



Concern-Oriented Interfaces for Model-Based Reuse of APIs

Matthias Schöttle
Jörg Kienzle



API Reuse

API Reuse



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If you are new to Minueto, check out the [Howto](#) section for a quick introduction to the API.

Minueto [About](#)

Minueto is a multi-platform 2D Graphic API which is easy to learn and use. Minueto also addresses other game programming concerns such as Input from Keyboard/Mouse and Sound playback.

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Documentation

API Reference

Executable Examples

Tutorials

FAQ

Newsgroups

Code Snippets

Source Code

Q&A Communities

API Reuse



API Reuse



“(re)use is not free”

API Reuse



Understand



API Reuse



Understand

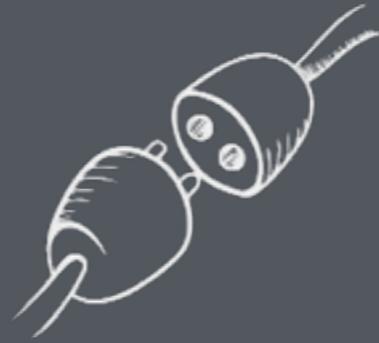


Adapt

API Reuse



Understand



Adapt



Use

API Reuse

API Reuse

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Code Snippets

Source Code

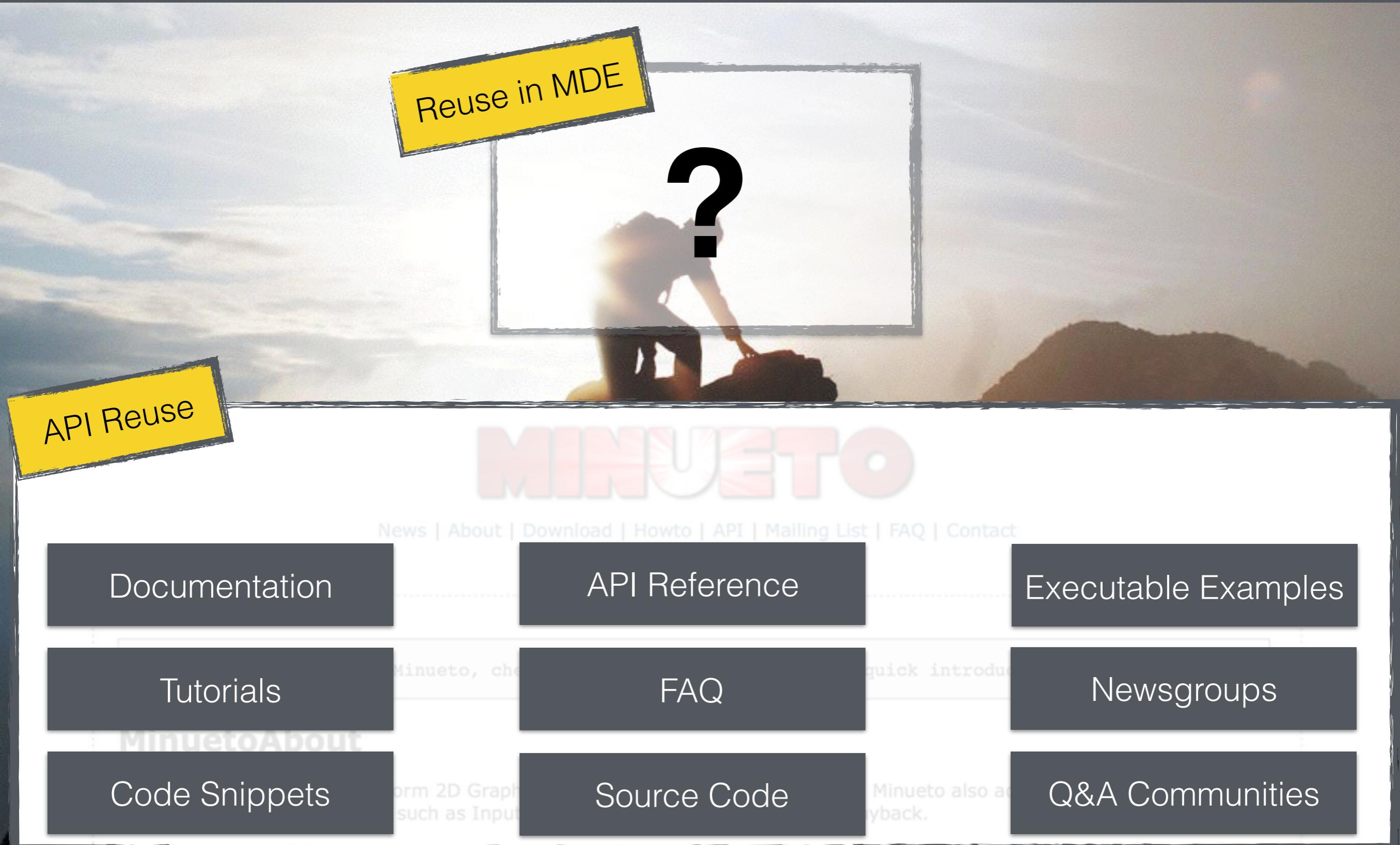
Q&A Communities

API Reuse

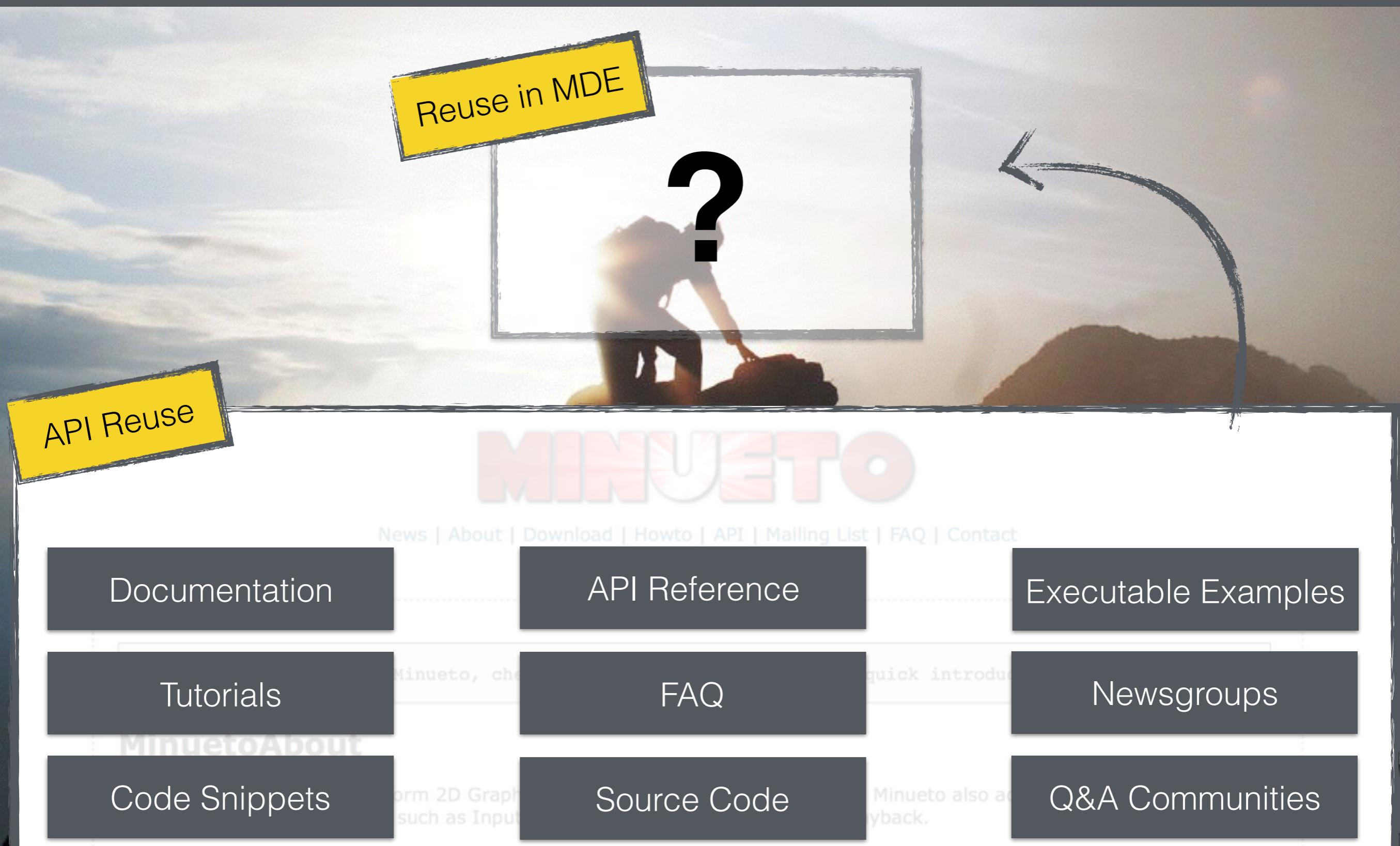
The image shows a person climbing a rocky mountain peak at sunset or sunrise, with a bright sun low on the horizon. In the foreground, there is a white navigation bar for a website called "MINUETO". The bar includes links for News, About, Download, Howto, API, Mailing List, FAQ, and Contact. Below the bar are several dark grey rectangular boxes containing text, some of which are framed by yellow callout boxes.

