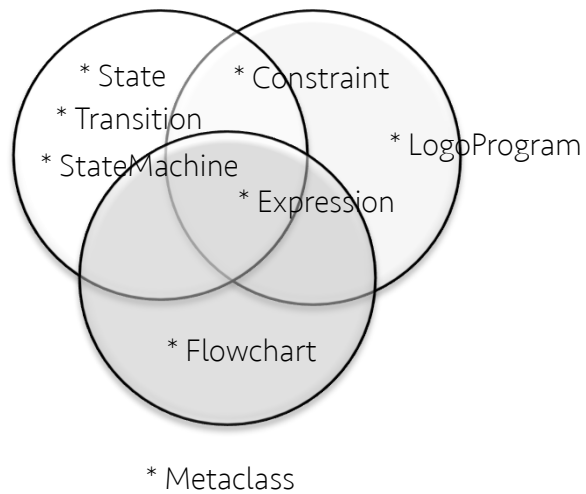
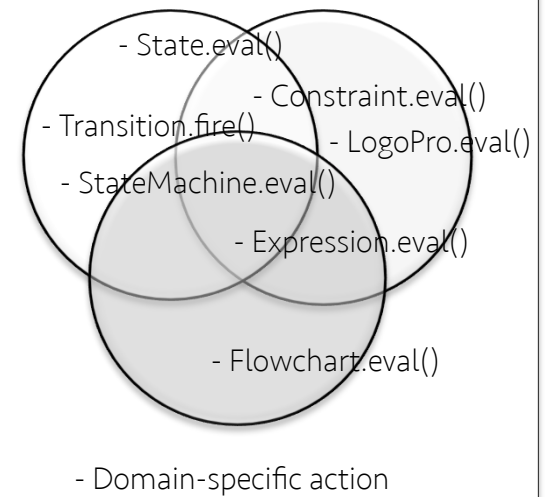


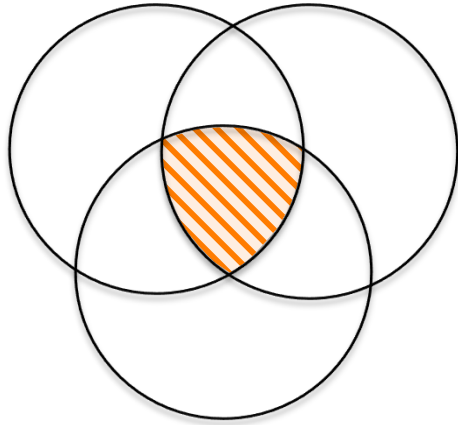
Syntactic commonalities



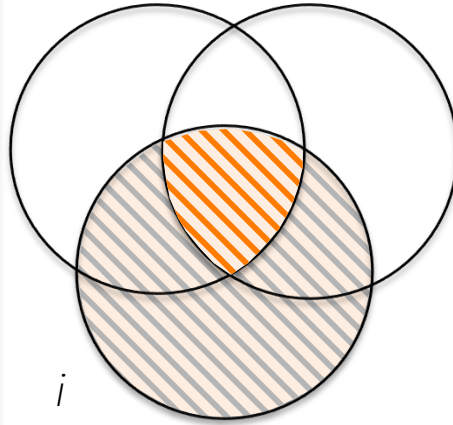
Semantic commonalities



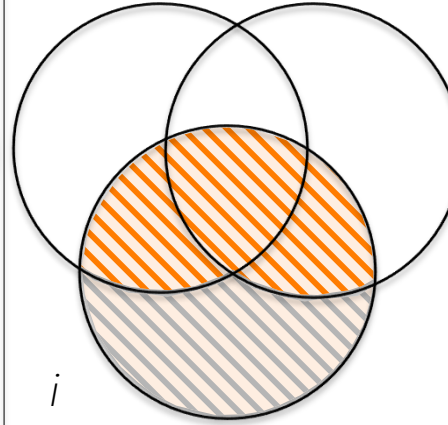
Size of Commonality
(SoC)



