FEATURE-ORIENTED AND DISTRIBUTED VERSION CONTROL SYSTEM

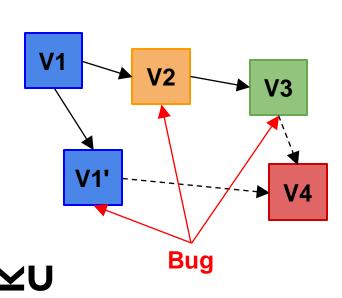


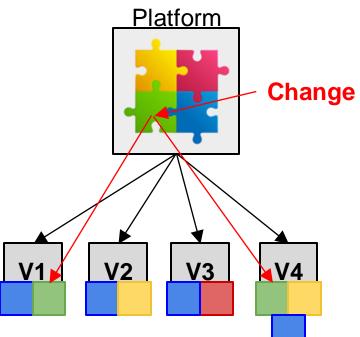
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VARIABLE SYSTEM DEVELOPMENT

- Ad Hoc Approach (Clone-and-Own): Separate implementation for every product variant
 - ☐ Multiple variants of the same product must be maintained
 - ☐ Difficult to reuse existing implementation
- Structured Approach (SPLs): Common platform that realizes the product and its variability
 - ☐ Multiple versions of the same feature must be maintained
 - ☐ High upfront costs of time and money
 - ☐ Difficult to extend and modify the platform

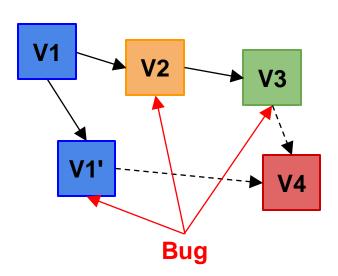




AD HOC APPROACH (CLONE-AND-OWN)

Separate implementation for every variant

- Example
 - ☐ Company builds an initial product and sells it to a customer
 - ☐ New customer wants the same product but a bit different
 - □ Another customer requests a combination of both → difficult reuse
 - □ A customer reports a bug in its variant → difficult maintenance
- Multiple variants of the same product must be maintained
- Challenges
 - ☐ Reuse of implementation
 - ☐ Maintenance of the variants

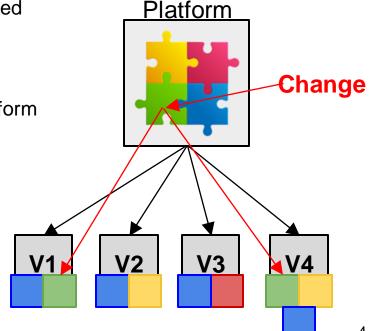




STRUCTURED APPROACH (SPL)

Common platform that realizes the system and its variability

- Example
 - ☐ Company carefully plans and builds a product platform
 - ☐ Derives variants with different features for different customers
 - ☐ One customer wants an existing feature to behave differently → difficult change
- Multiple versions of the same feature must be maintained
- Challenges
 - ☐ Upfront costs of time and money
 - ☐ Extension and modification (i.e. evolution) of platform





MOTIVATION

- Systems that consist of different types of implementation artifacts
- Different variability mechanisms for different types of implementation artifacts
 - □ *preprocessor* for text-based artifacts
 - □ runtime constructs of programming language
- Different mechanisms at different levels of granularity
 - □ make at file level.
 - □ *preprocessor* below file level

- Challenges
 - □ inconsistencies between mechanisms
 - ☐ difficult to find mechanisms for some types of artifacts
 - □ tangling and scattering of features
 - □ dependencies and interactions between features

```
✓ CPP File (1)

main.cpp

File (1)

makefile

File folder (1)

git

PNG File (2)

image1.png

image2.png
```

```
int main()

fifted SOME FEATURE

loadImage("image1.png");

felse
loadImage("image2.png");

fendif

return 0;
}
```