- Reuse in MDE**
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- Documentation
- Tutorials
- Code Snippets
- API Reference
- FAQ
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- Newsgroups
- Q&A Communities

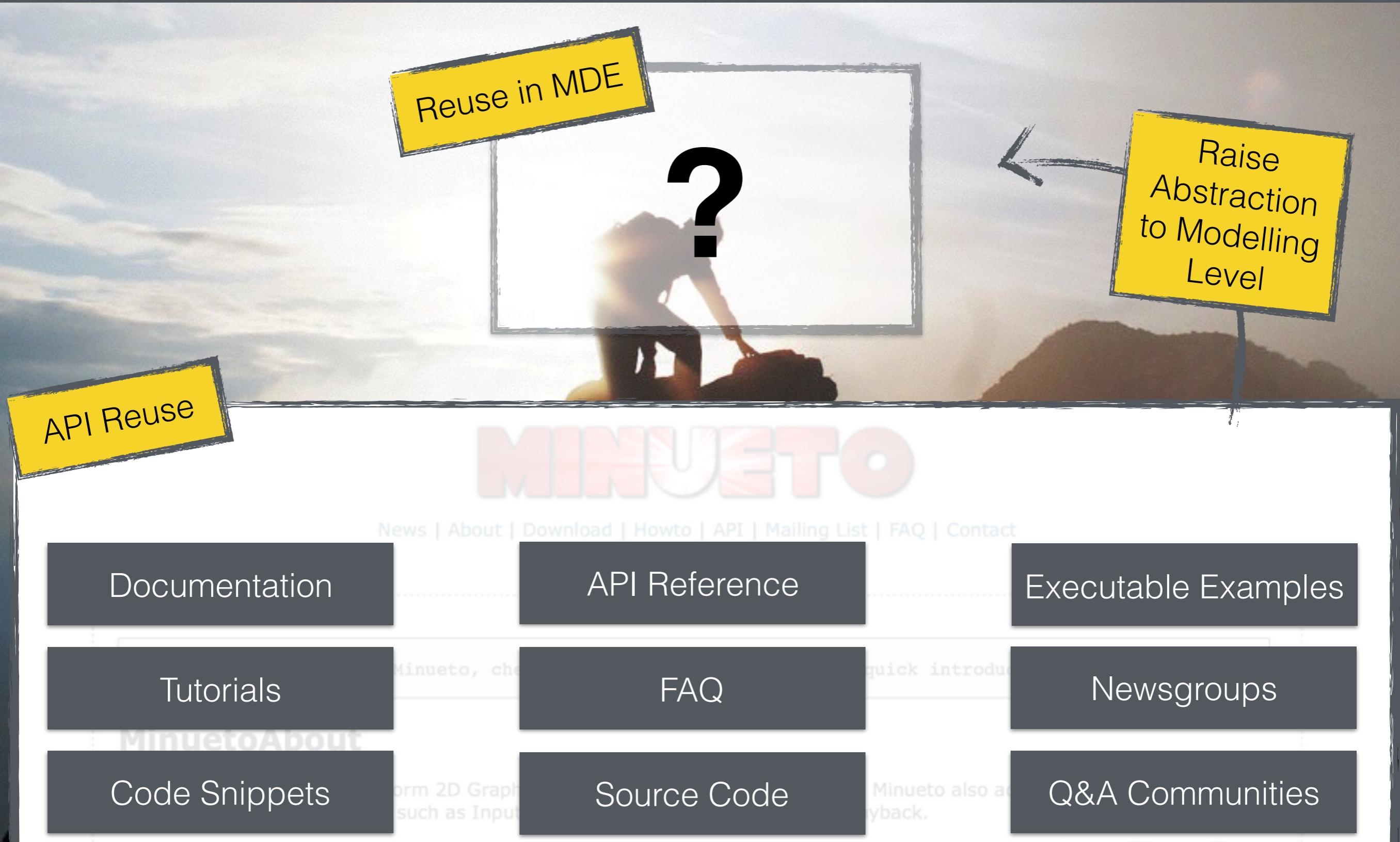
API Reuse



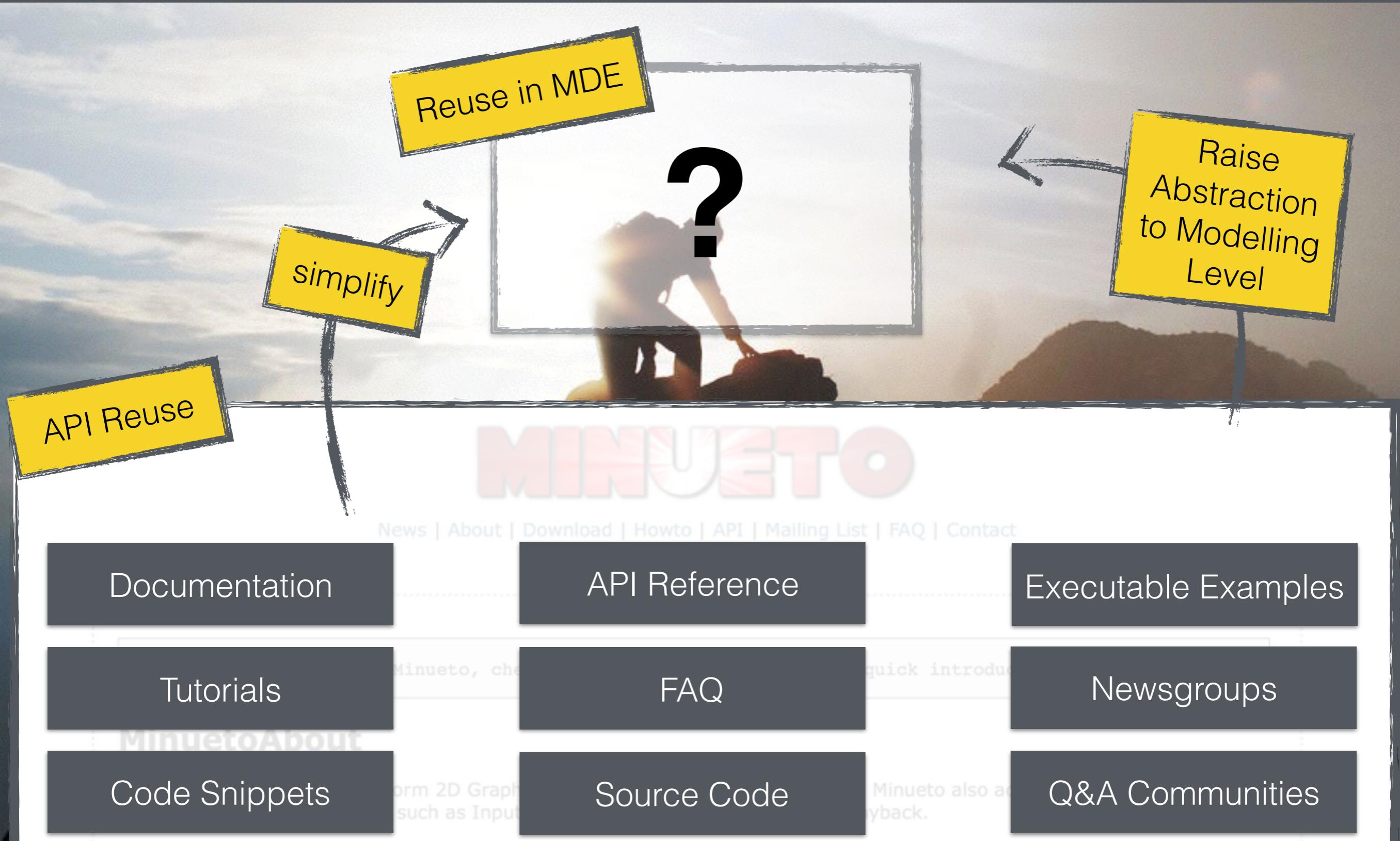
API Reuse



API Reuse

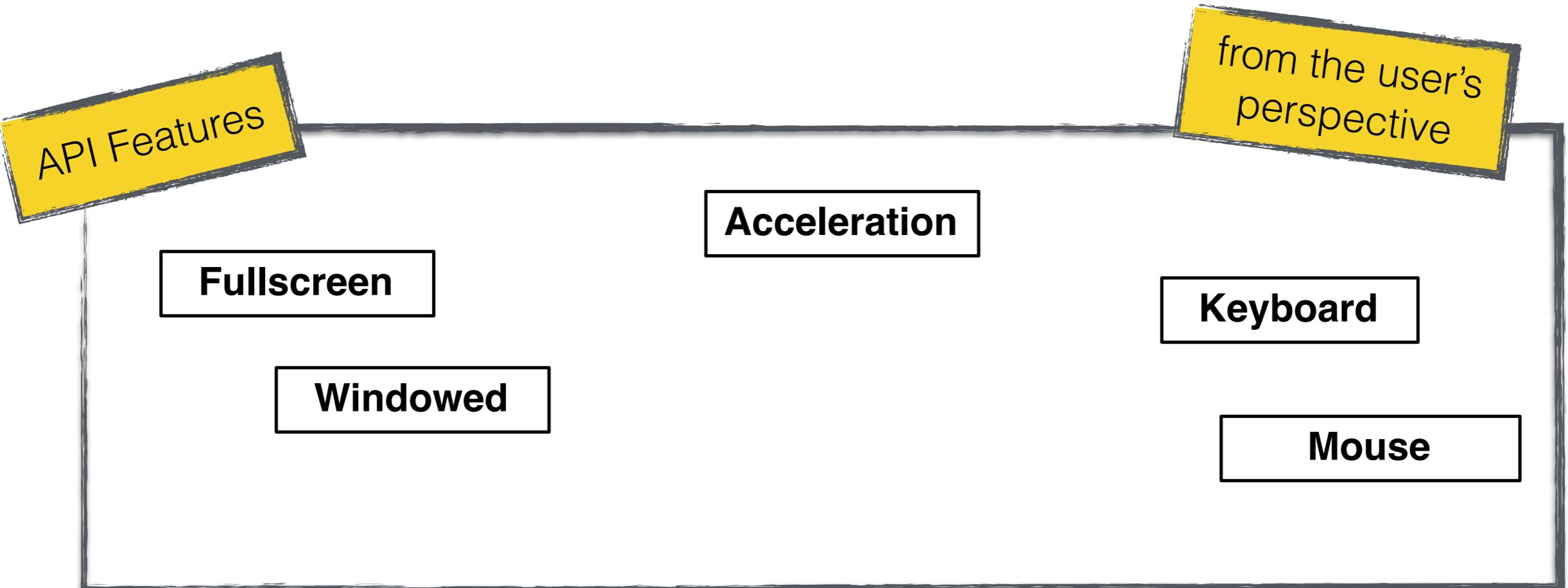


