

(Pro-)Seminar Softwaresystemtechnik (SST)



TECHNISCHE
UNIVERSITÄT
DARMSTADT

“Refactorings”
(SS 15, Proseminar 2 CP | Seminar 4 CP)



Einführungsveranstaltung



ES Real-Time Systems Lab

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Herzlich Willkommen!

Als Proseminar (mit reduzierten Ansprüchen, 2 CP):

- B.Sc. ETiT (5. Sem.)

Als Seminar (4 CP):

- B.Sc. (5. Sem.) und M.Sc. Informatik (2. Sem.)
- Dipl. Informatik
- B.Sc. Informationssystemtechnik (5. Sem.)
- Dipl. ETiT (DT, Hauptstudium)
- entsprechende Wirtschaftsstudiengänge
- Sonstige passende Fachrichtung

Was wir von den Teilnehmern erwarten...

- Interesse am Thema + Motivation
- Wille zur Zusammenarbeit mit
 - Betreuer
 - Kommilitonen bei einer Gruppenarbeit
- Wissenschaftliches Vorgehen (unter Anleitung)
- Fristgerechte Abgabe der geforderten Arbeiten
- Teilnahme an *allen* Pflichtveranstaltung



ACHTUNG: Das Seminar ist inhaltlich und vom Umfang her anspruchsvoll!
→ Wir geben uns Mühe bei der Betreuung, und erwarten im Gegenzug von allen Teilnehmern ebenfalls **vollen Einsatz!!!**

- Grundfertigkeiten zur Erstellung einer **wissenschaftlichen Arbeit**
 - Selbständiges Erarbeiten eines Themengebietes (unter Anleitung)
 - Literaturrecherche
 - finden, lesen, verstehen, bewerten
 - Wissenschaftliches Schreiben
 - Gliedern, Zitieren, Formulieren
- Mitwirken am **Reviewprozess**
 - Verwendbares Feedback zu fremden Arbeiten geben
 - Gegenseitige Unterstützung, Schwachstellen identifizieren
- **Präsentation**
 - Aufbereiten, bewerten der Ergebnisse
 - Vorstellen der Ergebnisse
 - Techniken, Stil, Zeiteinteilung, Reden vor der Gruppe



- Heute
 - Themenvorstellung
 - Themenvergabe durch uns
- Während des Semesters
 - Erstellen einer Ausarbeitung
 - (Auf-)Schreiben von (Zwischen-) Ergebnissen
 - Vortrag vorbereiten
 - Regelmäßige Absprachen mit Betreuer!
 - Individuelle Absprachen
 - Fortschritt, Fragen, Feedback, Tipps
- Am Ende des Semesters (**4. + 5. Juli**)
 - Vortrag im Blockseminar → Präsentation + Ausarbeitung liegen bereits vor



Plagiatshinweis – „Abschreiben“ verboten!



TECHNISCHE
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DARMSTADT

- Wir messen der Einhaltung der Grundregeln der wissenschaftlichen Ethik großen Wert bei.
- Mit der Abgabe einer Lösung (Hausaufgabe, Programmierprojekt, Diplomarbeit, etc.) bestätigen Sie, dass (Sie/Ihre Gruppe) **(der alleinige Autor/die alleinigen Autoren)** des gesamten Materials sind. Falls Ihnen die Verwendung von Fremdmaterial gestattet war, so müssen Sie dessen **Quellen deutlich zitiert haben.**
- Weiterführende Informationen unter <http://www.es.tu-darmstadt.de/lehre/plagiat/>

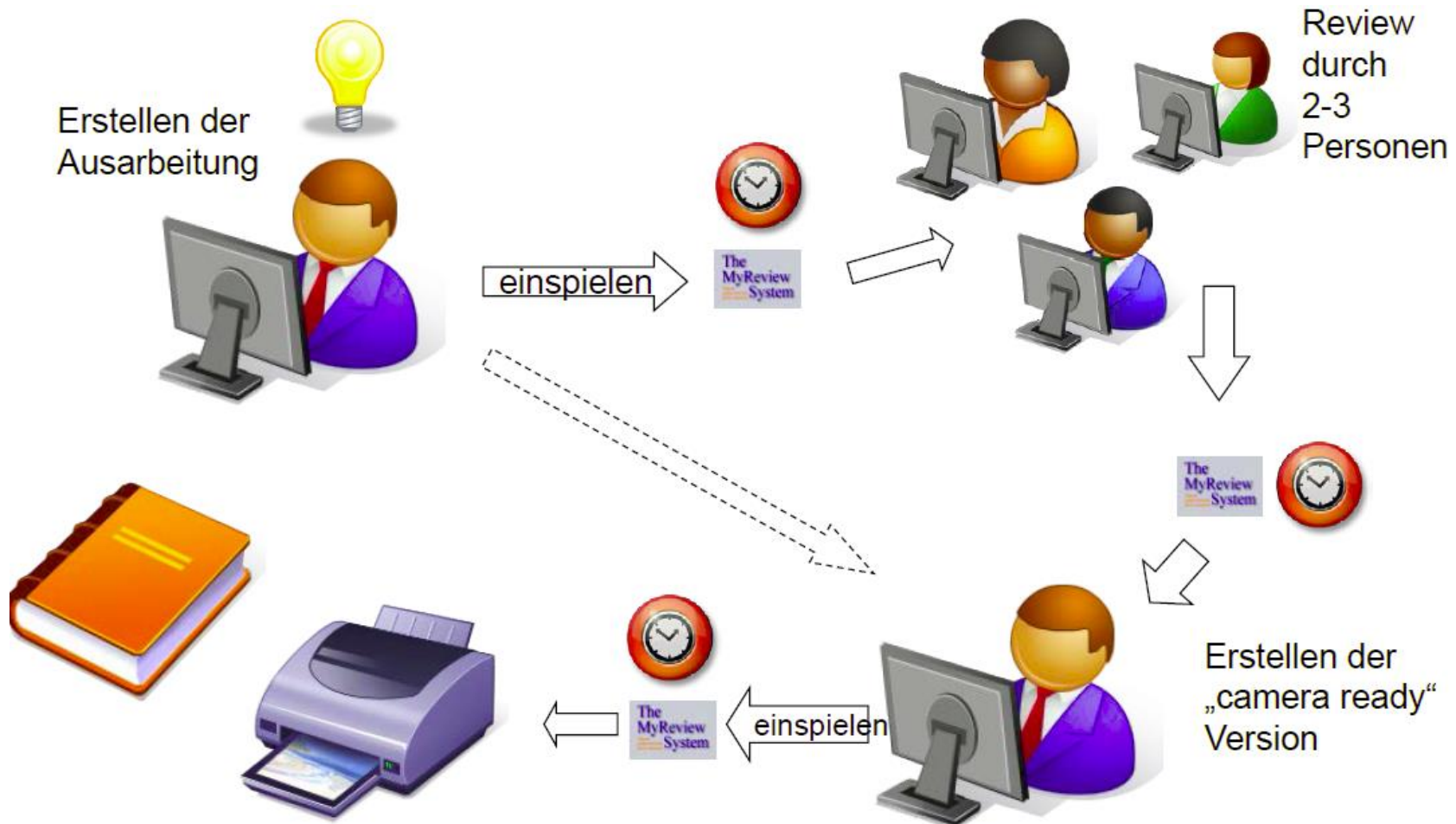


Wichtige Links zur Veranstaltung

- **Seminarrichtlinien**
 - <http://www.es.tu-darmstadt.de/fileadmin/download/lehre/Seminarrichtlinien.pdf>
- **Plagiatshinweise**
 - <http://www.es.tu-darmstadt.de/lehre/plagiat/>
- **Schreibkurse**
 - http://www.owl.tu-darmstadt.de/owl_ueber_uns/ueber_uns_1.de.jsp
 - http://www.hda.tu-darmstadt.de/angebote_fuer_studierende_zentral/trainings_fuer_schluesselformen/angebot_startseite_stud_sk/startseite_stud_sk.de.jsp



Übersicht Review-Prozess



Motivation

Refactorings

- Wichtiger Teil der Software-Entwicklung, -Wartung und -Evolution

Definition: Änderung der Struktur von Software ohne Verhaltensänderung

Ziel:

- Verbesserung von Lesbarkeit, Verständlichkeit, Wartbarkeit und Erweiterbarkeit
- Reduzierung des Aufwands für Fehleranalysen und funktionale Erweiterungen



Zeitplan

Datum	Topic	Abgabe
14.04.	Auftaktveranstaltung	-
09.05.	Gliederung der Ausarbeitung	Betreuer
06.06.	Erste Fassung der Ausarbeitung	moodle
13.06.	Abgabe der Reviews	moodle
27.06.	Endfassung der Ausarbeitung	moodle
30.06.	Endfassung der Vortragsfolien	Betreuer
04. + 05.07.	Abschlussvortrag	-

Themenübersicht

PS =
Proseminar-
geeignet

Thema	PS
Reasoning about product-line evolution using complex feature model differences	X
Automated Testing of Refactoring Engines	
Integration of Smells and Refactorings	X
Propagating Model Refactorings to Graph Transformation Rules	
Refactoring von Software-Produktlinien	X
Variant-Preserving Refactoring in Feature-Oriented Software Product Lines	
Evaluation of Model Transformation Approaches for Model Refactoring	
Eliminating Design Defects or Refactoring to Patterns?	X
Refactoring Communication Systems	
Die tatsächliche Anwendung von Refactoring	X
Differential Precondition Checking	
Characterizing Meta-Model Changes	X
Specifying Integrated Refactoring with Distributed Graph Transformations	





Themenvorstellungen



Automated Testing of Refactoring Engines

SST Seminar – SS 16
(Proseminar geeignet)

Johannes Bürdek

Automated Testing of Refactoring Engines (Proseminar geeignet)

- Kompilierungsfehler und Verhaltensänderungen werden üblicherweise durch **Pre-Conditions für Refactorings** ausgeschlossen
- **Pre-Conditions sind jedoch nicht formalisiert**, was zu fehlerhaften Refactoring-Definitionen in Refactoring-Engines führen kann
- Deswegen müssen Refactoring-Engines getestet werden

Aufgabe: Beschreiben von Ansätzen zum automatisierten Testen von Refactoring-Engines

G. Soares, R. Gheyi and T. Massoni: Automated Behavioral Testing of Refactoring Engines, in *Software Engineering*, vol. 39, no. 2, pp. 147-162, Feb. 2013.

Brett Daniel, Danny Dig, Kely Garcia, and Darko Marinov: Automated testing of refactoring engines. In *FSE*. ACM, 185-194, 2007.



eclipse



Code less.
Create more.
Deploy everywhere.