OUR APPROACH: ECCO SYSTEMATIC CLONE-AND-OWN

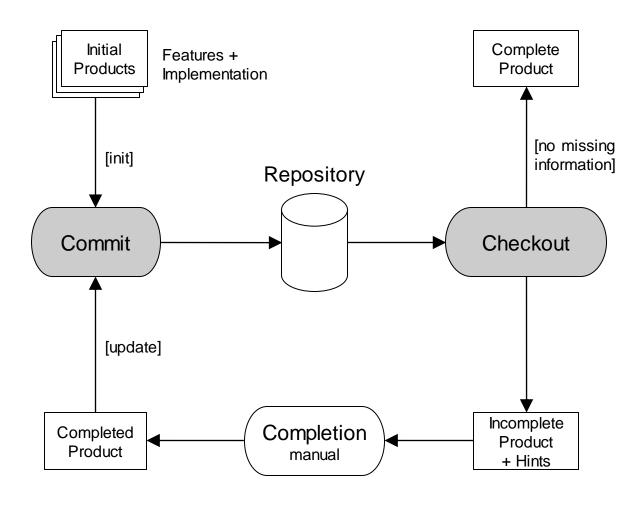
- Version Control System (VCS) as generic variability mechanism
- Instead of retrieving the whole platform which then must be configured (e.g. using make, preprocessors, etc.) only the relevant configuration is checked out
- Provides a simple view on a complex variable system
- Features are versioned individually
- Based on concept of traceability

Operations

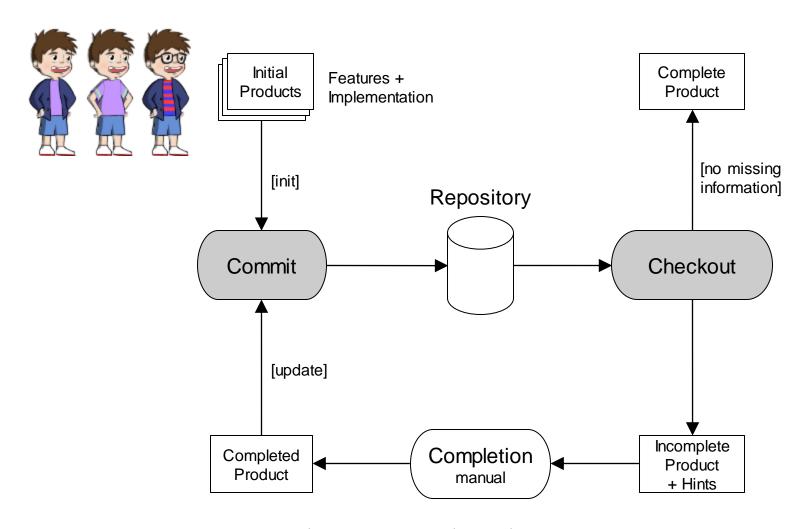
- ☐ commit <configuration>
- ☐ checkout <configuration>
- \square fork <url>
- □ push <features>
- □ pull <features>

```
✓ CPP File (1)
☐ main.cpp
✓ File (1)
☐ makefile
✓ File folder (1)
☐ .ecco
✓ PNG File (1)
☐ image.png
```



