

# MDA-based Teaching and Research in Software Engineering

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## Plan

- Myself
- Model Driven Architecture
- MDA based Research
- Sample 1: Empirical Research
- MDA based Teaching
- Sample 2: Software Development Course

## Research Overview

- Formal Methods
  - Formal verification of programs
  - Investigation of a specification language
  - Formalizations in MultiMedia
- Consistency in UML
  - Series of workshops on MoDELS
  - Classification framework
    - *Consistency Issues in Modelling*
- Didactics
  - Educators Symposium on MoDELS
    - *Best Practices for Teaching UML Based Software: MoDELS 2004*
- Software Development and Empirical Methods
  - Validation of stereotypes with experiments
    - *Empirical assessment of using stereotypes to improve comprehension of UML models: A set of experiments*
  - Validation using survey
    - Empirical extension of a classification framework for addressing consistency in model based development

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## Teaching Overview

- WUT
  - OO Software Development,
  - Formal methods in SE
- BIT
  - OO Software Development – 1<sup>st</sup> y BSc level
  - Product Line Architecture – 2<sup>nd</sup> y MSc level
  - Master Thesis course – 2<sup>nd</sup> y MSc level
- Double Diploma BIT - WUT
  - Research Methodology
- NUR – National University of Rwanda
  - OO Software Development
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  - Master Thesis
- NU – Newcastle University
  - Introduction to UML

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## MDA

## OMG 's MDA

### Object Management Group (OMG)

an open membership, not-for-profit consortium  
that produces and maintains computer industry specifications  
for interoperable enterprise applications.

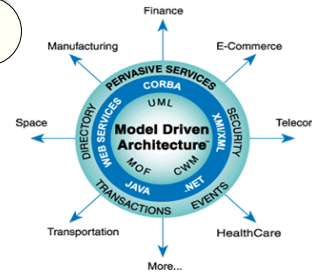
- Bad news
  - There will never be a single OS, PL, Network Architecture that replaces all that have passed*
- Good news
  - You can still manage to build systems economically in this environment*
- Remedy
  - A specific approach to software development – Model Driven Architecture (MDA)*

## OMG's MDA

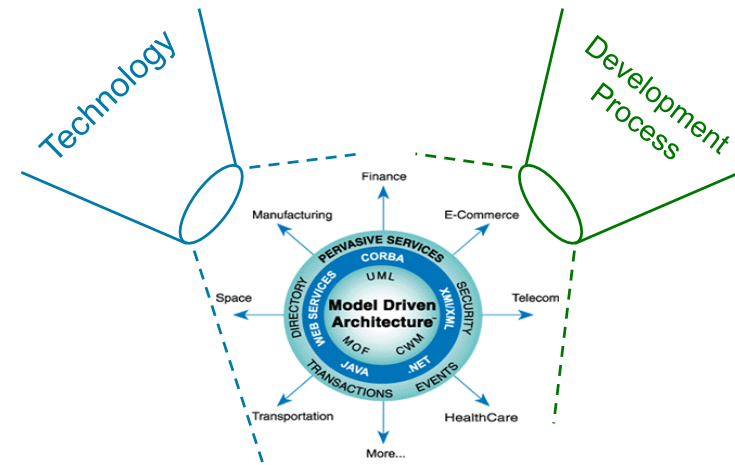
- Provides **open, vendor neutral** approach to the challenge of technology change.
- Is a broad **conceptual framework** that describes an overall approach to software development.
- Is the OMG **implementation of MDD** approach to software development by **standards** and a set of **tools** that can be used within MDD.

- Based on OMG standards **separates application logic** from **underlying platform technology**
- Does not define** a particular **software architecture** or an architectural style
- Raises the level of abstraction** in software development.

- CIM** - Computation Independent business functionality and behaviour
- PIM** - Platform Independent software functionality and behaviour
- PSM** - Platform Specific realisation of the PIM on a given platform/technology

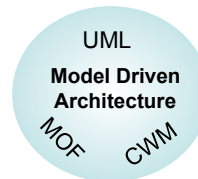


## MDA Aspects / Perspectives



## MDA Core Standards - Technology Space

- MOF - Meta-Object Facility**
  - an abstract **language** and a framework for specifying, **constructing**, and managing *technology neutral* **metamodels** => languages
- UML - Unified Modeling Language**
  - a graphical language for specifying, constructing, visualizing & documenting the artifacts of distributed object oriented systems
- XMI - XML Metadata Interchange**
  - technology mappings from MOF metamodels conforming to XML DTDs and XML documents.
- Others still coming ....