NetBeans IDE 8.1



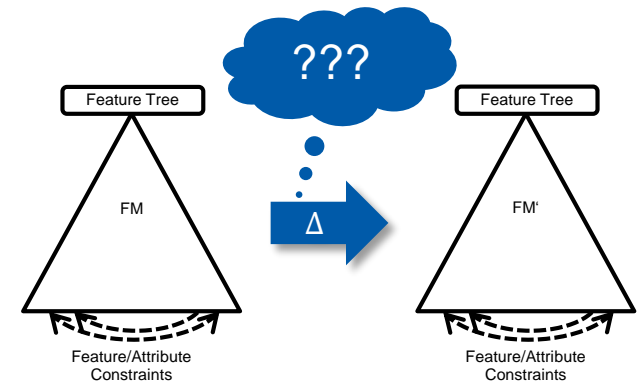
Reasoning about product-line evolution using complex feature model differences

SST Seminar – SS 16
(Seminar)

Johannes Bürdek

Reasoning about product-line evolution using complex feature model differences (Seminar)

- Variabilität von Software-Produktlinien (SPL) wird durch Feature-Modelle beschrieben
- SPL evolvieren mit der Zeit
 - Hinzufügen, Löschen, Verändern von Features, ...
- Probleme:
 - Änderungen werden nicht sauber dokumentiert
 - Semantische Auswirkungen sind oft unklar



Aufgabe: Beschreiben von Ansätzen zur automatisieren Dokumentation von Änderungen und deren semantischen Auswirkungen



Integration of Smells and Refactorings

SST Seminar – SS 16
(Proseminar geeignet)

Erhan Leblebici



Integration of Smells and Refactorings

1-2 Studenten

als Seminar oder als Proseminar

Umfang wird abhängig von Studentenzahl und Studiengang bestimmt.

Defining and Checking Model Smells: A Quality Assurance Task for Models based on the Eclipse Modeling Framework

(T. Arendt, M. Burhenne, G. Taentzer)

EMF Refactor: Specification and Application of Model Refactorings within the Eclipse Modeling Framework

(T. Arendt, F. Mantz, G. Taentzer)

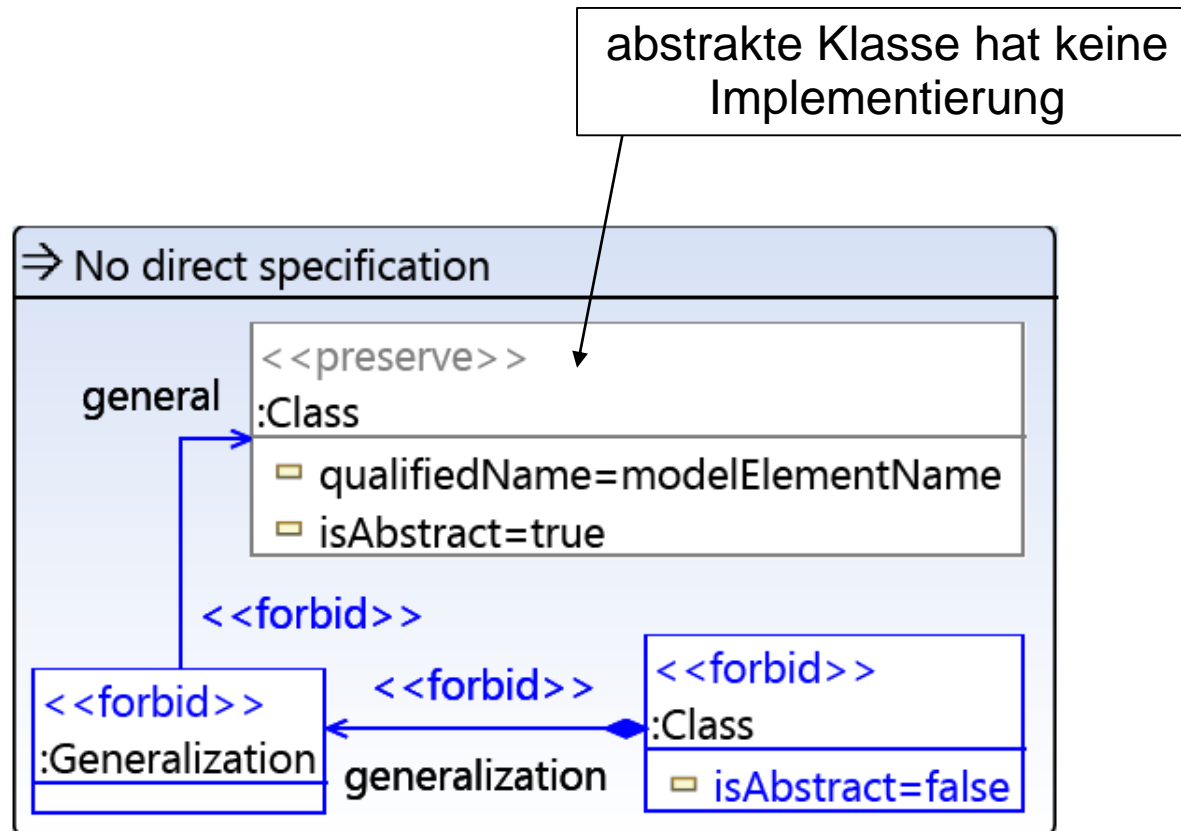
Integration of Smells and Refactorings within the Eclipse Modeling Framework

(T. Arendt, G. Taentzer)



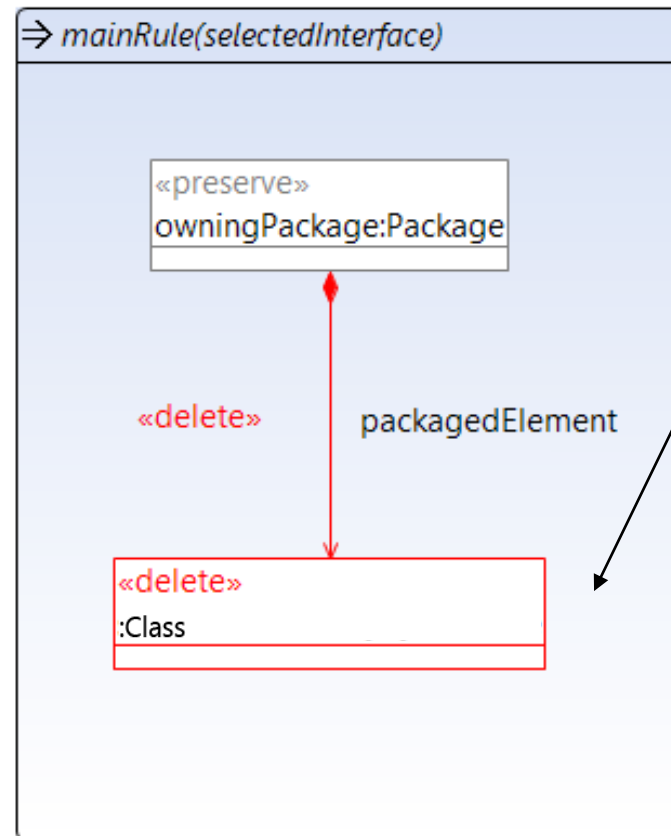
Integration of Smells and Refactorings

Smell



Integration of Smells and Refactorings

Refactoring



nicht verwendete Klasse
wird gelöscht

Integration of Smells and Refactorings

Kombination von Smell- und Refactoring-Regeln

Welches Refactoring **löst** welches Smell?

Welches Refactoring **verursacht** welches Smell?

Integration of Smells and Refactorings

Aufgaben / Bestandteile der Ausarbeitung:

- Einarbeitung in beide Ansätze und deren Kombination
- **Sehr Wichtig:** Vorbereitung eines demonstrativen Beispiels zusammen mit dem Betreuer (auf Papier)
- (Kritische) Diskussion über die Grenzen und Fähigkeiten des Ansatzes

Voraussetzungen:

- UML-Kenntnisse (Klassendiagramme)
- Interesse an Eclipse Modeling Framework
- Interesse an Literatur-Recherche (3 Papers als Ausgangspunkt)

Propagating Model Refactorings to Graph Transformation Rules

SST Seminar – SS 16
(Proseminar geeignet)

