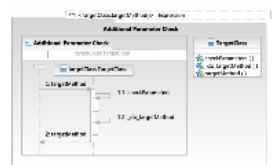
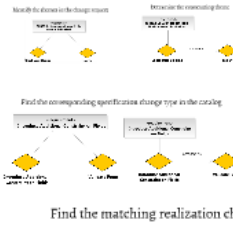
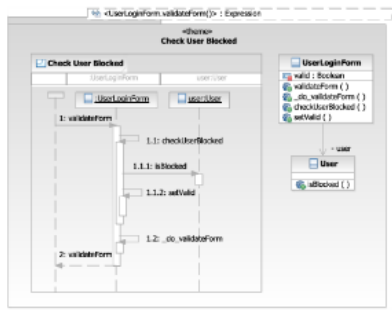


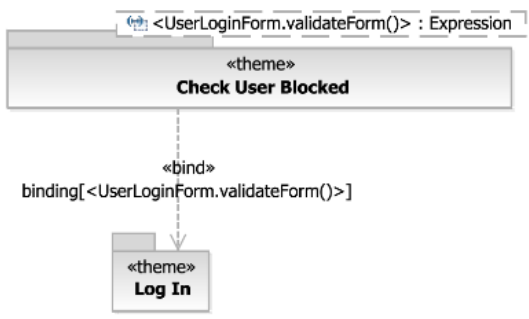
This is a clear transition from the specification to code.
 What does (practical) modeling?
 What is required for the project, help in some areas design features, or improve code, especially in model-driven design.
 How to model changes for their aspect-oriented realization



Use the matching realization change type as a template for the change to be designed



Apply the change to the original model element



> Within the common (non aspect-oriented modeling) we can expect that the larger the change is, more diagrams we have to edit

> In our approach, the change is focused in one diagram and the original design is not being affected at all



