

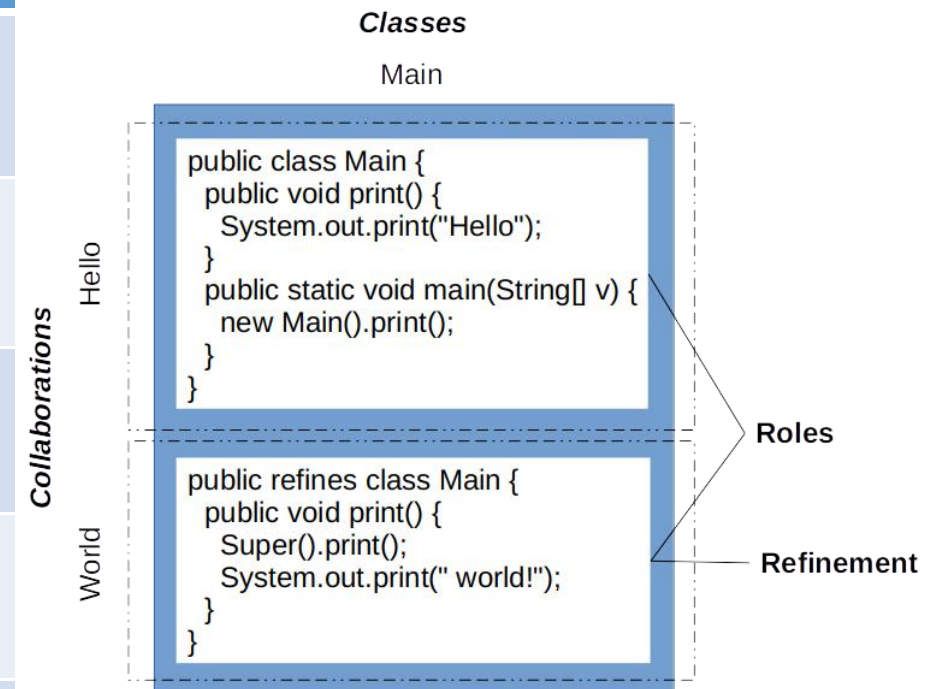
# Software Product Line Engineering

Lab Class 8 / Assignment 5

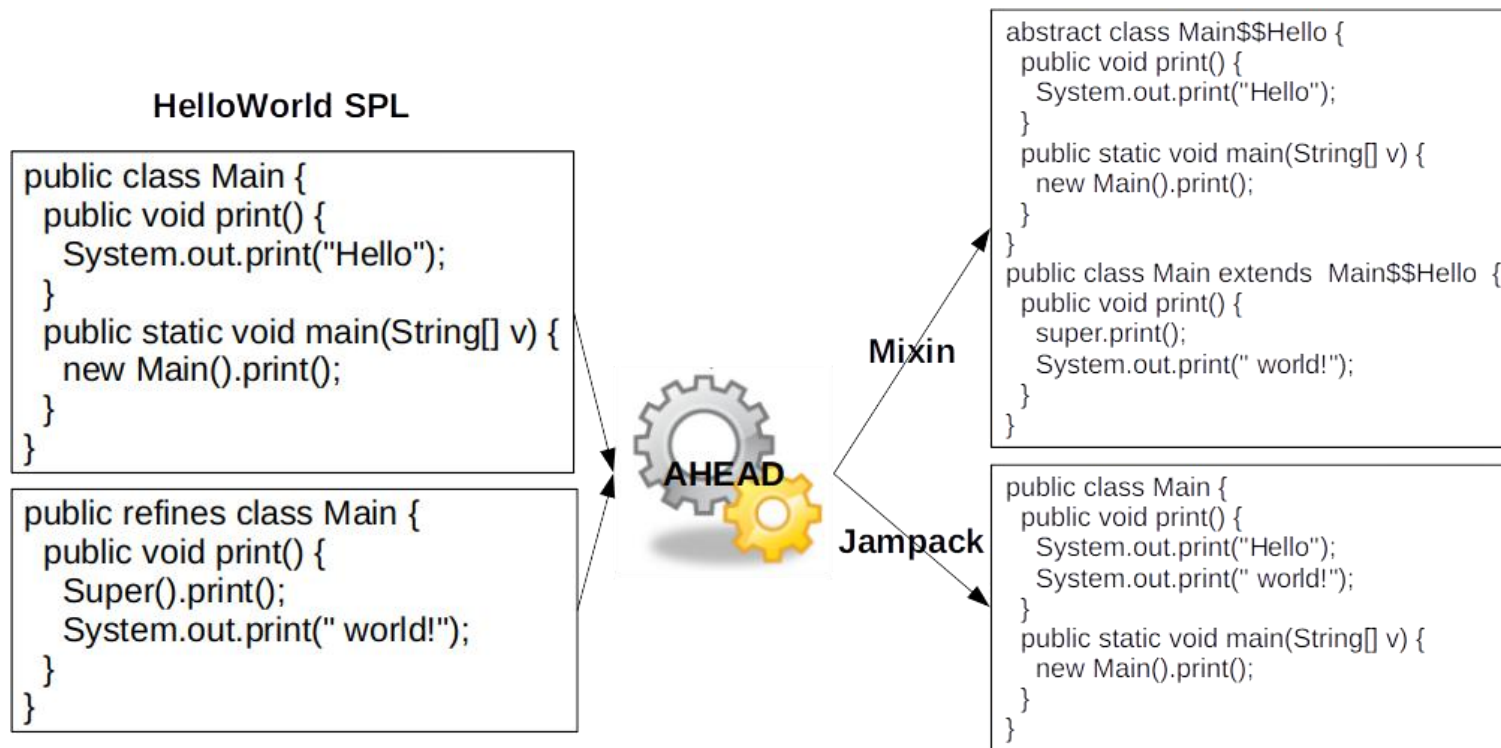
# 1a) FOP terminology

- Explain the terms feature, collaboration, mixin, jampack, and class

|                      |  |
|----------------------|--|
|                      |  |
| <b>class</b>         | abstract model for similar entities                          |
| <b>feature</b>       | characteristic behavior of a software system                 |
| <b>collaboration</b> | interplay of classes/parts thereof that implements a feature |
| <b>mixin</b>         | technique for refinement composing                           |
| <b>jampack</b>       | technique for refinement composing                           |



# 1b) Mixins vs Jampaks



- **Mixin:** composition using inheritance
  - easy to implement
  - performance overhead
  - not all languages use inheritance
- **Jampak:** composition using superposition/nesting of ASTs
  - hard to implement
  - no performance overhead
  - uniformity, no inheritance required

# 1c-d) How does FOP address...

- ... *inflexible extension hierarchies*?
  - Refinements are "applied" automatically on-demand by the composer.
- ... the *preplanning problem*?
  - Refinements are possible on every granularity-level
  - no explicit extension points

