Framework Examples: Part 1

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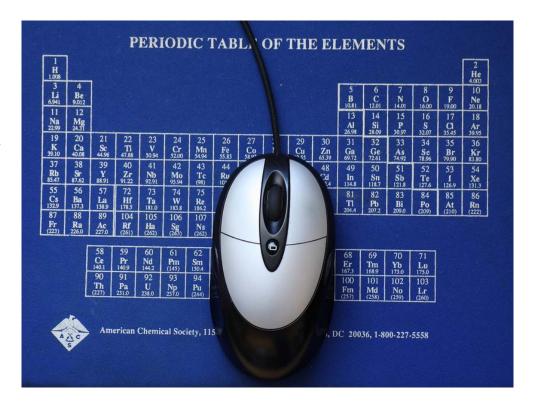
Institute for Software Integrated Systems

Vanderbilt University Nashville, Tennessee, USA



Topics Covered in this Part of the Module

Present Scope, Commonality,
 & Variability (SCV) analysis as
 a method for developing &
 applying software product-lines
 & frameworks

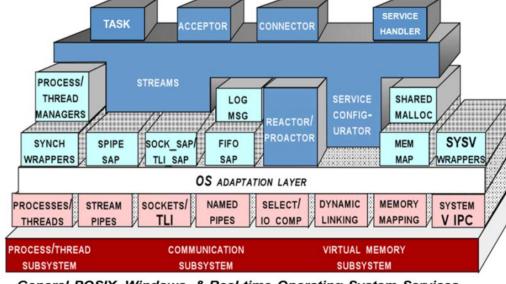




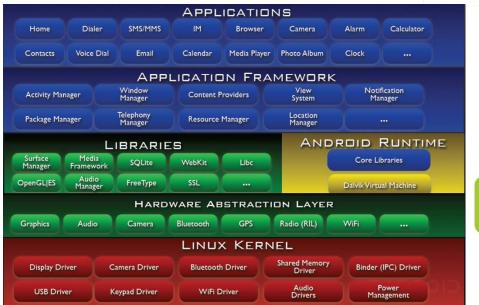


Topics Covered in this Part of the Module

- Present Scope, Commonality, & Variability (SCV) analysis as a method for developing & applying software productlines & frameworks
- Illustrate the application of SCV to Android & ACE



General POSIX, Windows, & Real-time Operating System Services

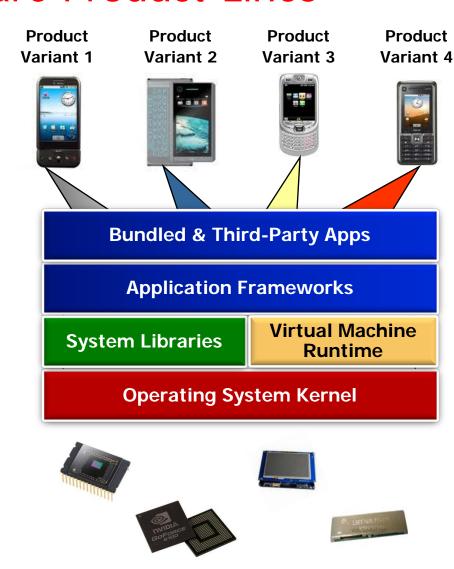






Overview of Software Product-Lines

- A *software product line* (SPL) is a form of systematic software reuse
 - An SPL a set of software-intensive systems
 - These systems share a common, managed set of features satisfying the specific needs of a particular market segment or mission
 - They are developed from a common set of core assets in a prescribed way

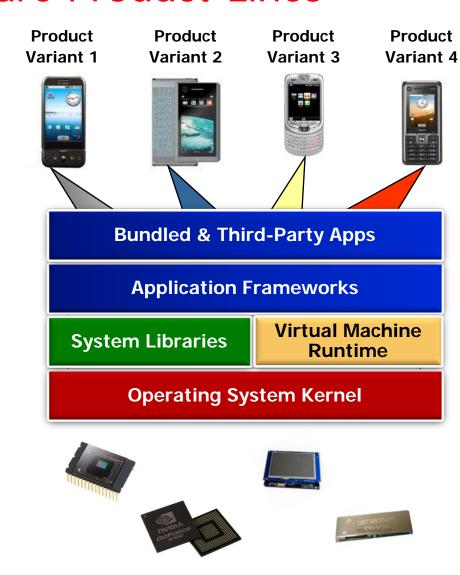






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- Frameworks (& patterns) can help define & improve core SPL assets by factoring out many reusable generalpurpose & domain-specific services from application responsibility