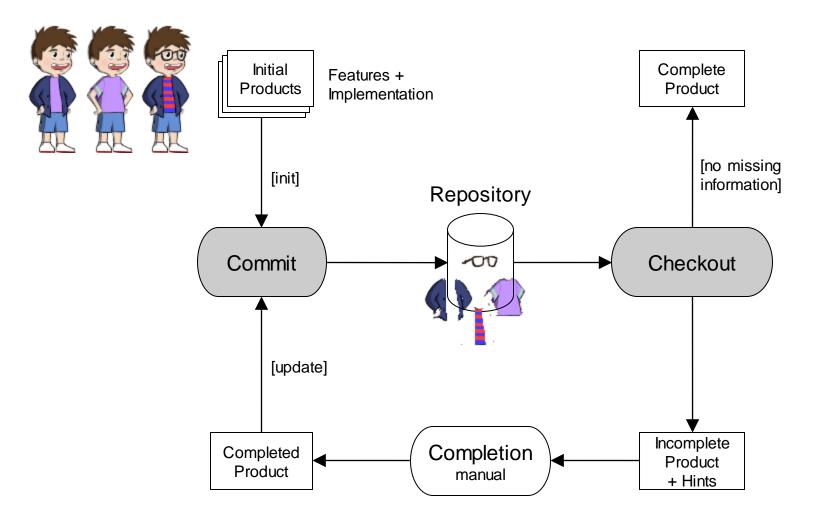




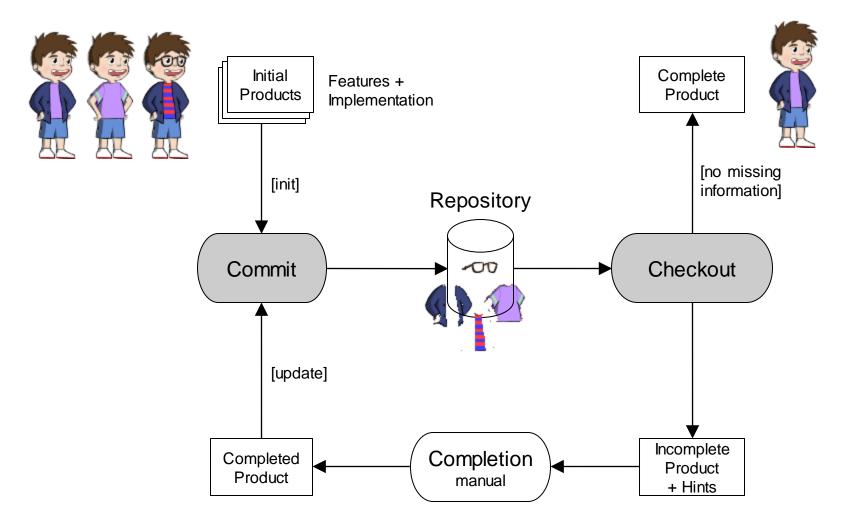




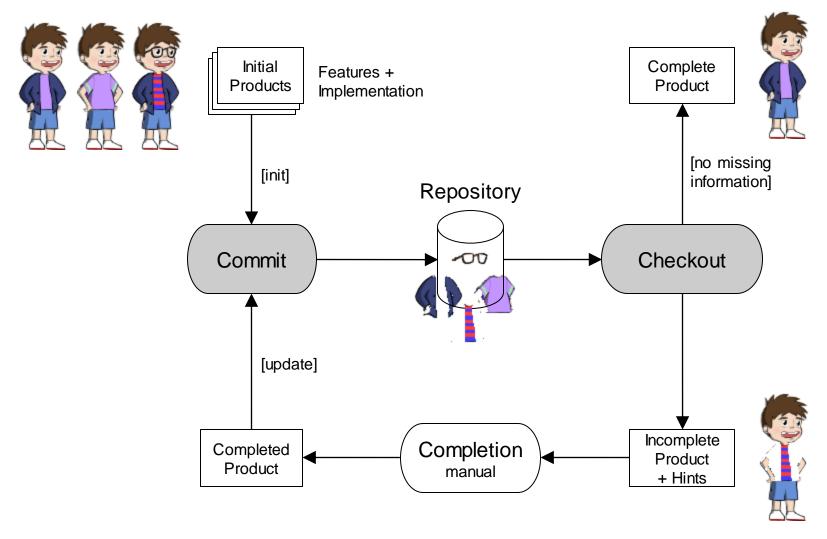
ecco commit person, shirt, jacket ecco commit person, shirt ecco commit person, jacket, glasses, stripedshirt



