

# Four Aspects of Reuse

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- Software development with reuse
  - Developing software given a base of reusable components.
- Software development for reuse
  - How to design generic software components for reuse.
- Generator-based reuse
  - Domain-specific reuse through application generation.
- Application system reuse
  - How to write application systems so that they may be readily ported from one platform to another.

# Software Reuse With Ada

**R. J. Gautier, Peter J. L. Wallis**



## Software Reuse With Ada:

**Software Reuse with ADA** R. J. Gautier, Peter J. L. Wallis, 1990 This collection of papers resulting from the work of the ADA Europe working group on software reuse includes discussion of several kinds of ADA software and guidelines for writing reusable ADA software components

**Software Reuse** James W. Hooper, R. O. Chester, 1991

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*Software Reuse with ADA* R. J. Gautier, Peter J. L. Wallis, 1990 This collection of papers resulting from the work of the ADA Europe working group on software reuse includes discussion of several kinds of ADA software and guidelines for writing reusable ADA software components

**Software Reuse with Ada** Christine E. Park, David Russell, 1993

**Software Reuse** James W. Hooper, Rowena O. Chester, 2012-12-06

Observers in the present usually have an advantage when it comes to interpreting events of the past In the case of software reuse how ever it is unclear why an idea that has gained such universal acceptance was the source of swirling controversy when it began to be taken seriously by the software engineering community in the mid 1980 s From a purely conceptual point of view the reuse of software designs and components promises nearly risk free benefits to the developer Virtually every model of software cost and development effort predicts first order dependencies on either products size or the number of steps carried out in development Reduce the amount of new product to be developed and the cost of producing the product decreases Remove development steps and total effort is reduced By reusing previously developed engineering products the amount of new product and the number of development steps can be reduced In this way

reuse clearly has a major influence on reducing total development cost and effort. This of course raises the issue of from whence the reused products arise. There has to be a prior investment in creating libraries of reuse products before reuse can be successful. How can organizations with a bottom line orientation be enticed into contributing to a reuse venture? Fortunately, the economics of reuse resembles many other financial investment situations. *Analysis of the Impact of the Ada Runtime Environment on Software Reuse*, 1989. The number of applications using the Ada language is increasing rapidly with the availability of over 200 base and derived validated compilers. Reports indicate that many of these applications have been successfully developed from reusable software parts or have been developed to yield reusable software parts. In contrast to these reports, other applications have identified deficiencies in the Ada Runtime Environment (RTE) that have necessitated restricted use of the Ada with a consequent impact on the potential reuse of Ada software. Therefore, improving the reuse of software in these applications depends to some extent upon careful analysis and understanding of the issues related to software reuse and the Ada RTE. The latter applications typically comprise embedded Mission Critical Computer Resource (MCCR) systems that must satisfy real time performance constraints that are usually dependent upon specialized hardware. These constraints have caused the intrusion of non Ada code into the applications and the exploitation of specific idiosyncrasies of the RTE that are within the semantic fringes of the Ada standard DoD83. While reducing the use of non Ada code may not be feasible for applications that must interact with special controls devices and weapon systems, ameliorating the deleterious effects of deficiencies and idiomatic behavior of the RTE on the reuse of Ada parts must receive prompt attention. KR. Integrated Software Reuse Paul Walton, Neil Maiden, 2019-01-15. Published in 1993. Software reuse has been shown to achieve improvements in productivity, quality, and timeliness of software. The collection of papers in this book were given at a seminar organized by UNICOM and the British Computer Society Software Reuse Specialist Group. They address the reasons why software reuse can maximize an organization's return from past expenditure and ensure a good future expenditure. Increasing the automation of software development requires access to explicit knowledge about processes and products involved. The chapters examine the relationship between reuse and other aspects of software engineering, including management techniques and structures, CASE methodologies, and object orientation. In addition, the papers aim to provide a structures insight into new techniques which will become available through the 1990s. This text is suitable for software managers and directors, software engineers, software professionals, academics, and other involved in software engineering research. The Impact of Case Tools, ADA, and Software Reuse on a DOD Software Development Project Loren J. Dugan, 1996-03-01. Software continues to be the single greatest challenge facing DoD systems developers. The criticality of software as an integral component of system design continues to grow in importance as DoD moves into the 21st Century. To meet this ever increasing challenge, software development organizations are incorporating new design requirements and practices into their development processes. These new requirements, practices properly implemented into the development

process can reduce software development and maintenance costs and increase software quality and development productivity This thesis investigates the impact of three management selected software development requirements practices CASE tools Ada and software reuse on the progress of a particular DoD software development project known as Project X After a brief introduction the thesis presents background literature on the three development requirements of Project X The background literature is used to support the Project X case study Information required for the case study is obtained through interviews with Project X affiliated development personnel Interview results are analyzed and interpreted through a comparison with information found in the background literature Results of the case study identify several problems with management s plan to implement the three development requirements into Project X The thesis identifies specific root causes for the implementation problems and makes recommendations to reduce the impact of these problems on Project X and other present and future DoD software development projects