Realizing Changes by Aspects at the Design Level

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Engineering**



**SLOVAK UNIVERSITY OF
TECHNOLOGY IN BRATISLAVA
FACULTY OF INFORMATICS
AND INFORMATION TECHNOLOGIES**

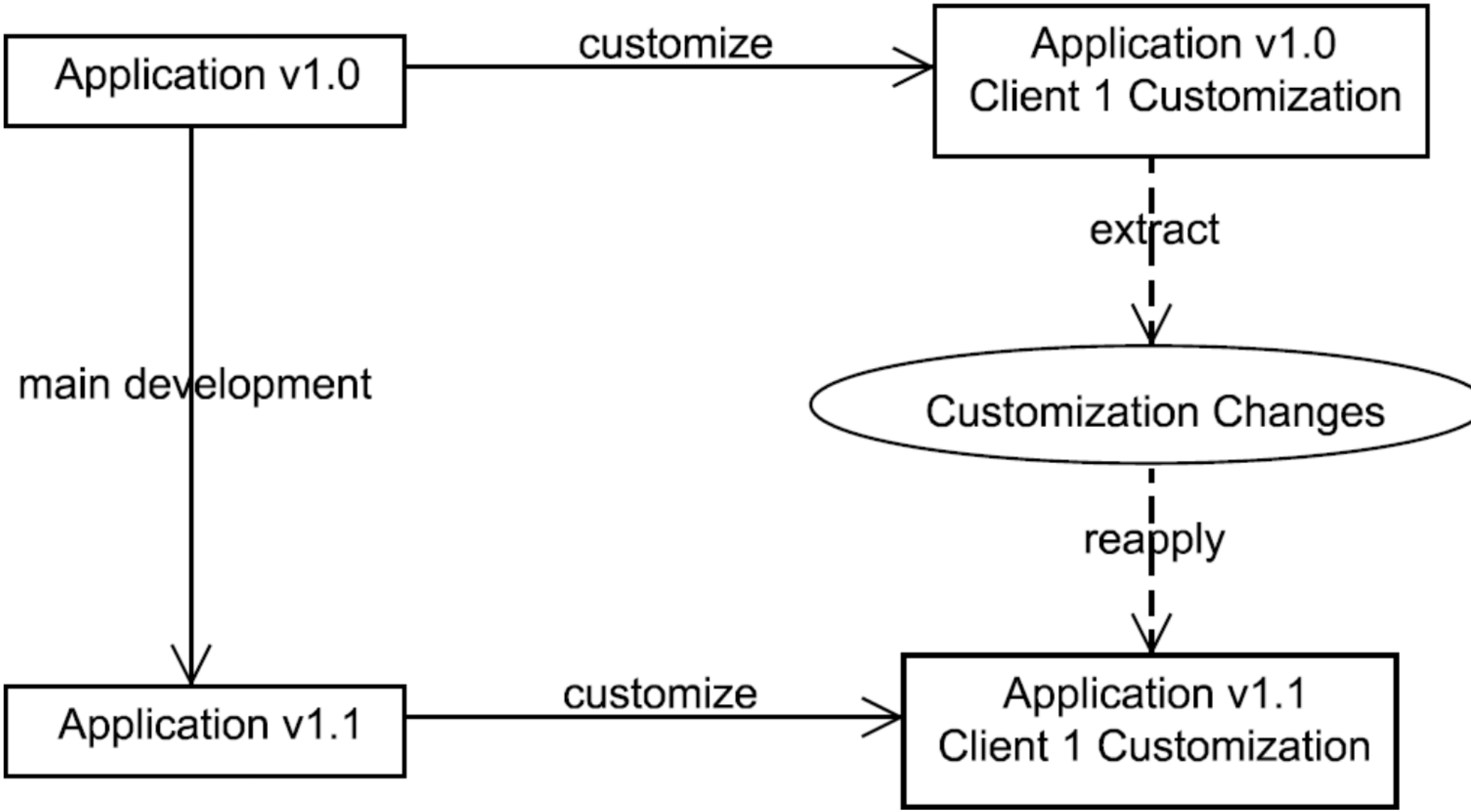
vranic@stuba.sk
fiit.sk/~vranic

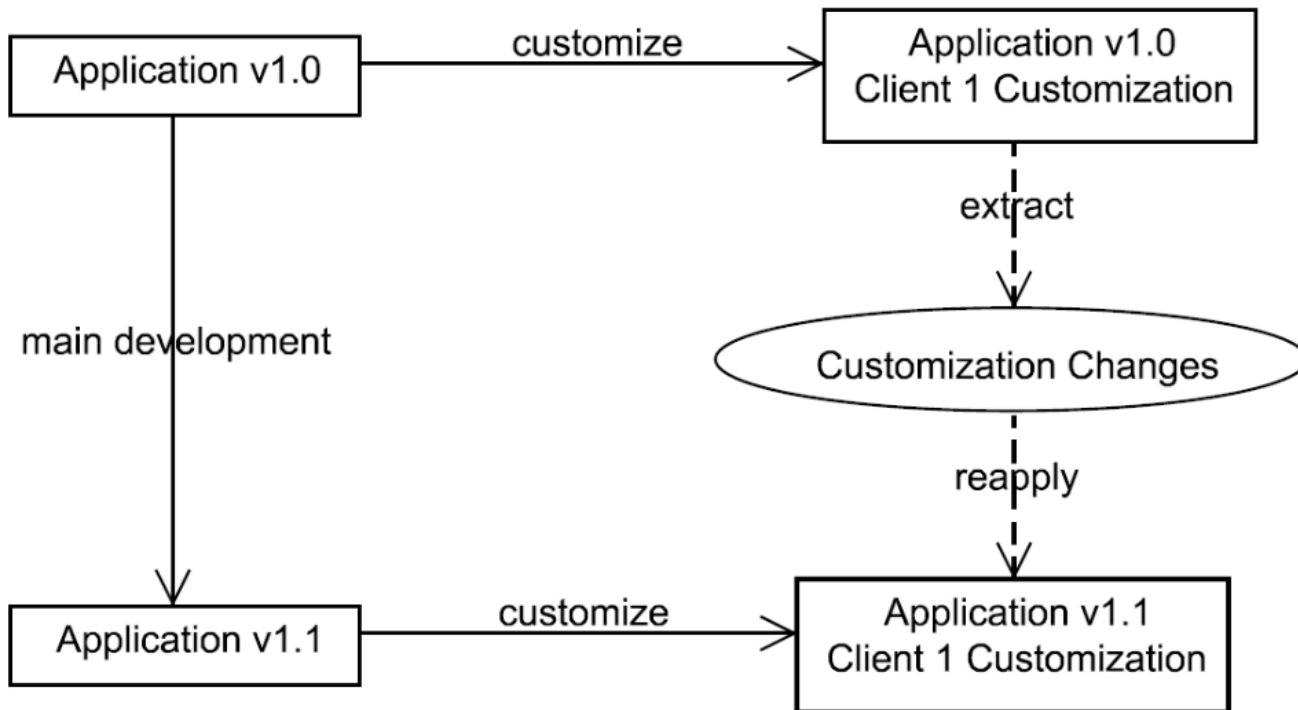
kobliha@centrum.sk

INES 2015

Bratislava, September 5, 2015







Aspects

Aspect-oriented programming, AspectJ...

```
public class Point {  
    private int x;  
    private int y;  
  
    public void setX(int x) { this.x = x; }  
    public void setY(int y) { this.y = y; }  
    public int getX() { return x; }  
    public int getY() { return y; }  
}
```

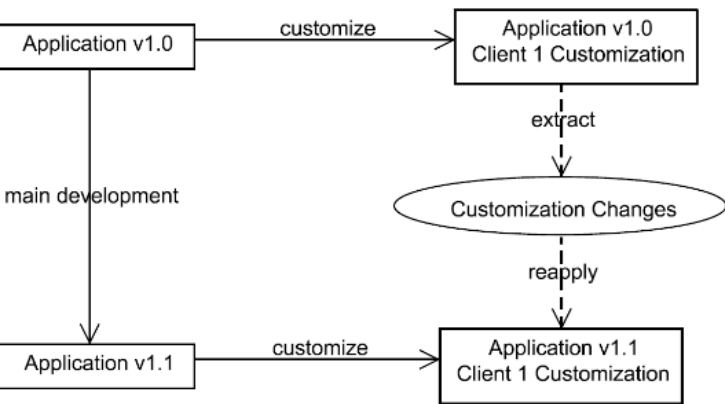
```
public aspect AccessMonitoring {  
    before(): execution(void Point.set*(..)) {  
        System.out.println("Moving a point.");  
    }  
    before(): execution(int Point.get*(..)) {  
        System.out.println("Reading a point.");  
    }  
    after(): execution(* Point.set*(..)) {  
        System.out.println("Moved a point.");  
    }  
    after(): execution(* Point.get*(..)) {  
        System.out.println("Read a point.");  
    }  
}
```

Aspect-oriented programming, AspectJ...

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        System.out.println("Moved a point.");  
    }  
    after(): execution(* Point.get*(..)) {  
        System.out.println("Read a point.");  
    }  
}
```

```
public aspect RangeControl {  
    void around(int x): call(void Point.setX(..) && args(x) {  
        if (x < 0)  
            proceed(640 + x % 640);  
        else if (x > 639)  
            proceed(x % 640);  
        else  
            proceed(x);  
    }  
  
