

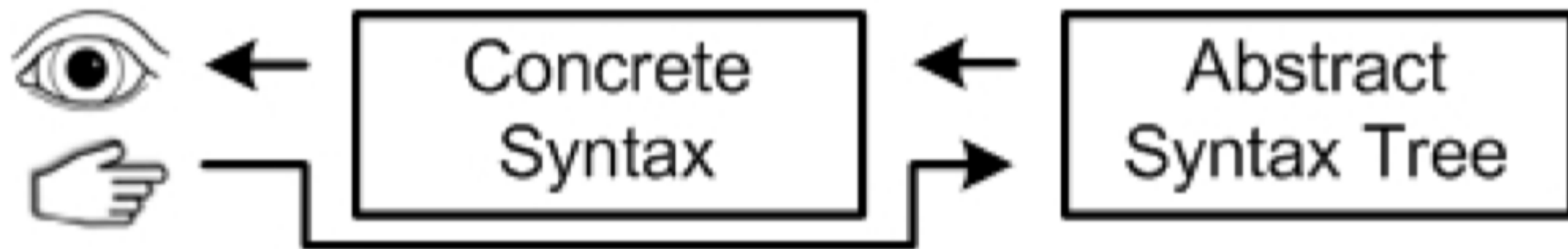
PEoPL : Projectional Editing of Product Lines

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Projectional Editing of Product Lines

A **projectional editor** is any document editor that understands the document's underlying structure. Since PEOPL is used to write code, it understands **Java structures**.



Software Developer



Anyone Else



Want to know more ?

"Towards User-Friendly Projectional Editors" by Markus Voelter, Janet Siegmund, Thorsten Berger, and Bernd Kolb

Projectional Editing of **Product Lines**

In marketing jargon, **product lining** is offering several related products for sale individually.

State-of-the-art management of product lines

```
1  #define ABCD 2
2  #include <iostream>
3
4  int main()
5  {
6      #ifdef ABCD
7          std::cout << "1: yes\n";
8      #else
9          std::cout << "1: no\n";
10     #endif
11
12     #ifndef ABCD
13         std::cout << "2: no1\n";
14     #elif ABCD == 2
15         std::cout << "2: yes\n";
16     #else
17         std::cout << "2: no2\n";
18     #endif
19
20     #if !defined(DCBA) && (ABCD < 2*4-3)
21         std::cout << "3: yes\n";
22     #endif
23 }
```

The Good, the Bad and the Ugly

Thanks for listening !

Let me know what *you* think !