# 1e-f) Feature Traceability

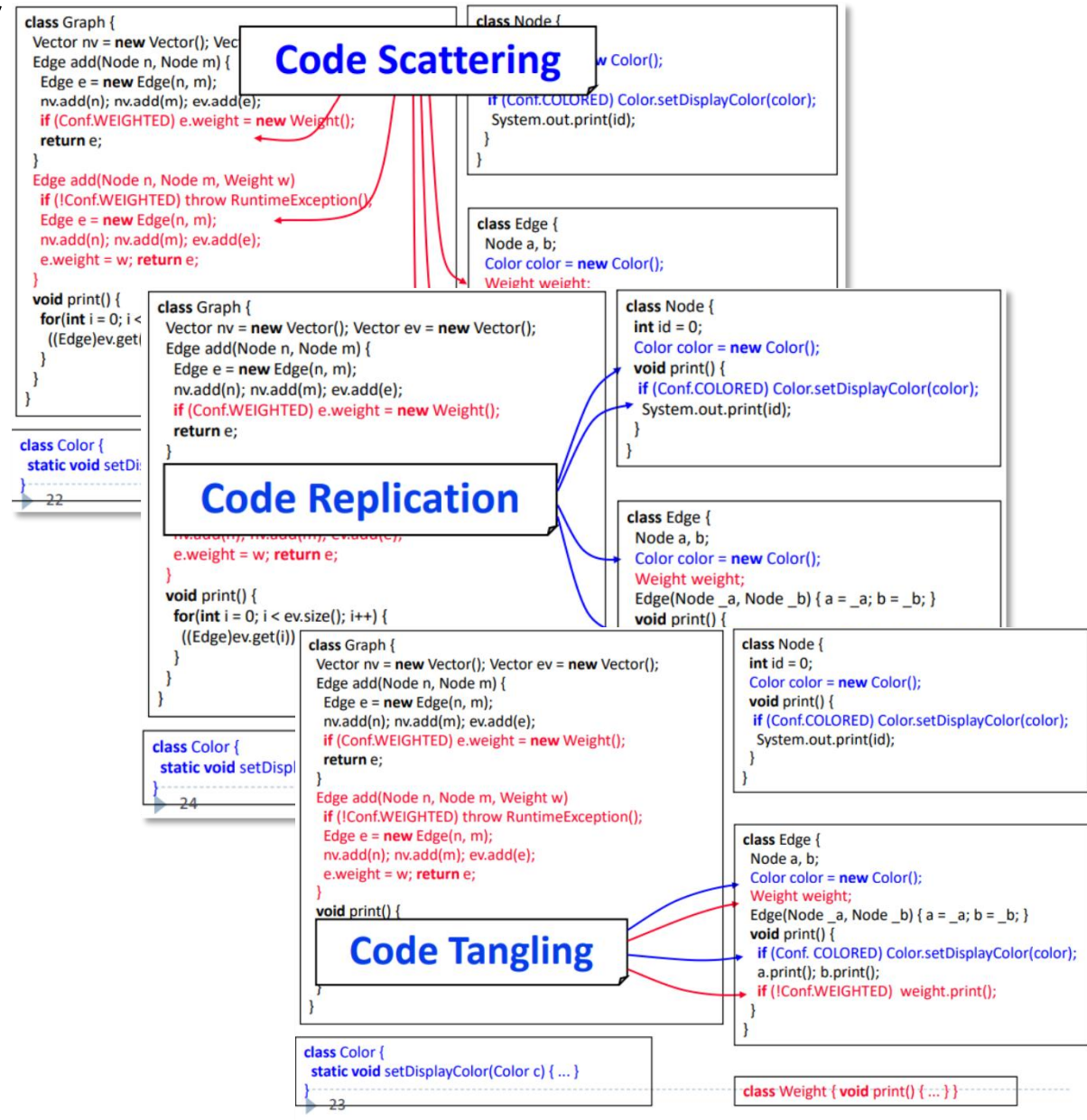
- Feature Traceability Problem:
  - How to map features to source code?
  - What code belongs to what feature?
- Feature traceability in FOP is achieved by matching features with source code folders per feature

```

/features/Base/ClassA.java
/features/Optional1/ClassB.java
/features/Optional2/ClassB.java
...

