The goal of migrating an object-oriented system into an aspect-oriented one includes, amongst others, improving the comprehensibility of the system, and thereby improving it’s maintainability and extensibility (evolvability).

**AM**

Software System Mining Software mining techniques aim at finding valuable information in the source code of a software system, in order to make this information explicitly available to software engineers involved in the evolution of that system. A typical software mining example is business rule extraction.

**Refactoring**

Refactoring A refactoring is a change made to the internal structure of software to make it easier to understand and cheaper to modify without changing its observable behavior. Refactorings are systematically organized into catalogs, in a similar way as design patterns. Hints that certain refactorings

are applicable are provided by so-called code smells: suspicious code parts that require improvement.