*An Approach for Constructing Reusable Software Components in Ada* ,1990 This paper discusses the topic of software reuse and is aimed at the software engineer who may actually be designing reusable software The paper concentrates on many of the technical problems encountered when constructing reusable software components today This paper does not however focus on the general problem of reusable software design Instead it focuses on the Ada programming language and the problems software engineers may encounter when designing components in this language This paper is intended to be a companion to IDA Paper P 2494 Strategy and Mechanisms for Encouraging Reuse in the Acquisition of SDI Software P 2494 discusses the managerial and legal issues involved with software reuse

**Empirical Foundations of Information and Software Science V** Pranas Zunde,D. Hocking,2012-12-06 This is the proceedings of the Sixth Symposium on Empirical Foundations of Information and Software Sciences EFISS which was held in Atlanta Georgia on October 19 21 1988 The purpose of the symposia is to explore subjects and methods of scientific inquiry which are of common interest to information and software sciences and to identify directions of research that would benefit from the mutual interaction of these two disciplines The main theme of the sixth symposium was modeling in information and software engineering with emphasis on methods and tools of modeling The symposium covered topics such as models of individual and organizational users of information systems methods of selecting appropriate types of models for a given type of users and a given type of tasks deriving models from records of system usage modeling system evolution constructing user and task models for adaptive systems and models of system architectures This symposium was sponsored by the School of Information and Computer Science of the Georgia Institute of Technology and by the U S Army Institute for Research in Management Information Communications and Computer Sciences AIRMICS 17le Editors vii CONTENTS 1 I KEYNOTE ADDRESS

**Army RD & A. ,1991** **Army RD & A Bulletin** ,1991 *Software Reuse in Real-Time Environments* ,1989 This report examines the roles of several factors affecting the potential reuse of Ada software for realtime applications More specifically it examines the roles of the Ada language and common package interfaces The Ada

language is evaluated with regard to how well it meets several requirements for supporting reuse and how it could be revised to support reuse better The concept of common bridge package interfaces is introduced as a technique for enabling more software to be reused Three specific common package interfaces are examined in detail These are the MRTSI the POSIX Ada binding 1003 5 the POSIX realtime extension 1003 4 These interfaces are considered with respect to their individual potential for promoting software reuse their interactions and their potential for supporting and complementing Ada for realtime applications

Software Re-use, Utrecht 1989 Liesbeth M. Dusink, Patrick A.V. Hall, 2013-03-14 In November 1989 we organised a workshop on software re use inviting members of the leading research teams across Europe In retrospect we realise that we missed a few research teams out but nevertheless we did have a very fruitful workshop This book is the outcome of that meeting Prior to the workshop teams submitted short position papers and at the workshop made very short presentations of these Most of the time was spent in four parallel sessions and the reports of these sessions are given in Chapter 2 After the workshop we invited the attendees to revise and resubmit their papers in the light of the workshop and it is these updated papers that appear in Chapter 4 onwards The papers are in alphabetical order of first author To complete this text we have added an introduction to software re use as a first chapter this was prepared by Liesbeth Dusink We have added a comprehensive bibliography as Chapter 3 merging the bibliographies accumulated at Delft and at Brunei To be able to organise the workshop we were sponsored by SERC the Software Engineering Research Centre in Utrecht Netherlands November 1990 Liesbeth Dusink Pat Hall Contents Ust of Contributors xi

*Top Productivity through Software Reuse* Klaus Schmid, 2011-06-16 This book constitutes the refereed proceedings of the 12th International Conference on Software Reuse ICSR 2011 held in Pohang South Korea in June 2011 The 16 revised full papers were carefully reviewed and selected from 43 submissions They are presented together with one keynote three workshop papers a doctoral symposium report and two tutorials Topics of interest are domain analysis and modeling asset search and retrieval architecture centric approaches to reuse component based reuse COTS based development generator based techniques domain specific languages testing in the context of software reuse aspect oriented techniques model driven development reuse of non code artifacts reengineering for reuse software product line techniques quality aspects of reuse economic models of reuse benefit and risk analysis scoping legal and managerial aspects of reuse transition to software reuse industrial experience with reuse light weight approaches software evolution and reuse

**Reuse of Ada Software Modules**, 1988 Software module reuse using Ada is discussed in the context of the Standard Automated Remote to AUTODIN Host SARAH Software Development Project Reuse concepts are presented including designing finding and implementing reusable Ada components Reuse in the SARAH project is discussed in terms of reuse goals accomplishments and problems encountered achieving reuse goals including design comprises that had to be made Current impediments to software reuse are presented along with suggestions about how they might be improved Recommendations are given with reference to the current scope of potential reuse benefits

Software Reuse and

Reverse Engineering in Practice Patrick A. V. Hall,1992      *Software Reuse and Reverse Engineering in Practice* Patrick A. V. Hall,1992      **Scientific and Technical Aerospace Reports** ,1994      **Tutorial, Software Reuse** Will Tracz,1988 An overview of the basic issues concerning software reuse with focus on mental and supplemental tools that support the concept Describes the processes including components software libraries methodologies Ada reuse experiences and object oriented computing Acidic paper no index Annotation

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