    void around(int y): call(void Point.setY(..) && args(y) {  
        if (y < 0)  
            proceed(400 + y % 400);  
        else if (y > 399)  
            proceed(y % 400);  
        else  
            proceed(y);  
    }  
}
```

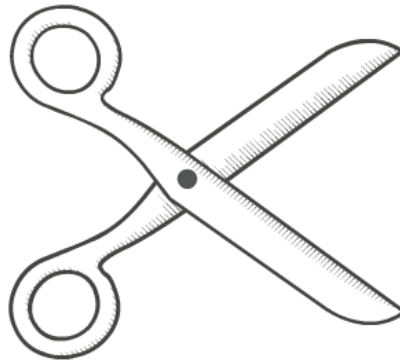


→ Aspects →

Aspect-oriented
change realization

CHRo3:

The administrator should be able to block and unblock an account from the accounts view.



Change CHRo3-1: The administrator can block and unblock an account from the accounts view

Change CHRo3-2: A user cannot log in if his/her account is blocked

Change CHRo3-1: The administrator can block and unblock an account from the accounts view



Aspects

Change CHRo3-2: A user cannot log in if his/her account is blocked

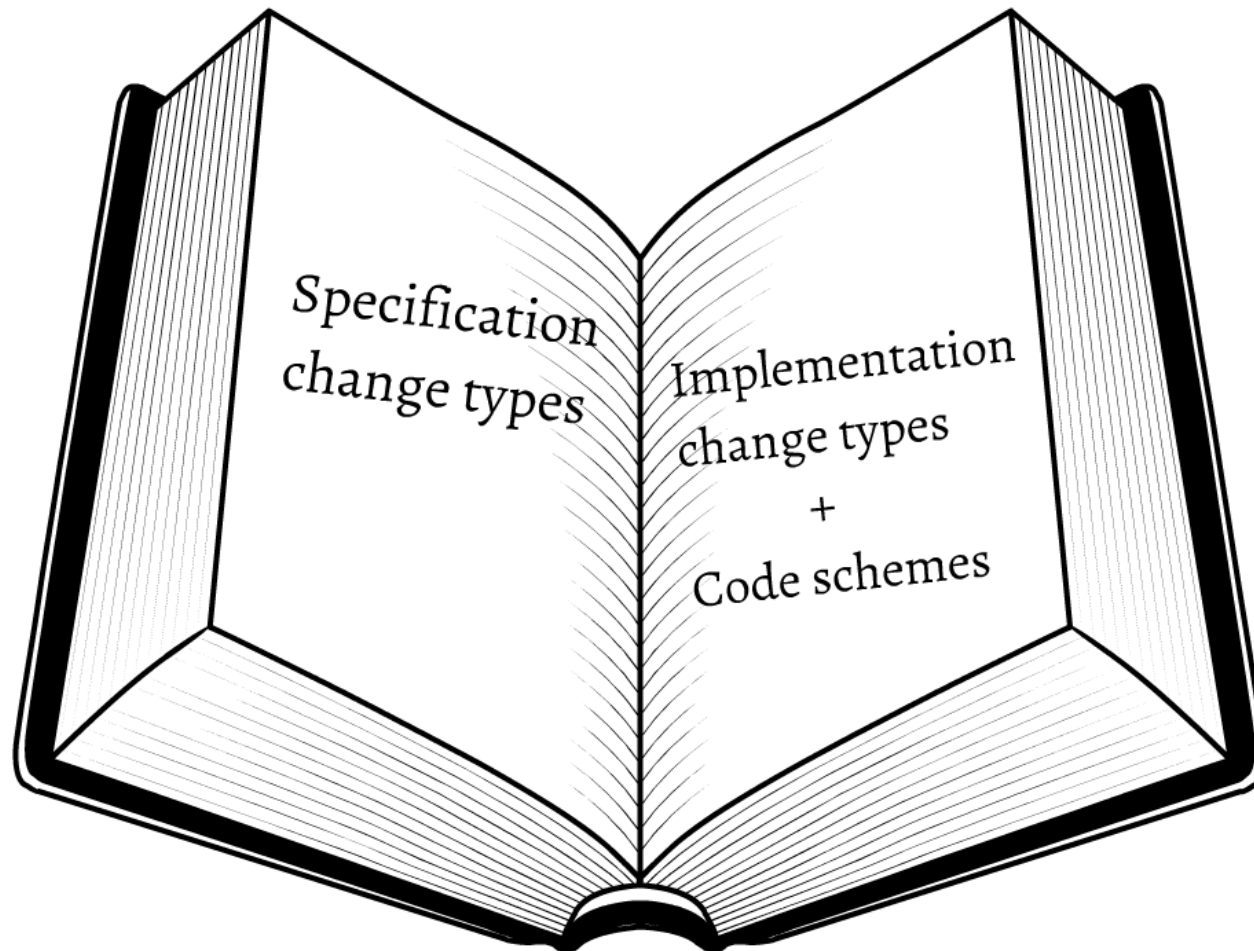
But how to
make them ?

> Different changes share essential properties forming change types

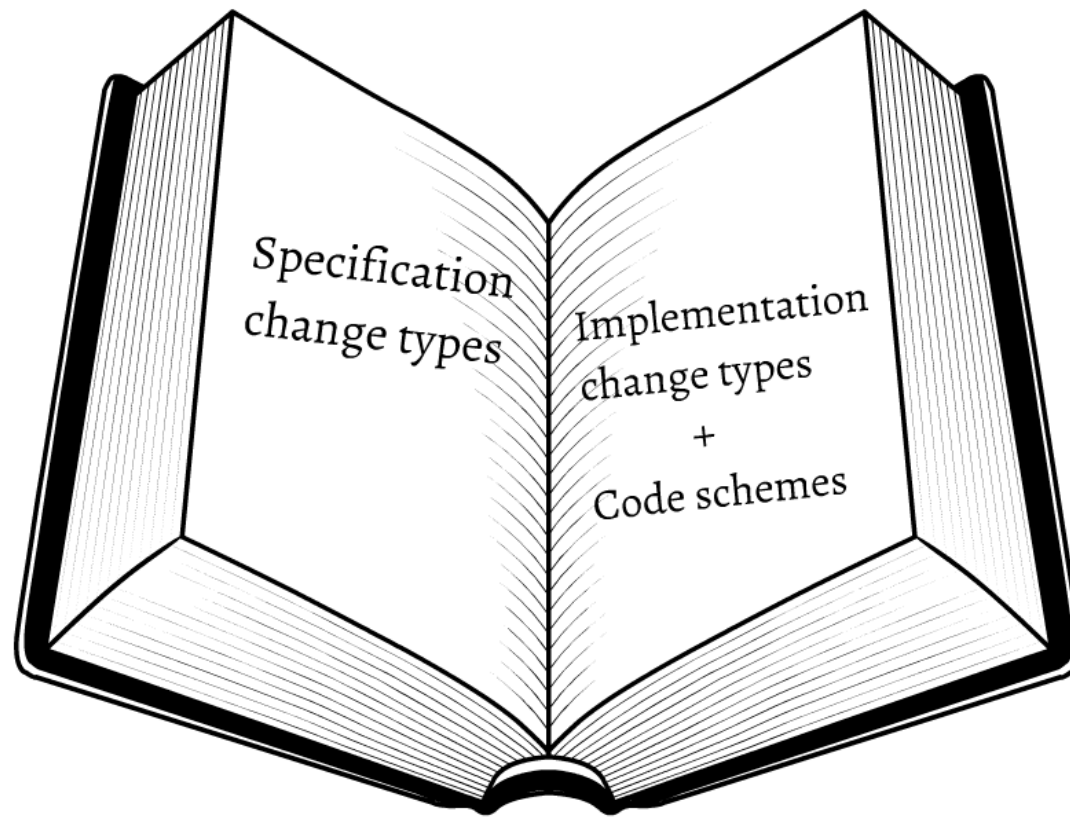
> This happens both at the specification and implementation level

> Different changes share essential properties forming change types

> This happens both at the specification and implementation level

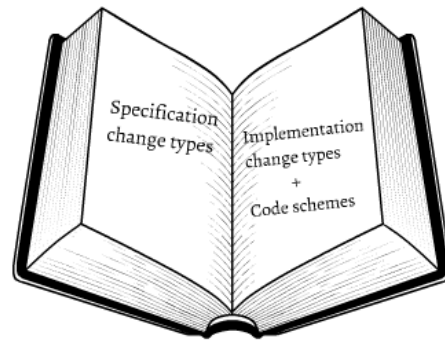


Catalog of change types



Catalog of change types

1. Generalize the change (description)
2. Find the corresponding specification change type in the catalog
3. Apply the matching implementation type with its code scheme