```

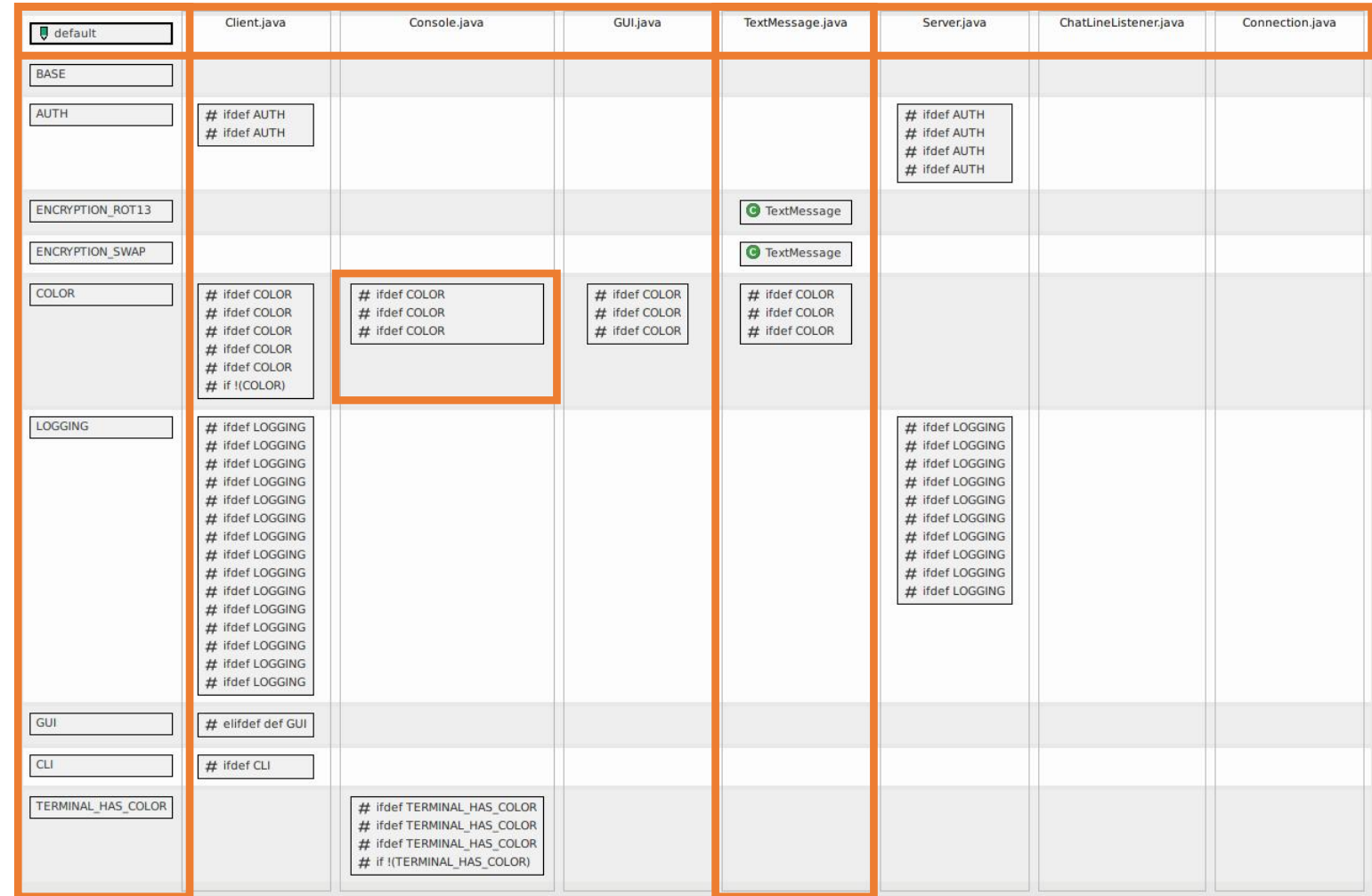
- No feature traceability leads to code scattering, replication and tangling



# Detour: Collaboration Diagrams with *FeatureIDE*

Collaboration diagrams show...

- classes
- features
- roles
- collaborations



## 2) Library Scaling Problem (Components)

- Limited scalability due to opposing properties
  - reusability vs. variability -> performance trade-off
  - reusability:
    - Smaller components are easier to reuse (no unwanted code)
    - Smaller components provide less features and require more glue code (overhead!)
  - variability:
    - Big components provide less variability, but require less glue code
- Mitigation
  - domain analysis!
  - planned systematic reuse (only) within the software product line