

## **ACKNOWLEDGEMENT**

All praise is to Allah (God) the Compassionate the Merciful. “O My Lord! Increase me in knowledge”, The Holy Quran 20:114.

I would like to thank my supervisor, Dr. Abdelgaffar Hamed for providing the necessary guidance in completing my dissertation. I am sincerely grateful for all his help throughout the entire project.

I would like to thank my parents, Abdulhaleem and Shadya, for their continuous and unlimited support and prayers. I would like to thank my brothers and my sisters Esra, Razan and Al shima for their support.

I would like to express my deepest gratitude to Mr. Bader Aldin, for his excellent guidance and caring.

## **ABSTRACT**

Software Product Lines (SPL) are families of software systems that share common functionality, where each member has variable functionality. The main goal of SPL is the rapid development of member systems by using reusable assets from all phases of the development life cycle. The SPL approves the ability of increasing the productivity and reduces time and costs of developing products. But still there is a lack of high level of automation in many SPL methods such as KobrA. On other hand the Model Driven Architecture (MDA) is new automation approach for software development introduced with main goal of decrease the cost of development and increase the quality of the product where models are first class. This research presents a reengineering approach to KobrA which brings high degree of automation and reuse . Specific metamodels is developed and some concepts are borrowed from the powerful UML metamodel. The result shows its rich machinery for adding value to KobrA.

## **المستخلص**

خط إنتاج البرمجيات (SPL) عبارة عن عائلات من أنظمة البرمجيات التي تشتراك في وظائف وخصائص عامة، حيث كل عضو لديه وظيفة متغيرة. الهدف الرئيسي من (SPL) هو التطور المتكرر باستخدام الأصول التي يمكن إعادة استخدامها من جميع مراحل دورة حياة تطوير البرمجيات. وخط إنتاج البرمجيات أثبتت قدرتها على زيادة الإنتاجية وتقليل من الوقت وتكليف التطوير المنتجات. ولكن لا زال هناك نقص في مستوى عالم التشغيل الآلي في العديد من الطرق آلية جديدة لتطوير البرمجيات مع الهدف الرئيسي لخفض تكاليف التنمية وزيادة جودة المنتج حيث النماذج هي العنصر الأساسي فيها . يقدم هذا البحث إعادة الهيكلة (KobrA) التي تجمع إلى درجة عالية من الأتمتة وإعادة استخدامها . تم تطوير نماذج (metamodels) محددة تم استعارة بعض المفاهيم من نماذج لغة النمذجة الموحدة (UML metamodel). والنتيجة تظهر أن هذه الآلية عالية الجودة تضيف قيمة لطريقة (KobrA) .

## TABLE OF CONTENTS

Chapter	Page
ACKNOWLEDGMENTS .....	i
ABSTRACT.....	ii
المستخلص.....	iii
TABLE OF CONTENTS .....	iv
LIST OF FIGURES.....	vii
LIST OF TABLES .....	viii
CHAPTER 1: Introduction .....	
1.0 Introduction .....	1
1.1 Problem Statement.....	3
1.2 Objectives .....	3
1.3 Thesis And Outline .....	3
CHAPTER 2: Literature Review .....	
2.0 Introduction .....	5
2.1 Software Product Line .....	5
2.1.1 Software Product Line Methods .....	6
2.2 KobrA Method .....	6
2.2.1 KobrA Activities .....	7
2.2.2 KobrA Framework .....	7
2.2.2.1 Komponent Specification .....	8

2.2.2.2 Komponent Realization .....	9
2.2.3 Komponent Modeling .....	10
2.2.3.1 Modeling Principles .....	10
2.2.3.2 Model Formalism .....	11
2.2.4 Containment Tree .....	11
2.2.4.1 Consistency Rules .....	12
2.2.4.2 Visibility Rules .....	13
2.2.5 KobrA Property .....	14
2.3 Model Driven Architecture .....	15
2.3.1 MDA Structure .....	15
2.3.1.1 Platform Independent Model .....	15
2.3.1.2 Platform Specific Model.....	16
2.3.2 Metamodel .....	16
2.3.3 MDA Development Process .....	17
2.3.4 MDA Benefits .....	18
2.4 MDA And KobrA .....	18
CHAPTER 3: Reengineering KobrA Using MDA .....	
3.0 Introduction .....	19
3.1 Reengineering KobrA .....	19
3.2 Reengineering Steps .....	21
3.2.1 PIM and PSM .....	21
3.2.2 PIMs Metamodels .....	22
3.2.2.1 Class Metamodel.....	22

3.2.2.2 State Metamodel.....	23
3.2.2.3 Class Realization Metamodel .....	24
3.2.3 PSM Metamodel .....	26
3.2.4 Mapping Rules .....	27
3.2.5 Automating Transformation .....	29
3.2.5.1 Structural Models Automation.....	30
3.2.5.1.1 Source Metamodel .....	30
3.2.5.1.2 Target Metamodel .....	30
3.2.5.1.3 Source Model.....	30
3.2.5.1.4 Mapping Rules.....	32
3.2.5.1.5 Target Model .....	34
3.2.5.2 Behavioural Models Automation.....	35
3.2.5.2.1 Source Metamodel .....	35
3.2.5.2.2 Target Metamodel .....	35
3.2.5.2.3 Source Model.....	35
3.2.5.2.4 Mapping Rules.....	37
3.2.5.2.5 Target Model .....	38
CHAPTER 4: Conclusion.....	
4.0 Conclusion And Discussion .....	39
REFERENCES.....	41

## LIST OF FIGURES

Figure	Page
Figure 2.1: UML-based Component Modeling .....	9
Figure 2.2: Consistency Rules .....	13
Figure 3.1: Class Specification Metamodel.....	23
Figure 3.2: State Metamodel.....	24
Figure 3.3: Class Realization Metamodel.....	25
Figure 3.4: Activity Metamodel.....	27
Figure 3.5: Structural, PIM instance – XMI file .....	31
Figure 3.6: Structural,qvt File.....	33
Figure 3.7: PIIM instance – XMI file .....	34
Figure 3.8: Behaviour , PIM instance – XMI file .....	36
Figure 3.9: Behavior , qvt File .....	37
Figure 3.10: PSM instance – XMI file .....	38

## **LIST OF TABLES**

Table	Page
Table 3.1: Structural Mapping Rules .....	28
Table 3.2: Behavioural Mapping Rules .....	29