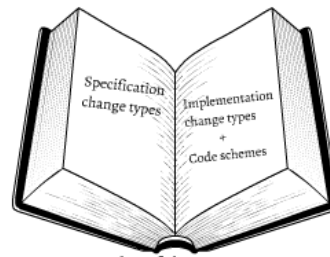
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> This is a direct transition from the specification to code

> What about (graphical) modeling?


> May be required by the project, help communicate design decisions, or improve reuse, especially in model-driven settings



Catalog of change types

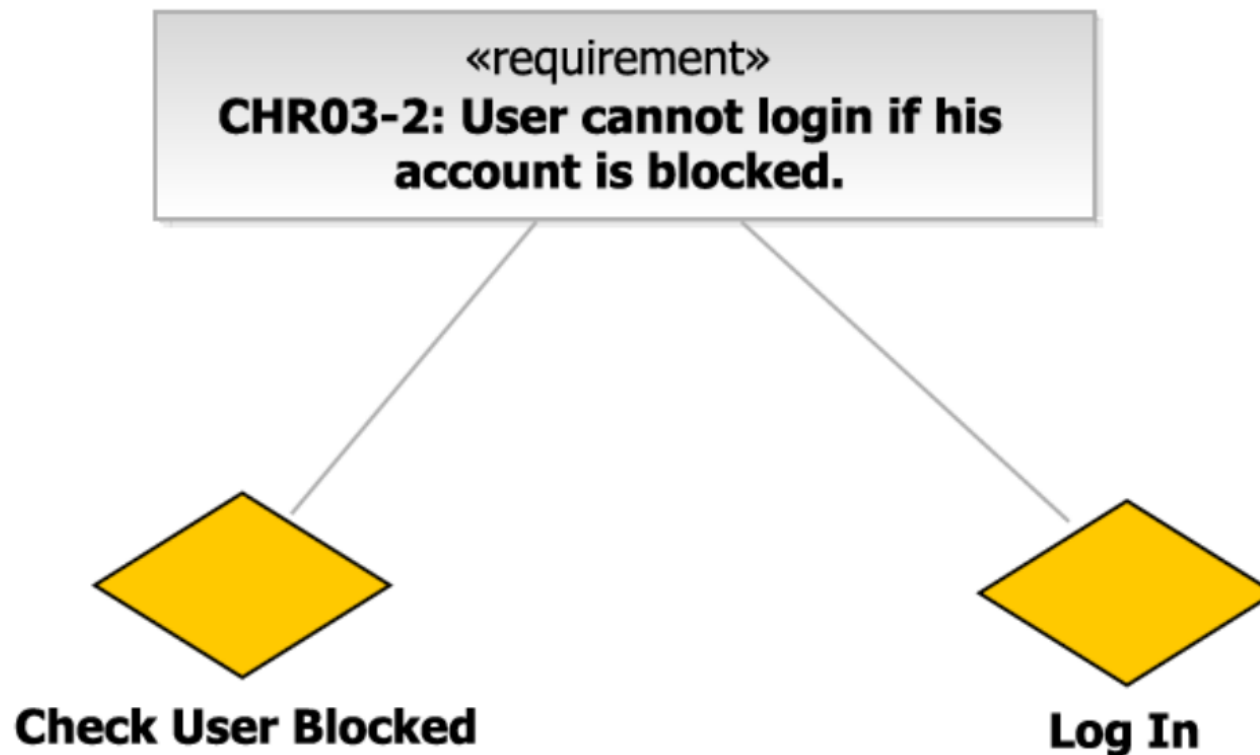
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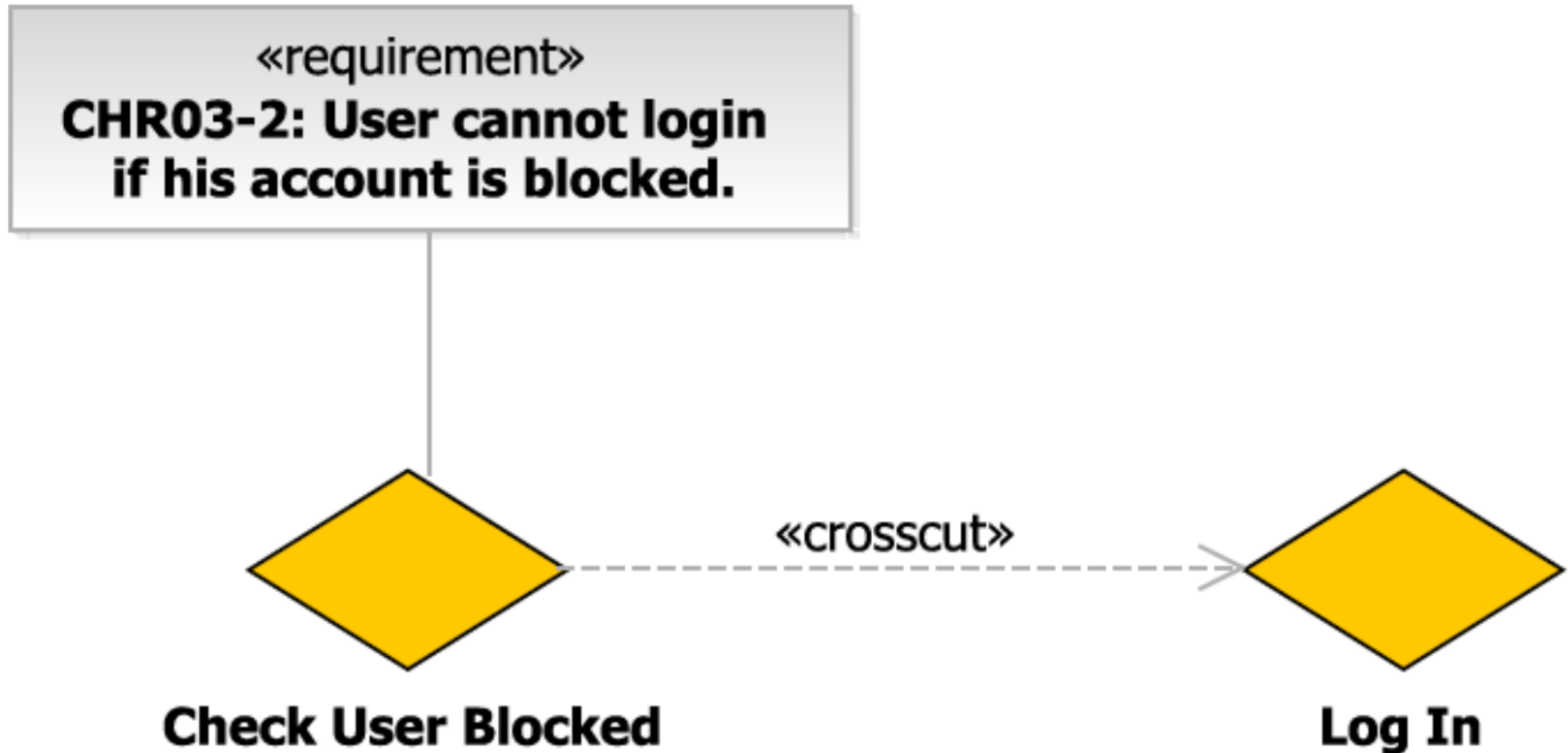
How to model changes for their
aspect-oriented realization 

- > No industry accepted approach to aspect-oriented modeling
- > We used Theme: software models expressed in terms of so-called *themes*, i.e., concerns