Erhan Leblebici

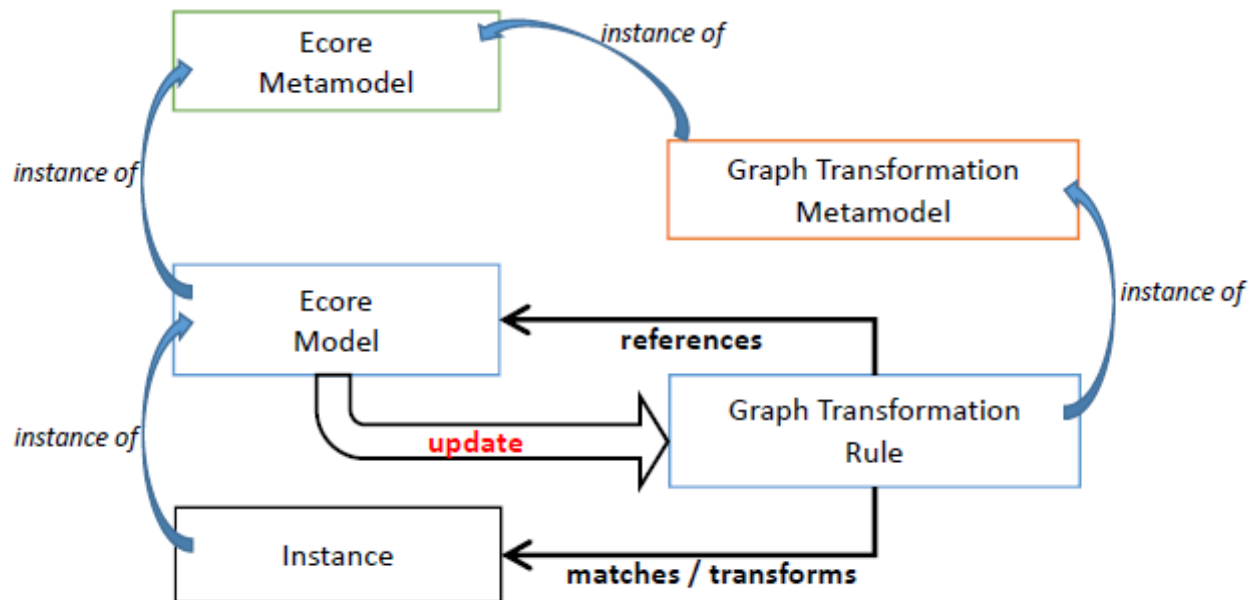


Propagating Model Refactorings to Graph Transformation Rules

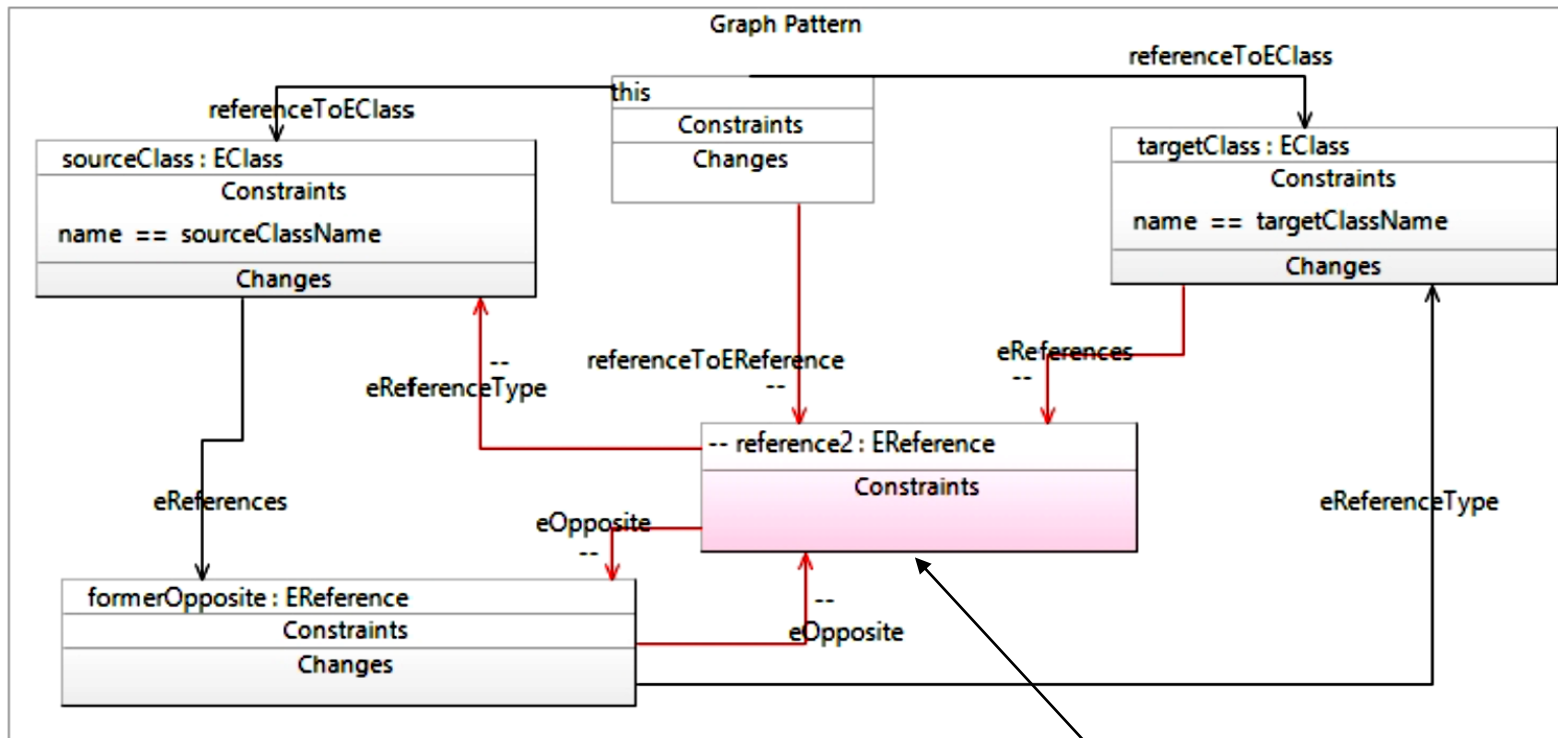
1 Student – nur Seminar

Propagating Model Refactorings to Graph Transformation Rules

S. Winetzhammer, B. Westfechtel

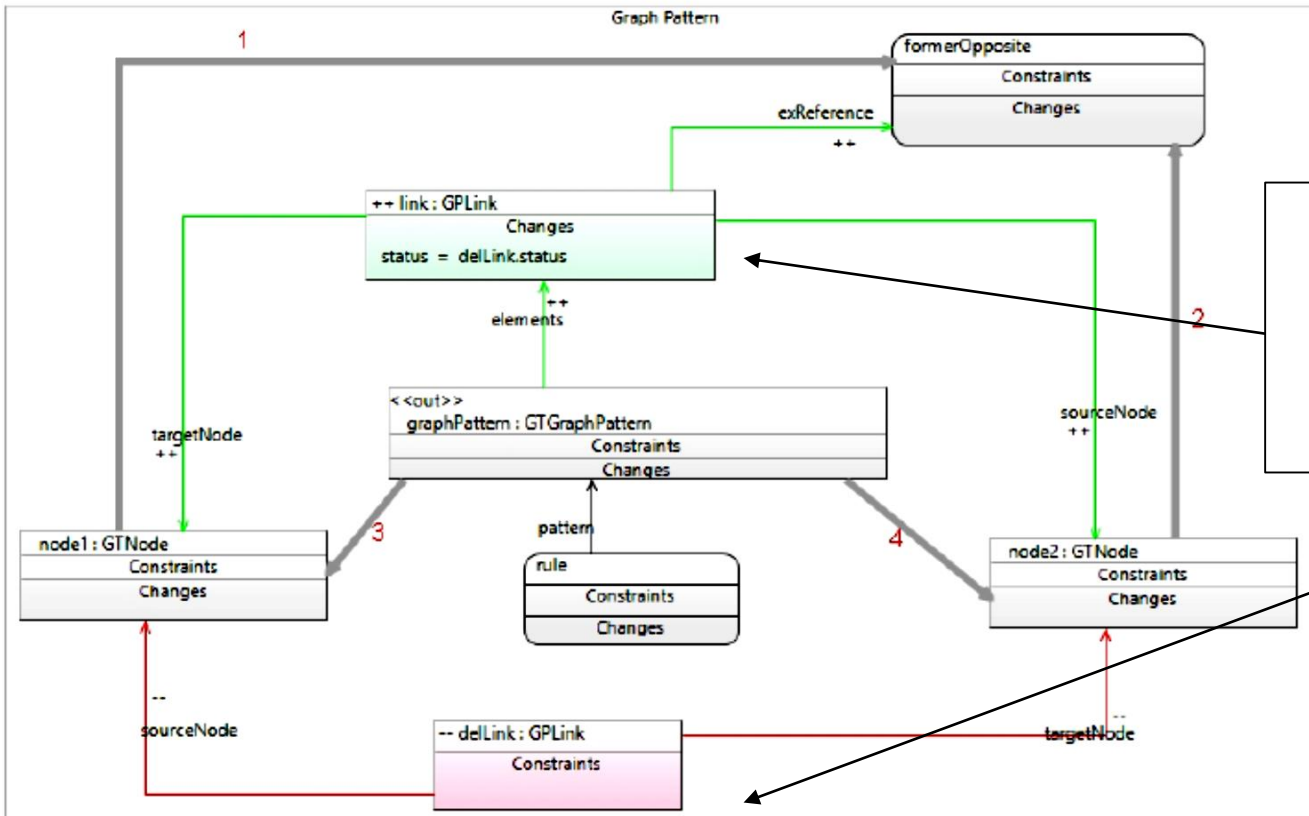


Propagating Model Refactorings to Graph Transformation Rules



Eine bidirektionale
Referenz wird zu einer
unidirektionalen Referenz

Propagating Model Refactorings to Graph Transformation Rules



Regel wird angepasst, indem die Instanze der alten Referenz gelöscht und Instanzen der neuen Referenz erzeugt werden



Propagating Model Refactorings to Graph Transformation Rules

Katalog von unterstützten Refactorings

Affected rule element	Change in Ecore model	Change modeled in meta-rule
Whole rule	<i>Class</i> rename delete make abstract <i>Operation</i> rename delete	adapt references to class adapt references to class, if not successful: delete adapt references to class adapt references to operation delete
Nodes	<i>Class</i> rename delete make abstract	retype delete retype or delete
Attributes	<i>Attribute in Class</i> rename move retype delete	adapt name try to move, if not successful: delete retype and assign new value delete
Links	<i>Reference</i> rename retarget delete	adapt name try to retarget, if not successful: delete delete
Textual conditions, paths and fields	any change	parse condition and propagate refactoring, if refactored element is found

Propagating Model Refactorings to Graph Transformation Rules

Aufgaben / Bestandteile der Ausarbeitung:

- Einarbeitung in Graph Transformation
- Demonstration des angegebenen Refactoring-Katalogs
- **Sehr Wichtig:** (Kritische) Diskussion über die Grenzen und Fähigkeiten des Ansatzes

Voraussetzungen:

- UML-Kenntnisse (Klassendiagramme)
- Interesse an Literatur-Recherche (alternative Ansätze)



Refactoring von Software-Produktlinien

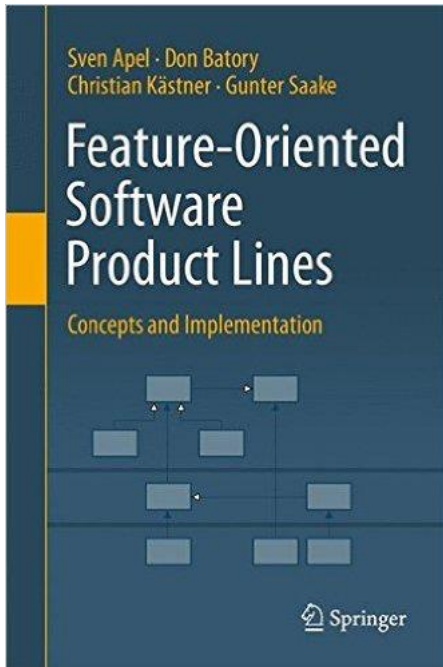
SST Seminar – SS 16
(Proseminar geeignet)

Markus Weckesser





Refactoring von Software-Produktlinien



8	Refactoring of Software Product Lines	193
8.1	Refactoring in General	194
8.2	Refactoring in Software Product Lines	197
8.2.1	Variability Smells in Software Product Lines.	197
8.2.2	Defining Product-Line Refactorings	200
8.2.3	Examples of Product-Line Refactorings.	201
8.3	Refactoring as Path Toward a Product Line.	203
8.3.1	Example: Extraction of Feature Colored of the Graph Library.	203
8.3.2	Case Study: Refactoring of Berkeley DB with AspectJ	207
8.4	Further Reading	210
	Exercises	212

Ablauf	1 Buchkapitel lesen (Umfang kann nach Absprache individuell angepasst werden)	2 Interessante Fragestellungen aus Buchkapitel selektieren	3 Dokumentation der Ergebnisse	4 Review-Prozess



Variant-Preserving Refactoring in Feature-Oriented Software Product Lines

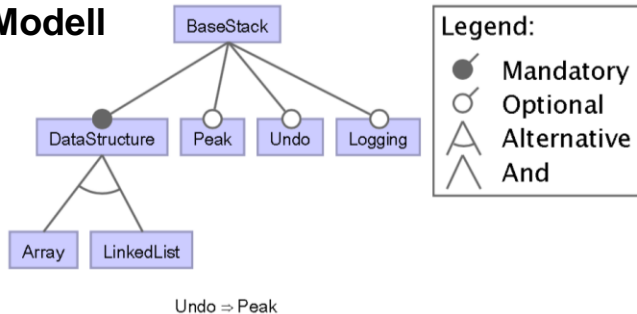
SST Seminar – SS 16
(Seminar)

Markus Weckesser

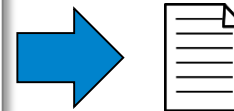
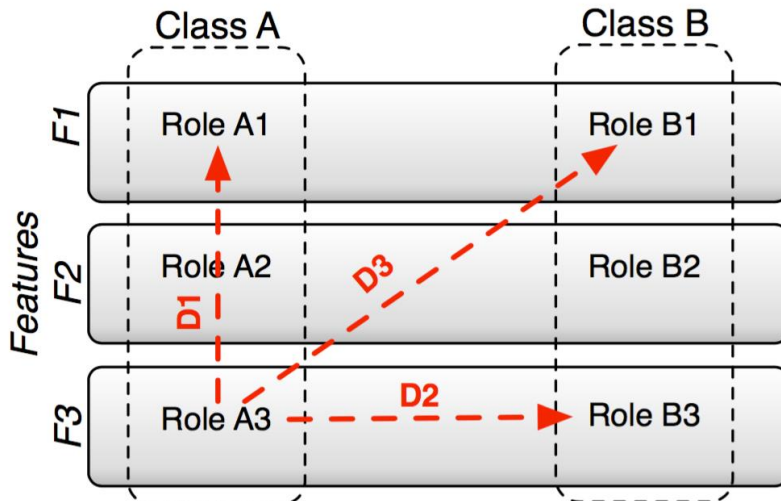


Variant-Preserving Refactoring in Feature-Oriented Software Product Lines

Feature Modell



Classes



Schulze, Sandro, et al. "Variant-preserving refactoring in feature-oriented software product lines." *Proceedings of the Sixth International Workshop on Variability Modeling of Software-Intensive Systems*. ACM, 2012.

