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# Software Productfamily Engineering

**Daniela Niemeyer**



## **Software Productfamily Engineering:**

**Software Product-Family Engineering** Frank van der Linden, 2003-07-31 This book contains the proceedings of the Fourth International Workshop on Product Family Engineering PFE 4 held in Bilbao Spain October 3-5 2001 This workshop was the fourth in a series started in 1996 with the same subject software product family engineering Proceedings of the second and third workshops have been published as LNCS 1429 and LNCS 1951 The workshops were organized within co-operation projects of European industry the first two by ARES Esprit IV 20 477 1995 1999 This project had three industrial and three academic partners and focused on software architectures for product families Some of the partners continued in ITEA project 99005 ESAPS 1999 2001 ITEA is the software development program 2023 within the European Eureka initiative ITEA projects last for two years and ESAPS was succeeded by CAFE ITEA ip00004 which started in 2001 and will terminate in 2003 This workshop was initially prepared within ESAPS and the preparation continued in CAFE Due to the attacks in the USA of September 11 several people were not able to fly and therefore did not show up However we have included their submissions in these proceedings The session chair presented these submissions and their inputs were used during the discussions It was planned that Henk Obbink be workshop chair and Linda Northrop and Sergio Bandinelli be co-chairs However because of personal circumstances Henk Obbink was not able to leave home during the workshop Moreover both co-chairs had already enough other duties Therefore the chairing duties were taken over by the program chair Frank van der Linden **Software**

**Product Line Engineering** Klaus Pohl, Günter Böckle, Frank J. van der Linden, 2005-08-03 Software product line engineering has proven to be the methodology for developing a diversity of software products and software intensive systems at lower costs in shorter time and with higher quality In this book Pohl and his co-authors present a framework for software product line engineering which they have developed based on their academic as well as industrial experience gained in projects over the last eight years They do not only detail the technical aspect of the development but also an integrated view of the business organisation and process aspects are given In addition they explicitly point out the key differences of software product line engineering compared to traditional single software system development as the need for two distinct development processes for domain and application engineering respectively or the need to define and manage variability

**Software Product-Family Engineering** Frank van der Linden, 2004-05-24 This book contains the proceedings of the 5th International Workshop on Product Family Engineering PFE 5 This workshop was held in Siena Italy November 4-6 2003 This workshop was the fifth in the series with the same subject software product family engineering These workshops have been held initially irregularly about every 18 months since 1996 Since 1999 the workshop has been held every second year in the fall The proceedings of the second third and fourth workshops were published as Springer LNCS volumes 1429 1951 and 2290 The workshops were organized within co-operation projects of European industry The first two were organized by ARES Esprit IV 20 477 1995 1999 this project had 3 industrial and 3 academic partners and studied software architectures for

product families Some of the partners continued in the ITEA project if99005 ESAPS 1999 2001 ITEA is the software development programme 2023 within the European Eureka initiative ITEA projects last for 2 years and ESAPS was succeeded by CAF ITEA if00004 for 2001 2003 and FAMILIES ITEA if02009 This fifth workshop was initially prepared within CAF and the preparation continued in FAMILIES As usual Henk Obbink was the workshop chair and Linda Northrop and Sergio Bandinelli were the co chairs *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 **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 **Software Product Lines** Patrick Donohoe,2000-08-31 Software product lines are emerging as a critical new paradigm for software development Product lines are enabling organizations to achieve impressive time to market gains and cost reductions With the increasing number of product lines and product line researchers and practitioners the time is right for a comprehensive examination of the issues surrounding the software product line approach The Software Engineering Institute at Carnegie Mellon University is proud to sponsor the first conference on this important subject This book comprises the proceedings of the First Software Product Line Conference SPLC1 held August 28 31 2000 in Denver Colorado USA The twenty seven papers of the conference technical program present research results and experience reports that cover all aspects of software product lines Topics include business issues enabling technologies organizational issues and life cycle issues Emphasis is placed on experiences in the development and fielding of product lines of complex systems especially those that expose problems in the design development or evolution of software product lines The book will be essential reading for researchers and practitioners alike

**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      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 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 companies 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 Product Lines Henk Obbink, 2005-09-15 This book constitutes the refereed proceedings of the 9th

