

CSSE 490 Model-Based Software Engineering: Introduction to Domain Engineering

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### **Learning Outcomes: Metamodels**



- Exam Discussion
- Milestone 2 Demo
- Looking closer at Mapping
- Introduce Object Constraint Language (OCL)
- Action Semantics (if time)
- Introduce Domain Eng.



### **Midterm Stats**

- Average Score = 85.6
- High Score = 90
- Low Score = 77
- Grade allocations
  - □ A => 88-100
  - □ B+ => 85-87
  - □ B => 79-84
  - □ C+ => 75-78





Milestone #2

# **LET'S DEMO!**



# What is the difference between conventional Software Engineering and Model Based Software Engineering?

Again, think for 15 seconds...Let's talk...





# **Conventional and MBSE**

Conventional Software Engineering	Model-Based Engineering
<i>Requirements Analysis</i> Produces requirements for one system	<i>Domain Analysis</i> Produces reusable, configurable requirements for a class of systems
<i>System Design</i> Produces design of one system	<b>Design</b> Produces reusable design for a class of systems and a production plan
<b>System Implementation</b> Produces system implementation	Implementation Produces reusable components, infrastructure and production process



#### **Abstraction Gaps Bain of Mapping**





### **Abstraction or Refinement?**

- Mapping techniques between two metamodels often formulate
  - 1. An abstraction (leading to more abstract metamodels) or
  - 2. A refinement (leading to more detailed metamodels)
- Hence, one metamodel is sometimes called an *abstraction* or a *refinement* of the other
  - When do we call a mapping a refinement?
  - □ When do we call it an abstraction?



# **Definitions: Refinement**

- Let A and B be two metamodels
- B is said to be a refinement of A if
  - a "reasonable" (semantic-preserving)
  - "surjective" mapping technique (or mapping in the algebraic sense)
  - from A to B cannot be provided



# **Refinement Mapping**





### **Definitions:** Abstraction

- Let A and B be two metamodels
- B is said to be an abstraction of A if

a "reasonable" (semantic-preserving) <u>surjective</u> and <u>non-injective</u> mapping technique (or mapping in the algebraic sense)

from A to B can be provided



#### A matter of perspective $\bigcirc$





#### **Mapping Models**



#### Multiple mappings may be applied successively in a chain



### Models, Metamodels, & Platform Stack





### **Formal: Mapping Techniques**





#### **Annotations for Specific Mapping Techniques**





#### "Analysis" is to "Design" as "Domain" is to \_\_\_\_\_

Again, think for 15 seconds...Let's talk...









### **Example: Domain Context**





#### **Example: Interactions in Domain**





# Example: Domain Operation Contract

- Note Properties that must be true to admit a patient
- Preconditions
- Post-conditions

Invariants



3: Domain Operation Details for Initial Version::admit patient

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#### 

Database: Heath Care SystemDomain: Patient Administration, PAVersion: 1 : Initial VersionOperation: 1, admit patient

#### External Visibility : TRUE

#### Description

Perform the activities necessary to admit a patient (whether in-patient or out-patient).

#### Contract Type : Closed Non-blocking

#### **Contract Description**

The operation will reliably perform all the activities necessary to admit a patient. This includes ensuring that all the resources neccessary for the treatment of the patient are available.

If resources are not available, the caller is suitably notified.

#### Input Parameters

Name	Туре
new patient number	Integer

#### **Closure Description**

The contract is closed when either the patient is admitted, or a reason for not admitting the patient is found and the administrator is notified.

Closure Notification Terminator Operation: A, 1 : patient admitted Terminator Operation: A, 2 : no beds available

# **Object Constraint Language (OCL)**

- OCL defines the structure of models expressing constraints
  - Pre and post conditions, Invariants
- OCL is a meta-model instance of the MOF
- The OCL semantic is defined with models (operation without side effect)
- OCL defined a concrete syntax





# **Dealing with Behavior**

Need common semantic base for all behaviors
 Choice of behavioral formalism driven by application needs





# **Action Semantics**

- AS defines the structure of models
   expressing sequences of actions
- AS was a meta-model and is now completely integrated in UML 2.0
- AS has no concrete syntax (UML diagram)
- The semantic of AS is not formally defined (an RFP is published)