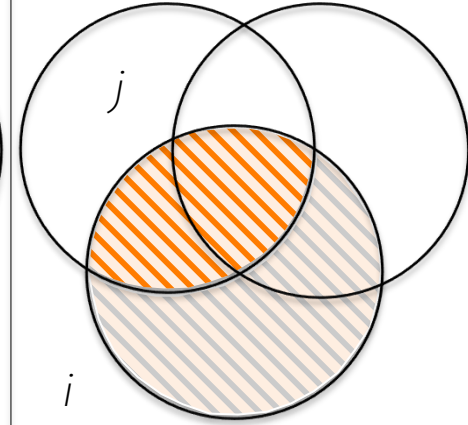
Product Related Reusability
(PRR_i)



Individualization Ratio
(IR_i)

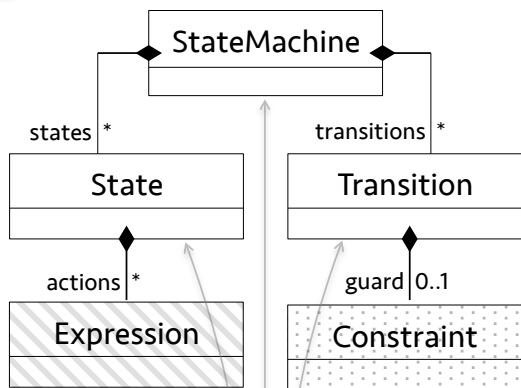


Pair-wise Relationship Ratio
($PWRR_{(l,j)}$)



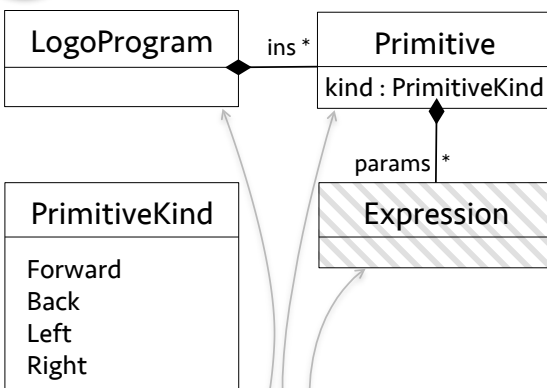
FSM

AS



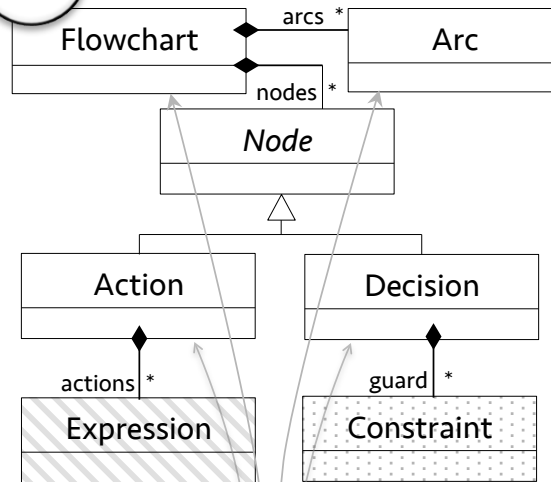
Logo

AS



Flowchart

AS



WEAVING

Sem

@Aspect(StateMachine)

execute() : void
step() : void

@Aspect(State)

do() : void

@Aspect(Transition)

fire() : void

@Aspect(Expression) **@Aspect(Constraint)**

eval() : void

eval() : bool

WEAVING

Sem

@Aspect(LogoProgram)

execute() : void

@Aspect(Primitive)

eval() : void

@Aspect(Expression)

eval() : void

WEAVING

Sem

@Aspect(Arc)

fire() : void

@Aspect(Flowchart)

execute() : void

@Aspect(Action)

do() : void

@Aspect(Decision)