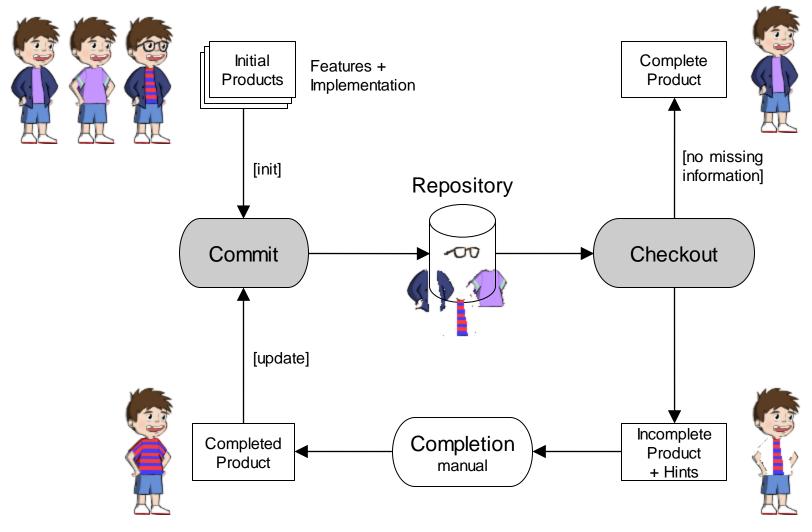






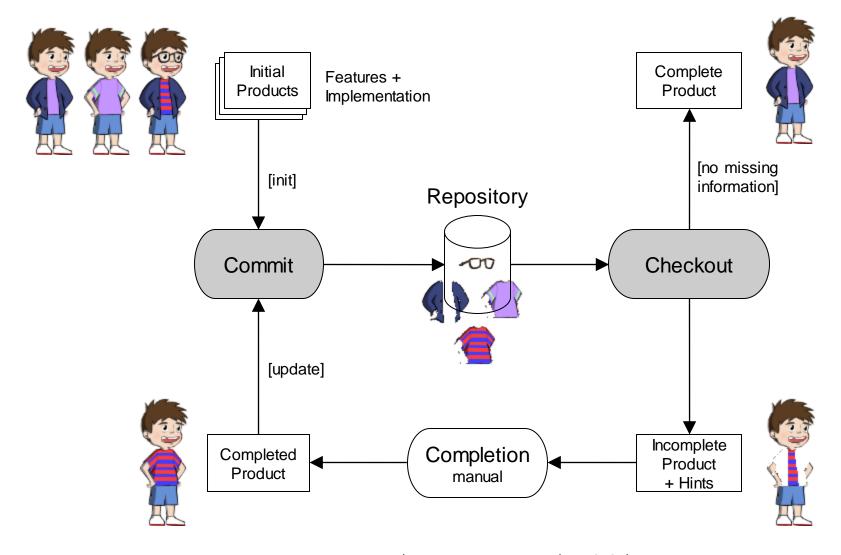








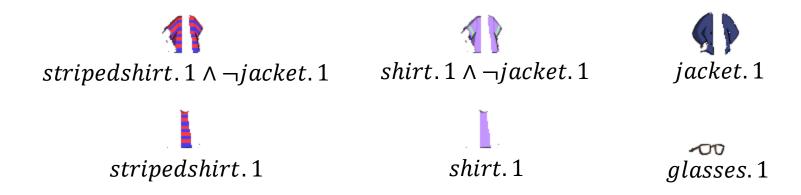
Hint: unknown combination: striped shirt without jacket





REPOSITORY

■ Collection of automatically computed *traces* between *features* and *artifacts*