### **Homework and Milestone Reminders**

 Milestone 2: Establish a repository and structure for assembling components for your FacePamphlet application

Due by 1:35pm Today, April 11<sup>th</sup>, 2011

- Case Study/Homework: "UML 2: A model-driven development tool" by B. Selic
  - Be prepared to discuss and even lead the discussion
  - Write a brief summary of observations on the paper based on assignment (on Angel)
  - Due by 1:35pm Tuesday, April 12th, 2011



#### **Representing Models: Some Examples**





### **Bridge Mappings: Case Notes**







#### **Example: Domain Model**





#### **Map to Lower Levels**





### **Platform Independent Model (PIM)**





## **Some Open Source Transformers**

#### Generative Model Transformer (GMT)

- http://www.eclipse.org/gmt
- □ Eclipse project (vaporware, JUUT-je prototype, UMLX 0.0)
- □ XMI-based (XMI+XMI $\rightarrow$ XMI, XMI $\rightarrow$ XMI, XMI $\rightarrow$ text)

#### AndroMDA

- http://www.amdromda.org
- Builds on XDoclet, uses Velocity template engine
- □ Takes UML XMI input and generates output using cartridges
  - Current cartridges: Java, EJB, Hibernate, Struts
- Generates no business logic

#### Jamda

- http://jamda.sourceforge.net
- □ Takes UML XMI file as input, using Jamda profile
- Java-based code generators
  - Generates class definitions added to UML model before codegen



#### **But what about Assembly?**





# Product Line Philosophy Power of a product line lies in its

- ability to leverage common features despite necessary variances between different systems in the domain
- Viability of the product-line approach depends on predictable variances
- Entails a significant change in mindset
  - Cultural issue poses the greatest challenge to adopting a productline approach

Use of a common asset base



In production







# **Key Product Line Concepts Use of a Common Asset Base Architecture** In Production **Production Plan** Of a Related Set of **Products Business Case**



#### ECOSYSTEM: NEY Product Line Activities







#### **Domain Engineering**





# **The Domain Model**

- Conceptual Framework
  - Family Definition
    - Commonalities and Variabilities Among Family Members
    - Common Terminology for the Family
    - Abstractions for the Family
  - Economic Analysis
  - □ Application Modeling Language (AML)
    - Language for stating requirements

#### Mechanism for translating from AML to Code

- □ Alternative 1: Compiler
- □ Alternative 2: Composer



# **Building The Conceptual**

# F tamp webb main

□ Is it economically viable?

#### Define The Decision Model

□ What decisions must be made to identify a family member?

#### Define The Family

- What do members of the family have in common and how do they vary?
- Design The Application Modeling Language

□ What is a good way to model a family member?

#### Design The Application Engineering Environment

What are good mechanisms for using the decision model and the Application Modeling Language?



# **Defining The Family: Commonality** Analysis

Dictionary of terms

- Technical terms that define a vocabulary for the domain
  - Primary Condition: The availability of a unit: working: ready, unready, or unusable
- Commonalities: Assumptions that hold for every member of the family

Every unit must be in one of the four primary conditions.

Variabilities: Assumptions that define the range of variation for the family

□ Some unit names have inhibit states.

- Parameters of Variation: Quantification of the variabilities
  - Whether or not a unit name can have an inhibit state: Boolean



#### **Reusable Assets**

- Validations -- generic algorithms for every unit type
- Realizations -- generic algorithms for every unit type
- Relationships
  - data that is used to drive the generic algorithms
  - design information shared across development



#### **Case Study/Homework:**

*"UML 2: A model-driven development tool" by Bran Selic* 

- What are the alternatives?
- How hard are they to implement?
- Is there support from the community?





# **MOF Action Semantics**

- EMF has limited Behavioral Modeling support
- Action semantics capture the behavior of a model (i.e., how the model behaves)
- Actions semantics has been proposed for UML 2.0.
  - Variants appear in Executable UML
- Let's talk more about Action semantics and Object Constraint Language (OCL) on Monday