eval() : void

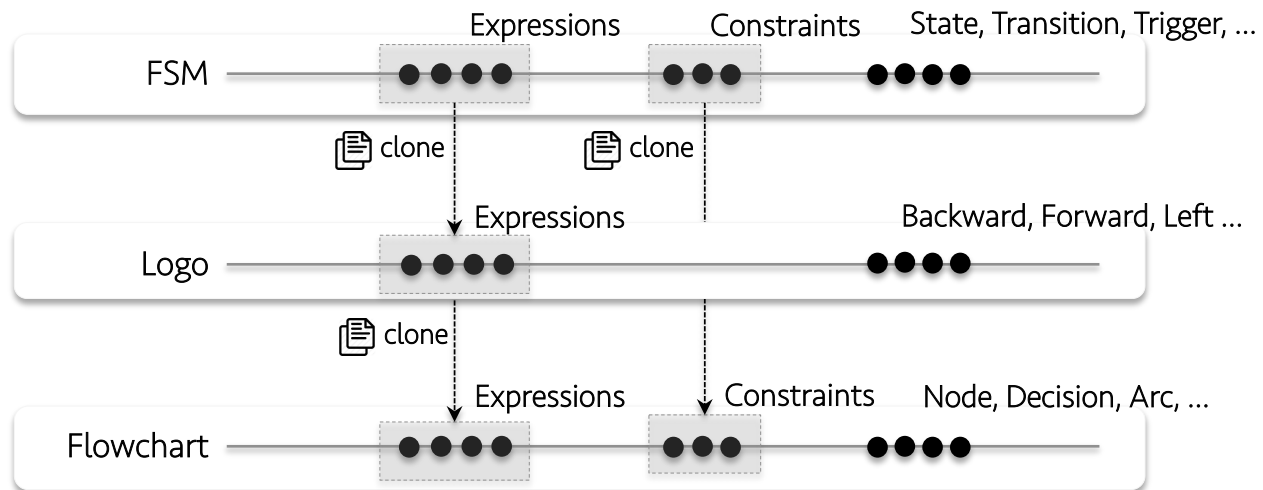
@Aspect(Expression) **@Aspect(Constraint)**

eval() : void

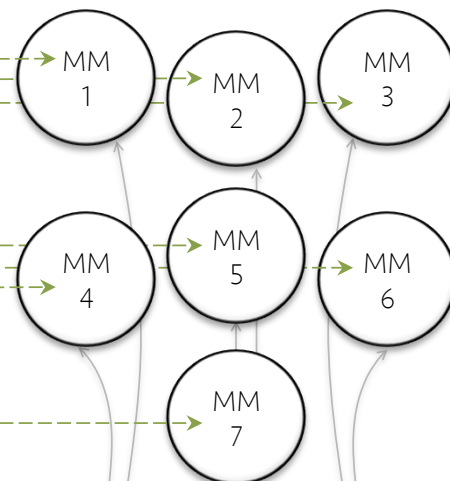
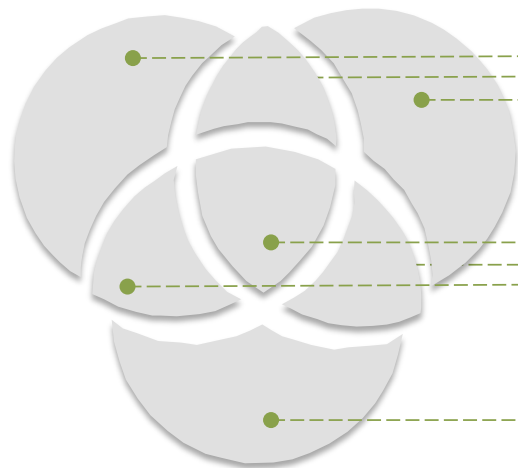
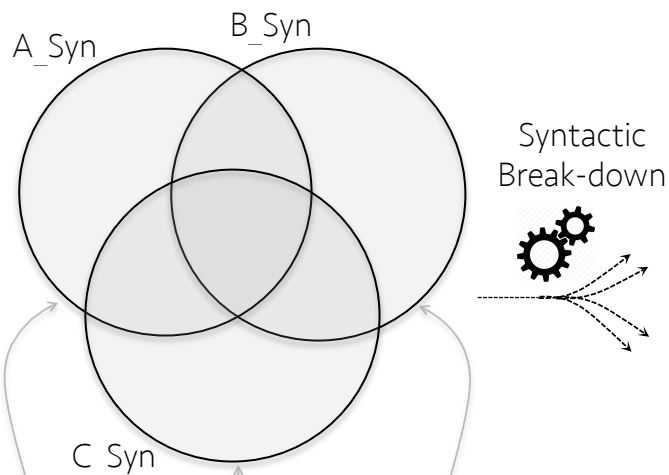
eval() : bool



