

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

## - aka Software Factories -

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Prof. Aßmann - Model-Driven Software Development (MDSD)



DRESDEN  
concept  
Exzellenz aus  
Wissenschaft  
und Kultur

# Relation of the Course to Modules

The course can be used for the following modules:

- ▶ Diplom Informatik: INF-BAS3, INF-VERT3
- ▶ Master Informatik: INF-BAS3, INF-VERT3
- ▶ Bachelor Medieninformatik: INF-B-540
- ▶ Master Medieninformatik: INF-BI-4, INF-BI-5
- ▶ Diplom IST: IST-B-321
- ▶ Diplom Informatik (2004): INF-04-FG-SWT
- ▶ Diplom Informatik (2004): FG 4 SE

For other programs, special rules may hold; consult the manuals of your "Nebenfach".

# Master's Courses (Hauptstudium)

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Model-Driven Software Develop

## Softwaretechnologie II (Bachelor)

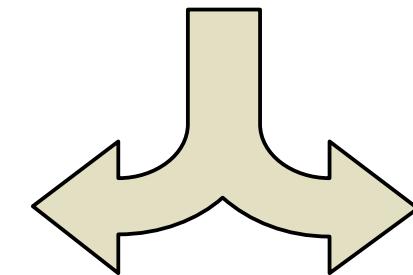
Modellierung, Entwurfsmethoden,  
Produktlinien, Geschäftsmodelle (WS)

Model-Driven Software  
Development in Technical Spaces  
How to be productive in  
software development (WS)

Requirements Engineering  
und Testen (Dr. Demuth)  
Wie man Qualität für Software  
erzielt (WS)

Ausgewählte Kapitel aus  
der Softwaretechnik  
(Dr. Götz)  
Softwarearchitektur (SS)

Future-Proof Software  
Systems (Dr. Furrer)  
Evolvable architectures (WS)



Design Patterns and  
Frameworks  
Architektur objektorientierter  
Systeme (WS)

Component-Based  
Software Engineering  
Produktlinien mit anderen  
Komponentenmodellen (SS)

Academic Skills in Computer  
Science  
How to work scientifically (WS)

Software-Management  
Wie man Projekte macht (SS)

Softwareentwicklung in der  
industriellen Praxis  
Ringvorlesung mit  
Industriedozenten

Software as a Business  
(WS)  
How to develop a business model  
and a startup

# Central Topics of the Course

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Model-Driven Software Development in Technical Spaces (MOST)

9. Modeling Islands, Modeling Villages and Technical Space Bridges are important for heterogeneous software development

## 8. Process Engineering and Method Engineering

## 7. Megamodels (with model mappings) for Quality Management

## 6. Alternative Metapyramids of Technical Spaces

## 5. Metamodel composition

4. Generic Tools in a Technical Space (Reducible metamodels, Querying, Abstract Interpretation, logics for analysis and consistency, TRS, GRS, Port GRS for transformation)

### 3. Metamodel-based environments

2. Technical Spaces do have the same components and tools, language mappings, model algebrae, model composition systems

- 1. Metamodels structure data, models and programs

Decidable metamodels, Tool Metamodels  
Tool Construction and -Generation in a TS

## 0. Applications of MDSD: Design tools of complex systems

### Design tools for CPS

# Transformation Bridge Adapter Bridge

# MDA OSM HYPS Vitruv ROSI

EMFText eMOFlon

# EMOF MOF EMOF CROM Melanie

# MDSD and Software Factories

- ▶ MDSD is the engineering of applications with *several related models* (inclusively code), based on systematic engineering of metamodels (languages) in technical spaces.
- ▶ MDSD therefore treats *heterogeneous models*
  - Treating different aspects of a system
  - Specified in different modeling languages
  - Living in different *technical spaces*
- ▶ How are models related?
  - Model cover by matching rules
  - Model mappings
  - Model transformations
- ▶ How are the languages related?
  - By mapping
  - By role fattening
- ▶ How are the technical spaces related?
  - By macromodelling

# Engineering of Technical Spaces, Megamodels, and Software Factories

- ▶ Def.: A *megamodel* is a set of systematically related, heterogeneous models.
- ▶ Megamodelling treats heterogeneity
  - Requires model integration techniques
- ▶ Engineering of Technical Spaces and Megamodels is one of the most important topics of the future of software and systems development
- ▶ Dresden has modern technologies and tools based on megamodels
  - Role-and context-based languages (CROM, SCROLL)
  - Invasive composition (SkAT)
  - Metacomposition tools (Reuseware, SkAT, Style Sheets)
  - Round-Trip Engineering and Role-based tools