See www.sei.cmu.edu/productlines for more info on software product-lines

Scope, Commonality, & Variability Analysis

 Key software product-line & framework structure & behavior can be captured systematically via Scope, Commonality, & Variability (SCV) analysis

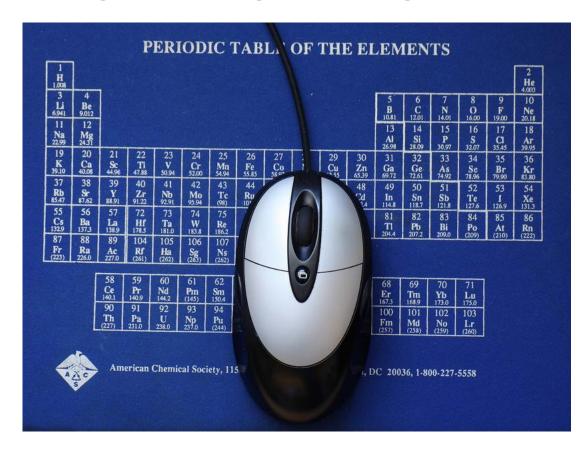






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- This process can be applied to identify commonalities & variabilities in a domain







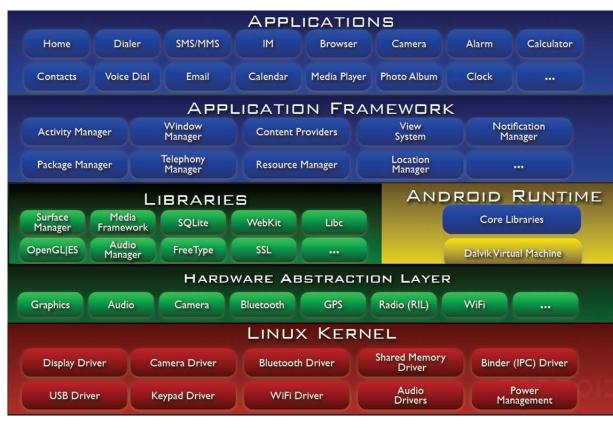
Scope, Commonality, & Variability Analysis

- Key software product-line & framework structure & behavior can be captured systematically via Scope, Commonality, & Variability (SCV) analysis
- This process can be applied to identify commonalities & variabilities in a domain
- This analysis can guide the development & application of software product-lines & frameworks





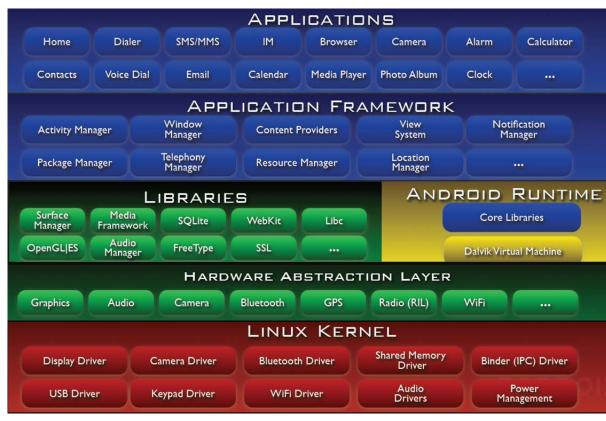
- Scope defines the domain & context of Android & its various frameworks & components
- e.g.,
 - Resource-constrained mobile devices
 - e.g., limited power, memory, processors, network, & price points







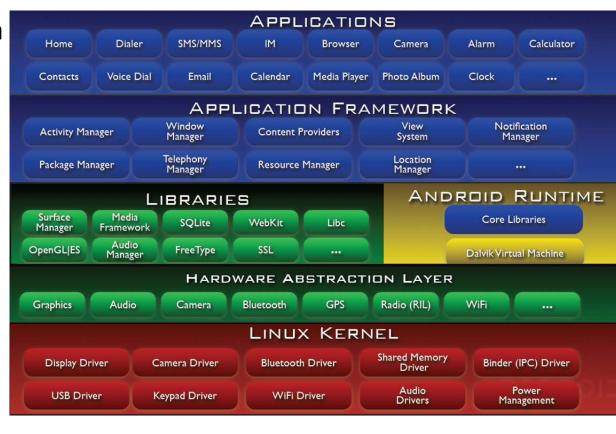
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 - Touch-based user interfaces







