# Software Engineering Model Driven Architecture Applications of Metamodeling

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21.07.2011

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# Applications of Metamodeling

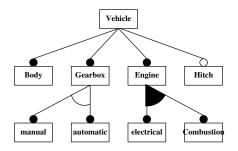
#### Feature Modeling

- ► Feature models are a tool for domain analysis
  - Provide a hierarchical view of features and their dependencies
  - Establish an ontology for categorization
- Visualized by feature diagrams
- Conceived for software domain analysis: Kang, Cohen, Hess, Novak, Peterson. Feature-Oriented Domain Analysis (FODA) Feasibility Study. Technical report CMU/SEI-90-TR-21. 1990.
- ▶ Popularized for Generative Programming by Czarnecki and Eisenäcker
- Also for analyzing other domains



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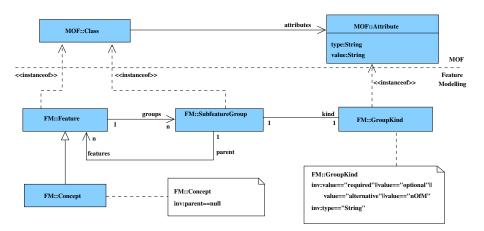
#### Example



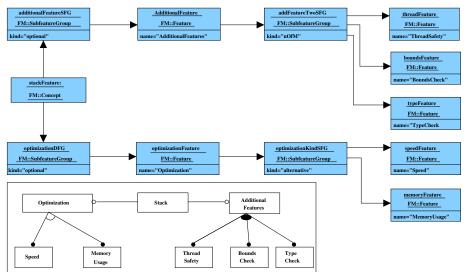
- Hierarchical, but **not** is-a relation (as in a class diagram)
- Features may be qualified as required, optional, alternative, or n-of-m (selection)

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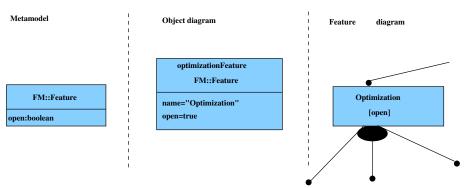
#### MOF-based Metamodel



#### Feature Model in Abstract Syntax



#### Extended Metamodel and Concrete Syntax



#### New feature $\Rightarrow$

- new attribute in metamodel
- new slot in model
- extension of concrete syntax



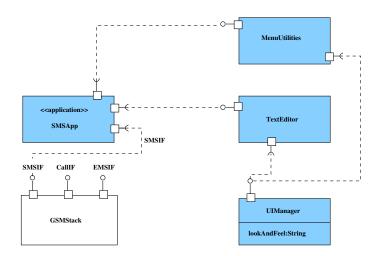
# Applications of Metamodeling

#### Component Modeling

- ▶ Domain specific modeling language for small and embedded systems
- Main abstraction: component
- A component may
  - provide services via interfaces
  - require services via interfaces
  - have configuration parameters
  - be an application (does not provide services)

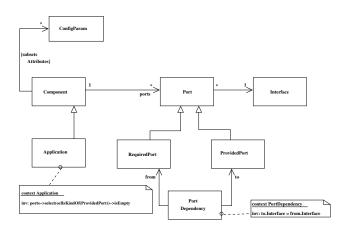
# Component Modeling

#### Example



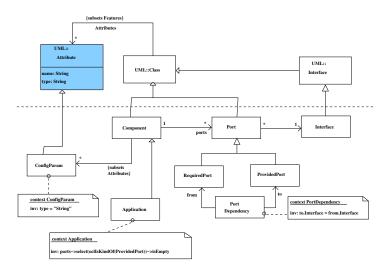
## Component Modeling

#### Simple Component Metamodel



# Component Modeling

### MOF-based Simple Component Metamodel



## Pitfalls in Metamodeling

#### How to avoid

- confusion with UML notation
- mixing metalevels

## Central question

▶ what is the mapping to a programming language?

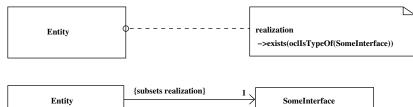
## Interfaces

#### Every instance of **Entity** should implement **SomeInterface**

wrong approach



book solution use OCL or subsetting of metaassociation



## Interfaces/2

#### Every instance of **Entity** should implement **SomeInterface**

## Dependency

- ▶ Problem: A Component may depend from multiple Interfaces because the Component may invoke operations of the Interfaces.
- wrong approach "metaclass Component depends on metaclass Interface"



correct solution a metaassociation "uses"



## Identifying Attribute

An **Entity** must have an identifying attribute with name ID and type String. **Entity** is a subclass of **UML::Class**.

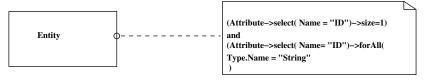
wrong approach



defines a tagged value ID for all **Entity** instances in the model

## Identifying Attribute

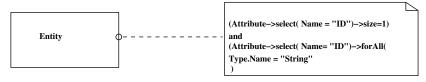
correct solution



- there must be exactly one attribute with name ID
- ▶ all attributes named ID must have type String

## Identifying Attribute

correct solution

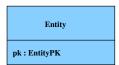


- there must be exactly one attribute with name ID
- all attributes named ID must have type String
- ▶ incorrect attempt

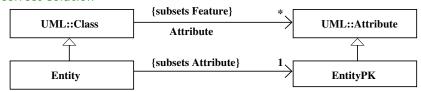
```
context Entity inv:
   Attribute
   ->select (Name="ID" and Type.Name="String")
   ->size() = 1
```

## Primary Key Attribute

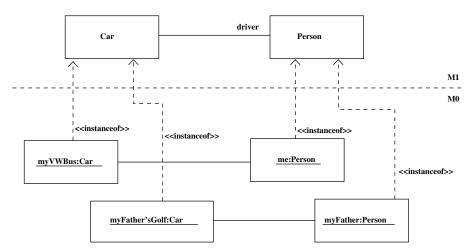
Each instance of **Entity** must have exactly one attribute of type **EntityPK**, where **EntityPK** is a subclass of **Attribute**.



- wrong approach
- correct solution



## Metalevels and Instanceof

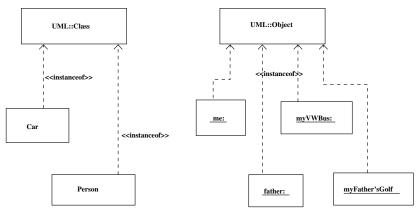


- Objects are instances of classes
- Links are instances of associations



## Metalevels and Instanceof

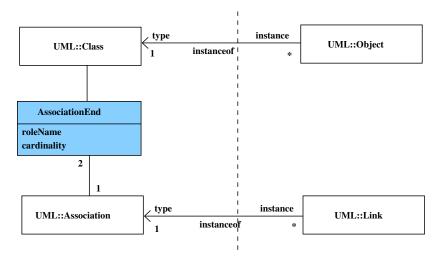
#### Model Elements as Instances of Metamodel Elements



- ► The Auto and Person classes are instances of the MOF metaclass UML::Class
- ► The objects **me**: and **myFather**: are instances of the MOF metaclass

## Metalevels and Instanceof

#### A Look at the Metamodel



⇒ two different instanceof relations



## Summary

- Metamodeling required for customizing UML
- OMG relies on MOF to define profiles
- ▶ OCL defines static semantics of models
- Metalevels should not be confused

