

Four Aspects of Reuse

- 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

Patrick A. V. Hall



Software Reuse:

Software Reuse and Reverse Engineering in Practice Patrick A. V. Hall, 1992 **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, however, 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 1980s. 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 product 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.

Software Reuse Carma McClure, 2001-07-11. Reuse is one of the simplest and oldest concepts in programming and one that is often underutilized. When implemented purposefully and correctly, reuse can save time and money as well as create an inventory of valuable and reusable software assets. Dr. Carma McClure, one of the principal writers of the IEEE's Software Reuse Standard 1517, provides clear, concise, and applied information to make effective software reuse a reality. This book provides specific instructions for implementing reuse within the context of the IEEE EIA Standard 12207 Standard for Information Technology Software Life Cycle Processes. This new guide aids the reader in interpreting the meaning of the standard, implementing the standard, and applying the standard. Like IEEE Std 1517, this book is written for both managers and technical personnel involved in acquiring, supplying, or developing software applications and systems or reusable assets.

Reuse Based Software Engineering Hafeedh Mili, 2002. Publisher description for Reuse-based software engineering techniques, organization, and measurement. Hafeedh Mili et al. Bibliographic record and links to related information available from the Library of Congress catalog. Information from electronic data provided by the publisher may be incomplete or contain other coding. Integrating three important aspects of software reuse: technical, management, and organizational, this indispensable reference shows how these fundamental aspects are used in the development lifecycle of component-based software engineering and product line engineering. The book explores the basic foundations upon which reuse processes and approaches can be established and discusses state-of-the-art and state-of-the-practice of software reuse. Library of Congress subject headings for this publication: Computer software. Reusability. *Software Reuse: Methods, Techniques, and Tools* Jan Bosch, Charles

Krueger,2004-06-14 After three decades of research and practice reuse of existing software artefacts remains the most promising approach to decreasing effort for software development and evolution increasing quality of software artefacts and decreasing time to market of software products Over time we have seen impressive improvements in extra organizational reuse e g COTS as well as in intra organizational reuse e g software product families Despite the successes that we as a community have achieved several challenges remain to be addressed The theme for this eighth meeting of the premier international conference on software reuse is the management of software variability for reusable software All reusable software operates in multiple contexts and has to accommodate the differences between these contexts through variation In modern software the number of variation points may range in the thousands with an even larger number of dependencies between these points Topics addressing the theme include the representation design assessment and evolution of software variability The proceedings that you are holding as you read this report on the current state of the art in software reuse Topics covered in the proceedings include software variability testing of reusable software artefacts feature modeling aspect oriented software development composition of components and services model based approaches and several other aspects of software reuse May 2004 Jan Bosch Charles Krueger Organizing Committee General Chair Kyo C Kang Pohang University of Science and Technology Korea Program Co chairs Jan Bosch University of Groningen The Netherlands Charles Krueger BigLever Software Inc U S A Software Reuse: Advances in Software Reusability William B. Frakes,2004-02-02 This book constitutes the refereed proceedings of the 6th International Conference on Software Reuse ICSR 6 held in Vienna Austria in June 2000 The 26 revised full papers presented were carefully reviewed and selected from numerous submissions The book is divided into topical sections on generative reuse and formal description languages object oriented methods product line architectures requirements reuse and business modeling components and libraries and design patterns **Mining Software Engineering Data for Software Reuse** Themistoklis Diamantopoulos,Andreas L. Symeonidis,2020-03-30 This monograph discusses software reuse and how it can be applied at different stages of the software development process on different types of data and at different levels of granularity Several challenging hypotheses are analyzed and confronted using novel data driven methodologies in order to solve problems in requirements elicitation and specification extraction software design and implementation as well as software quality assurance The book is accompanied by a number of tools libraries and working prototypes in order to practically illustrate how the phases of the software engineering life cycle can benefit from unlocking the potential of data Software engineering researchers experts and practitioners can benefit from the various methodologies presented and can better understand how knowledge extracted from software data residing in various repositories can be combined and used to enable effective decision making and save considerable time and effort through software reuse Mining Software Engineering Data for Software Reuse can also prove handy for graduate level students in software engineering *Practical Software Reuse* Donald J. Reifer,1997-08-18 The comprehensive guide to software re