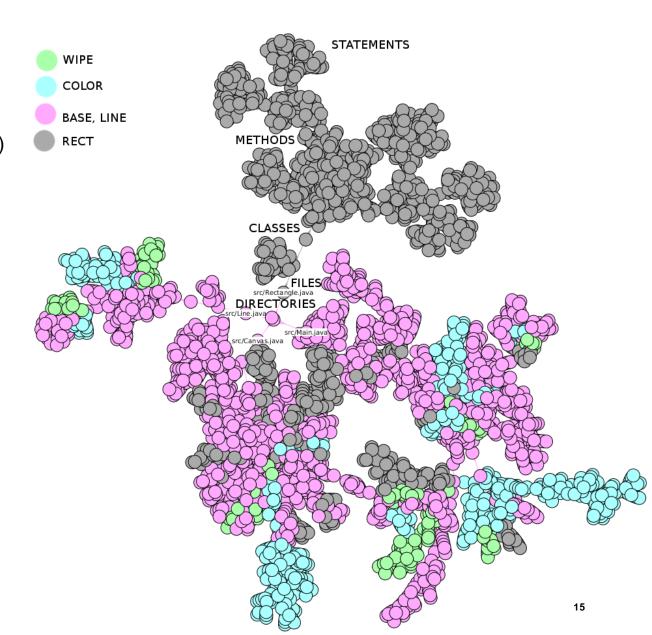


- Versions of features (ecco commit person, shirt')
- Feature versions are part of presence conditions
- Artifacts are organized in a generic tree structure



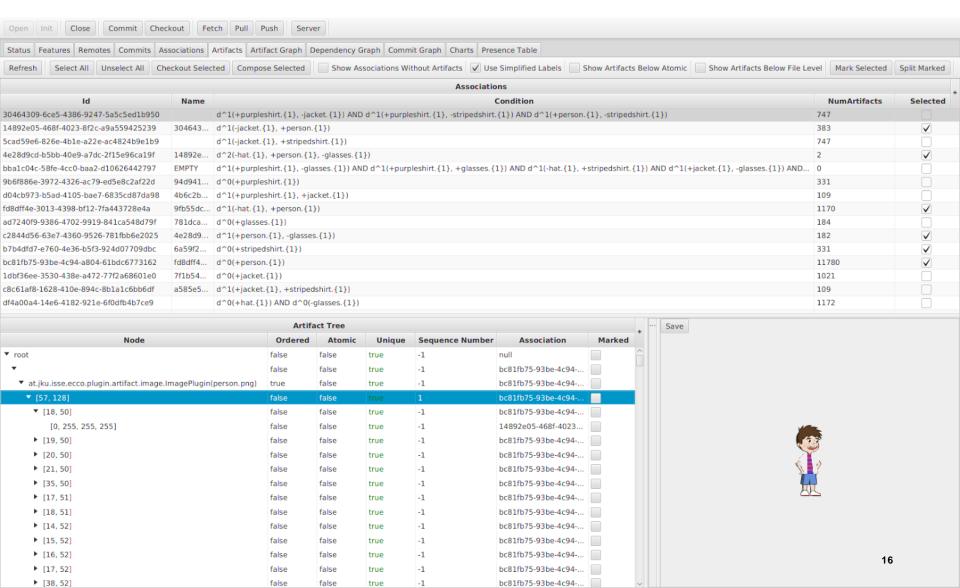
REPOSITORY

- Tree of artifacts
 - □ root in center (coarse)
 - ☐ leaves outside (fine)
- Color for traces

