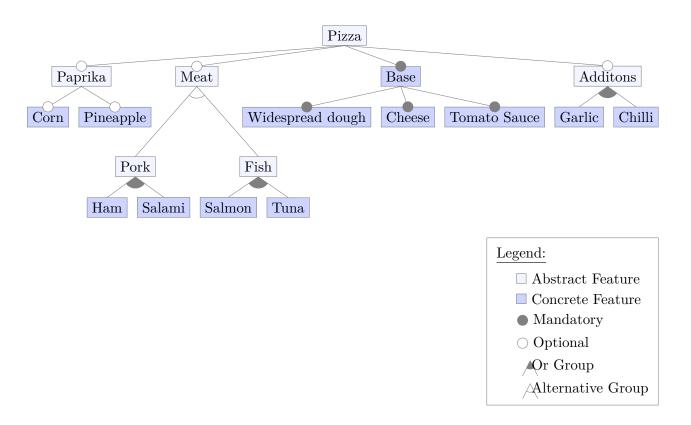
# Software Engineering Assignment 1

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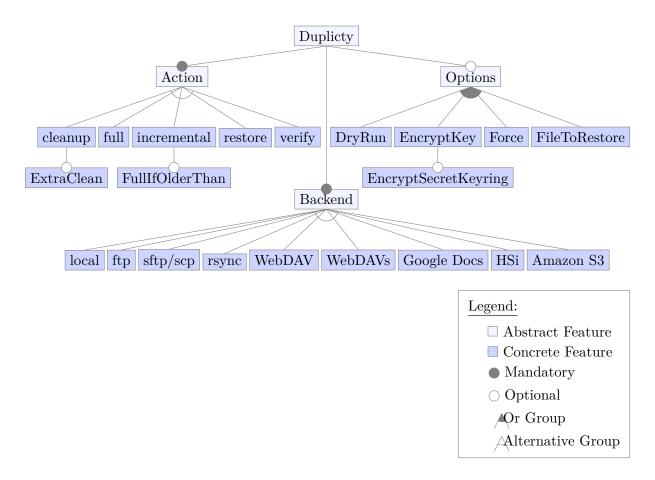
## Task 1



#### **Cross-Tree Constraints**

 $Pineapple \implies \neg(Fish \lor Salami)$ 

Task 2



#### **Cross-Tree Constraints**

 $EncryptKey \implies incremental \lor full$  $FileToRestore \implies restore \lor verify$ 

#### Task 3

a)

```
F = \{Grep,
        ProgramInfo, Help, VersionInfo,
        Matcher Selection, extRegex, string, basicRegex, perlRegex,
        MatchingControl, ignoreCase, invertMatch, wordRegex, lineRegex,
        OutputControl, count, filesWithoutMatch, filesWithMatch, onlyMatching, quiet, noMsg,
        FileDirSelection, recursive
[fn] = Grep
         \land (Grep \Leftarrow ProgramInfo)
           \land (ProgramInfo \Leftrightarrow (Help \lor VersionInfo))
           \land \neg (Help \land VersionInfo)
         \land (Grep \Leftarrow Matcher Selection)
           \land (Matcher Selection \Leftrightarrow (extRegex \lor string \lor basicRegex \lor perlRegex))
           \land \neg (extRegex \land string \land basicRegex \land perlRegex)
         \land (Grep \Leftarrow MatchingControl)
           \land (MatchingControl \Leftrightarrow (ignoreCase \lor invertMatch \lor wordRegex \lor lineRegex))
         \land (Grep \Leftarrow OutputControl)
           \land (OutputControl \Leftrightarrow
                (count \lor filesWithoutMatch \lor filesWithMatch \lor onlyMatching \lor quiet \lor noMsg))
         \land (Grep \Leftarrow FileDirSelection)
           \land (FileDirSelection \Leftarrow recursive)
b)
Generalization: Remove the following clause (i.e. replace it with true):
                                   \neg(Help \land VersionInfo)
Specialization: Add the following clause:
               \neg (filesWithoutMatch \land filesWithMatch \land onlyMatching)
Refactoring: Add the following clause:
```