- > Theme/Doc: specification/analysis (requirements and themes)
- > Theme/UML: design (themes as parameterized packages)

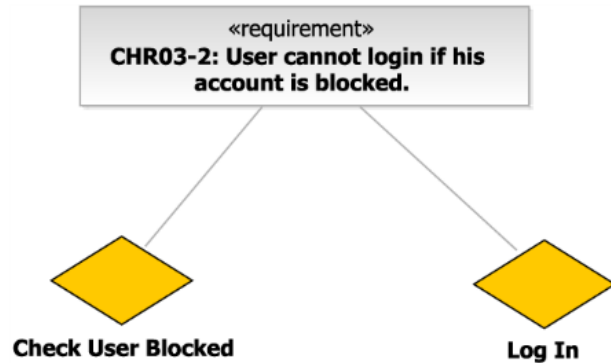
Identify the themes in the change request



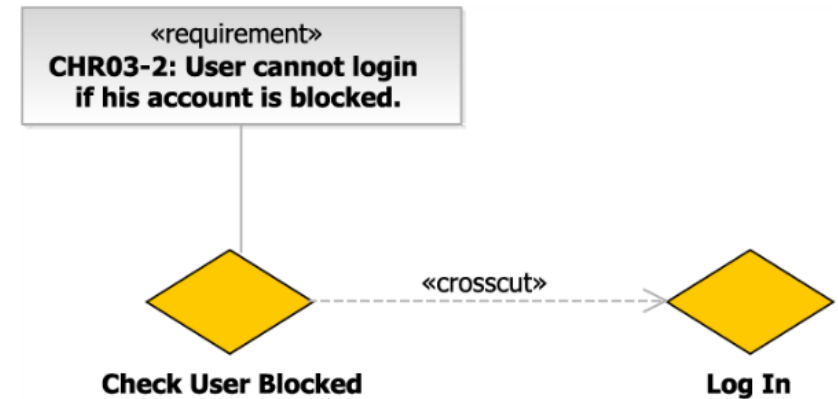
Determine the crosscutting theme



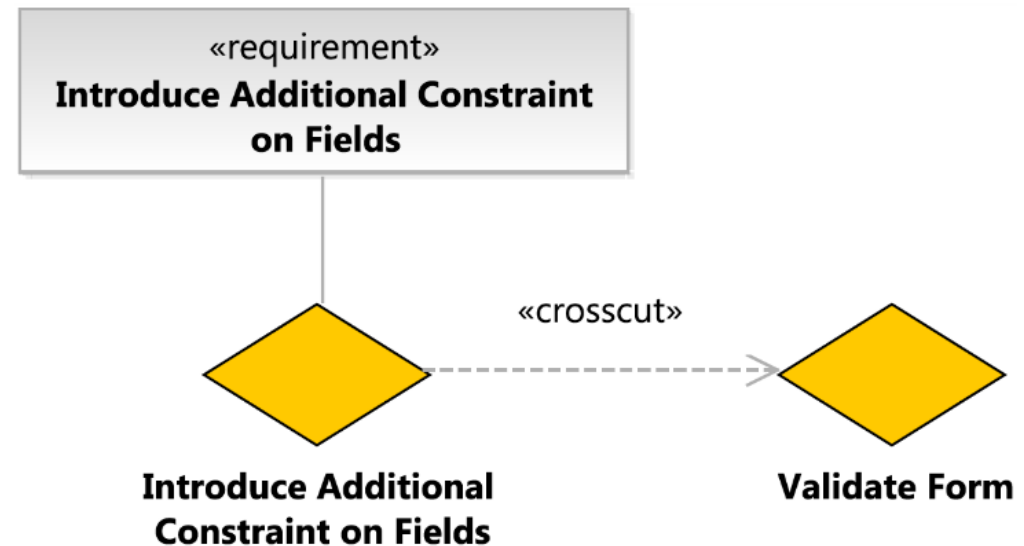
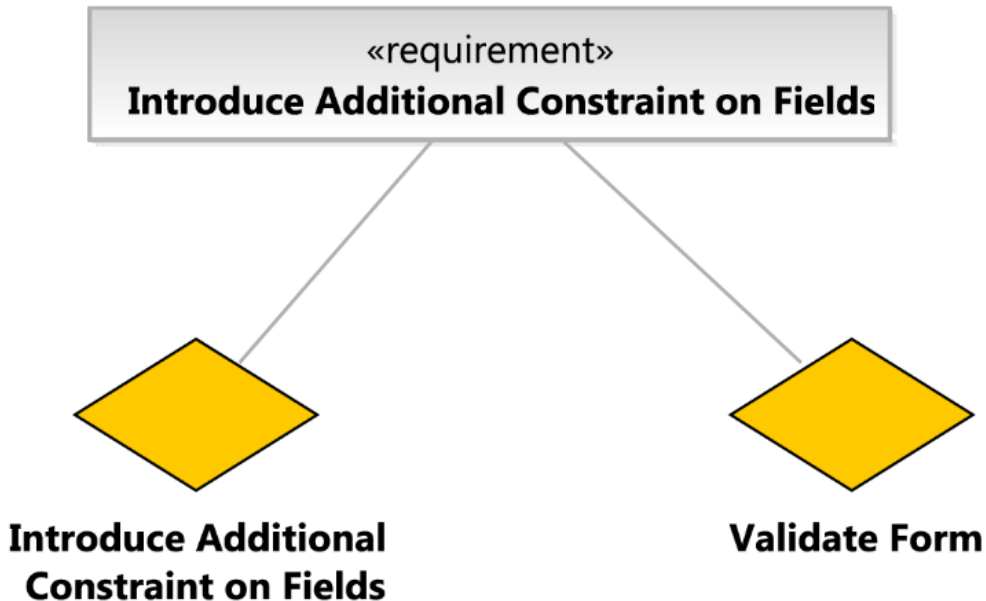
Identify the themes in the change request



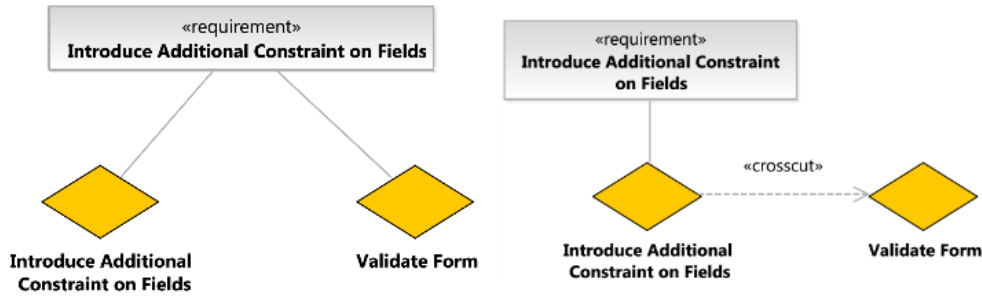
Determine the crosscutting theme



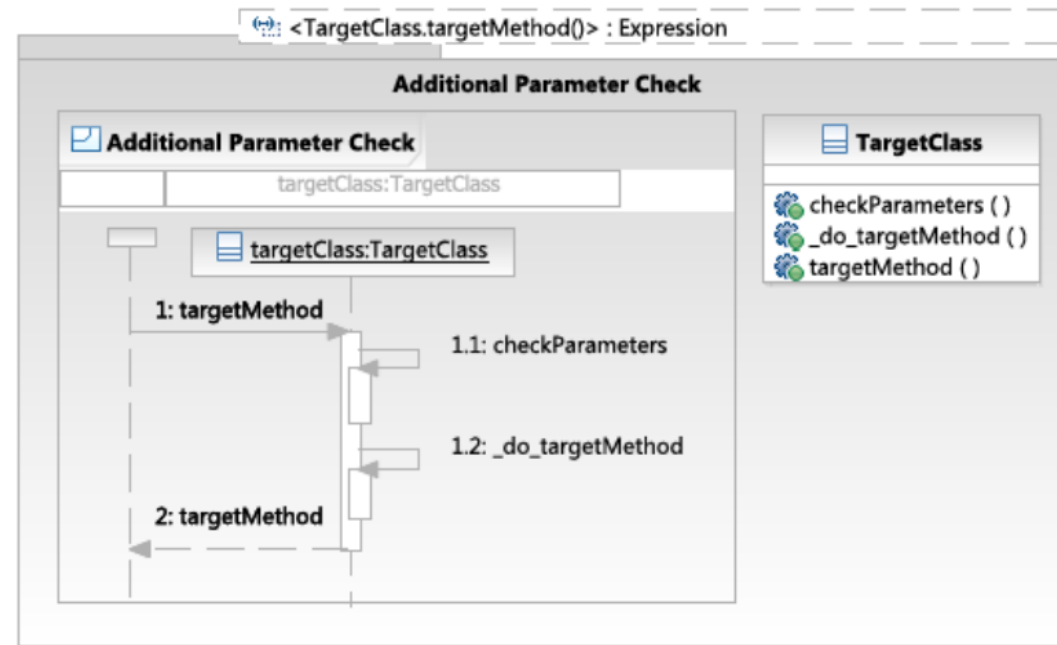
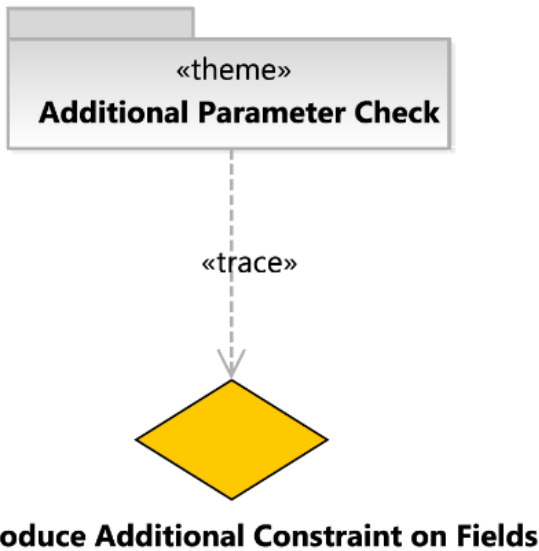
Find the corresponding specification change type in the catalog

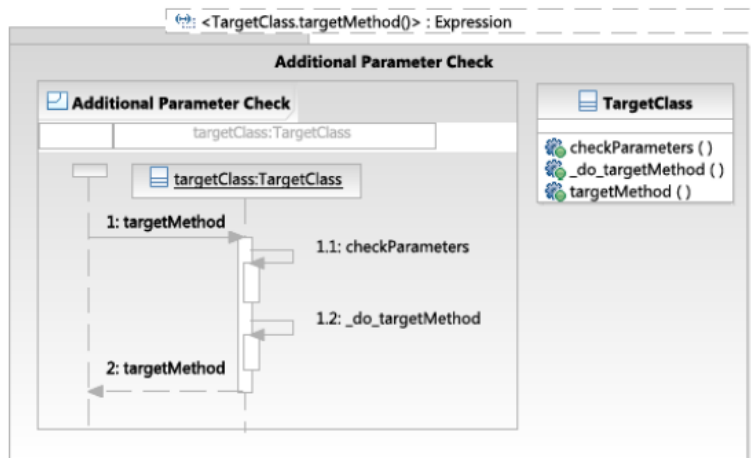