API Reuse

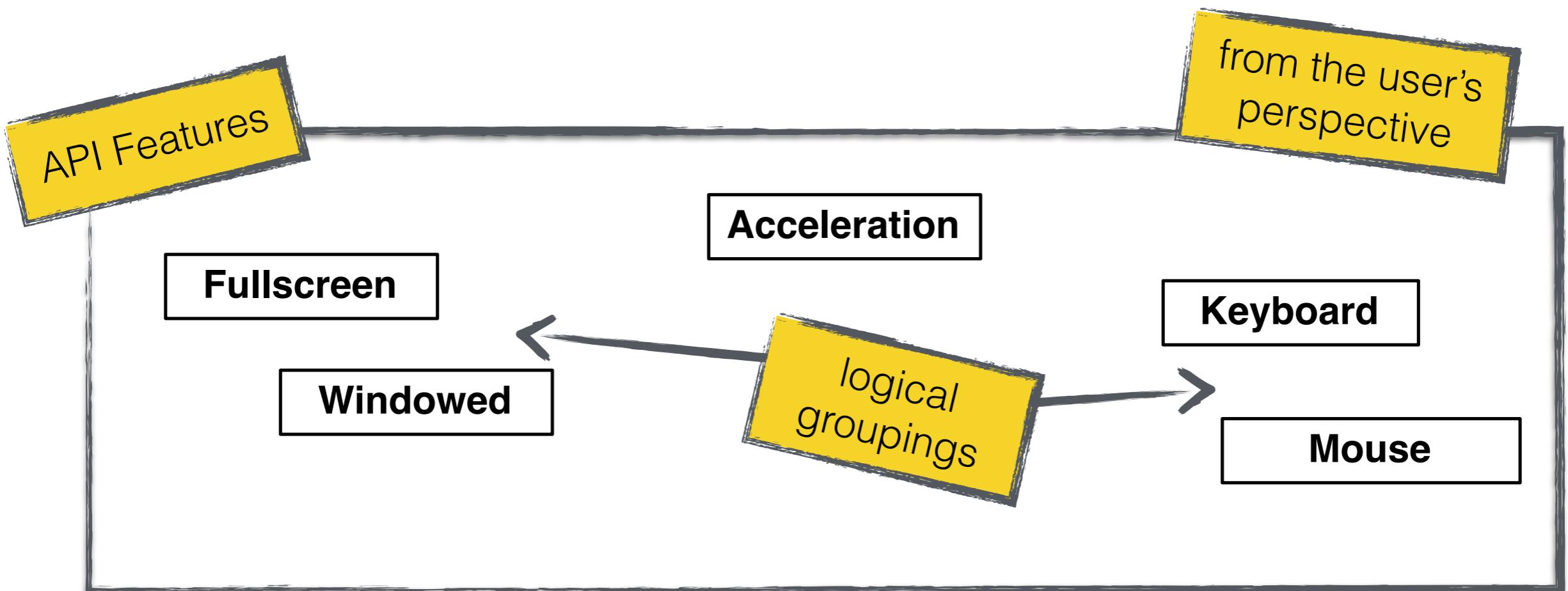


Reuse Vision in MDE

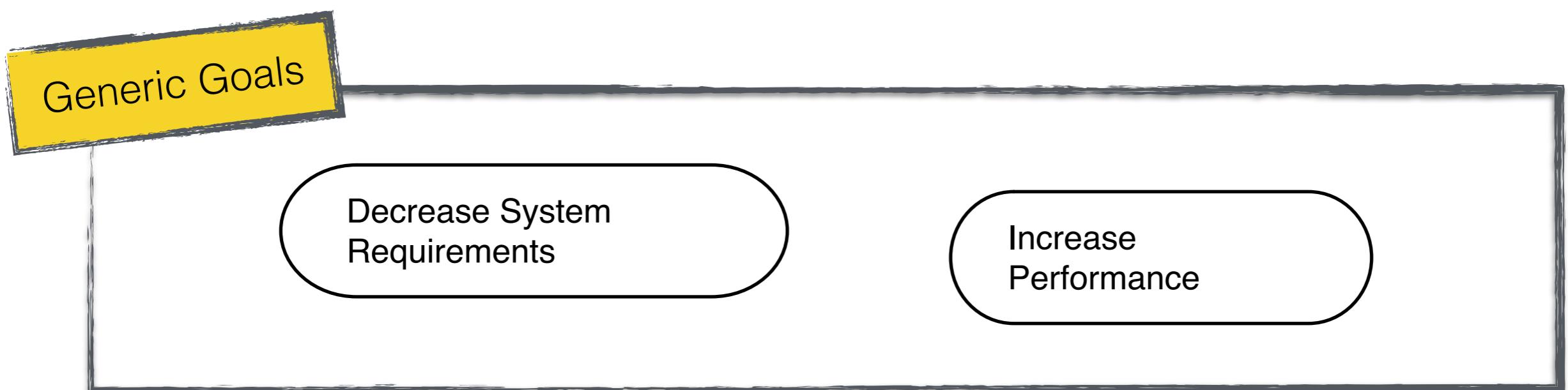
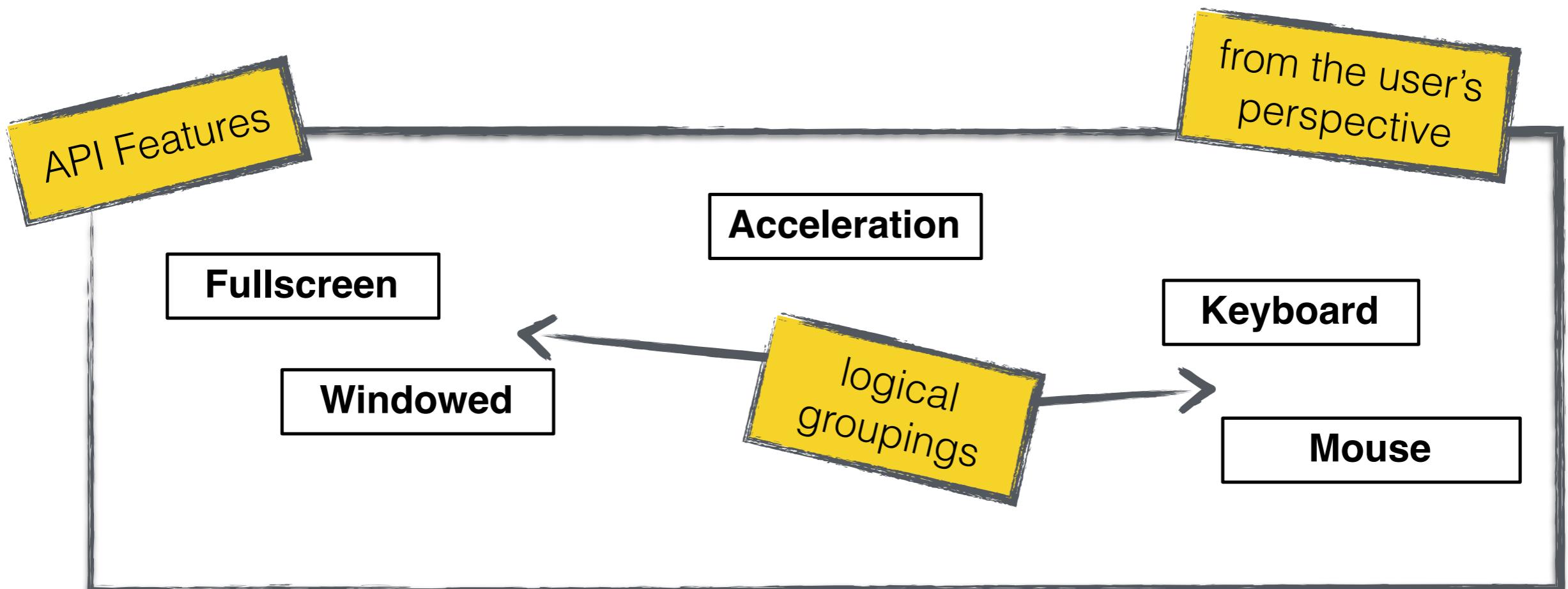
Reuse Vision in MDE



