IT related industries Detailing the various aspects of SPLE implementation in different domains

Applied Software Product Line Engineering documents best practices with regard to syst

Action Frank J. van der Linden, Klaus Schmid, Eelco Rommes, 2007-06-10 Software product lines represent perhaps the most exciting paradigm shift in software development since the advent of high level programming languages Nowhere else in software engineering have we seen such breathtaking improvements in cost quality time to market and developer productivity often registering in the order of magnitude range While the underlying concepts are straightforward enough building a family of related products or systems by planned and careful reuse of a base of generalized software development assets the devil can be in the details as successful product line practice can involve organizational change business process change and technology change The authors ideally combine academic research results with industrial real world experiences thus presenting a broad view on product line engineering so that both managers and technical specialists will benefit from reading it After presenting a common framework for the description of the industrial case studies they capture the wealth of knowledge that eight companies have gathered during the introduction of the software product line engineering approach in their daily practice After reading this book you will understand all the relevant aspects regarding business architecture process and organizational issues of applying software product line engineering If you consider using a product line approach in your organization or if you want to improve your current practices you will find a rich set of useful information at your fingertips from practitioners to practitioners

Software Product Lines: Going Beyond Jan Bosch, Jaejoon Lee, 2010 This volume constitutes the refereed proceedings of the 14th International Software Product Line Conference SPLC 2010 held on Jeju Island South Korea in September 2010

Software Product Lines Gary J. Chastek, 2003-08-02 Software product lines are emerging as an important new paradigm for software development Product lines are enabling organizations to achieve impressive time to market gains and cost reductions In 1997 we at the Software Engineering Institute SEI launched a Product Line Practice Initiative Our vision was that product line development would be a low risk high return proposition for the entire software engineering community It was our hope from the beginning that there would eventually be sufficient interest to hold a conference The First Software Product Line Conference SPLC1 was the realization of that hope Since SPLC1 we have seen a growing interest in software product lines Companies are launching their own software product line initiatives product line technical and business practices are maturing product line tool vendors are emerging and books on product lines are being published Motivated by the enthusiastic response to SPLC1 and the increasing number of software product lines and product line researchers and practitioners the SEI is proud to sponsor this second conference dedicated to software product lines We were gratified by the submissions to SPLC2 from all parts of the globe from government and commercial organizations From these submissions we were able to assemble a rich and varied conference program with unique opportunities for software product line novices experts and those in between This collection represents the papers selected from that response and includes research and experience reports

Software Product Line Engineering Klaus Pohl, Günter

Böckle, Frank J. van der Linden, 2005-11-28 I Software Product Line Engineering Are you interested in producing software products or software intensive systems at lower costs in shorter time and with higher quality If so you are holding the right book in your hands Software product line engineering has proven to be the methodology for Higher quality lower developing a diversity of software products and software intensive systems cost and shorter at lower costs in shorter time and with higher quality Numerous reports development times document the significant achievements and experience gained by introducing software product lines in the software industry Chapter 21 of this book summarises several cases Concerning the terminology there is an almost synonymous use of the terms Software product line software product family and software product line Whereas in Europe vs software product the term software product family is used more often in North America the family term software product line is used more frequently This is among other things reflected in the names of the two former conference series the software product line conference series started in 2000 in the USA and the product family engineering PFE workshop series started in 1996 in Europe which were merged in 2004 to form the leading software product line conference SPLC series In this book we use the term software product line **Software Product Line** Abdelrahman Elfaki, 2012-04-04 The Software Product Line SPL is an emerging methodology for developing software products Currently there are two hot issues in the SPL modelling and the analysis of the SPL Variability modelling techniques have been developed to assist engineers in dealing with the complications of variability management The principal goal of modelling variability techniques is to configure a successful software product by managing variability in domain engineering In other words a good method for modelling variability is a prerequisite for a successful SPL On the other hand analysis of the SPL aids the extraction of useful information from the SPL and provides a control and planning strategy mechanism for engineers or experts In addition the analysis of the SPL provides a clear view for users Moreover it ensures the accuracy of the SPL This book presents new techniques for modelling and new methods for SPL analysis [Handbook of Re-Engineering Software Intensive Systems into Software Product Lines](#) Roberto E. Lopez-Herrejon, Jabier Martinez, Wesley Klewerton Guez Assunção, Tewfik Ziadi, Mathieu Acher, Silvia Vergilio, 2022-11-22 This handbook distils the wealth of expertise and knowledge from a large community of researchers and industrial practitioners in Software Product Lines SPLs gained through extensive and rigorous theoretical empirical and applied research It is a timely compilation of well established and cutting edge approaches that can be leveraged by those facing the prevailing and daunting challenge of re engineering their systems into SPLs The selection of chapters provides readers with a wide and diverse perspective that reflects the complementary and varied expertise of the chapter authors This perspective covers the re engineering processes from planning to execution SPLs are families of systems that share common assets allowing a disciplined software reuse The adoption of SPL practices has shown to enable significant technical and economic benefits for the companies that employ them However successful SPLs rarely start from scratch but instead they usually start from a set of existing systems that must undergo well defined re