International Software Product Line Conference SPLC 2005 held in Rennes France in September 2005 emanating from the merger of the former events SPLC Software Product Line Conference started 2000 in the USA and PFE Product Family Engineering started 1996 in Europe The 17 revised full technical papers presented together with 3 short research papers and 2 keynote talks were carefully reviewed and selected for inclusion in the book The papers are organized in topical sections on keynotes feature modelling re engineering short papers strategies panels validation scoping and architecture and product derivation

**Software Product Lines in 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 Architectures for Product Families* Frank van der Linden, 2003-06-29

This book contains the proceedings of a third workshop on the theme of Software Architecture for Product Families The first two workshops were organised by the ESPRIT project ARES and were called Development and Evolution of Software Architectures for Product Families Proceedings of the first workshop held in November 1996 were only published electronically at <http://www.dit.upm.es/ares> Proceedings of the second workshop held in February 1998 were published as Springer LNCS 1429 The ARES project was finished in February 1999 Several partners continued operation in a larger consortium ITEA project 99005 ESAPS As such it is part of the European Eureka 2023 programme The third workshop was organised as part of the ESAPS project In order to make the theme of the workshop more generic we decided to rename it International Workshop on Software Architectures for Product Families As with the earlier two workshops we managed to bring together people working in the software architecture of product families and in software product line engineering Submitted papers were grouped in five sessions Moreover we introduced two sessions one on configuration management and one on evolution because we felt that discussion was needed on these topics but

there were no submitted papers for these subjects Finally we introduced a surveys session giving an overview of the present situation in Europe focussed on ESAPS and in the USA focussed on the SEI Product Line Systems Program

*Software Product Lines* Patrick Donohoe,2012-12-06 Software product lines are emerging as a critical new paradigm for software development Product lines are enabling organizations to achieve impressive time to market gains and cost reductions With the increasing number of product lines and product line researchers and practitioners the time is right for a comprehensive examination of the issues surrounding the software product line approach The Software Engineering Institute at Carnegie Mellon University is proud to sponsor the first conference on this important subject This book comprises the proceedings of the First Software Product Line Conference SPLC1 held August 28 31 2000 in Denver Colorado USA The twenty seven papers of the conference technical program present research results and experience reports that cover all aspects of software product lines Topics include business issues enabling technologies organizational issues and life cycle issues Emphasis is placed on experiences in the development and fielding of product lines of complex systems especially those that expose problems in the design development or evolution of software product lines The book will be essential reading for researchers and practitioners alike

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

**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

*Enterprise Interoperability* Guy Doumeingts,Jörg Müller,Gérard Morel,Bruno Vallespir,2007-08-24 Composed of over 50 papers Enterprise Interoperability ranges from academic research through case studies to industrial and administrative experience of interoperability The international nature of the authorship continues to broaden Many of the papers have examples and illustrations calculated to deepen understanding and generate new ideas This is a concise reference to the state of the art in software interoperability

**Real-Time Software Design for Embedded Systems** Hassan Gomaa,2016-05-26 This tutorial reference takes the reader from use cases to complete architectures for real time embedded systems using SysML UML and MARTE and shows how to apply the COMET RTE design method to real world problems The author covers key topics such as architectural patterns for distributed and hierarchical real time control and other real time

software architectures performance analysis of real time designs using real time scheduling and timing analysis on single and multiple processor systems Complete case studies illustrating design issues include a light rail control system a microwave oven control system and an automated highway toll system Organized as an introduction followed by several self contained chapters the book is perfect for experienced software engineers wanting a quick reference at each stage of the analysis design and development of large scale real time embedded systems as well as for advanced undergraduate or graduate courses in software engineering computer engineering and software design     Managing Corporate Information Systems Evolution and Maintenance Khaled M. Khan,Yan Zhang,2005-01-01 This book addresses the recent developments in systems maintenance research and practices ranging from technicality of systems evolution to managerial aspects of the topic including issues such as evolving legacy systems to e business applying patterns for reengineering legacy systems to web architectural recovery of legacy systems evolving legacy systems into software components     **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     *Technologies for Business Information Systems* Witold Abramowicz,Heinrich C. Mayr,2007-05-16 The material collected in this book covers a broad range of applications of computer science methods and algorithms in business practice It presents cutting edge research in development implementation and improvement of computer systems The computer science and information systems topics covered include data warehouses ERP XML ontologies rule languages software engineering and Business Process Management



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