engineering and reuse Despite the fact that most software uses the same blocks of code over and over again almost all software is built from the ground up Just starting to catch on is the idea that these blocks of code can be used as standard components in creating new applications However this assembly line mentality is foreign to most software developers Practical Software Reuse shows developers how to take advantage of existing codes to build commercial software faster and cheaper covering reuse operations competitive benchmarking transitioning to the reuse process utilizing off the shelf software and more **Mastering Scale and Complexity in Software Reuse** Goetz Botterweck, Claudia

Werner, 2017-05-08 This book constitutes the refereed proceedings of the 16th International Conference on Software Reuse ICSR 2017 held in Salvador Brazil in May 2017 The 8 revised full papers presented together with 3 short papers and 2 keynote presentations were carefully reviewed and selected from 34 submissions The papers are grouped in topical sections on documentation reuse and repositories software product lines variability management and model variants verification and refactoring for reuse tools demonstrations doctoral symposium tutorials and workshop Software Reuse Ronald J.

Leach, 1997 Software reuse offers great cost saving potential and this book spells out the methods and tools to realize these savings Covering cost models for reuse certification for reusable components and reuse driven requirements engineering this book helps demystify this area of software development *Software Reuse* Ivar Jacobson, Martin Griss, Patrik Jonsson, 1997 Introducing the reuse driven software engineering business Architectural style Processes Organizing a reuse business

Software Reuse Bernard Coulange, 2012-12-06 Software Reuse is a state of the art book concerning all aspects of software reuse It does away with the hype and shows the reality Different techniques are presented which enable software reuse and the author demonstrates why object oriented methods are better for reuse than other approaches The book details the different factors to take into account when managing reusable components characterisation identification building verification storage search adaptation maintenance and evolution Comparisons and description of various types of companies that could benefit from applying reuse techniques are included outlining amongst other things increased profitability and likely problems that might arise from the purchase and selling of reuse tools and components Based on a real experience of software reuse in a company with a bibliography of more than 200 references provided this book is a must have for all those working in the software reuse field **Software Engineering with Reusable Components** Johannes

Sametinger, 2013-04-17 Software is rarely built completely from scratch To a great extent existing software documents source code design documents etc are copied and adapted to fit new requirements Yet we are far from the goal of making reuse the standard approach to software development Software reuse is the process of creating software systems from existing software rather than building them from scratch Software reuse is still an emerging discipline It appears in many different forms from ad hoc reuse to systematic reuse and from white box reuse to black box reuse Many different products for reuse range from ideas and algorithms to any documents that are created during the software life cycle Source code is

most commonly reused thus many people misconceive software reuse as the reuse of source code alone Recently source code and design reuse have become popular with object oriented class libraries application frameworks and design patterns Software components provide a vehicle for planned and systematic reuse The software community does not yet agree on what a software component is exactly Nowadays the term component is used as a synonym for object most of the time but it also stands for module or function Recently the term component based or component oriented software development has become popular In this context components are defined as objects plus some thing What something is exactly or has to be for effective software development remains yet to be seen However systems and models are emerging to support that notion