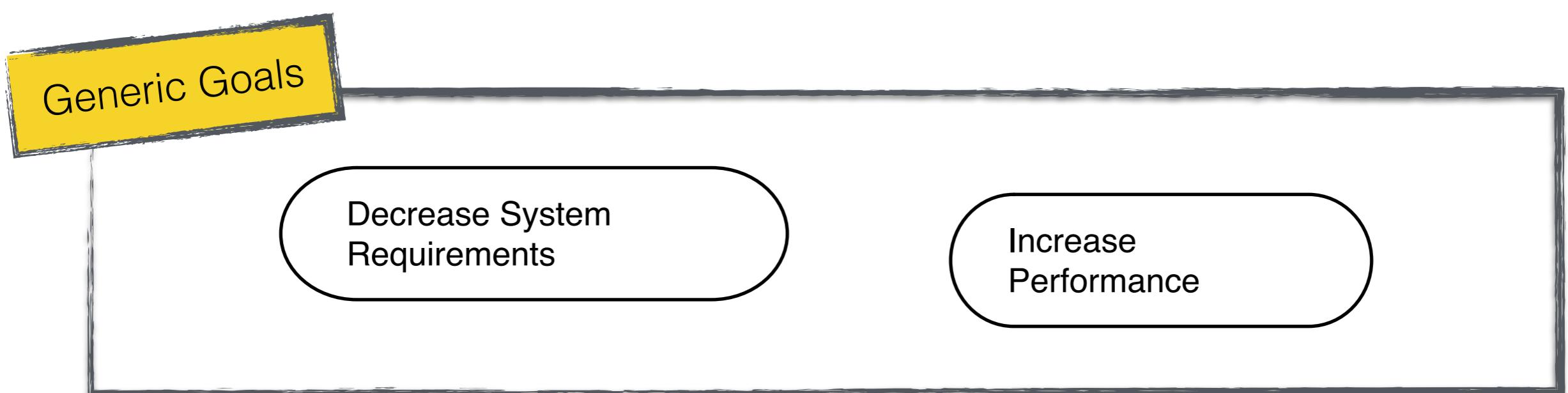
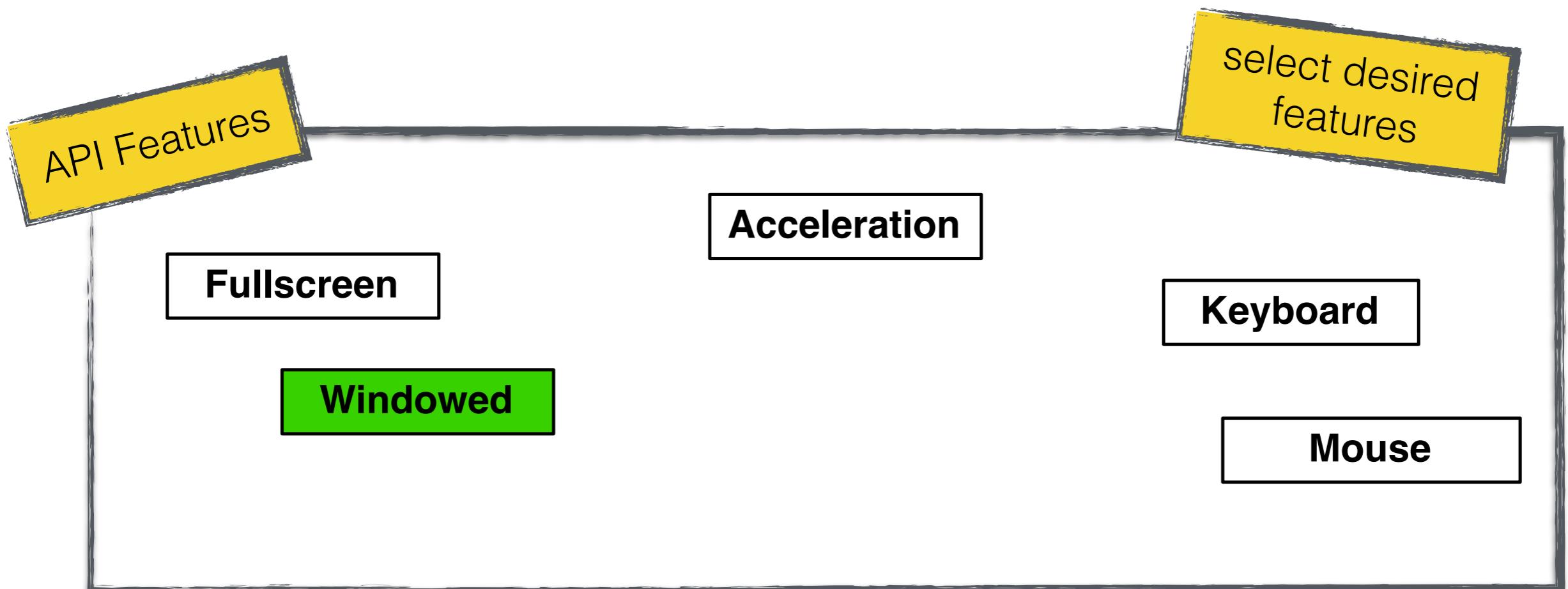
Reuse Vision in MDE



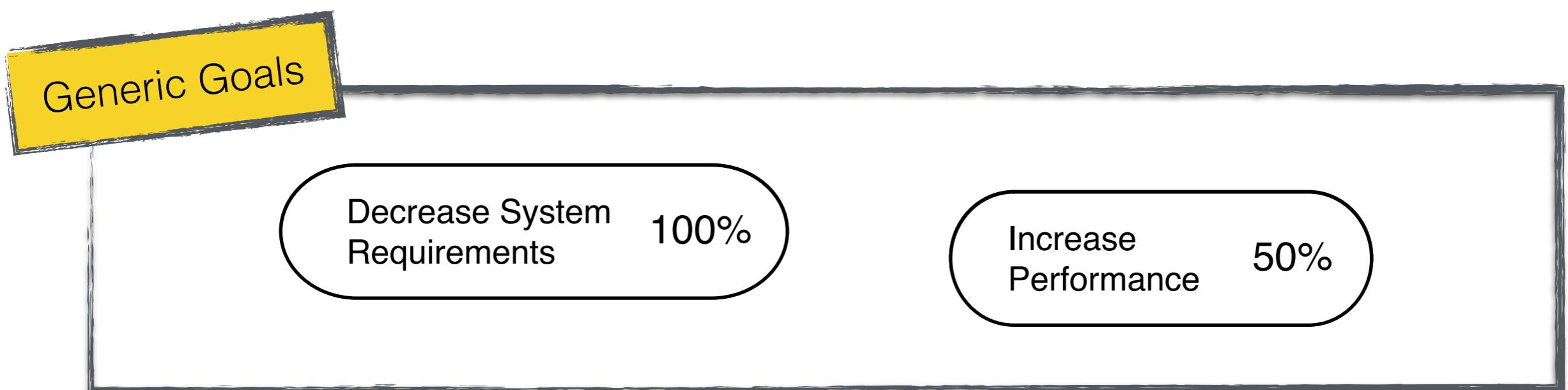
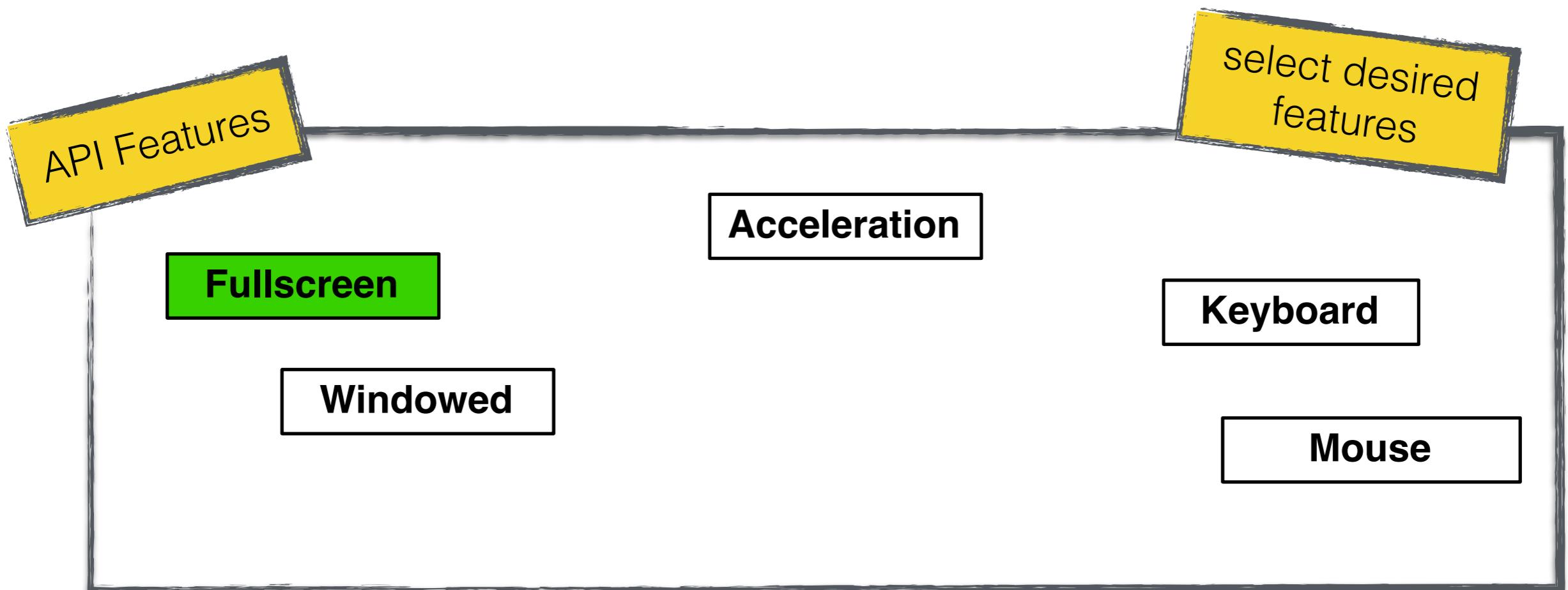
Reuse Vision in MDE



