Aspektovo-orientovaný vývoj softvéru 2021/22

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Each question allows for one particular choice of what is to be described. Please stick to that one choice that you made: one language, feature, pattern, technique...). Do not make an overview instead. Clarifying examples indicated in a corresponding notation in your answers will be highly appreciated.

- 1. (10 b) Explain an aspect-oriented feature of a programming language or framework that you find particularly interesting. Does it support symmetric or asymmetric aspect-oriented programming and could it be used the other way around?
- 2. (10 b) What kind of relatedness of software patterns (including organizational ones) to aspect-oriented software development you find particularly interesting and why?
- **3.** (10 b) What software modeling technique (not necessarily graphical) and what particular feature it provides do you consider most appropriate for aspect-oriented software development and why? Explain its applicability in terms of symmetric and asymmetric aspect-oriented modularization.