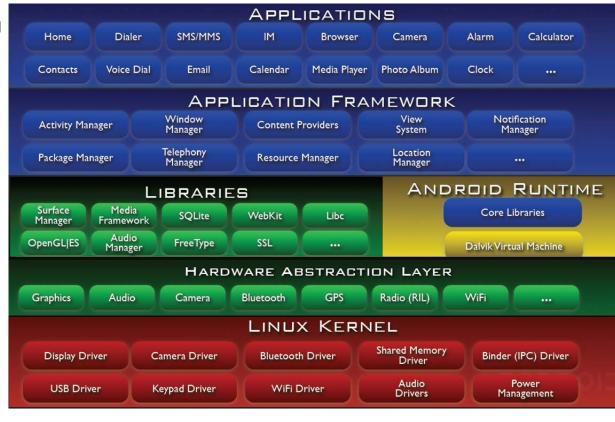
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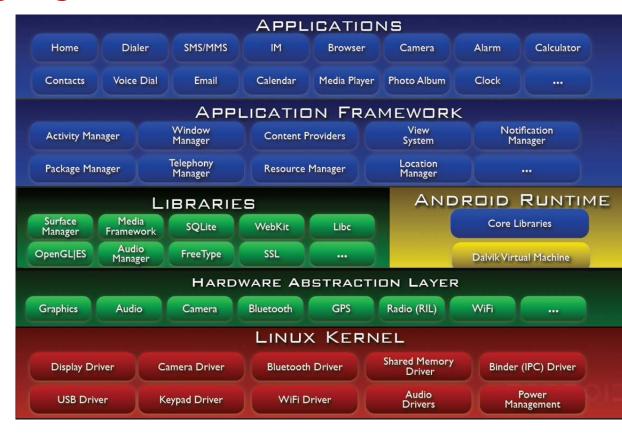
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 - Focus on installed-base of Java app developers







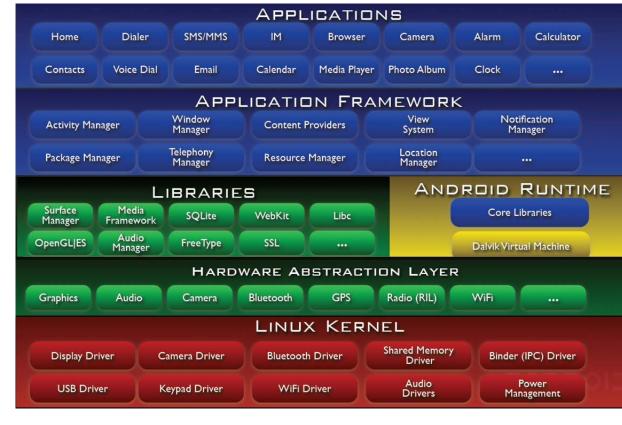
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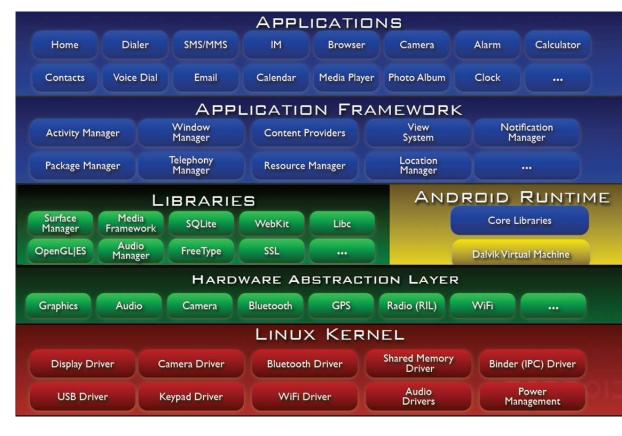


 e.g., Activity Manager, Package Manager, Telephony Manager, Location Manager, Notification Manager, etc.



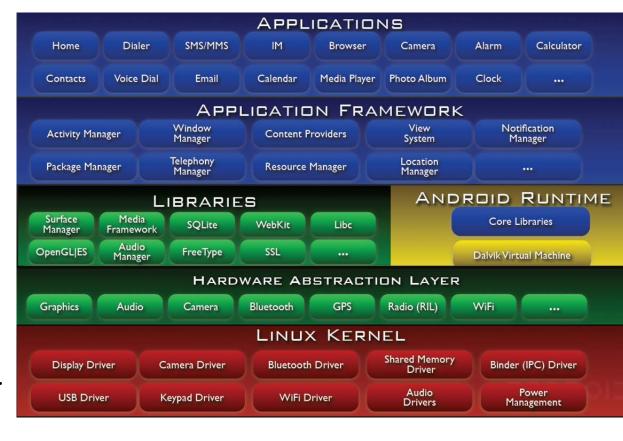


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- Common infrastructure
 - e.g., Intent framework, Binder, Webkit, Hardware Abstraction Layer, OS device driver frameworks etc.