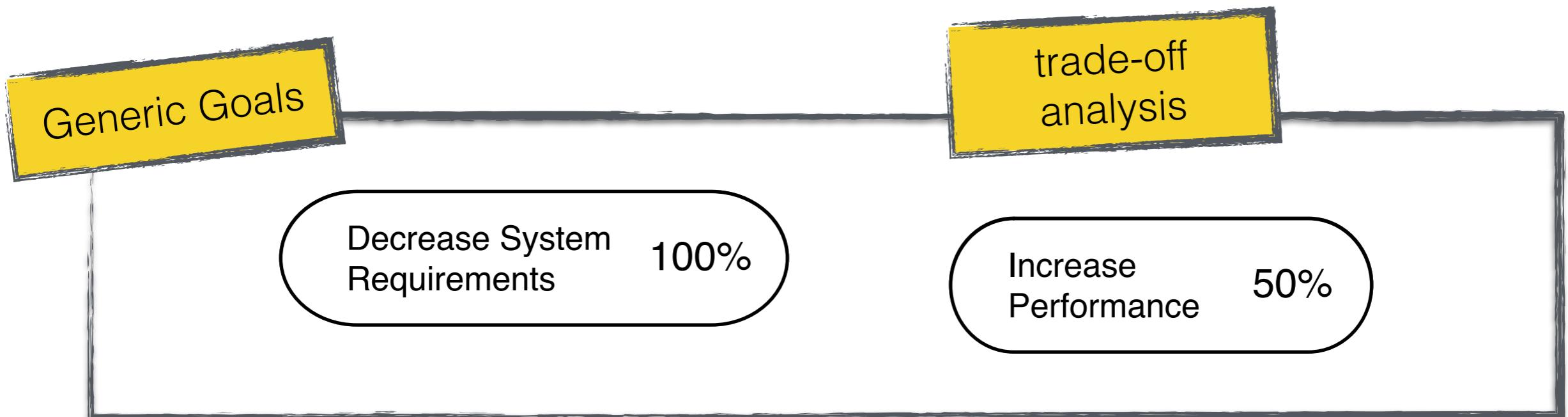
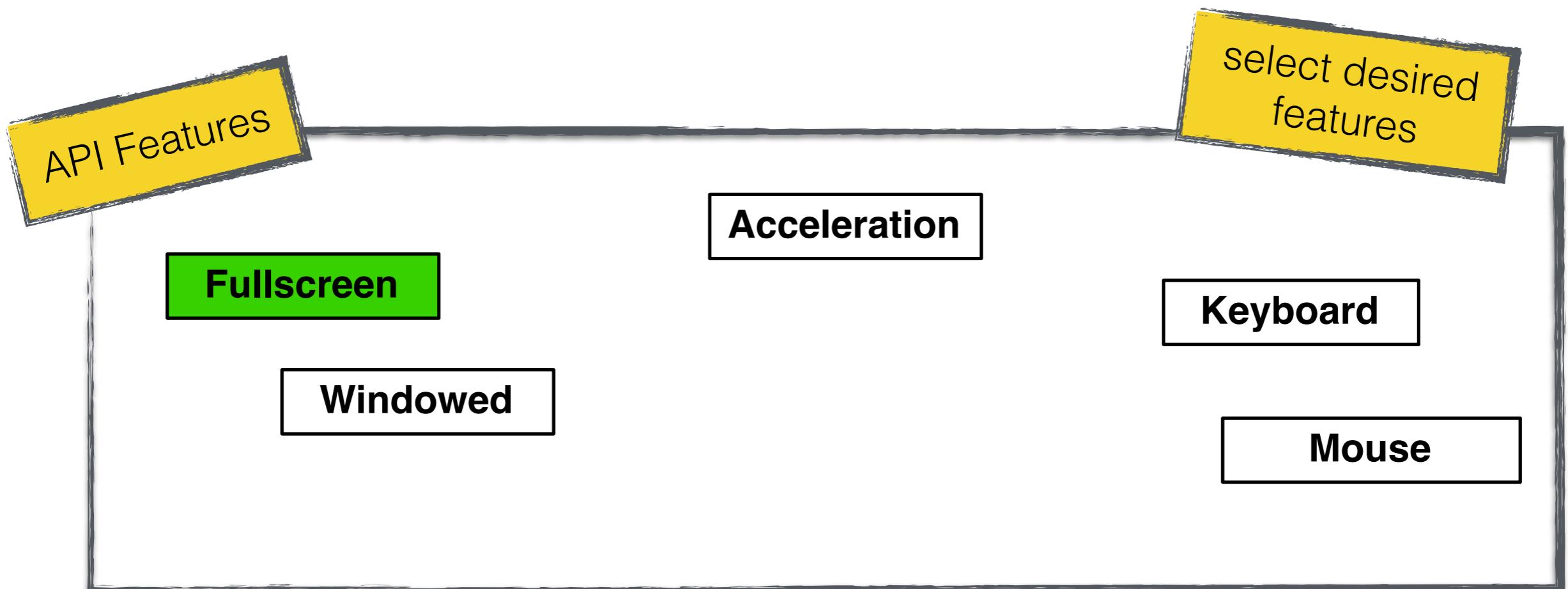
Reuse Vision in MDE