*Represents a collection of best engineering practices that have proven successful in modeling of large and complex systems.*

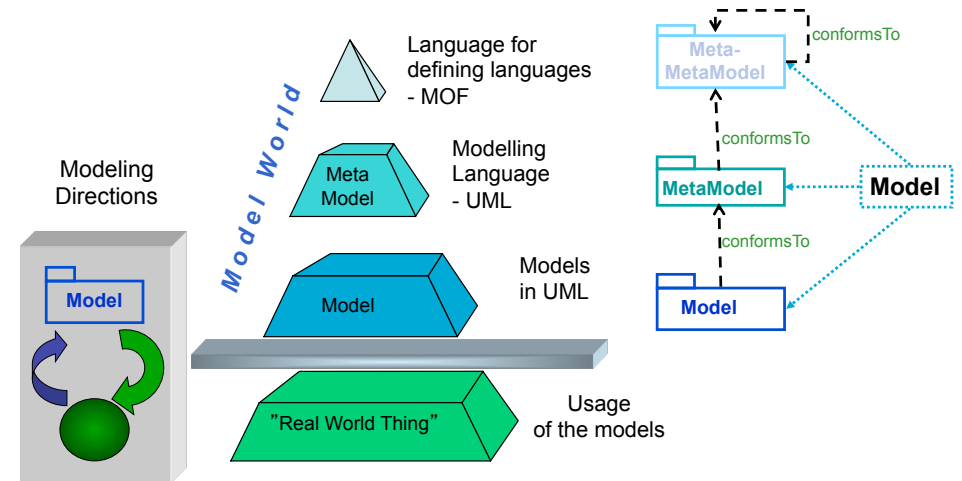
## MDA: Development Process Perspective

- MDA (Model-Driven Architecture) is a type of MDD (Model-Driven Development)
- Not a Software Architecture design
  - "Architecture" refers to a framework of concepts, tools etc.
- But a Development Paradigm
  - Approach* to developing software

## MDA: Development Process Perspective

- MDA = **approach + tools** for:
  - **Specifying**
    - platform-independent system – application platforms
  - Choosing
    - a platform for the system
  - **Transforming**
    - the platform-independent specification into a platform-specific one
- Concepts
  - Application : the functionality being developed
  - Platform : technology that provides functionality through interfaces and usage patterns (generic, standard, manufacturer )
  - System : application(s) supported by platform(s)

## Models Hierarchy: Four Layers Architecture



## Categories of Models in MDA

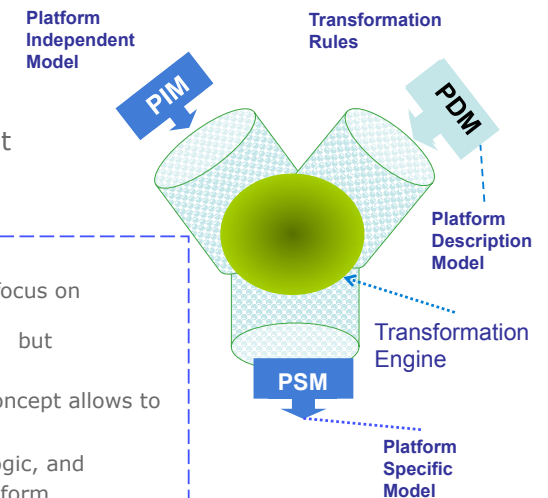
- Computation Independent Model - **CIM**
  - Does not show details of system structure
  - Independent of how the system will be implemented
  - "domain model" or "business model"
  - Bridges the gap between domain experts and design/development experts
- Platform Independent Model - **PIM**
  - Structure, functionality and behavior of the software system built using OMG standards
- Platform Specific Model - **PSM**
  - Realization of the PIM on a given platform/technology

## MDA Model Transformation : Initial Idea

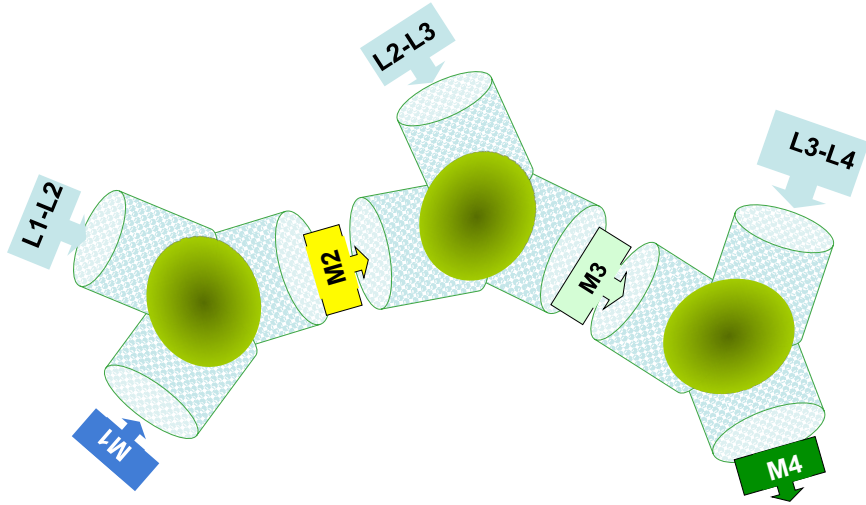
- MDA Tool
- Modelling components
    - To build and maintain PIMs
  - Code generation component
    - To perform a series of transformations that map PIM elements to elements in PSMs