Ablauf

1. Paper lesen (Umfang kann nach Absprache individuell angepasst werden)
2. Paper diskutieren und offene Fragen klären
3. Interessante Fragestellungen aus Paper ggf. zusätzlich recherchieren
4. Dokumentation der Ergebnisse
5. Review-Prozess

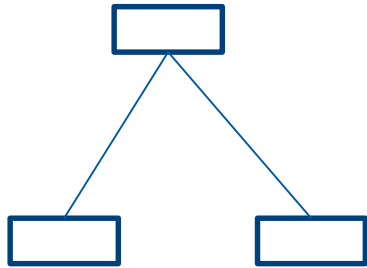
Evaluation of Model Transformation Approaches for Model Refactoring

SST Seminar – SS 16
(Seminar)

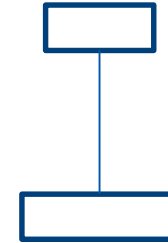
Géza Kulcsár



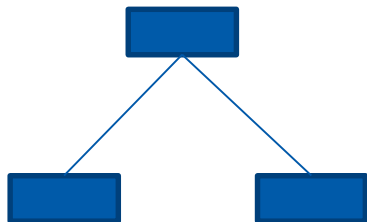
What is model transformation?



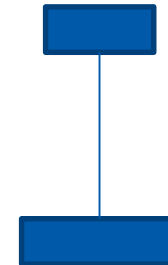
Source meta-model



Target meta-model

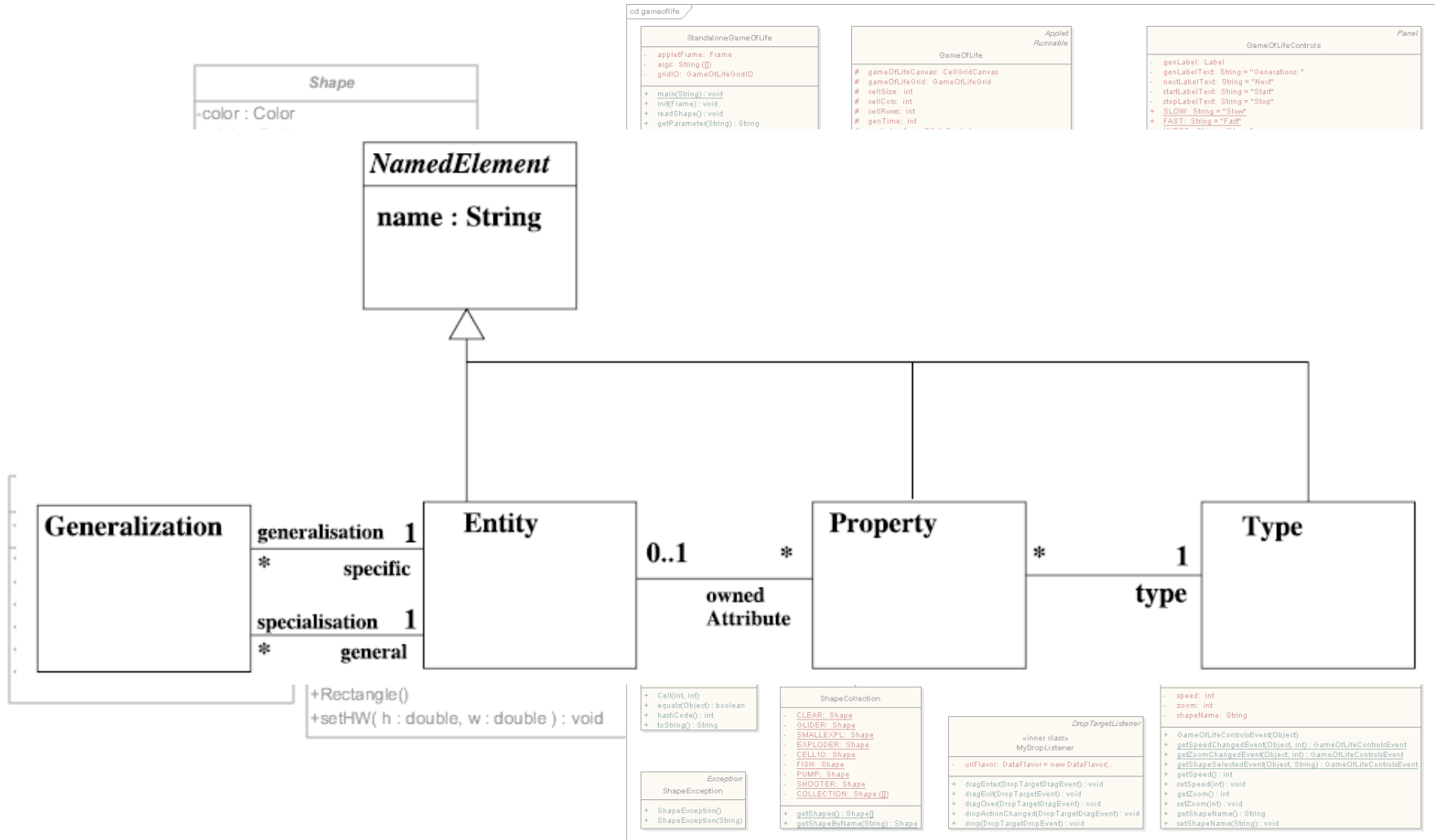


Source model



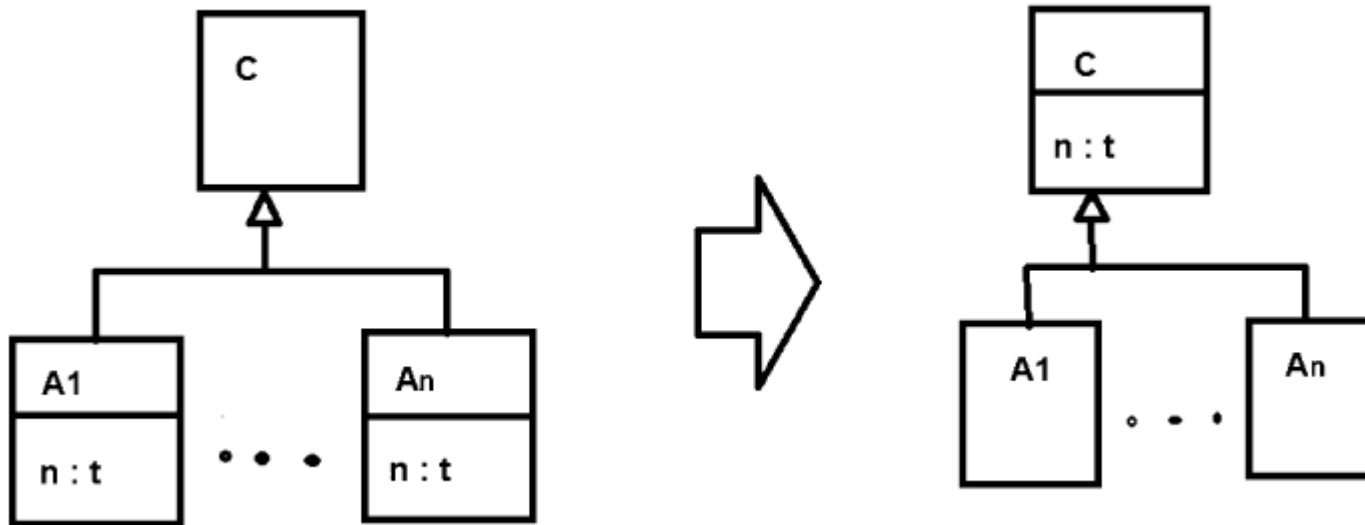
Target model

UML Class Diagrams



Class Diagram Refactoring

- Refactoring: improving structure while retaining meaning



- Kolahdouz-Rahimi et al.: Evaluation of Model Transformation Approaches for Model Refactoring (2014)
 - Kermeta: imperative
 - **QVT-R: declarative (rule-based)**
 - **ATL: hybrid (imperative + declarative)**
 - UML-RSDS: general purpose MDE
 - **GrGen.NET: graph transformation**

 - **eMoflon SDM: programmed graph transformation (?)**

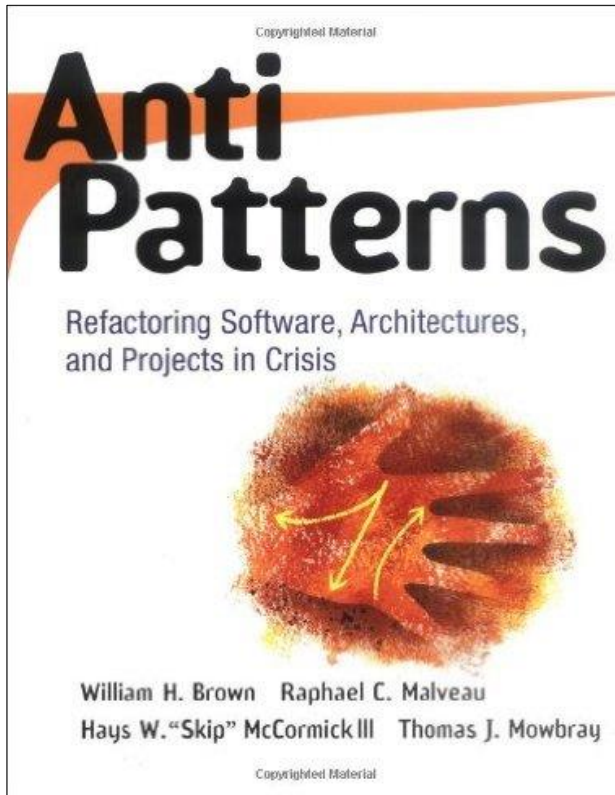
Goals of the Seminar

- Getting familiar with model transformation approaches based on the survey
- Reproducing some of the implemented solutions with focus on rule-based approaches
- Devising an own evaluation framework to analyze usability and performance
- (Optional) Investigate the applicability of eMoflon for the given case study

Eliminating Design Defects or Refactoring to Patterns?

