# Generating Software from Specifications

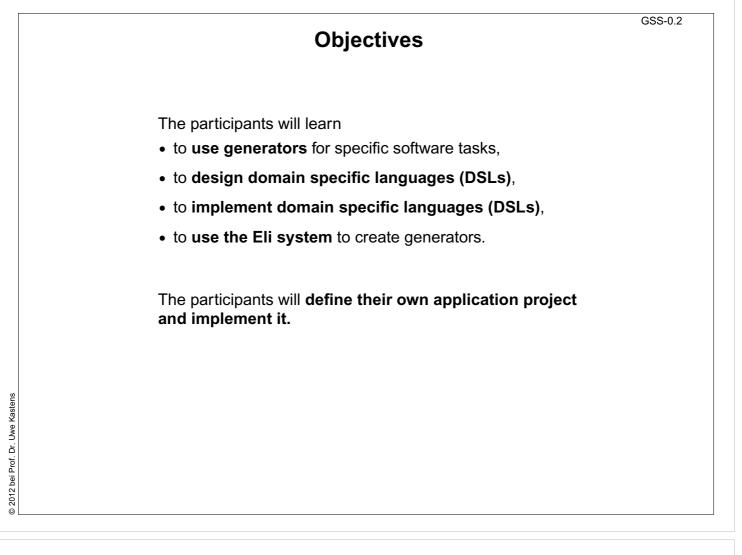
Prof. Dr. Uwe Kastens

WS 2013 / 14

Lecture Generating Software from Specifications WS 2013/14 / Slide 001

**Objectives:** Start

**In the lecture:** Welcome



## **Objectives:**

Be aware of the objectives

**In the lecture:** Items are explained

**Questions:** Do these objectives fit to yours?

	<b>-</b>	GSS-0.3
	Contents	
		Chapter in GSS Book
1. Introduction		1
2. Constructing Trees		6
3. Visiting Trees		4
4. Names, Entities, and Properties		3
5. Binding Names to Entities		5
6. Structured Output		2
7. Library of Specification Modules		-
8. An Integrated Approach (Structure Generator)		7
9. Individual Projects		-
10.Visual Languages Developed using DEViL		
Phase 1:	Phase 1: Lectures, practical tutorials, and individual work are tightly interleaved	
Phase 2:	e 2: Participants work in groups on their projects. During lecture hours advice is given, problems are discussed, and experience are exchanged.	

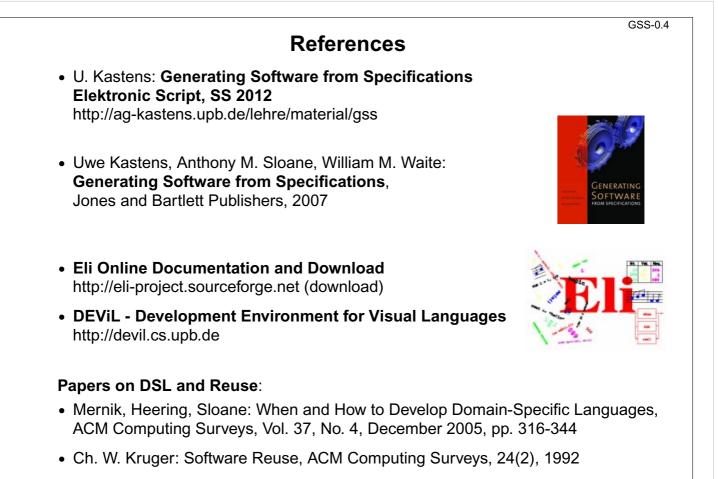
## **Objectives**:

Understand the lecture outline

## In the lecture:

It will be explained

- Order of the topics,
- interleaving with practical work,
- project work.



• R. Prieto-Diaz: Status Report: Software reusability, IEEE Software, 10(3), 1993

# Lecture Generating Software from Specifications WS 2013/14 / Slide 004

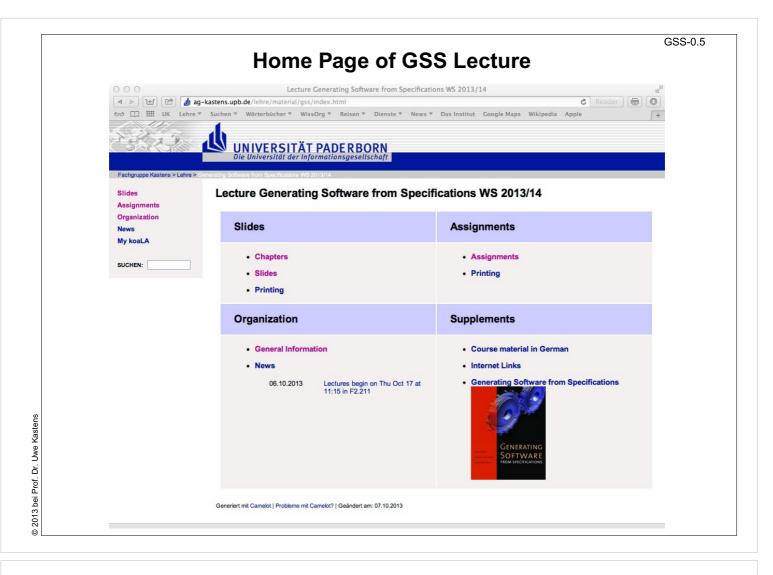
## **Objectives**:

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Know where to access which information

## In the lecture:

The charactristics of the references will be explained.

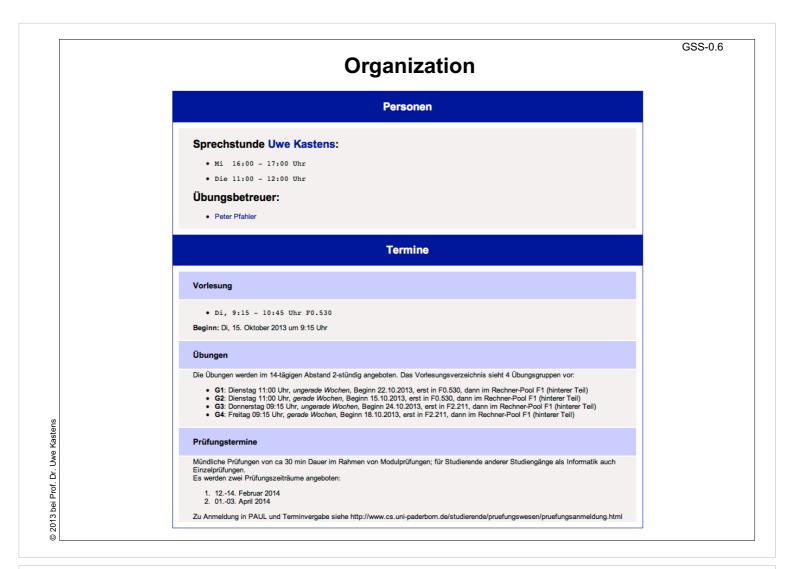


## **Objectives:**

Find the GSS home page

#### In the lecture:

It will be explained how to use the lecture material.



## **Objectives:**

Find the GSS home page

#### In the lecture:

The organization of the lecture will be explained.