### MDA Benefits

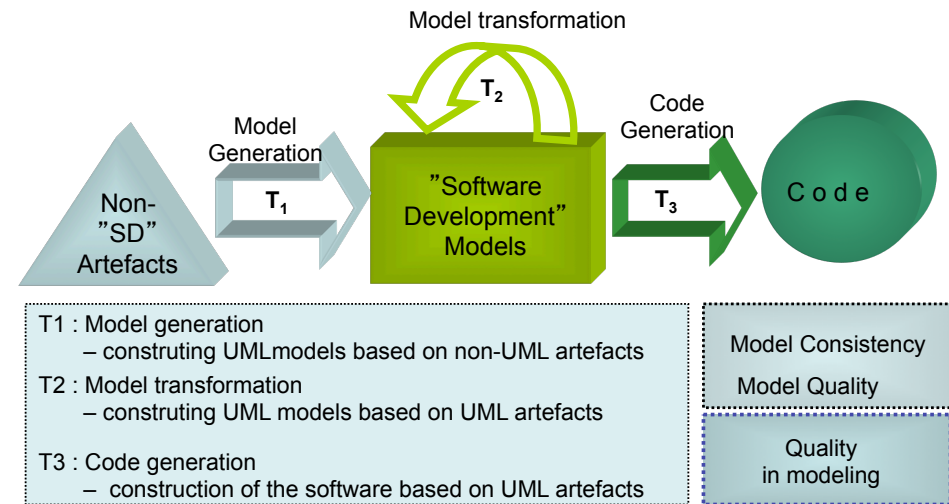
- Instead of writing PS-code, focus on developing models that are specific to application domain but independent of the platform
- A tool that implements MDA concept allows to
  1. produce models of the application and business logic, and
  2. generate code for a target platform by means of transformations



## MDA Model Transformation in General



## MDA-based SD : Research Areas



## Reasearch

## Empirical Methods in Engineering

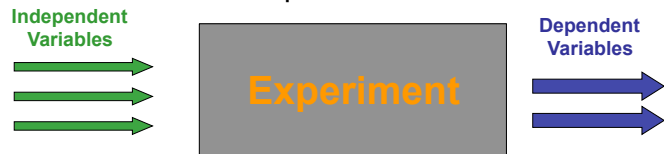
- **Confirmation** of (more or less accepted) hypotheses.  
For example: object-orientation is good for reuse.
- **Evaluation** of methods, models, languages and tools.  
For example: whether Java produces higher quality code than C+
- **Identification** of relationships.  
For example: find relationship between fault-prone components and design concepts.
- **Validation** of models or measures.  
For example: to validate a specific cost estimation model.
- **Understanding** of methods, techniques and models.  
For example: to understand relationship between inspections and test
- **Guidance** to help in management.  
For example: for migration from one technology to another.

## Experiment

Basic characteristic

- carefully planned and fully controlled,
- should be replicable.

### Experiment Model



### Experiment Process



## Sample Experiment Design

- Idea Behind Empirical Research  
*Investigate how stereotypes influence understanding of UML encoded artefacts*
- Method
  - Experiment
- Design
  - Pair comparison on design artefacts
  - Subjects: SE students of different background
  - Input / Objects: (4 sets of) design artefacts (with 6 stereotypes)
  - Instruments (initial): questionares (on 4 types) of diagrams
    - Component Model & Collaboration Diagram
    - non stereotypes and stereotyped
  - Output:
    - time
    - level of understanding

## Experiment Design - Instrumentation

Experiment schema

	Round 1	Round 2
Group 1	Set A - S	Set B - N
Group 2	Set A - N	Set B - S

The experiment

- Short Lecture  
Introduction to stereotypes  
Not to telecommunication profile
- Questionare

Pilot study

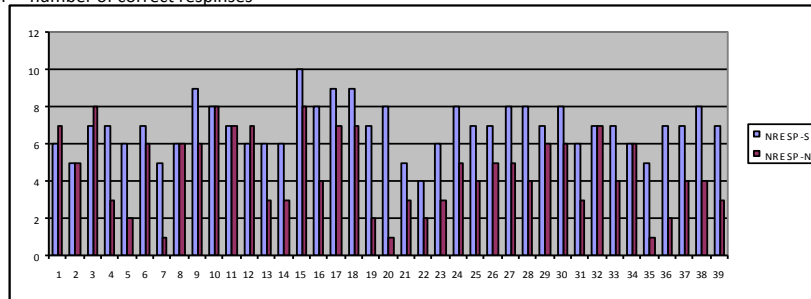
- 2 subject
- Results  
Questionnaires not at the same level

