

Fakultät Informatik - Institut Software- und Multimediatechnik - Softwaretechnologie

Part 0 - MOST 1. Modeling

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http://st.inf.tu-dresden.de/teaching/most

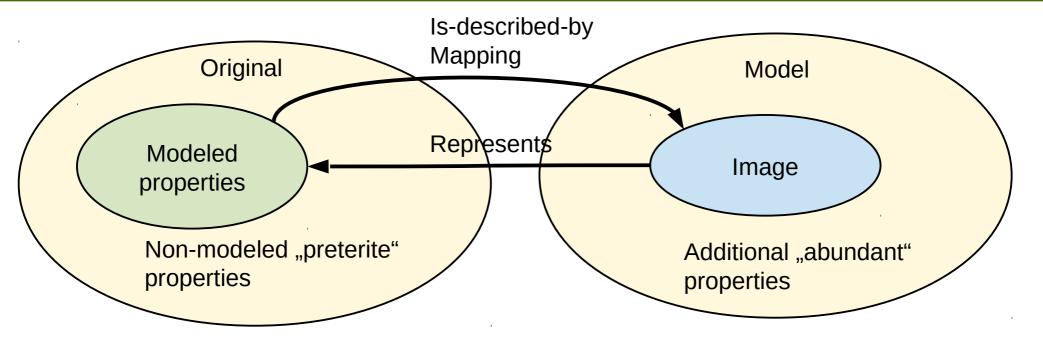
Version 17-0.1, 28.09.17



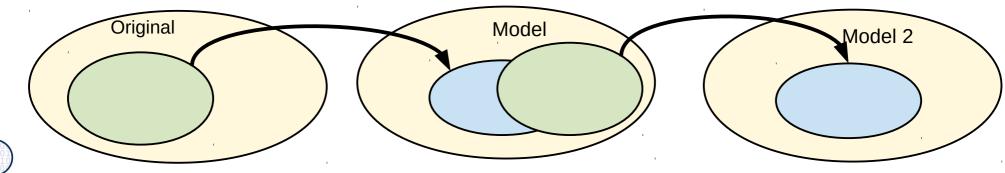
- - Obligatory:
 - [HesseMayr] Wolfgang Hesse and Heinrich C. Mayr. Modellierung in der Softwaretechnik: eine Bestandsaufnahme. Informatik Spektrum, 31(5):377-393, 2008.
 - References:
 - Stachowiak, Herbert. Allgemeine Modelltheorie. Springer, Wien, 1973

Original and Representing Model

3 Model-Driven Software Development in Technical Spaces (MOST)



- [HesseMayr, Stachowiak]
- Model mappings can be sequenced:



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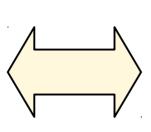
A **system model** is an abstraction of a system

A direct **model** is an abstraction of a reality

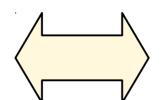
A **world model** is an abstraction of a world