engineering processes to unleash new levels of productivity and competitiveness Practitioners will benefit from the lessons learned by the community captured in the array of methodological and technological alternatives presented in the chapters of the handbook and will gain the confidence for undertaking their own re engineering challenges Researchers and educators will find a valuable single entry point to quickly become familiar with the state of the art on the topic and the open research opportunities including undergraduate graduate students and R D engineers who want to have a comprehensive understanding of techniques in reverse engineering and re engineering of variability rich software systems

Software Product Lines Robert L. Nord,2004-07-30 This book constitutes the refereed proceedings of the Third International Software Product Line Conference SPLC 2004 held in Boston MA USA in August September 2004 The 18 revised full technical papers presented together with a keynote abstract and summaries of panels tutorials and workshops were carefully reviewed and selected for inclusion in the book Organized in sections on business architecture and quality assurance the papers address topics ranging from how to start a software product line in a company to case studies of mature product lines and the technology used to test strategies of product lines to strategies and notations for creating product line architectures and to the importance of binding times in creating product lines

UML-Based Software Product Line Engineering with SMarty Edson OliveiraJr,2023-02-06 This book is about software product lines SPLs designed and developed taking UML diagrams as the primary basis modeled according to a rigorous approach composed of an UML profile and a systematic process for variability management activities forming the Stereotype based Management of Variability SMarty approach The book consists of five parts Part I provides essential concepts on SPL in terms of the first development methodologies It also introduces variability concepts and discusses SPL architectures finishing with the SMarty approach Part II is focused on the design verification and validation of SMarty SPLs and Part III concentrates on the SPL architecture evolution based on ISO IEC metrics the SystEM PLA method optimization with the MOA4PLA method and feature interaction prevention Next Part IV presents SMarty as a basis for SPL development such as the M SPLearning SPL for mobile learning applications the PLeTs SPL for testing tools the PlugSPL plugin environment for supporting the SPL life cycle the SyMPLES approach for designing embedded systems with SysML the SMartySPeM approach for software process lines SPeL and re engineering of class diagrams into an SPL Eventually Part V promotes controlled experimentation in UML based SPLs presenting essential concepts on how to plan conduct and document experiments as well as showing several experiments carried out with SMarty This book aims at lecturers graduate students and experienced practitioners Lecturers might use the book for graduate level courses about SPL fundamentals and tools students will learn about the SPL engineering process variability management and mass customization and practitioners will see how to plan the transition from single product development to an SPL based process how to document inherent variability in a given domain or how to apply controlled experiments to SPLs

Software Product Lines Robert Nord,2004-08-18 This book constitutes the refereed proceedings of the Third International Software