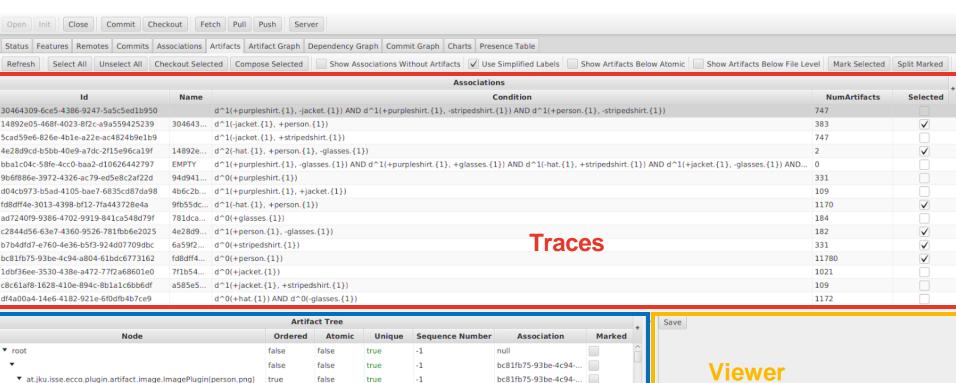


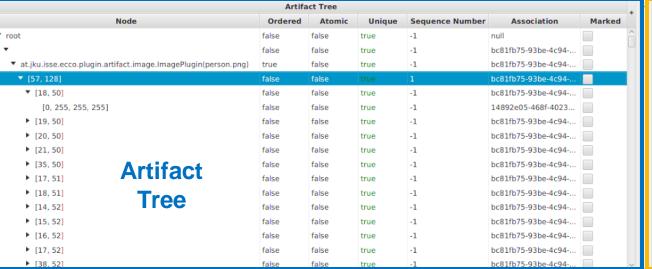


TOOL: GUI



TOOL: GUI







17

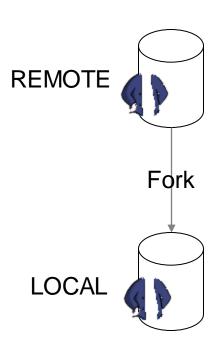
Time

REMOTE

LOCAL

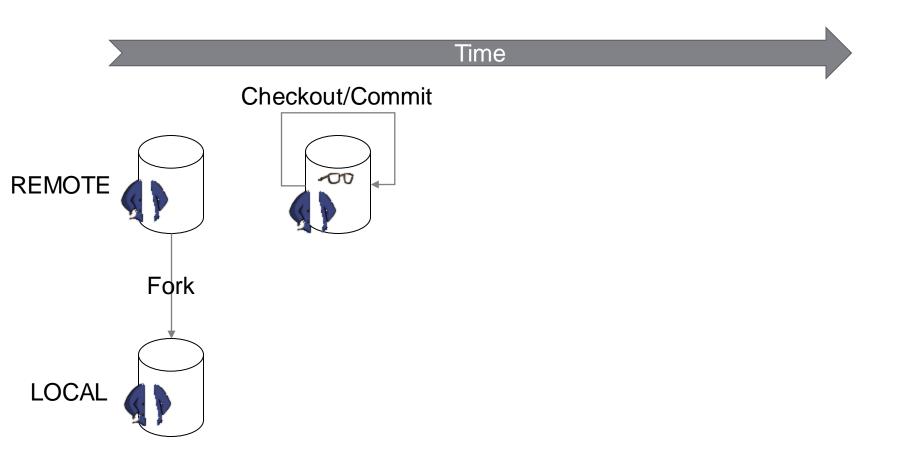






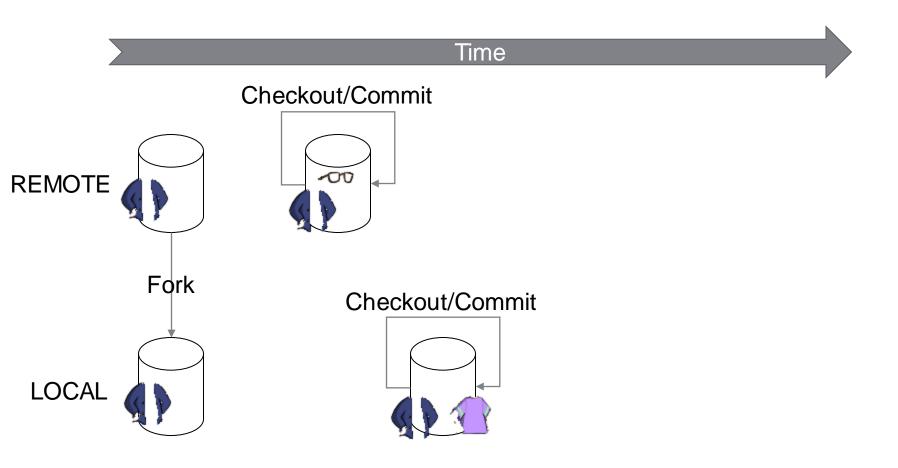
ecco fork <url>





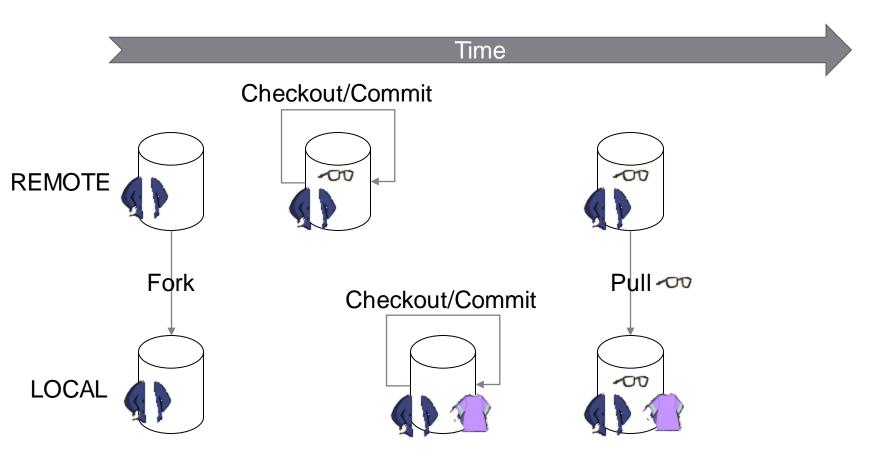
ecco checkout person, jacket, ...
ecco commit person, jacket, glasses, ...





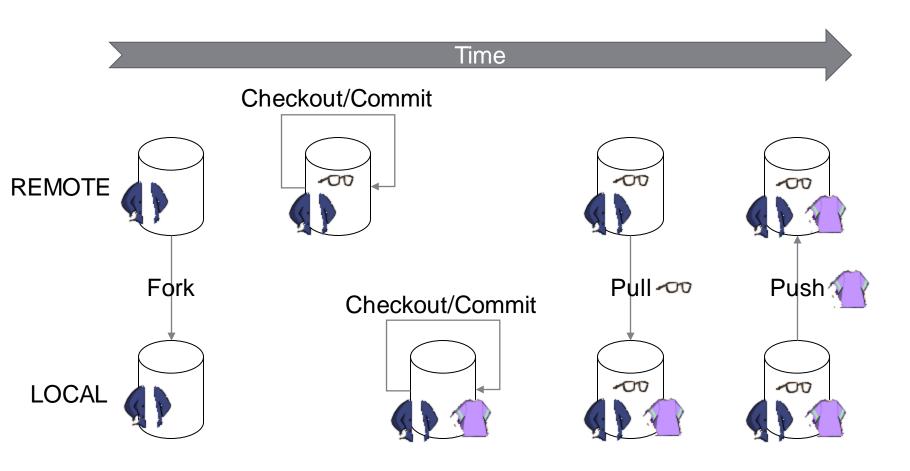
ecco checkout person, jacket, ...
ecco commit person, jacket, shirt, ...





ecco pull glasses





ecco push shirt



BENEFITS

- Combine advantages of ad hoc and structured approaches without their disadvantages
 - □ changes are performed on concrete variants
 - □ automated reuse and easy maintenance
 - □ low upfront costs and easy to extend and modify
- Provide a generic variability mechanism
 - ☐ different types of implementation artifacts
 - □ at any level of granularity
- Transparent to other development tools (e.g. no special IDE needed)
- Knowledge of what features exist, how they interact, and where they are implemented
- Flexibility and automation when creating new variants
- Track changes to features and choose what variants to affect
- Enables distributed, feature-oriented development

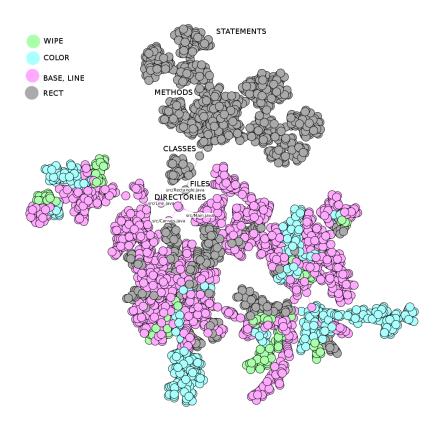




THANK YOU!



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