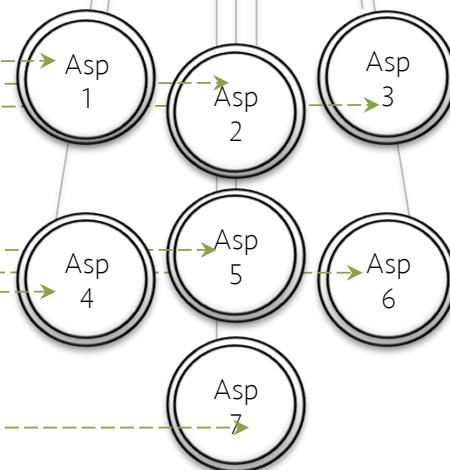
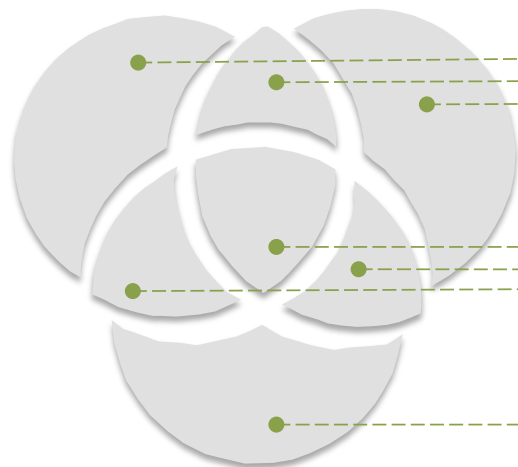
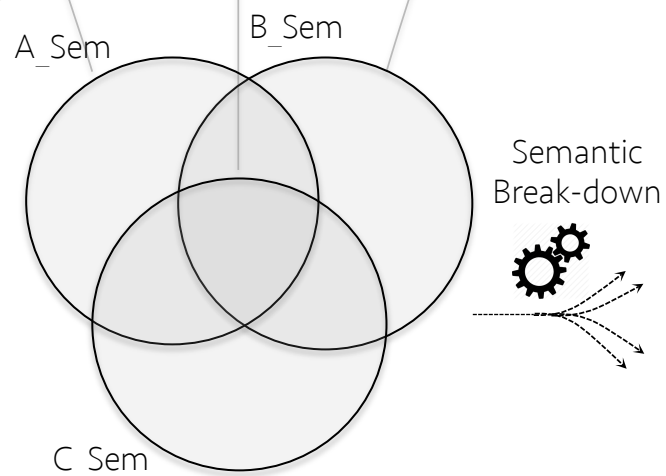
Language
designers



