

# Thesis Title

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# Abstract

# Abrégé

# Acknowledgements

# Preface

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## CHAPTER 1

# Introduction

First paragraph starts off with a short history of software engineering.

Second paragraph introduces the topic of MDE.

Third paragraph discusses the current state and potential drawbacks of MDE.

Forth paragraph introduces the notion of CORE.

Fifth paragraph continues with TouchCORE and its current state, then the inclusion of UCM.

Last paragraph leads the reader to the remaining chapters.

## CHAPTER 2

# Background

First paragraph opens with URN and its components.

## 2.1 Use Case Map (UCM)

This section describes UCM in detail.

## 2.2 Concern-oriented Reuse (CORE)

This section describes CORE in detail.

### 2.2.1 Reusable Aspect Models (RAM)

## 2.3 Overview of Relevant Modeling Tools

Literature review.

## 2.4 Motivation

Build on the motivation of having UCM as an additional model for TouchCORE.

### 2.4.1 UCM in the Context of CORE

Weaving, extending, and reusing UCM concern models.

Last paragraph leads to implementation chapter.

## CHAPTER 3

# Methods

### 3.1 UCM Metamodel

#### 3.1.1 Abstract Syntax

#### 3.1.2 Concrete Syntax

### 3.2 Weaver

#### 3.2.1 Model Extension

#### 3.2.2 Model Reuse

## CHAPTER 4

# Results

### 4.1 Scenario Model in TouchCORE

Lots of figures here.

### 4.2 Model Weaving with UCMs

Lots of illustrations here.

## CHAPTER 5

# Discussion

### 5.1 Case Study

#### 5.1.1 Authentication

#### 5.1.2 Online Payment

### 5.2 Workflow Patterns

## CHAPTER 6

# Conclusion

### 6.1 Future Work

Remaining tasks such as components, path drawing, validation, semantics, etc.

### 6.2 Summary

Recap of thesis: what I did so far and what can the tool achieve.

## APPENDIX A

# Complete Authentication Model



## APPENDIX B

# Complete Online Payment Model