A **domain model** is an abstraction of a domain of the world











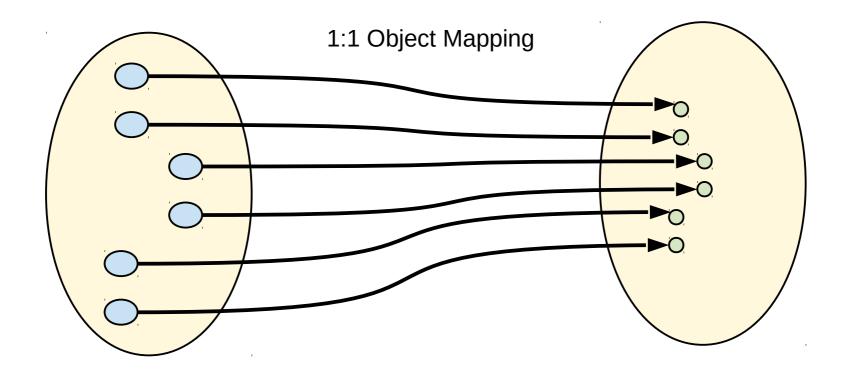


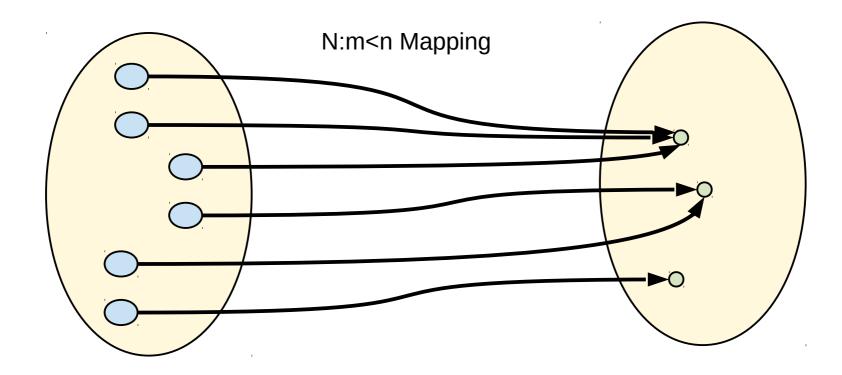
Descriptive Modeller



Prescriptive Modeler; Specifier; Implementer

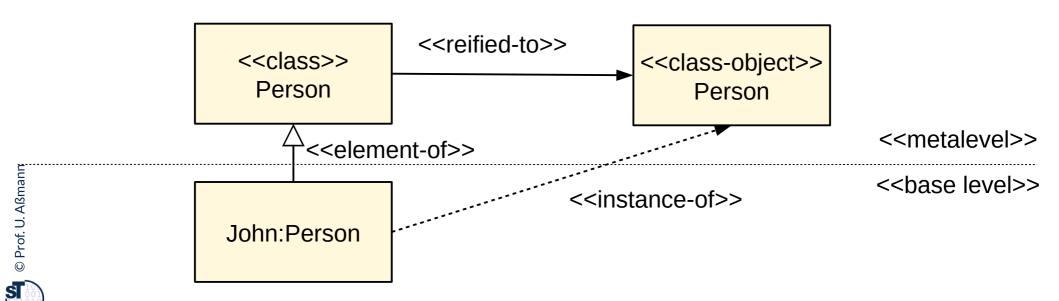
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- In **Token modeling**, some features of the objects in original domain O are forgotten, but never the objects themselves
 - Abstraction over features
 - Leading to view-based modeling, aspect-oriented modeling



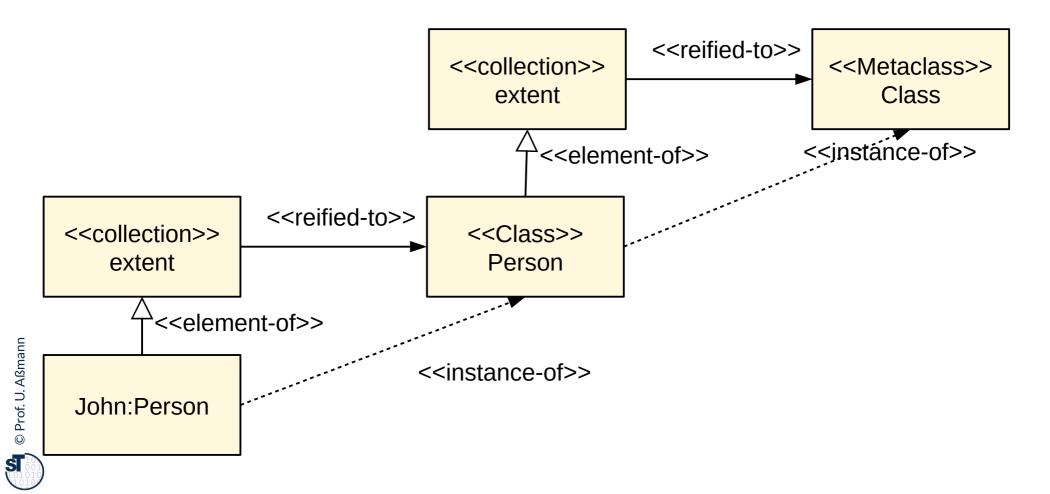




- Clabjects (class-objects) are classes reified as representant objects on the metalevel.
 - In an object-oriented program, clabjects are objects that represent classes of other objects.
- Russells Paradox "The set of all sets containing themselves as elements" forbids infinitely many reifications
- <<instance-of>> is a composition of <<element-of>> with <<reified-to>>



- Smalltalk-80 was the first language to introduce metamodeling
- lt introduced clabjects as class-objects and as metaclass.
- Changing the Smalltalk metaclass changes the semantics of all classes and all objects.
- In Java, class Class is the metaclass, but it is immutable