Find the corresponding specification change type in the catalog

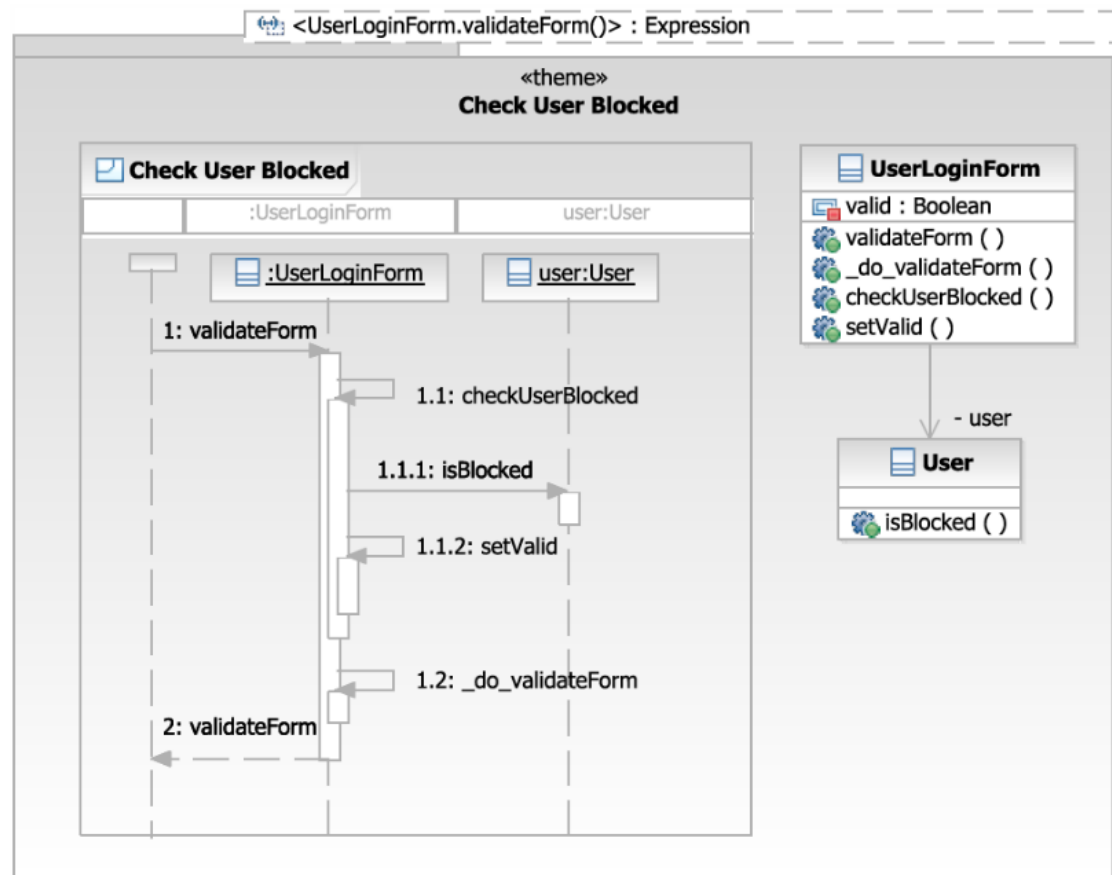


Find the matching realization change type in the catalog

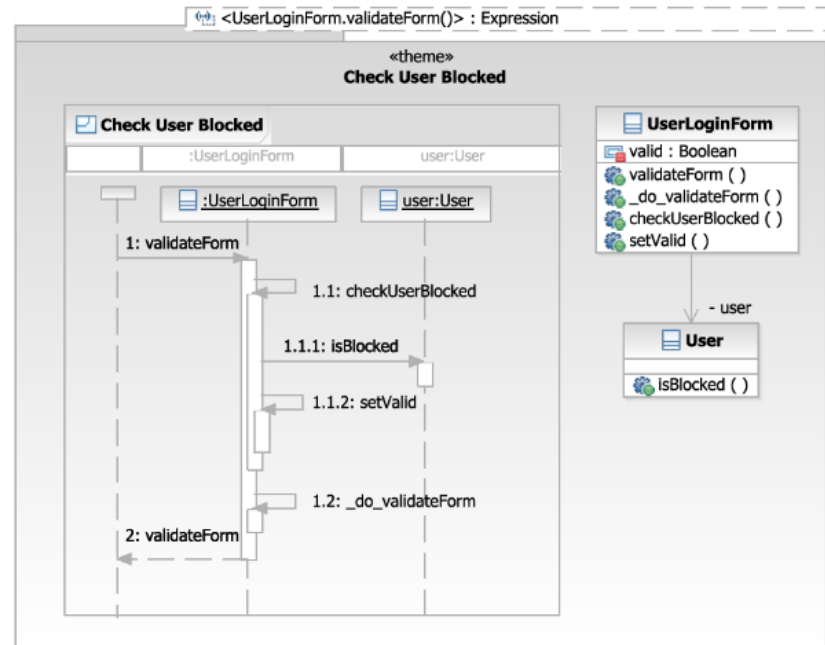




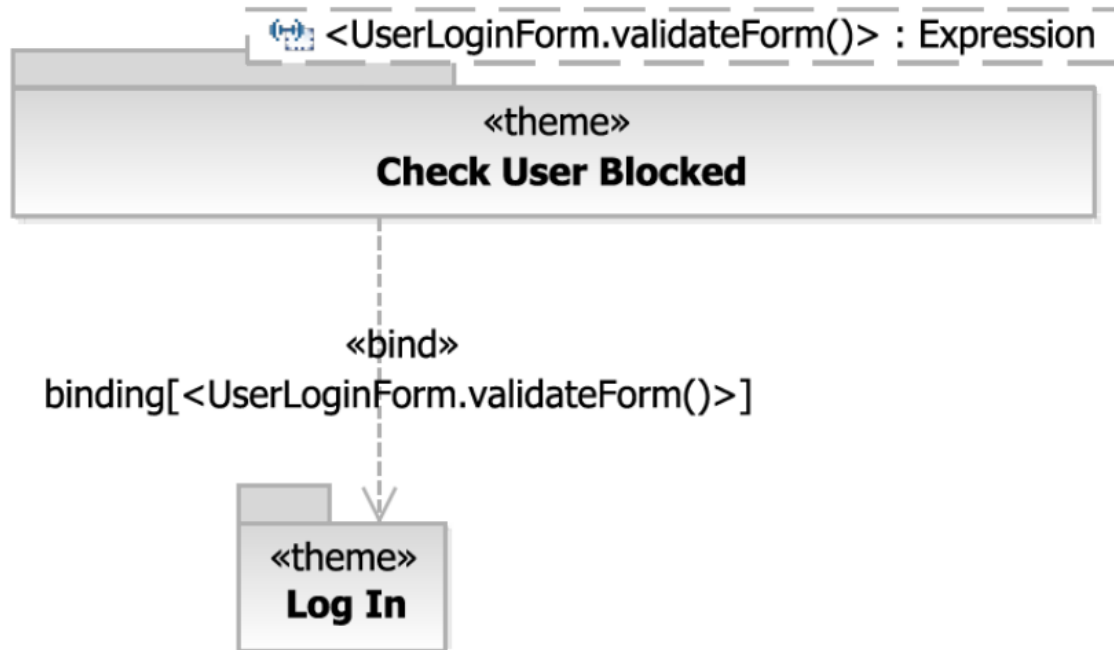
Use the matching realization change type as a template for the change to be designed



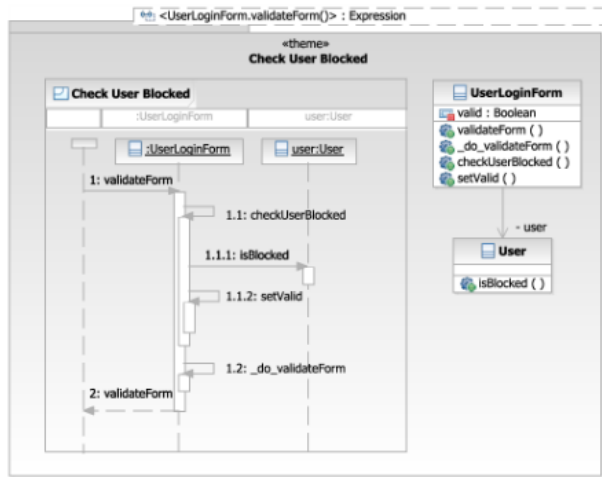
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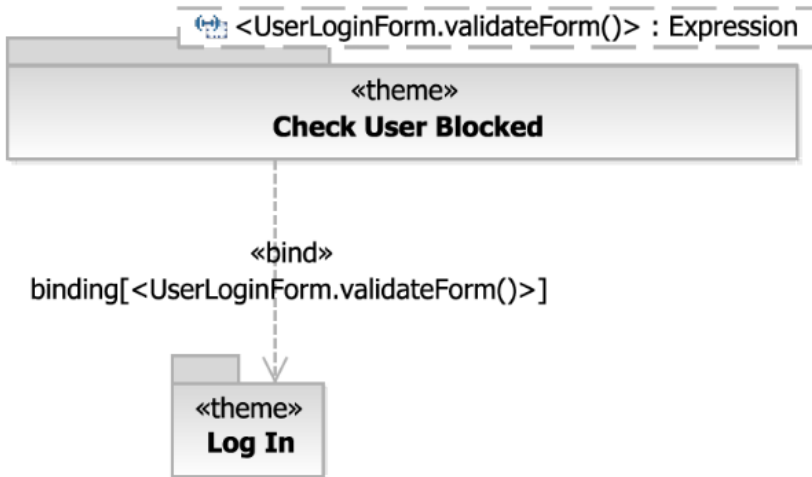
Apply the change to the original model element



Use the matching realization change type as a template for the change to be designed

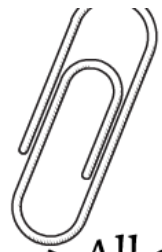


Apply the change to the original model element



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Summary

- > All change types from the existing catalog for the domain of web applications have been modeled: 11 specification change types and 7 implementation change types
- > A UML profile for Theme/Doc and Theme/UML has been designed and implemented in IBM Rational Software Architect
- > The evaluation was conducted on a real web mail system
- > Two change requests for the web mail system were studied, analyzed, designed, and implemented
- > The variants of change types should be recorded, including the implementation technology
- > The feedback from the developers would help improve the catalog



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