SST Seminar – SS 16
(Proseminar geeignet)

Géza Kulcsár

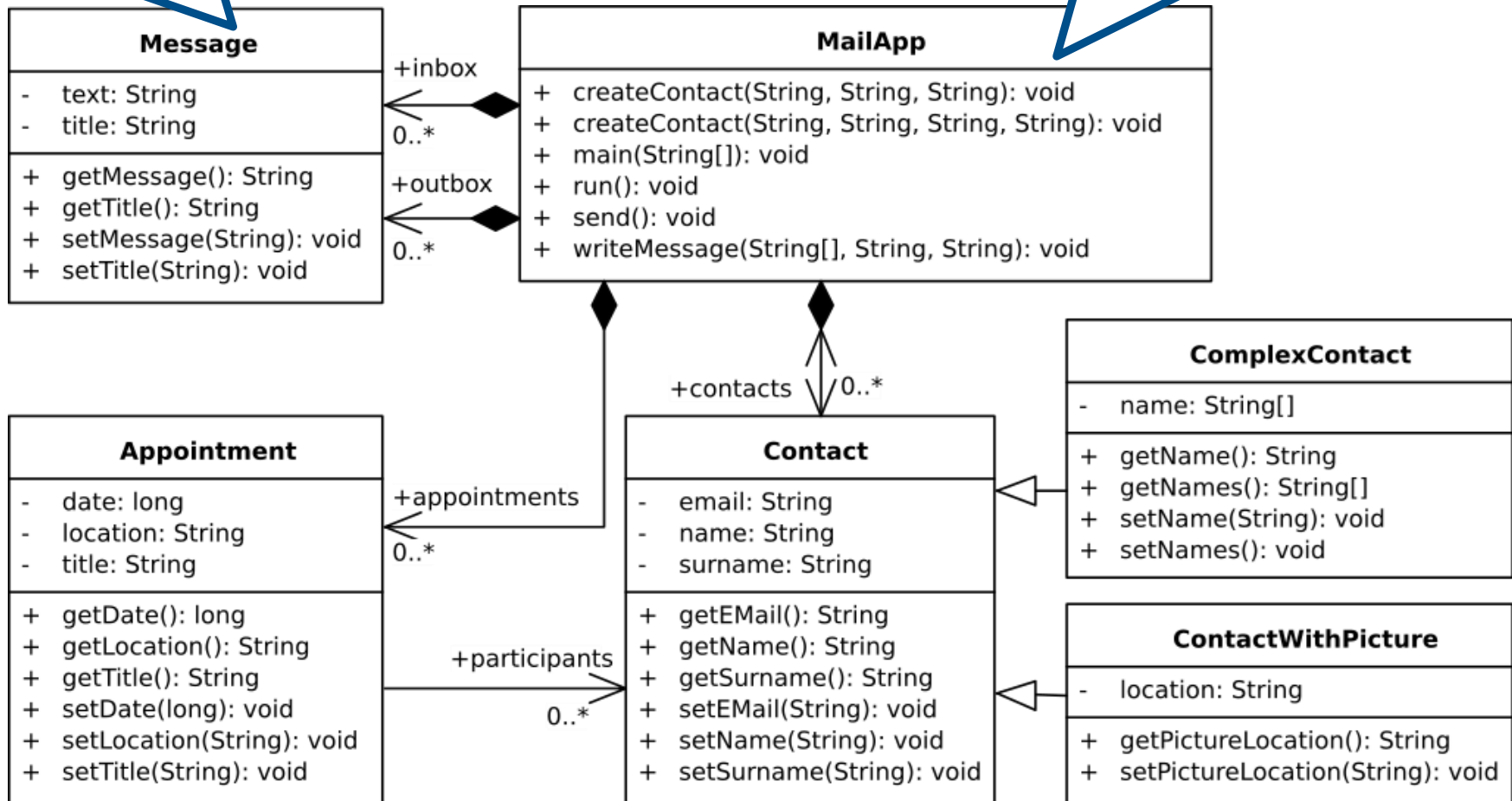


“An Anti-Pattern is a literary form that describes a commonly occurring solution to a problem that generates decidedly negative consequences.”

- William Brown, 1998

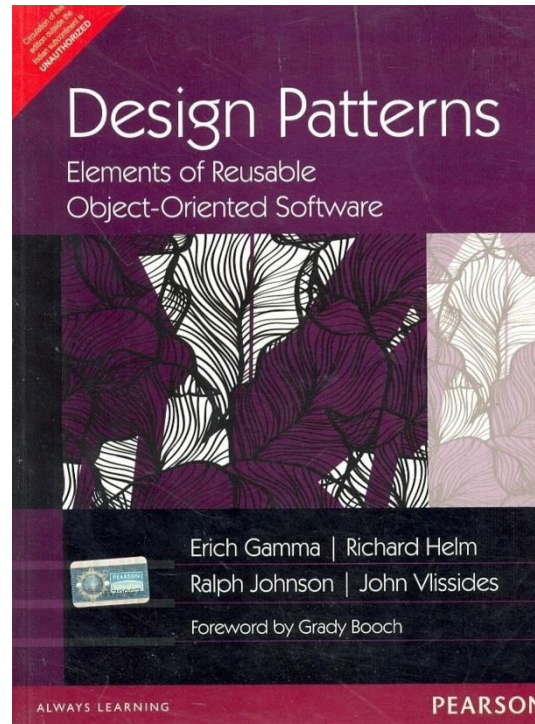
Data Classes:
storage (only
getters/setters)

Controller Class:
monopolizes
processing

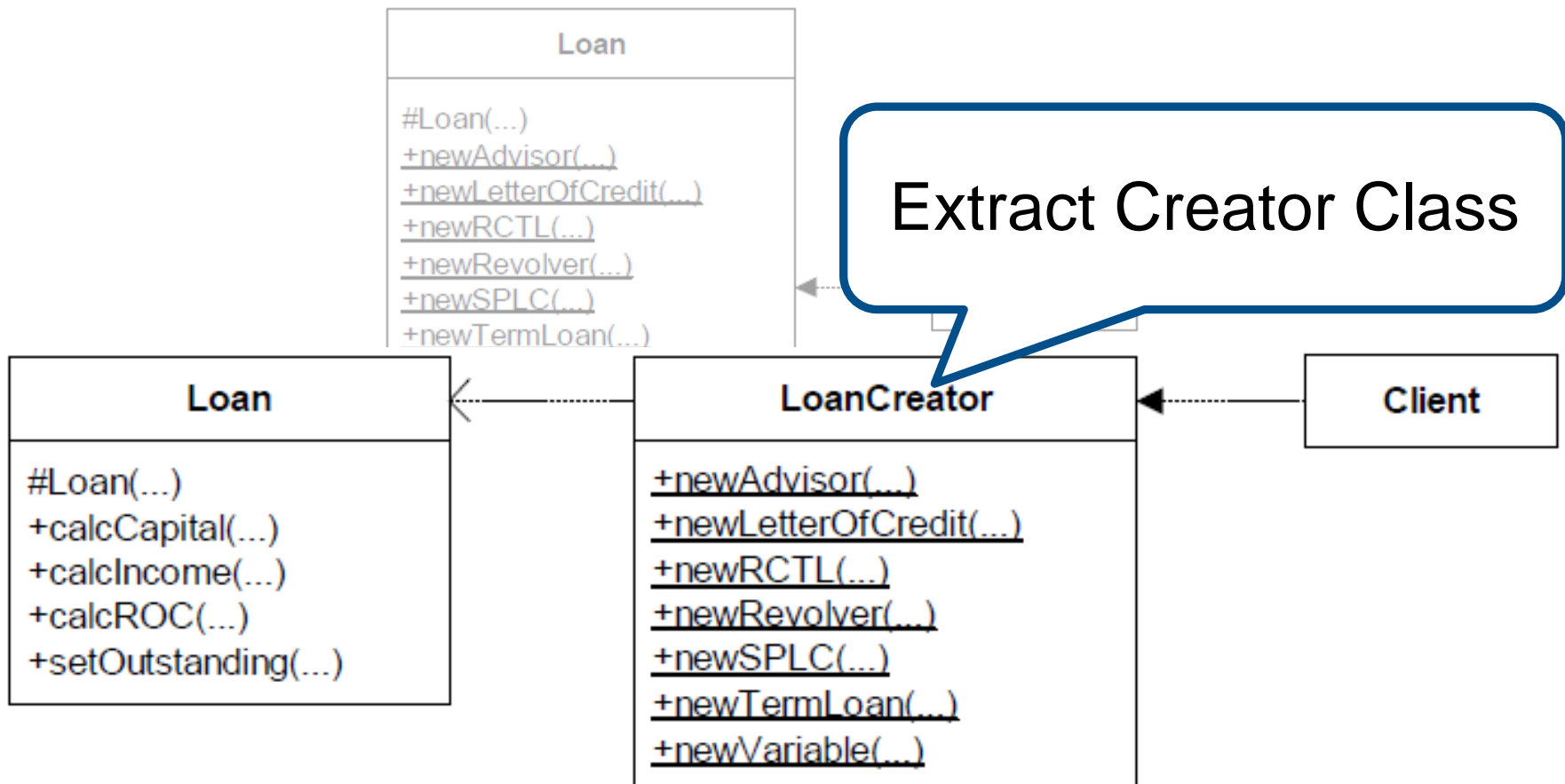


Design Patterns

- Gamma et al.: Design Patterns. Elements of Reusable Object-Oriented Software (1994)
 - also known as **Gang of Four**



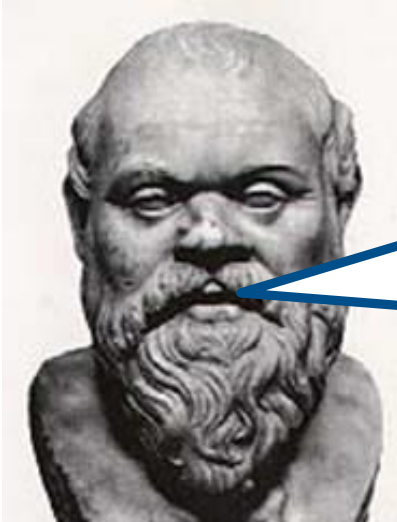
Introduce Patterns into Legacy Software



Refactoring as Maintenance

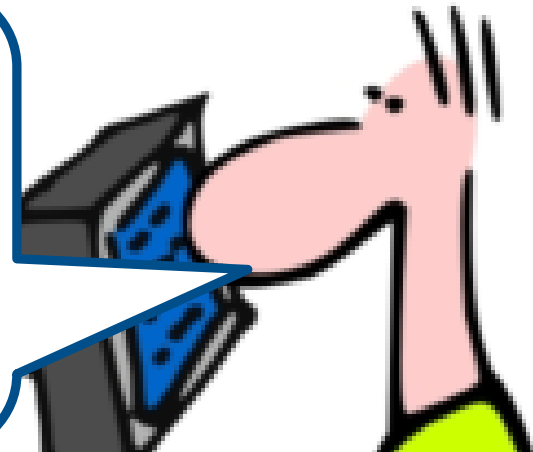
- Maintenance consumes about 60% of overall development costs, 60% of which is spent with **refactoring**
- Refactoring: improving structure while retaining behavior
- That is, refactoring does not aim at functional corrections (i.e., eliminating bugs) but at enhanced **maintainability and extensibility**

But, how to refactor?



What is better: to get rid of ugliness or to strive for beauty?

Let us analyze established object-oriented patterns and anti-patterns! How to achieve them, how to eliminate them?