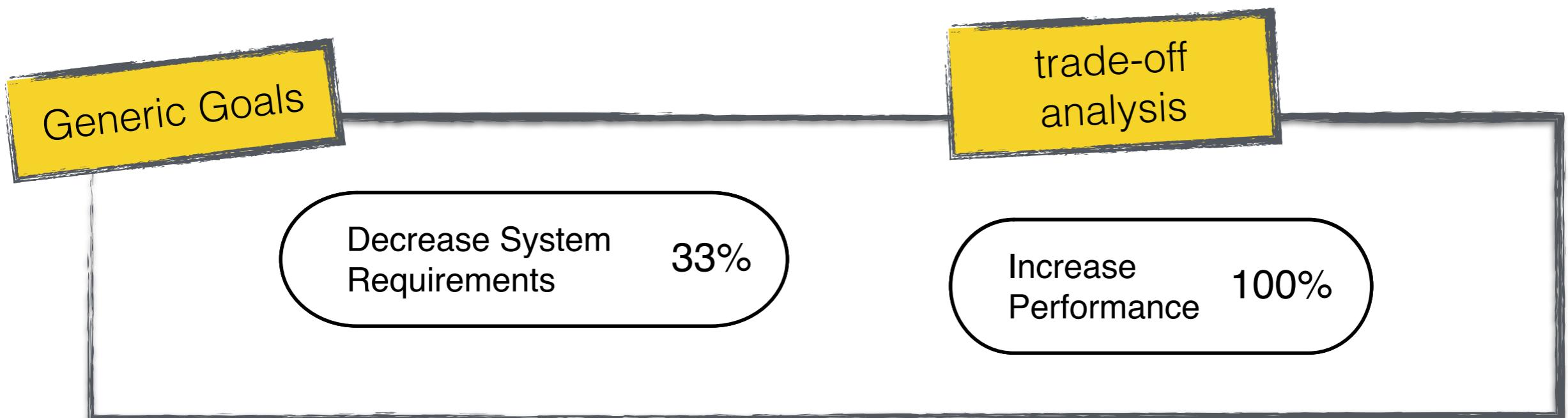
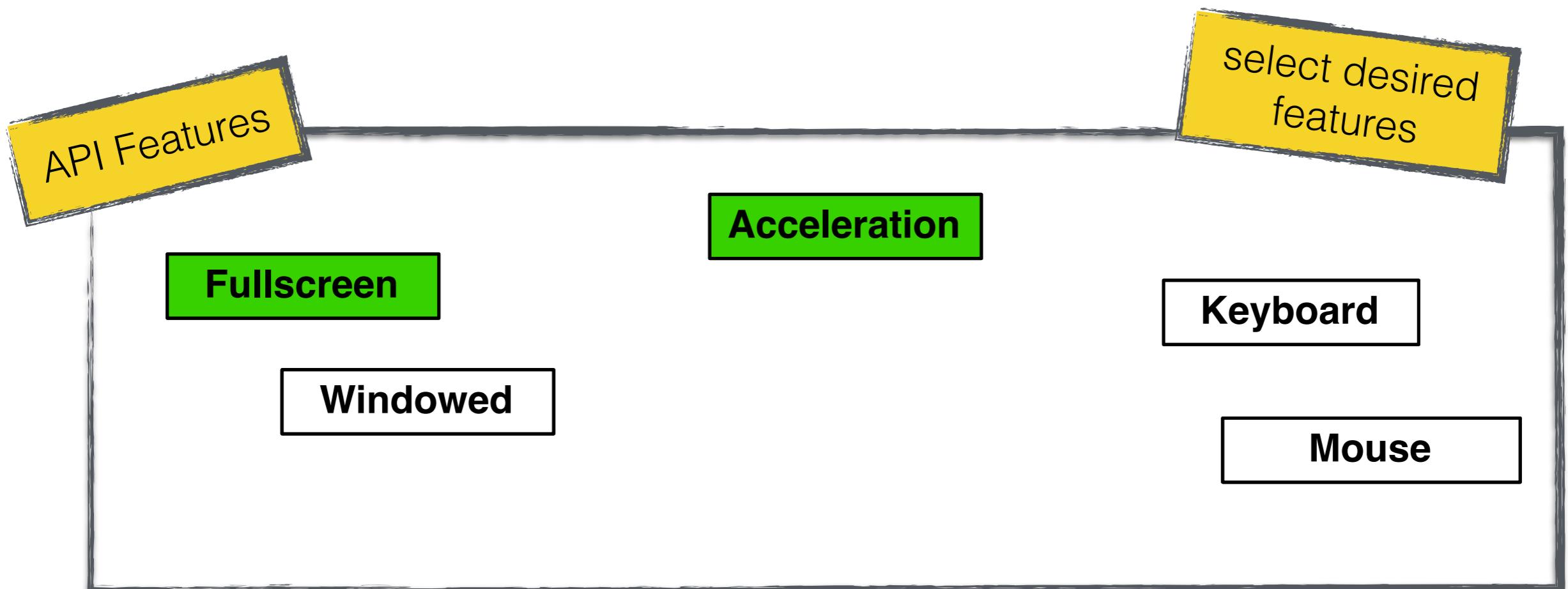
Reuse Vision in MDE