- Four set of artefacts
  - Set A-S: stereotyped model A and description of stereotypes used
  - Set B-N: non-stereotyped model B,
  - Set A-N: non-stereotyped model A,
  - Set B-S: stereotyped model B and description of stereotypes.
- Artifact set A-x describes a domain of **radio transmissions**.
  - a **class diagram** describing different types of existing objects (radio station, retransmission station, different types of antennas, etc)
  - a corresponding **object diagram** describing one of possible situations (like sending a news program across a country).
- Artifact set B-x describes a domain of **GSM telephony**.
  - a class diagram describing different types of existing objects (mobile phone, BTS station, connection to conventional telephone network, etc) and
  - a corresponding object diagram describing one of possible situations of using the network (like making phone calls in a given time).

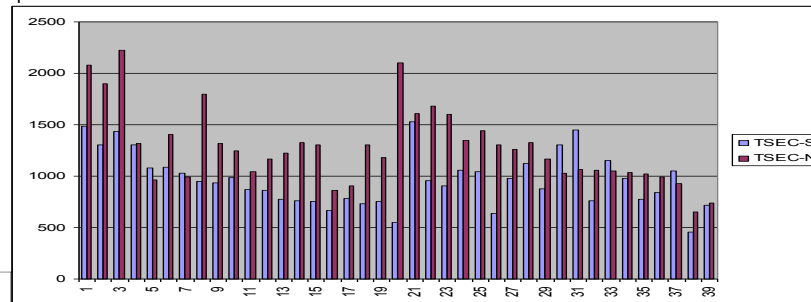
## Sample artefacts

Name	Icon	Description
<<sender>>		<ul style="list-style-type: none"> <li>•makes the class capable of sending messages to classes stereotyped &lt;&lt;receiver&gt;&gt; or &lt;&lt;transmitter&gt;&gt;,</li> <li>•allows the class to send messages without receiving them first,</li> <li>•prevents the class from receiving any message,</li> </ul>
<<receiver>>		<ul style="list-style-type: none"> <li>•makes the class capable of receiving messages from classes stereotyped &lt;&lt;sender&gt;&gt; or &lt;&lt;transmitter&gt;&gt;,</li> <li>•enables the class to receive a message without sending it further,</li> <li>•prevents the class from sending any messages to other classes,</li> </ul>
<<transmitter>>		<ul style="list-style-type: none"> <li>•makes the class capable of receiving messages from classes stereotyped &lt;&lt;sender&gt;&gt; or &lt;&lt;transmitter&gt;&gt; and sending the received messages to classes stereotyped &lt;&lt;receiver&gt;&gt; or &lt;&lt;transmitter&gt;&gt;,</li> <li>•any message that is sent from such a class must be preceded by receiving of the message by this class</li> </ul>

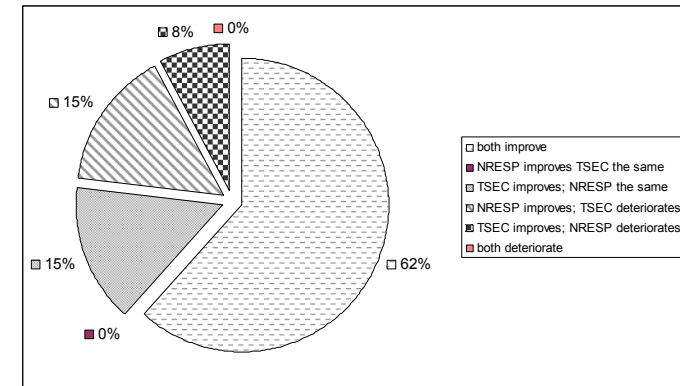
- NRESP – number of correct responses



- Time spent



- Overall improvement



- Follow Up
  - Replication
  - Categorization
  - Teaching

## Education

## Best Practices

- Tailoring of Development Process
  - Defined Artefacts and Creation Procedures
  - Effective Usage of Models and Modelling – MDA conformant
- Consistency Awareness and Management
- Research elements
  - Participation - Conducting Experiments During the Course
    - Passive and Active
  - Transfer of Research Results
    - proper and effective usage of advanced UML elements – for instance where and how introduce stereotypes, how they can help, what benefits can be obtained
    - usage of capabilities included in modelling tools
- Industrial and Professional Relevance
- *Constant Feedback from Participants*