Catalog of Anti-Patterns

Also available at (in a nicer form): <http://www.sourcemaking.com>

Input Kludge: Software that falls straightforward behavioral tests may be an example of an input kludge, which occurs when ad hoc algorithms are employed for handling program input.

Walking through a Minefield: Using today's software technology is analogous to walking through a high-tech mine field [Baker 87a]. Numerous bugs are found in released software products. In fact, experts estimate that original source code contains two to five bugs per line of code.

Cut-and-Paste Programming: Code reused by copying source statements leads to significant maintenance problems. Alternative forms of reuse, including black-box reuse, reduce maintenance issues by having common source code, testing, and documentation.

Mushroom Management: In some architecture and management circles, there is an explicit policy to keep system developers isolated from the system's end users. Requirements are passed second-hand through intermediaries, including architects, managers, or requirements analysts.

In addition to the preceding Anti-Patterns, this chapter includes a number of mini-Anti-Patterns that represent other common problems and solutions.

The **Blob**

AntiPattern Name: The **Blob**

Also Known As: Winnebago [Arkoyd 96] and The God Class [Reif 96]

Most Frequent Scale: Application

Refactored Solution Name: Refactoring of Responsibilities

Refactored Solution Type: Software

Root Causes: Sloth, Hate

Unbalanced Forces: Management of Functionality, Performance, Complexity

Anecdotal Evidence: "This is the class that is really the heart of our architecture."

General Form

The **Blob** is found in designs where one class monopolizes the processing, and other classes primarily encapsulate data. This AntiPattern is characterized by a class diagram composed of a single complex controller class surrounded by simple data classes, as shown in Figure 5.2. The key problem here is that the majority of the responsibilities are allocated to a single class.

In general, the **Blob** is a procedural design for writing code. A procedural design separates process from data, whereas an object-oriented design mixes process and data models, along with partitions. The **Blob** contains the majority of the processes, and the other objects contain the data. Architectures with the **Blob** have separated process from data; in other words, they are procedural-style rather than object-oriented architectures.



Figure 5.2 Controller Class.

The **Blob** compromises the inherent advantages of an object-oriented design. For example, the **Blob** limits the ability to modify the system without affecting the functionality of other encapsulated objects. Modifications to the **Blob** affect the extensive software within the **Blob**'s encapsulation. Modifications to other objects in the system are also likely to have impact on the **Blob**'s software.

- The **Blob** Class is typically too complex for reuse and testing. It may be inefficient, or introduce excessive complexity to reuse the **Blob** for subsets of its functionality.
- The **Blob** Class may be expensive to load into memory, using excessive resources, even for simple operations.

- Typical Causes**
- Lack of an object-oriented architecture. The designers may not have an adequate understanding of object-oriented principles. Alternatively, the team may lack appropriate abstraction skills.
 - Lack of (any) architecture. The absence of definition of the system components, their interactions, and the specific use of the selected programming languages. The allowed programs to evolve in an ad hoc fashion because the programming languages are used for other than their intended purposes.
 - Lack of architecture enforcement. Sometimes this AntiPattern grows accidentally, even after a reasonable architecture was planned. This may be the result of inadequate architectural review as development takes place. This is especially prevalent with development teams new to object orientation.
 - Too limited intervention. In iterative projects, developers tend to add little pieces of functionality to existing working classes, rather than add new classes, or revise the class hierarchy for more effective allocation of responsibilities.
 - Specified disaster. Sometimes the **Blob** results from the way requirements are specified. If the requirements dictate a procedural solution, then architectural commitments may be made during requirements analysis that are difficult to change. Defining system architecture as part of requirements analysis is usually inappropriate, and often leads to the **Blob** AntiPattern, or worse.

General Form

The Blob is found in designs where one class monopolizes the processing, and other classes primarily encapsulate data. This AntiPattern is characterized by a class diagram composed of a single complex controller class surrounded by simple data classes, as shown in Figure 5.2. The key problem here is that the majority of the responsibilities are allocated to a single class.

Catalog of Refactorings to Patterns

Motivation

This refactoring is essentially *Extract Class* [F], only it's done on a class's Creation Methods. There's nothing wrong with a few Creation Methods on a class, but as the number of them grows, a class's own primary responsibilities – its main purpose in life – may begin to feel obscured or overshadowed by creational logic. When that happens, it's better to restore the class's identity by moving its Creation Methods to a Creation Class.

Creation Classes and Abstract Factories [GoF] are similar in that they create families of objects, but they are quite different, as the following table illustrates:

Mechanics

1. Identify a class (which we'll call "A") that is overrun with Creation Methods.
2. Create a class that will become your Creation Class. Name it after its purpose in life, which will be to create various objects from a set of related classes.

Example

```
public class Loan {  
    private double notional;  
    private double outstanding;  
    private int rating;  
}
```



Goals of the Seminar

- Analyze a selection of anti-pattern countermeasures as well as pattern-oriented refactorings
- Extract a quantitative formalization of patterns/anti-patterns from the natural-language descriptions
- Characterize (formally and/or informally) the situations where they are useful in terms of software architecture

Refactoring Communication Systems

SST Seminar – SS 16
(Seminar)

Stefan Tomaszek



Refactoring eines Heimnetzwerkes

Motivation

Warum ein Refactoring im Heimnetzwerk durchführen?

- Hohe Komplexität für die Nutzer
- Unterstützung vieler Geräte, Komponenten, Applikationen, Protokolle,...

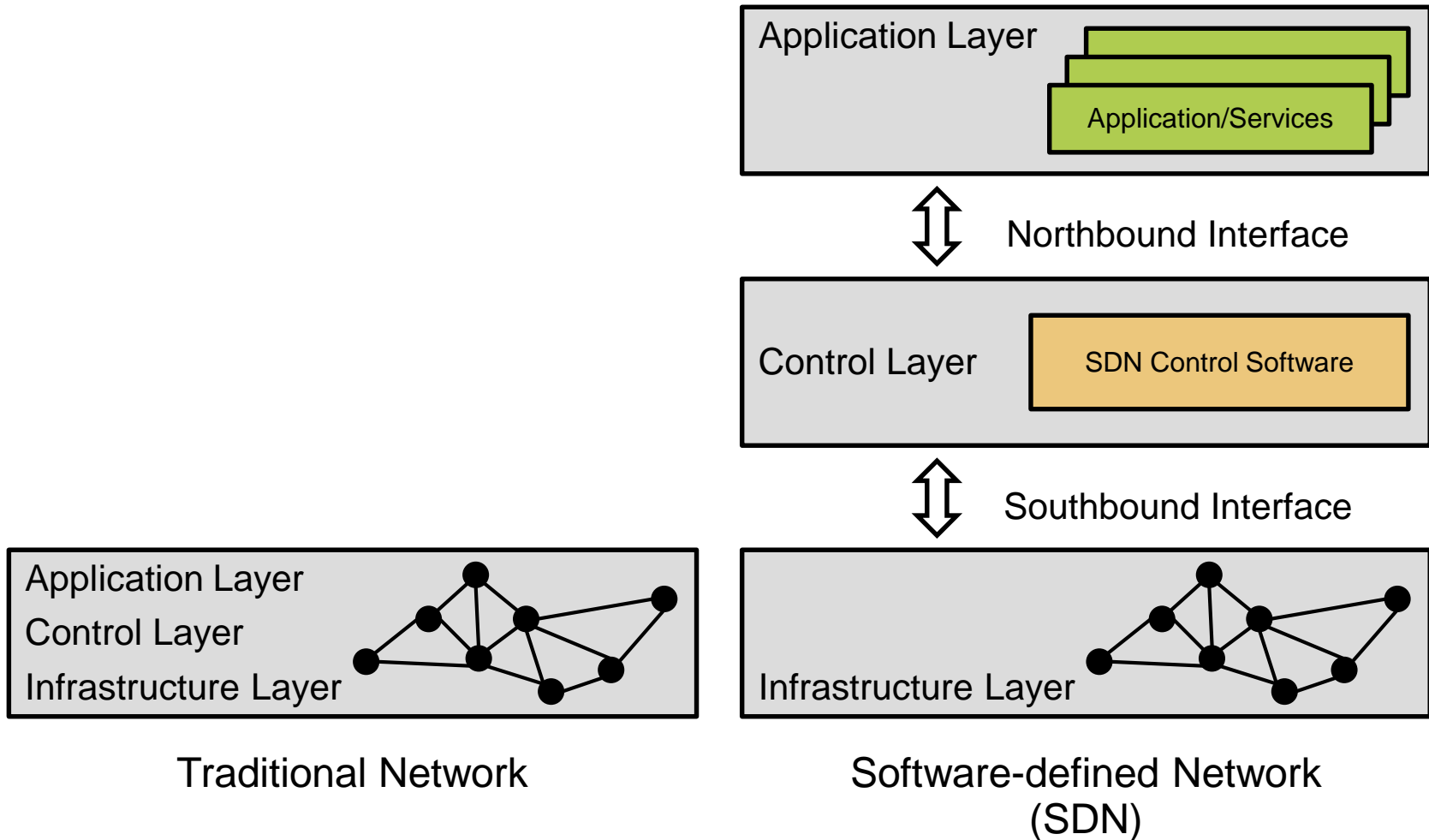
Was können Ziele des Refactorings sein?

- Einfache Verwaltung durch die Nutzer
- Sichtbarkeit der Konfiguration durch den Nutzer einschränken oder erweitern

Welche Technology könnte dafür eingesetzt werden?

Software-defined Networks (SDN)

Einführung in Software-defined Networks



Die tatsächliche Anwendung von Refactoring

SST Seminar – SS 16
(Proseminar geeignet)

Lars Luthmann



Die tatsächliche Anwendung von Refactoring (Proseminar)

- Tools vereinfachen Nutzung von Refactorings stark
- Viel Forschung und viele Tools zum Thema Refactoring
- Probleme:
 - Nutzung von Tools wird kaum evaluiert
 - Viele Annahmen haben kaum empirische Unterstützung
- Aufgabe:
 - Annahmen von Forschern kritisch überprüfen
 - Gründe für das Verhalten von Entwicklern finden



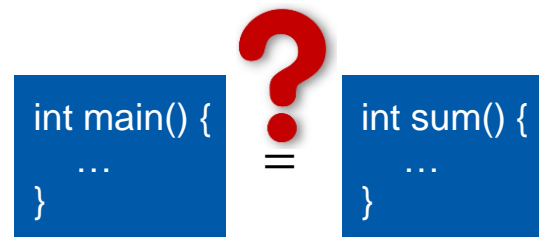
Differential Precondition Checking

SST Seminar – SS 16
(Seminar)

Lars Luthmann

Differential Precondition Checking

- Verhalten muss erhalten bleiben
- Überprüfung durch Preconditions
- Problem: Preconditions hängen oft von der gewählten Sprache ab
- Aufgabe: Beschreiben eines Ansatzes für sprachunabhängige Precondition-Überprüfung



Refactoring eines Heimnetzwerkes durch SDN

Zusammenfassung



Seminar für 1 Studierenden

Ziele:

- Kennenlernen von SDN
- Ideen zur Refactoring eines Heimnetzwerkes sammeln
- Diskussion über die Nutzung von SDN für das Refactoring eines Heimnetzwerkes

Literatur:

- Liyanage, Gurtov, Ylianttila: Software Defined Mobile Networks (SDMN): Beyond LTE Network Structure. Wiley Series in Communications Networking & Distributed Systems, 2015
- Chetty, Feamster: "Refactoring Network Infrastructure to Improve Manageability", SIGCOMM Computer Communication Review, Volume 42 Issue 3, 2012



Roland Kluge

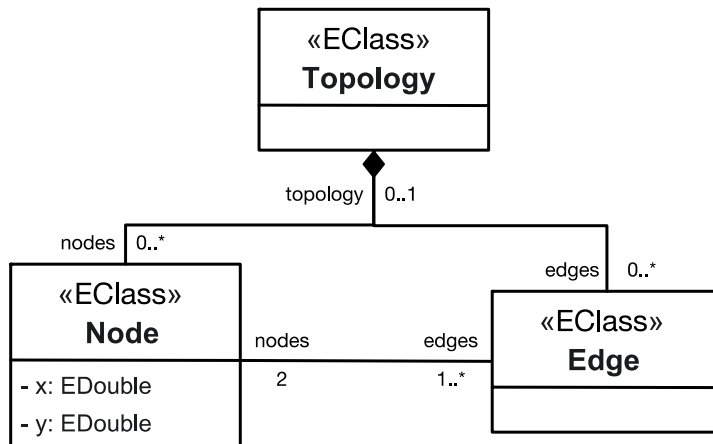
SST Seminar – SS 16
(Proseminar geeignet)

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Refactoring meta-models requires co-evolving related artefacts

Meta-model Version 1.0

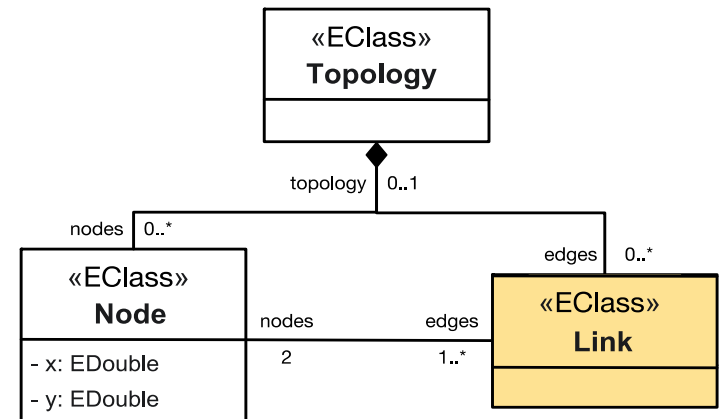


Consistent

Dependent artefacts Version 1.0

- Additional constraints (e.g., OCL)
- Sequence diagrams, state charts
- Generated source code
- Concrete models

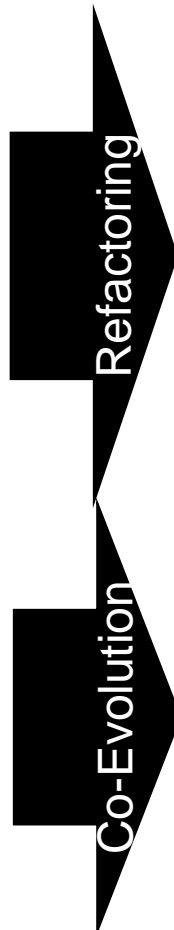
Meta-model Version 1.1



Consistent

Dependent artefacts Version 1.1

- Additional constraints (e.g., OCL)
- Sequence diagrams
- Generated source code
- Concrete models



Characterizing Meta-Model Changes

SST Seminar – SS 16
(Proseminar geeignet)

Roland Kluge



Characterizing Meta-Model Changes

Motivation

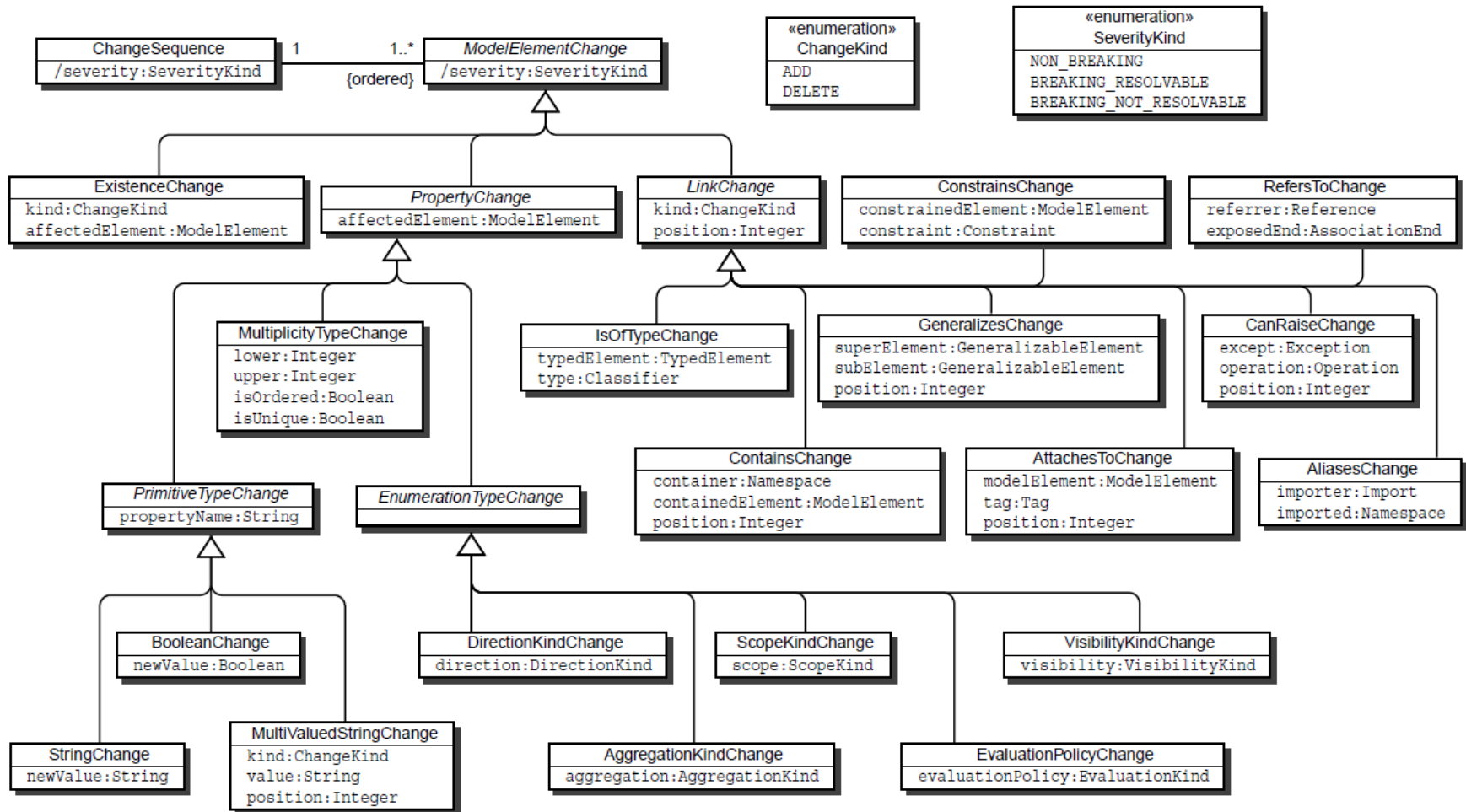
To fully support meta-model evolution, we have to know ...

1. about all **possible types of modifications** (wrt. to the selected modeling standard (EMF,MOF, UML) and ...
2. about the **impact** of each type of modification
 - e.g., inserting a new type into a meta-model will probably not break anything
 - e.g., removing a type X will break all models that contain instances of X



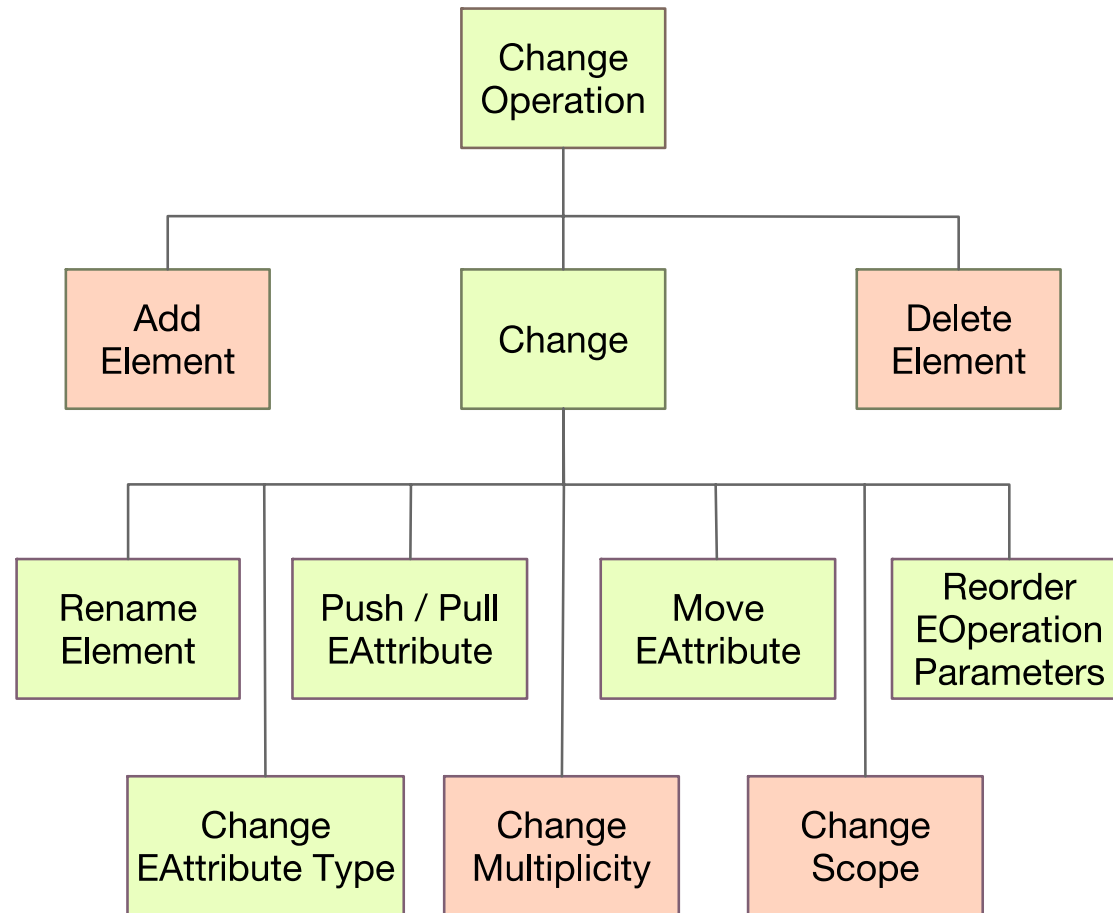
Characterizing Meta-Model Changes

Types of MM changes




Characterizing Meta-Model Changes

Classification of MM changes



Klassifikation nach: B. Gruschko

 automatisiert behandelbar

 nicht automatisiert behandelbar

Characterizing Meta-Model Changes

Summary

- **1 Student** – „Seminar“ **AND** Proseminar – supervised by Roland Kluge
- You should be interested in...
 - ... **refactoring** / software evolution, of course,
 - ... **intense** literature research & (**really**) **critical** discussion of approaches
 - ... **model-driven software engineering** (e.g., UML/Ecore)
- Starting points:
 - Becker, Goldschmidt, Gruschko, and Koziolk: “A Process Model and Classification Scheme for Semi-Automatic Meta-Model Evolution”, 2007
https://www.researchgate.net/publication/220032076_A_Process_Model_and_Classification_Scheme_for_Semi-Automatic_Meta-Model_Evolution
 - Gruschko, Kolovos, Paige: “Towards Synchronizing Models with Evolving Metamodels,” 2007
<http://www.sciences.univ-nantes.fr/MoDSE2007/p15.pdf>
 - Burger, Gruschko: “A change metamodel for the evolution of MOF-based metamodels,” 2010
<https://sdqweb.ipd.kit.edu/publications/pdfs/burger2010a.pdf>



