Software Product Lines

Third Year Project

Matei Vasilache

April, 2020

# Abstract

A quest for efficiency

Table of Contents

[1 Abstract 2](#_Toc68649768)

[2 Introduction 2](#_Toc68649769)

[2.1 Background 2](#_Toc68649770)

[2.2 Motivation 2](#_Toc68649771)

[2.3 Project goal 2](#_Toc68649772)

[2.4 Design Rules 2](#_Toc68649773)

[2.5 Report Structure 2](#_Toc68649774)

[2.6 Impact of COVID-19 2](#_Toc68649775)

[3 Context 2](#_Toc68649776)

[3.1 Project Plan 2](#_Toc68649777)

[3.2 Methodology 2](#_Toc68649778)

[3.3 Technologies 2](#_Toc68649779)

[3.3.1 Python 2](#_Toc68649780)

[3.3.2 C 2](#_Toc68649781)

[3.3.3 OpenGL 2](#_Toc68649782)

[4 Implementation 2](#_Toc68649783)

[4.1 Feature Trees 2](#_Toc68649784)

[4.2 Code hotspots 2](#_Toc68649785)

[4.3 User Interface 2](#_Toc68649786)

[5 Reflection 2](#_Toc68649787)

[6 Conclusion 2](#_Toc68649788)

# Introduction

## Background

Factories.

## Motivation

## Project goal

Explore the complexities and understand the global move towards recycling.

## Design Rules

## Report Structure

## Impact of COVID-19

I was fine at home.

# Context

## Project Plan

## Methodology

## Technologies

### Python

### C

### OpenGL

# Implementation

## Feature Trees

Plot features into readable trees.

## Complexities

Deep trees versus intertwined features

## Code hotspots

Where the code for the feature is written versus where it is used.

## Requirements

## User Interface

User to be able to choose variants

# Reflection

# Conclusion