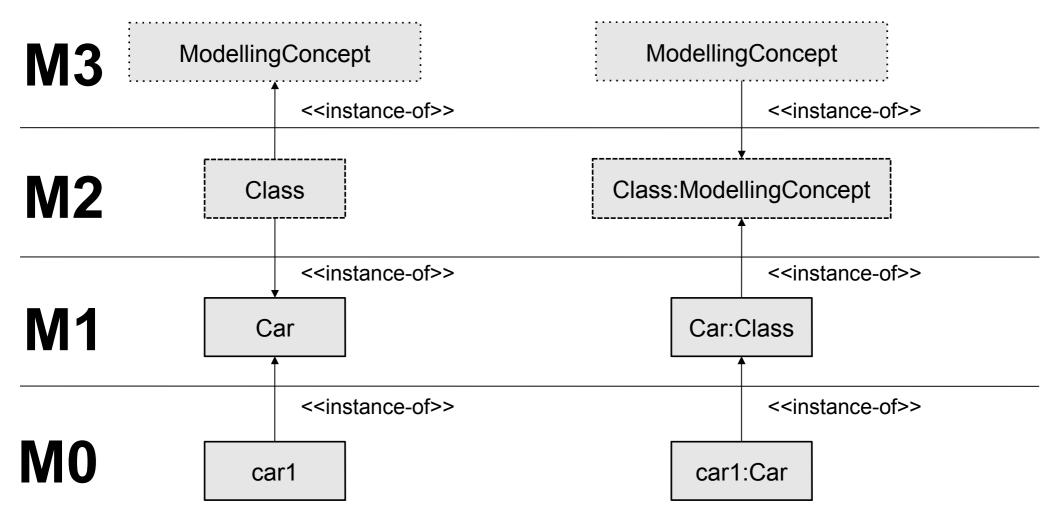


Notation



Component-Based Software Engineering (CBSE)

We write metaclasses with dashed lines, metametaclasses with dotted lines

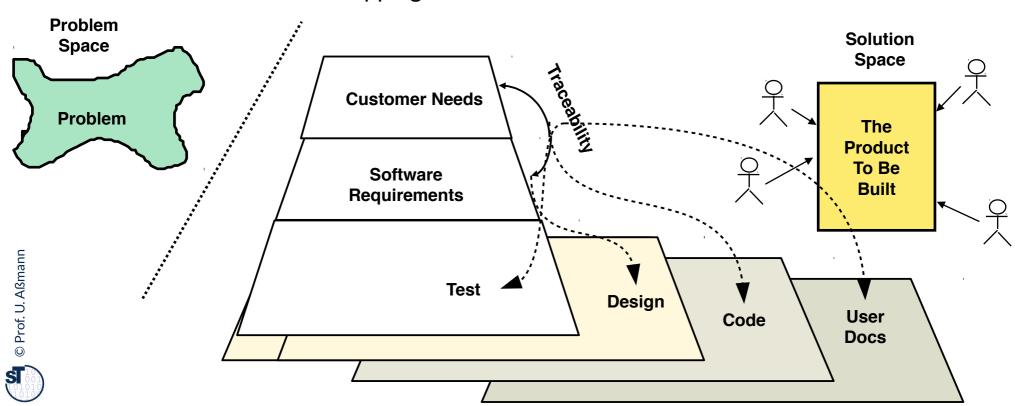


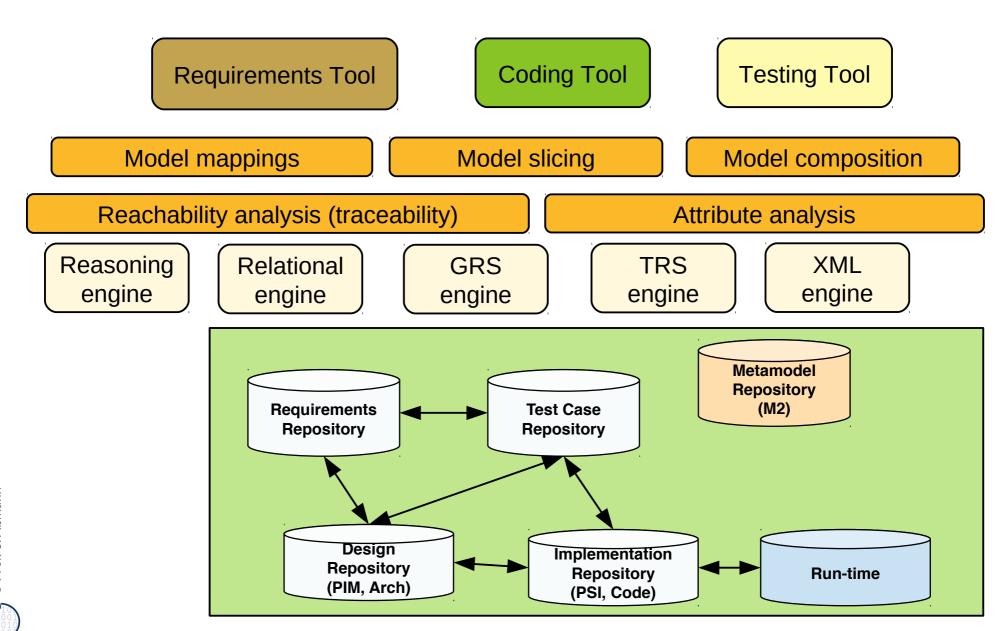


Q1: IDE and Model-Driven Software Development

Model-Driven Software Development in Technical Spaces (MOST)

- MDSD systematically connects the customer's problems, the system's requirements, testing, design, coding, and documentation and develops these models in coordination
- MDSD relies on model mappings between requirements, test cases, design, and code
- Integrated Development Environments (IDE) provide tools for all singular aspects, as well as model mappings







Model-Driven Software Development in Technical Spaces (MOST)