Syntax



Semantics

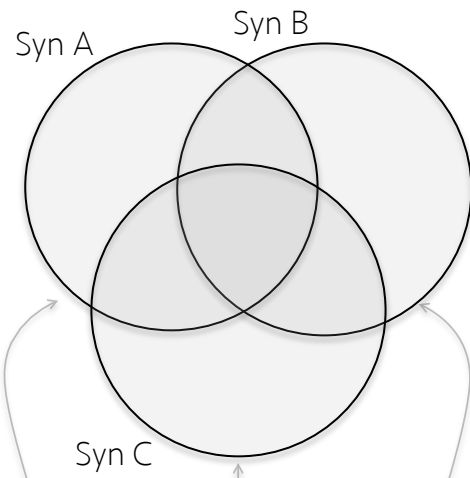


First: Identifying overlapping

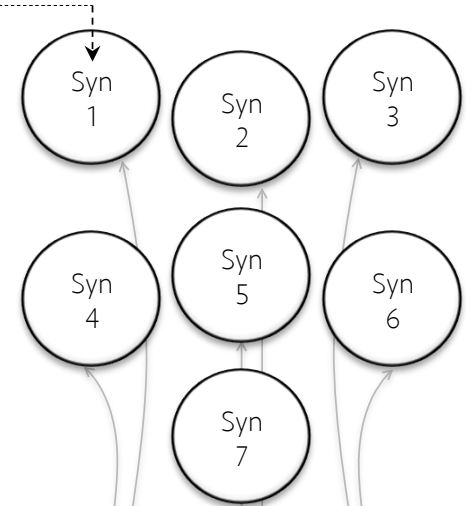
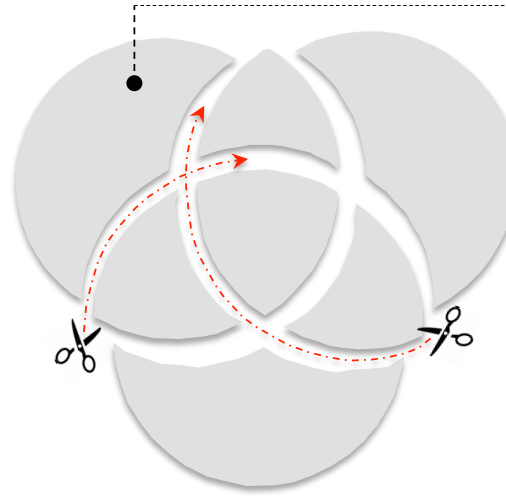
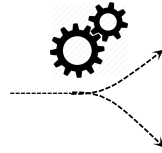
Second: Breaking-down the input set

Third: Encapsulating language modules

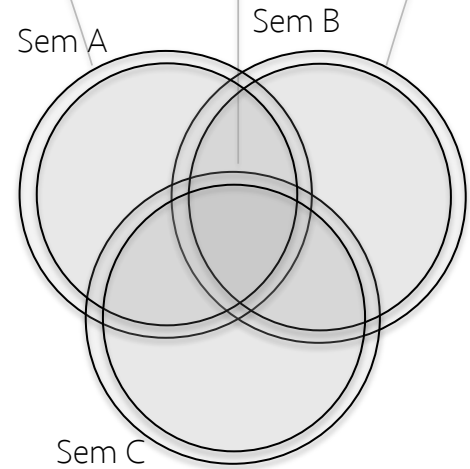
Syntax



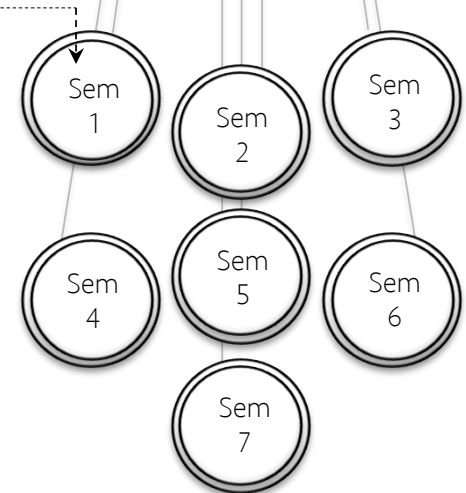
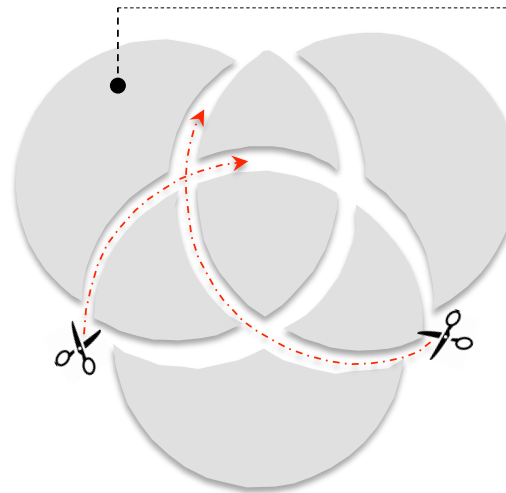
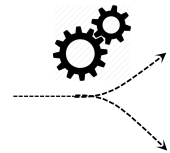
Syntactic
Break-down



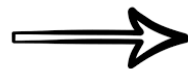
Semantics



Semantic
Break-down



First: Identifying
overlapping



Second: Breaking-
down the input set



Third: Encapsulating
language modules