Specifying Integrated Refactoring with Distributed Graph Transformations

SST Seminar – SS 16
(Seminar)

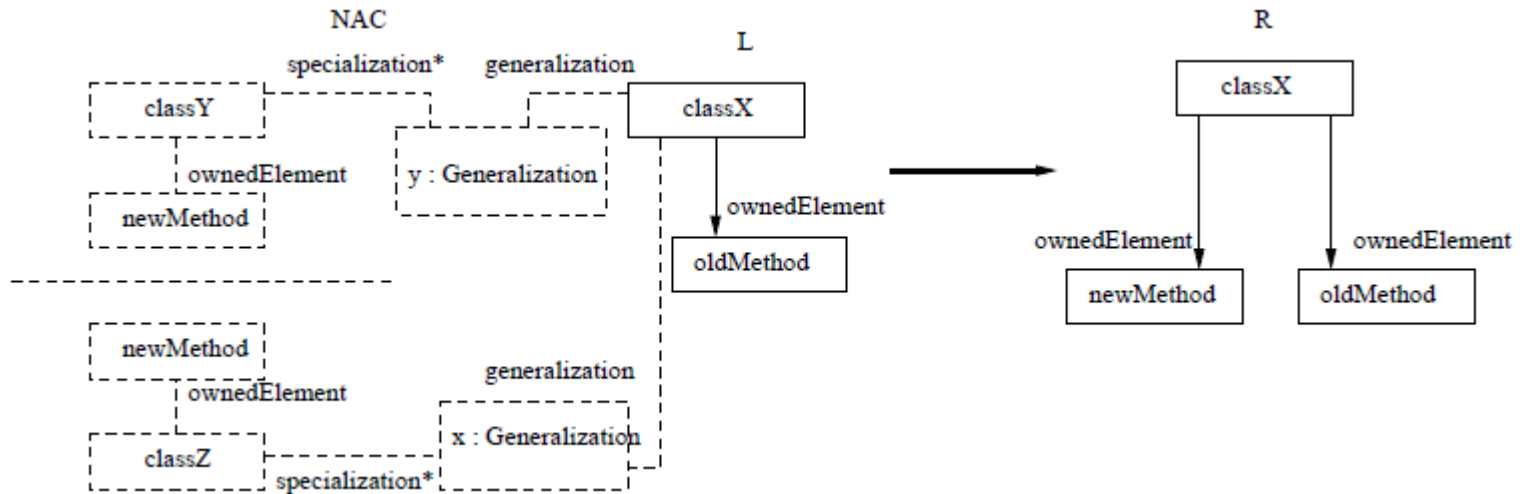
Roland Kluge



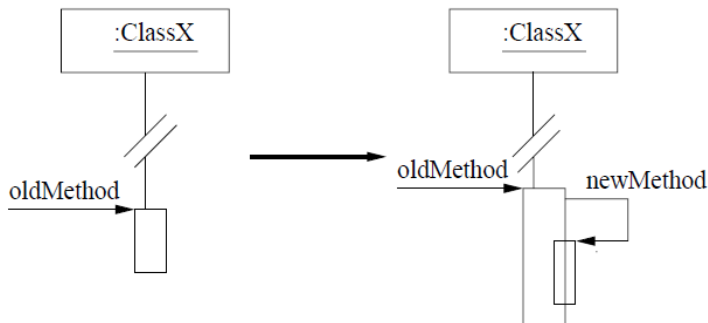
Integrated „Extract Method“ Refactoring in Code, State Charts and Seq. Diagrams



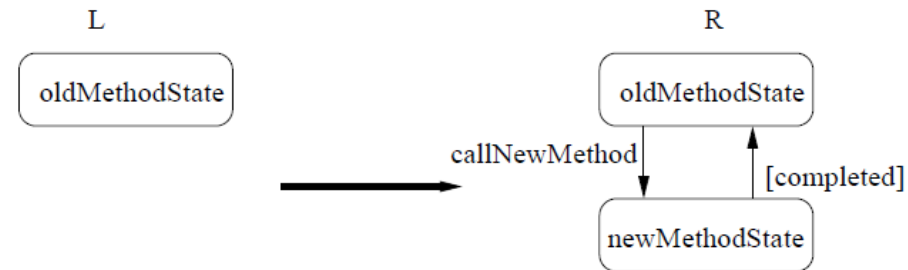
“Extract Method” in Flowgraph (~Code)



“Extract Method” in Sequence Diagram

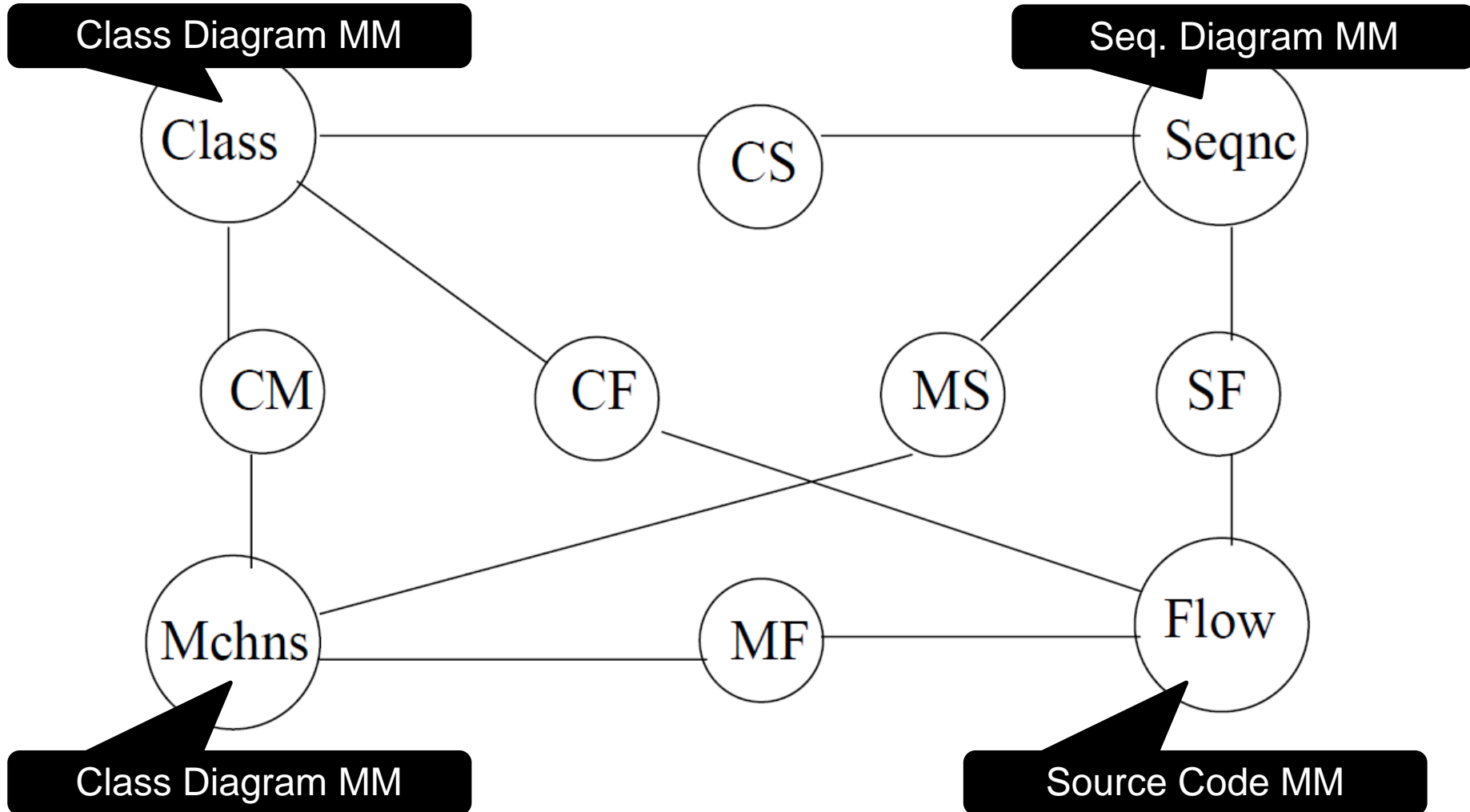


“Extract Method” in State Chart



Specifying Integrated Refactoring with distributed GT

High-Level Connection between Models



Specifying Integrated Refactoring with distributed GT

Summary

- **1 Student** – suitable **ONLY** for „Seminar“ (too much to understand for a Proseminar) – supervised by Roland Kluge
- You should be interested in...
 - ... **refactoring** / software evolution, of course,
 - ... **formal methods** (→ distributed graph transformation)
 - ... **model-driven software engineering** (e.g., UML/Ecore)
- Starting points:
 - Bottoni, Presicce, Taentzer: “Specifying Integrated Refactoring with Distributed Graph Transformations,” 2004
http://link.springer.com/chapter/10.1007/978-3-540-25959-6_16
 - Bottoni, Presicce, Taentzer: “Coordinated Distributed Diagram Transformation for Software Evolution,” 2003
<http://www.sciencedirect.com/science/article/pii/S1571066104806261>
 - Bottoni, Parisi-Presicce, Pulcini, Taentzer: “Maintaining Coherence Between Models With Distributed Rules: From Theory to Eclipse,” 2008
<http://www.sciencedirect.com/science/article/pii/S1571066108002478>



Themenauswahl

(jetzt geht's los)



Wie geht es weiter...!?

E-Mail an johannes.buerdek@es.tu-darmstadt.de mit

- eurem Erst-, Zweit- und Drittwunsch und
- Solo oder Partner (bei Bearbeitung zu zweit)
- Studiengang + Fachsemester

**Deadline:
Heute Abend.**

Unsere Aufgaben

- Wir verteilen die Themen schnellstmöglich auf die Interessenten
- Geben das Ergebnis bekannt (→ moodle, E-Mail)
- Bereiten alles vor, damit anschließend die Bearbeitung unmittelbar starten kann

Eure Aufgaben

- Warten auf Ergebnisse der Zuteilung
- Anschließend meldet ihr euch bitte unmittelbar beim Betreuer
→ Termin für ein erstes, persönliches Treffen
- Anschließend: Start Einarbeitung → Zeitplan beachten



Fragen?