# Outline

## Teil I: Basics

- ▶ 1. Modeling
- ▶ 2. MDSD Applications
- ▶ 3. Tools and Materials Pattern Language (TAM)
  - Roles and collaborations
- ▶ 4. Metamodeling in the (E)MOF technical space
  - The Technical Space House
- ▶ 5. Bridging the TS Grammarware and EMOF with EMFText
- ▶ 6. Tool architecture
  - Repositories
  - Role modeling and the Role-Object Pattern
- ▶ 7 Megamodels

- ▶ Part II Treating heterogeneity in TreeWare
- ▶ 20. Grammarware
  - Parser generators
  - Text algebrae
- ▶ 21 Treeware
  - Query
- ▶ 22 Deep Analysis in Treeware
  - Abstract interpretation
- ▶ 23 Link-Treeware
  - XML, JSON, Xcerpt
- ▶ Part III Treating heterogeneity in GraphWare
- ▶ 24 Flat Analysis in Graph- and Modelware
  - Semmle .QL, TGreQL
- ▶ 25 Deep Analysis in Graphware
  - Reachability
- ▶ 26 Graph and Model Transformations
- ▶ 28. MOFLON as example

# Outline Part III-VI – Architecture of Software Factories

## Part IV: Architecture and Composition of Tools to Applications

- ▶ 30. Architecture
  - Tool integration
  - Exchange formats
  - Bridges between technical spaces
  - Composition of stream-based tools
- ▶ 31. Role-based composition of languages for the composition of materials
  - And tools
- ▶ 32. Stream-Based integration
- ▶ 33. MetaCASE tools (MetaEdit+)
- ▶ 34. MOFLON

## ▶ Part V: 1-TS Software Factories

- 40. Requirements and Test Management in ReDeCT
- 41. Model-Driven Architecture
- 42. Documentation

## ▶ Part VI: Synchronization and Round-Trip Engineering

- 40. Round-Trip Engineering
- 41. Triple Graph Grammars
- 42. Orthographic Software Modeling

## ▶ Part VII: Multi-TS Software Factories

- 60. The MOST factory
- 61. Conclusion



# Literature - Books

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  - ▶ [Züll] Züllighoven, Heinz. Object-Oriented Construction Handbook; dpunkt.verlag 2005
  - ▶ [B93] Balzert, H. (Hrg.) u.a.: CASE - Systeme und Werkzeuge; BI-Wissenschaftsverlag Mannheim, 5. vollst. überarb. Auflage 1993
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  - ▶ [SN92] Schönthaler, F., Nemeth, T.: Software-Entwicklungsgeräte: Methodische Grundlagen; B.G. Teubner Verlag Stuttgart 1992
  - ▶ [ES89] Engels, G., Schäfer, W.: Programmierungsumgebungen - Konzepte und Realisierung; B.G. Teubner Verlag Stuttgart 1989
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- ▶ Stachowiak, Herbert. Allgemeine Modelltheorie. Springer, Wien, 1973

# Obligatory Papers

- ▶ [TLS] Ivan Kurtev, Jean Bezivin, and Mehmet Aksit. Technological Spaces: An Initial Appraisal. In Proceedings of the Confederated International Conferences CoopIS, DOA, and ODBASE 2002, 2002.
- ▶ [TS] Jean Bezivin and Ivan Kurtev. Model-based Technology Integration with the Technical Space Concept. In Proceedings of the Metainformatics Symposium, Berlin; Heidelberg, 2005. Springer.
- ▶ [HesseMayr] Wolfgang Hesse and Heinrich C. Mayr. Modellierung in der Softwaretechnik: eine Bestandsaufnahme. Informatik Spektrum, 31(5):377-393, 2008.
- ▶ Ed Seidewitz. What models mean. IEEE Software, 20:26-32, September 2003.
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- ▶ Jean Bézivin. Model Driven Engineering: An Emerging Technical Space. In R. Lämmel, J. Saraiva, and J. Visser (Eds.): GTTSE 2005, LNCS 4143, pp. 36 – 64, 2006. Springer.
- ▶ Wolfgang Hesse. More matters on (meta-)modelling: remarks on Thomas Kühne's 'matters'. Software and System Modeling, 5(4):387-394, 2006.



# ST Works in the Last Years

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