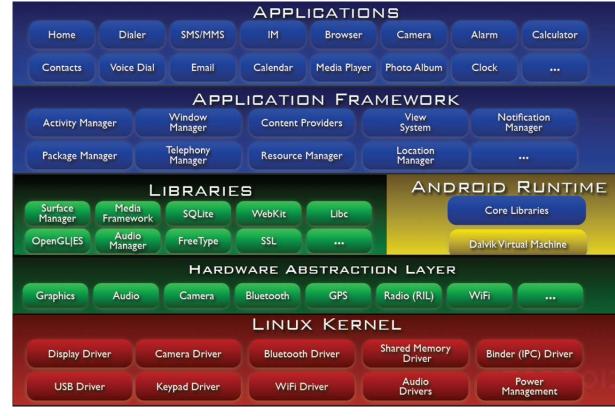
- Variabilities describe the attributes unique to different instantiations of Android
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 - Product-dependent component assemblies
- Audio Power **USB** Driver Keypad Driver WiFi Driver Drivers Management e.g., different bundled apps, CDMA vs. GSM & different hardware, OS, & network/bus configurations, etc.

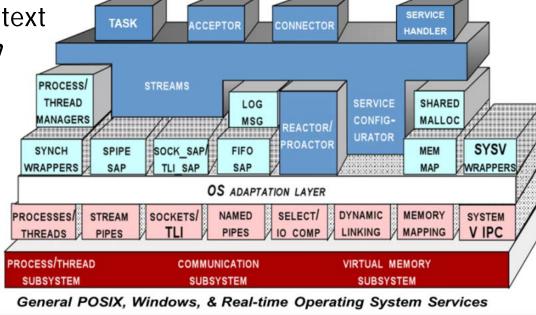


 Scope defines the domain & context of the ADAPTIVE Communication

Environment (ACE)

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- Object-oriented host infrastructure middleware
 - Encapsulates many tedious
 & error-prone aspects of low-level OS APIs for concurrent & networked software
 - Enhances native OS mechanisms to create reusable C++ components







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SERVICE **TASK** ACCEPTOR CONNECTOR HANDLER PROCESS/ **STREAMS** THREAD SHARED LOG MANAGERS CONFIG-MALLOC MSG REACTOR URATOR PROACTOR SYSV SPIPE SOCK SAP SYNCH **FIFO** MEM WRAPPERS TLI SAP SAP MAP SAP WRAPPERS OS ADAPTATION LAYER SOCKETS/ NAMED SELECT/ DYNAMIC MEMORY STREAM SYSTEM **PIPES** IO COMP LINKING MAPPING V IPC PROCESS/THREAD COMMUNICATION VIRTUAL MEMORY SUBSYSTEM SUBSYSTEM SUBSYSTEM General POSIX, Windows, & Real-time Operating System Services

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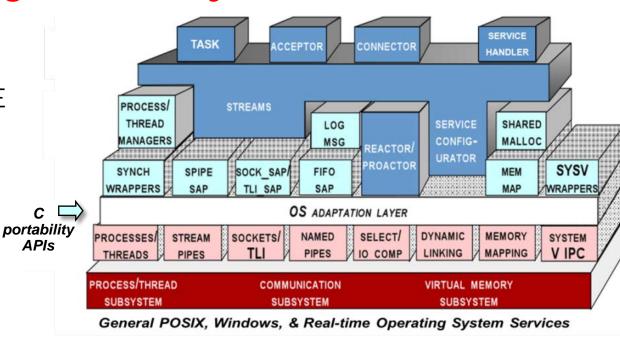
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- Enhances native OS mechanisms to create reusable C++ components
- Open-source vendor- & OS-agnostic ecosystem
- Focused on C++ software developers, particularly those developing infrastructure software & distributed real-time & embedded (DRE) systems



