GSS-0.1

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

The participants will learn

- to use generators for specific software tasks,
- to design domain specific languages (DSLs),
- to implement domain specific languages (DSLs),
- to use the Eli system to create generators.

The participants will define their own application project and implement it.

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Objectives:

Be aware of the objectives

In the lecture:

Items are explained

Questions:

Do these objectives fit to yours?

el Prof. Ur. Uwe Kastens

	GSS-0.3
Contonte	

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		Chapter in GSS Book
1. Introducti	ion	1
2. Construc	ting Trees	6
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4. Names, E	Entities, and Properties	3
5. Binding N	lames to Entities	5
6. Structure	d Output	2
7. Library of	f Specification Modules	-
8. An Integr	ated Approach (Structure Generator)	7
9. Individua	l Projects	-
10.Visual Languages Developed using DEViL		
Phase 1:	Phase 1: Lectures, practical tutorials, and individual work are tightly interleaved	
Phase 2: Participants work in groups on their projects. During lecture hours advice is given, problems are discussed,		

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Objectives:

Understand the lecture outline

In the lecture:

It will be explained

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

References

 U. Kastens: Generating Software from Specifications Elektronic Script, SS 2012 http://ag-kastens.upb.de/lehre/material/gss

and experience are exchanged.

 Uwe Kastens, Anthony M. Sloane, William M. Waite: Generating Software from Specifications, Jones and Bartlett Publishers, 2007



- Eli Online Documentation and Download http://eli-project.sourceforge.net (download)
- DEViL Development Environment for Visual Languages http://devil.cs.upb.de



Papers on DSL and Reuse:

- Mernik, Heering, Sloane: When and How to Develop Domain-Specific Languages, ACM Computing Surveys, Vol. 37, No. 4, December 2005, pp. 316-344
- Ch. W. Kruger: Software Reuse, ACM Computing Surveys, 24(2), 1992
- R. Prieto-Diaz: Status Report: Software reusability, IEEE Software, 10(3), 1993

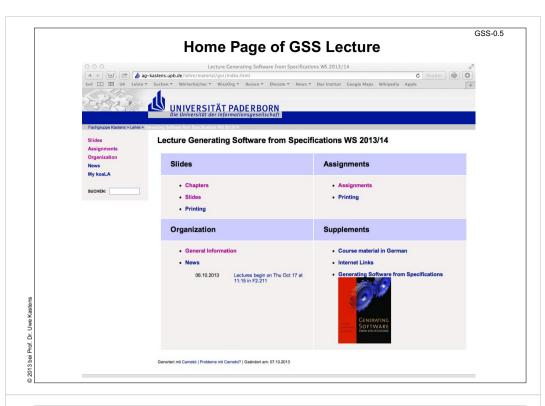
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Objectives:

Know where to access which information

In the lecture:

The charactristics of the references will be explained.



GSS-0.6 **Organization** Personen Sprechstunde Uwe Kastens: • Mi 16:00 - 17:00 Uhr • Die 11:00 - 12:00 Uhr Übungsbetreuer: Peter Pfahle Termine Vorlesung • Di, 9:15 - 10:45 Uhr F0.530 Beginn: Di, 15. Oktober 2013 um 9:15 Uhr Die Übungen werden im 14-tägigen Abstand 2-stündig angeboten. Das Vorlesungsverzeichnis sieht 4 Übungsgruppen vor: G1: Dienstag 11:00 Uhr, ungerade Wochen, Beginn 22.10.2013, erst in F0.530, dann im Rechner-Pool F1 (hinterer Teil) G2: Dienstag 11:00 Uhr, gerade Wochen, Beginn 15.10.2013, erst in F0.530, dann im Rechner-Pool F1 (hinterer Teil) G3: Donnerstag 09:15 Uhr, ungerade Wochen, Beginn 41.0210; erst in F2.211, dann im Rechner-Pool F1 (hinterer Teil) G4: Freitag 09:15 Uhr, gerade Wochen, Beginn 18.10.2013, erst in F2.211, dann im Rechner-Pool F1 (hinterer Teil) Mündliche Prüfungen von ca 30 min Dauer im Rahmen von Modulprüfungen; für Studierende anderer Studiengänge als Informatik auch Einzelprüfungen. Es werden zwei Prüfungszeiträume angeboten Zu Anmeldung in PAUL und Terminvergabe siehe http://www.cs.uni-paderborn.de/studierende/pruefungswesen/pruefungsanmeldung.html

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Objectives:

Find the GSS home page

In the lecture:

It will be explained how to use the lecture material.

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Objectives:

Find the GSS home page

In the lecture:

The organization of the lecture will be explained.