Practical Software Reuse Michel Ezran,Maurizio Morisio,Colin Tully,2012-12-06 Right context software reuse promises high value to businesses that develop software opening the door to radical improvements in their software capability productivity cost time to market Attempts to adopt reuse without a sound understanding of the range of issues involved however can lead to expensive failure This book is for those who are wondering whether they should adopt reuse and how and also to those who have already started to adopt it but are wondering where they may be going wrong and how they could do better It consistently emphasizes the practical issues that influence success or failure in reuse and it offers a concise and balanced coverage of the essentials of the subject rather than going into undue depth or detail on some topics at the expense of others It occupies the central ground between being on the one hand an academic textbook and on the other hand a cookbook with ready made recipes for exactly how to do it The authors have drawn on their extensive experience of reuse and of software process improvement to provide a readable and balanced coverage of the subject This book is suitable for business executives software managers and software developers regardless of whatever kind of software or applications are developed by their organisations and whatever the size of those organisations A special feature of the book is the frequent use of experience notes drawn from the real life experience of organisations that have embarked on the reuse adventure

Software Reuse: Bridging with Social-Awareness Georgia M. Kapitsaki,Eduardo Santana de Almeida,2016-05-20 This book constitutes the refereed proceedings of the 15th International Conference on Software Reuse ICSR 2016 held in Limassol Cyprus in June 2016 The 21 revised full papers presented together with 4 revised short papers were carefully reviewed and selected from 51 submissions The papers cover different areas of software engineering where software reuse plays an important role such as software product lines domain analysis and modeling software tools and business aspects of software ICSR 2016 has provided a complete view on the advancements in the area of software reuse in the last years for interested researchers and practitioners

High Confidence Software Reuse in Large Systems Hong Mei,2008-05-08 This book constitutes the refereed proceedings of the 10th International Conference on Software Reuse ICSR 2008 held in Beijing China in May 2008 The 40 revised full papers presented together with 5 workshop summaries and 5 tutorials were carefully reviewed and selected from numerous submissions The papers are organized in topical sections on architecture and

reuse approaches high confidence and reuse component selection and reuse repository product line domain models and analysis service oriented environment components and services reuse approaches and frameworks as well as reuse approaches and methods Safe and Secure Software Reuse John Favaro, Maurizio Morisio, 2013-06-12 This book constitutes the refereed proceedings of the 13th International Conference on Safe and Secure Software Reuse ICSR 2013 held in Pisa Italy in June 2013 The 27 papers 18 full and 9 short papers presented were carefully reviewed and selected from various submissions The papers are organized in topical sections on feature modeling and variability analysis reuse and testing architecture and reuse analysis for reuse reuse and patterns short papers emerging ideas and trends **Software Reuse Techniques** Carma L. McClure, 1997 McClure takes software reuse beyond good intentions by presenting specific reuse techniques that have repeatedly helped companies lower costs and improve quality *Software Reuse: Methods, Techniques, and Tools* Cristina Gacek, 2003-08-01 As a result of the open source movement there is now a great deal of reusable software available in the public domain This offers significant functionality that commercial software vendors can use in their software projects Open source approaches to software development have illustrated that complex mission critical software can be developed by distributed teams of developers sharing a common goal Commercial software vendors have an opportunity to both learn from the op source community as well as leverage that knowledge for the benefit of its commercial clients Nonetheless the open source movement is a diverse collection of ideas knowledge techniques and solutions As a result it is far from clear how these approaches should be applied to commercial software engineering This paper has looked at many of the dimensions of the open source movement and provided an analysis of the different opportunities available to commercial software vendors References and Notes 1 It can be argued that the open source community has produced really only two essential 9 products Apache undeniably the most popular web server and Linux although both are essentially reincarnations of prior systems Both are also somewhat products of their times Apache filled a hole in the then emerging Web at a time no platform vendor really knew how to step in and Linux filled a hole in the fragmented Unix market colored by the community s general anger against Microsoft 2 Evans Marketing Services Linux Developers Survey Volume 1 March 2000 **Software Engineering** Nasib Singh Gill, Each and every chapter covers the contents up to a reasonable depth necessary for the intended readers in the field The book consists in all about 1200 exercises based on the topics and sub topics covered Keeping in view the emerging trends in newly emerging scenario with new dimension of software engineering the book specially includes the following chapters but not limited to these only This book explains all the notions related to software engineering in a very systematic way which is of utmost importance to the novice readers in the field of software Engineering

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