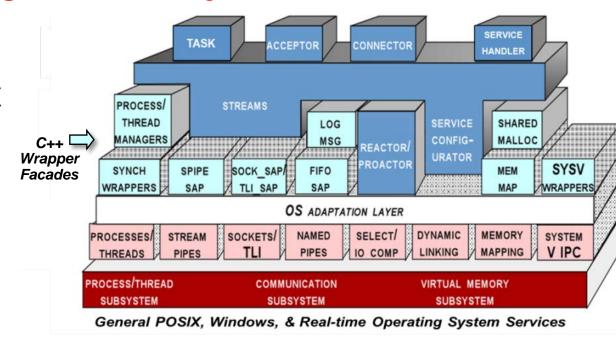


- Commonalities describe the attributes common across all instances of ACE
 - C portability APIs
 - "POSIX-like" OS adaptation layer that shields other layers & components in ACE from platform-specific dependencies





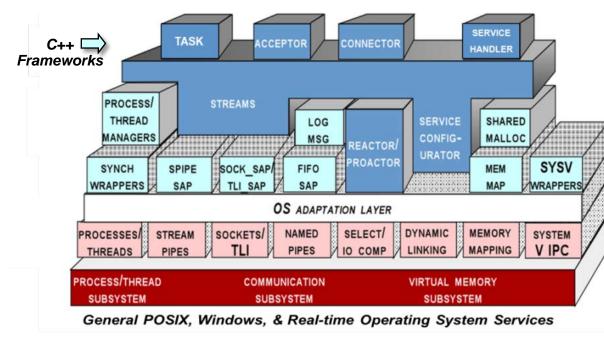
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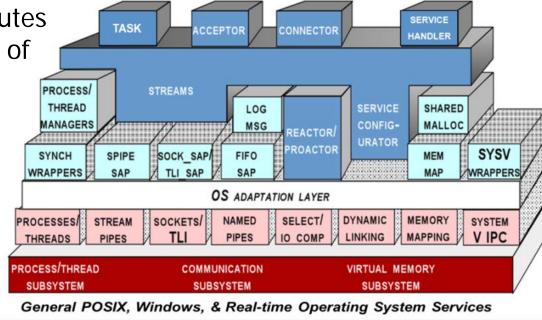


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 - *C++ frameworks*
 - e.g., Sync/async event handling, connection setup & service initialization, dynamic configuration, concurrency, & layered service composition



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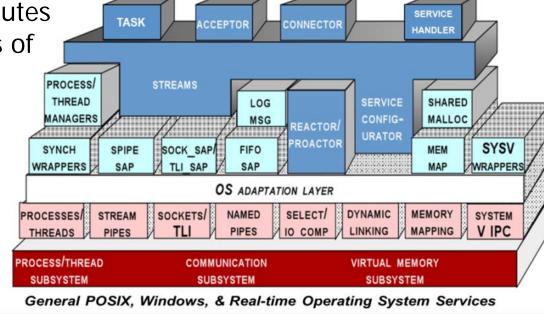
- Product- & domaindependent components
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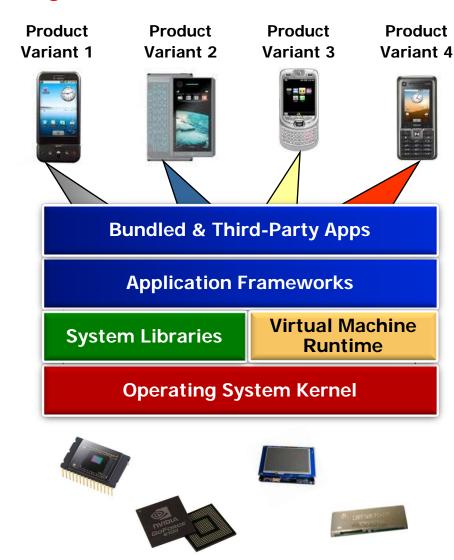
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- Product- & domaindependent components
 - e.g., different internal implementations depending on the underlying OS
- Product-dependent component assemblies
 - e.g., different subsets of ACE components depending on constraints of the operating environment & user domain requirements



Summary

- Scope, Commonality, & Variability (SCV) analysis is an advanced systematic reuse technique
 - It helps developers alleviate problems associated with maintaining many versions of the same product that have large amounts of similar software created to satisfy new & diverse requirements







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 - It helps developers alleviate problems associated with maintaining many versions of the same product that have large amounts of similar software created to satisfy new & diverse requirements
- The frameworks in Android & ACE form software product-lines that enable systematic software reuse across a wide range of apps & infrastructure platforms