Product Line Conference SPLC 2004 held in Boston MA USA in August September 2004 The 18 revised full technical papers presented together with a keynote abstract and summaries of panels tutorials and workshops were carefully reviewed and selected for inclusion in the book Organized in sections on business architecture and quality assurance the papers address topics ranging from how to start a software product line in a company to case studies of mature product lines and the technology used to test strategies of product lines to strategies and notations for creating product line architectures and to the importance of binding times in creating product lines *Software Technologies* Pascal Lorenz, Jorge Cardoso, Leszek A. Maciaszek, Marten van Sinderen, 2016-02-24 This book constitutes the thoroughly refereed proceedings of the 10th International Joint Conference on Software Technologies ICSOFT 2015 held in Colmar France in July 2015 The 23 revised full papers presented were carefully reviewed and selected from 117 submissions The papers are organized around the following conference tracks enterprise software technologies software project management software engineering methods and techniques distributed and mobile software systems **A Practical Guide to Enterprise Architecture** James McGovern, 2004 bull Written by expert practitioners who have hands on experience solving real world problems for large corporations bull Helps enterprise architects make sense of data systems software services product lines methodologies and much more bull Provides explanation of theory and implementation with real world business examples to support key points *Systems and Software Variability Management* Rafael Capilla, Jan Bosch, Kyo-Chul Kang, 2013-06-12 The success of product line engineering techniques in the last 15 years has popularized the use of software variability as a key modeling approach for describing the commonality and variability of systems at all stages of the software lifecycle Software product lines enable a family of products to share a common core platform while allowing for product specific functionality being built on top of the platform Many companies have exploited the concept of software product lines to increase the resources that focus on highly differentiating functionality and thus improve their competitiveness with higher quality and reusable products and decreasing the time to market condition Many books on product line engineering either introduce specific product line techniques or include brief summaries of industrial cases From these sources it is difficult to gain a comprehensive understanding of the various dimensions and aspects of software variability Here the editors address this gap by providing a comprehensive reference on the notion of variability modeling in the context of software product line engineering presenting an overview of the techniques proposed for variability modeling and giving a detailed perspective on software variability management Their book is organized in four main parts which guide the reader through the various aspects and dimensions of software variability Part 1 which is mostly written by the editors themselves introduces the major topics related to software variability modeling thus providing a multi faceted view of both technological and management issues Next part 2 of the book comprises four separate chapters dedicated to research and commercial tools Part 3 then continues with the most practical viewpoint of the book presenting three different industry cases on how variability is

managed in real industry projects Finally part 4 concludes the book and encompasses six different chapters on emerging research topics in software variability like e g service oriented or dynamic software product lines or variability and aspect orientation Each chapter briefly summarizes What you will learn in this chapter so both expert and novice readers can easily locate the topics dealt with Overall the book captures the current state of the art and best practices and indicates important open research challenges as well as possible pitfalls Thus it serves as a reference for researchers and practitioners in software variability management allowing them to develop the next set of solutions techniques and methods in this complicated and yet fascinating field of software engineering

Product Focused Software Process Improvement Frank Bomarius, 2005-06 This book constitutes the refereed proceedings of the 6th International Conference on Product Focused Software Process Improvement PROFES 2005 held in Oulu Finland in June 2005 The 44 revised full papers presented were carefully reviewed and selected and constitute a balanced mix of academic and industrial aspects The papers are organized in topical sections on software process improvement software quality mobile and wireless applications requirements engineering industrial experiences process analysis process modeling SPI methods and tools experimental software engineering validation and verification agile methods and measurement

Computational Science and Its Applications -- ICCSA 2015 Osvaldo Gervasi, Beniamino Murgante, Sanjay Misra, Marina L. Gavrilova, Ana Maria Alves Coutinho Rocha, Carmelo Torre, David Taniar, Bernady O. Apduhan, 2015-06-18 The five volume set LNCS 9155 9159 constitutes the refereed proceedings of the 15th International Conference on Computational Science and Its Applications ICCSA 2015 held in Banff AB Canada in June 2015 The 232 revised full papers presented in 22 workshops and a general track were carefully reviewed and selected from 780 initial submissions for inclusion in this volume They cover various areas in computational science ranging from computational science technologies to specific areas of computational science such as computational geometry and security

Model-Driven Domain Analysis and Software Development: Architectures and Functions Osis, Janis, Asnina, Erika, 2010-10-31 This book displays how to effectively map and respond to the real world challenges and purposes which software must solve covering domains such as mechatronic embedded and high risk systems where failure could cost human lives Provided by publisher

Enjoying the Melody of Phrase: An Mental Symphony within **Software Product Lines Practices And Patterns**

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