 $Grep \Leftarrow recursive$ 

### Task 4

a)

```
fn = \bigstar \langle\!\langle \land \langle ShoeGenerator, Logo \rangle \rangle,
\bullet \langle \langle ShoeGenerator, Logo \rangle \rangle,
\bullet \langle \langle ShoeGenerator, \Delta \langle \langle Color, Blue, Red, White, Black \rangle \rangle \rangle,
\circ \langle \langle ShoeGenerator, FastToTieShoelaces \rangle \rangle,
\bullet \langle \langle ShoeGenerator, \Delta \langle \langle Material, Recycled, Leather,
\land \langle \langle Canvas, O \langle \langle Canvas, BigLogo \rangle \rangle \rangle \rangle
\rangle \rangle \rangle,
\circ \langle \langle ShoeGenerator, Platform \rangle \rangle,
\bullet \langle \langle ShoeGenerator, Platform \rangle \rangle,
\bullet \langle \langle ShoeGenerator, \Delta \langle \langle Width, Standard,
\land \langle \langle Wide, O \langle \langle Wide, ExtraWide \rangle \rangle \rangle \rangle
\rangle \rangle \rangle
\rangle \rangle \rangle
\rangle \rangle \rangle
b)
v_1 = \{ (ShoeGenerator, 1), (Logo, 1), (Color, 1), (Blue, 0), (Red, 0), (White, 1), (Black, 0),
(FastToTieShoelaces, 1), (Material, 1), (Recycled, 0), (Leather, 0), (Canvas, 1),
(BigLogo, 1), (Platform, 1), (Width, 1), (Standard, 0), (Wide, 1), (ExtraWide, 1)
v_2 = \{ (ShoeGenerator, 1), (Logo, 1), (Color, 1), (Blue, 1), (Red, 0), (White, 0), (Black, 0), (White, 0), (Black, 0), (White, 0),
```

```
(FastToTieShoelaces, 1), (Material, 1), (Recycled, 0), (Leather, 0), (Canvas, 1), \\ (BigLogo, 1), (Platform, 1), (Width, 1), (Standard, 0), (Wide, 1), (ExtraWide, 1) \} \\ v_2 = \{ (ShoeGenerator, 1), (Logo, 1), (Color, 1), (Blue, 1), (Red, 0), (White, 0), (Black, 0), \\ (FastToTieShoelaces, 0), (Material, 1), (Recycled, 0), (Leather, 0), (Canvas, 1), \\ (BigLogo, 0), (Platform, 0), (Width, 1), (Standard, 0), (Wide, 1), (ExtraWide, 1) \} \\ v_3 = \{ (ShoeGenerator, 1), (Logo, 1), (Color, 1), (Blue, 0), (Red, 0), (White, 0), (Black, 1), \\ (FastToTieShoelaces, 0), (Material, 1), (Recycled, 0), (Leather, 1), (Canvas, 0), \\ (BigLogo, 0), (Platform, 0), (Width, 1), (Standard, 1), (Wide, 0), (ExtraWide, 0) \} \\ v_4 = \{ (ShoeGenerator, 1), (Logo, 1), (Color, 1), (Blue, 0), (Red, 1), (White, 0), (Black, 0), \\ (FastToTieShoelaces, 1), (Material, 1), (Recycled, 1), (Leather, 0), (Canvas, 0), \\ (BigLogo, 0), (Platform, 1), (Width, 1), (Standard, 1), (Wide, 0), (ExtraWide, 0) \} \\ (BigLogo, 0), (Platform, 1), (Width, 1), (Standard, 1), (Wide, 0), (ExtraWide, 0) \} \\ (ShoeGenerator, 1), (Width, 1), (Standard, 1), (Wide, 0), (ExtraWide, 0) \} \\ (ShoeGenerator, 1), (Logo, 1), (Color, 1), (Blue, 0), (Red, 1), (White, 0), (Black, 0), (ExtraWide, 0) \} \\ (ShoeGenerator, 1), (Logo, 1), (Color, 1), (Blue, 0), (Red, 1), (White, 0), (Black, 0), (ExtraWide, 0) \} \\ (ShoeGenerator, 1), (Logo, 1), (Color, 1), (Blue, 0), (Red, 1), (White, 0), (Canvas, 0), (Canva
```

```
\eta_1 = ShoeGenerator
```

 $\land Logo$ 

 $\land Color \land Blue \land Red \land White \land Black$ 

 $\land \neg FastToTieShoelaces$ 

 $\land \ Material \land Recycled \land \neg Leather \land \neg Canvas \land \neg BigLogo$ 

 $\land Platform$ 

 $\land Width \land Standard \land \neg Wide \land \neg ExtraWide$ 

#### $\eta_2 = ShoeGenerator$

 $\land Logo$ 

 $\land \ Color \land Blue \land \neg Red \land \neg White \land \neg Black$ 

 $\land FastToTieShoelaces$ 

 $\land Material \land \neg Recycled \land \neg Leather \land \neg Canvas \land \neg BigLogo$ 

 $\land Platform$ 

 $\land \ Width \land Standard \land Wide \land ExtraWide$ 

#### $\eta_3 = ShoeGenerator$

 $\land Logo$ 

 $\land \ Color \land Blue \land \neg Red \land \neg White \land \neg Black$ 

 $\land \neg FastToTieShoelaces$ 

 $\land$  Material  $\land$  Recycled  $\land \neg Leather \land \neg Canvas \land BigLogo$ 

 $\land \neg Platform$ 

 $\land Width \land Standard \land \neg Wide \land ExtraWide$ 

## $\eta_4 = ShoeGenerator$

 $\land \neg Logo$ 

 $\land \ Color \land Blue \land \neg Red \land \neg White \land \neg Black$ 

 $\wedge \neg FastToTieShoelaces$ 

 $\land Material \land Recycled \land \neg Leather \land \neg Canvas \land \neg BigLogo$ 

 $\land \neg Platform$ 

 $\land Width \land Standard \land \neg Wide \land \neg ExtraWide$