Reuse Vision in MDE



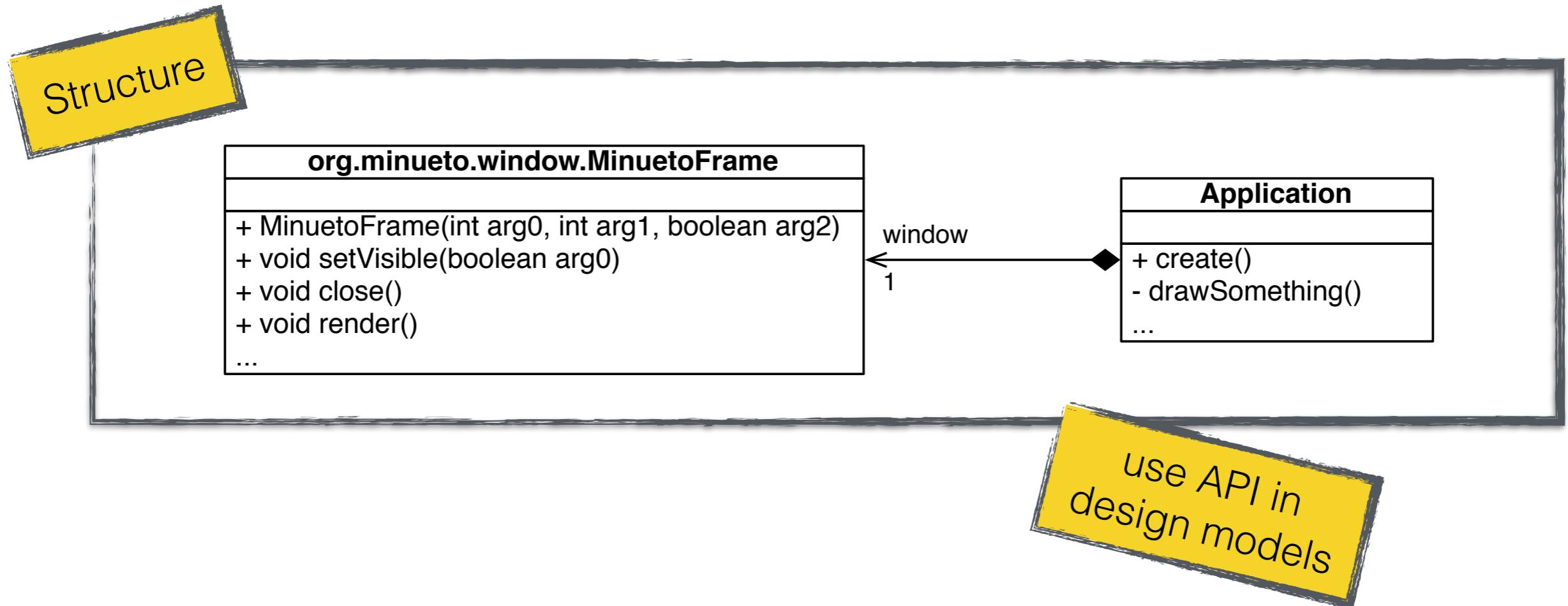
Reuse Vision in MDE



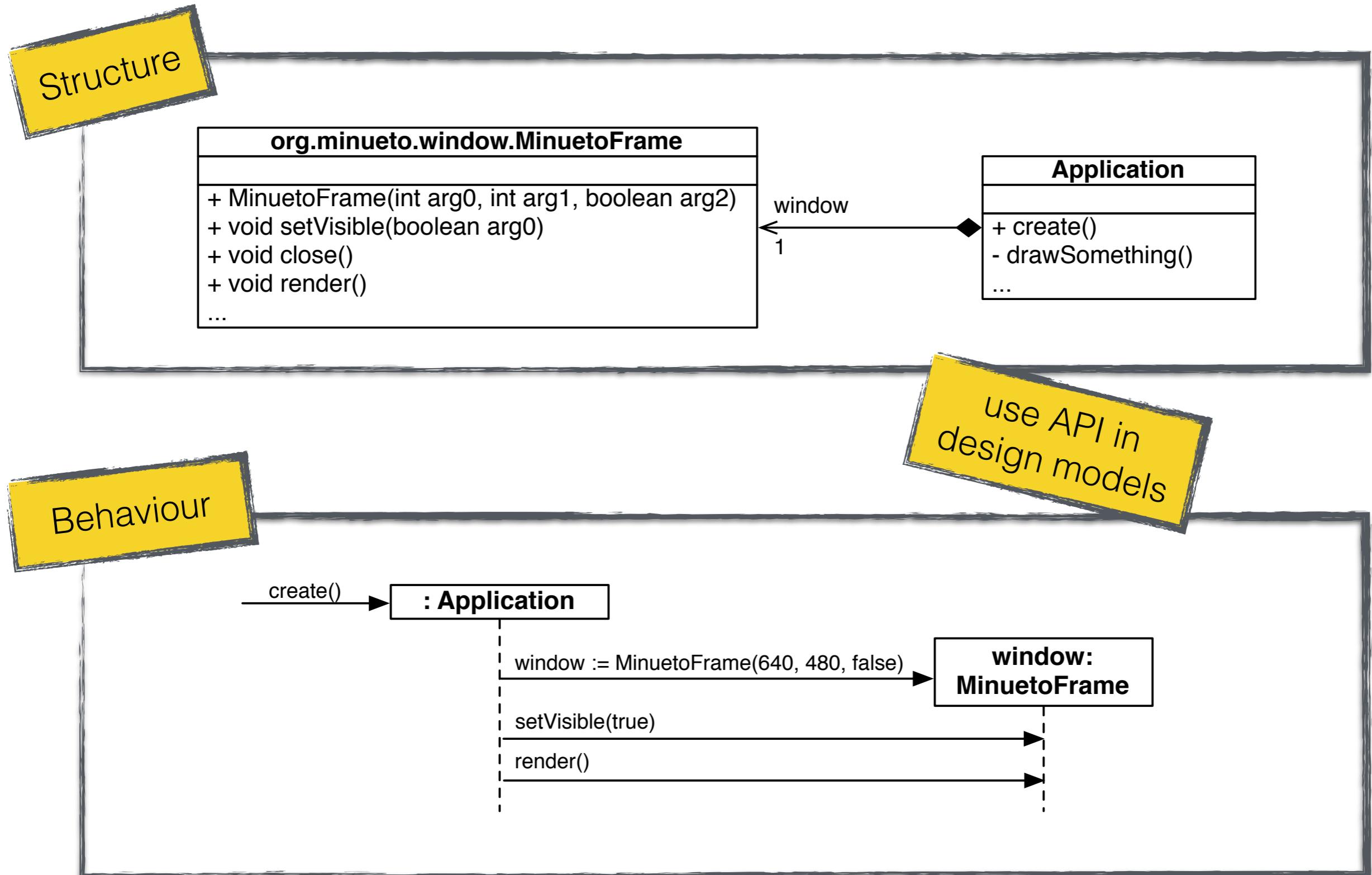
Reuse Vision in MDE

use API in
design models

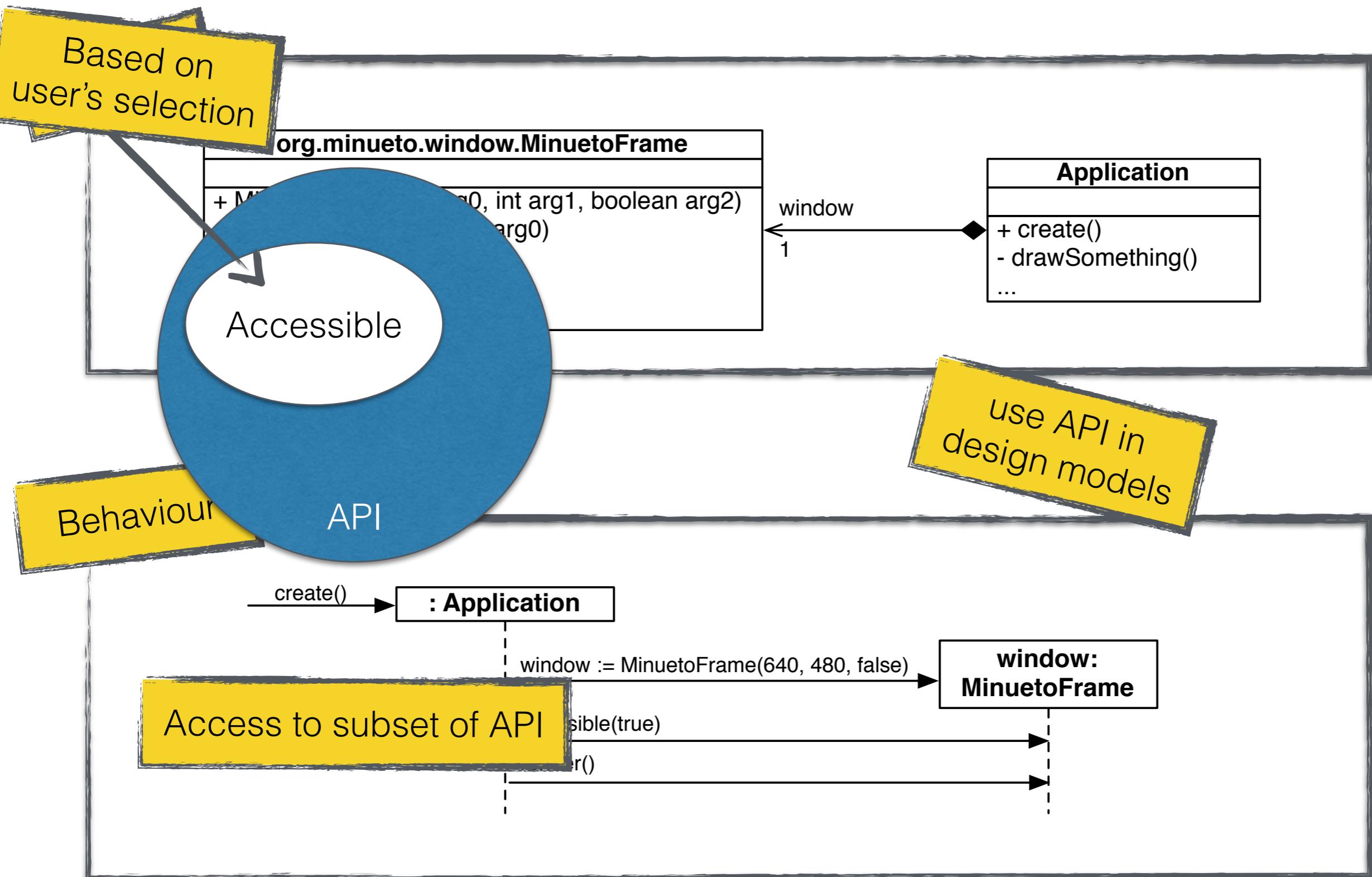
Reuse Vision in MDE



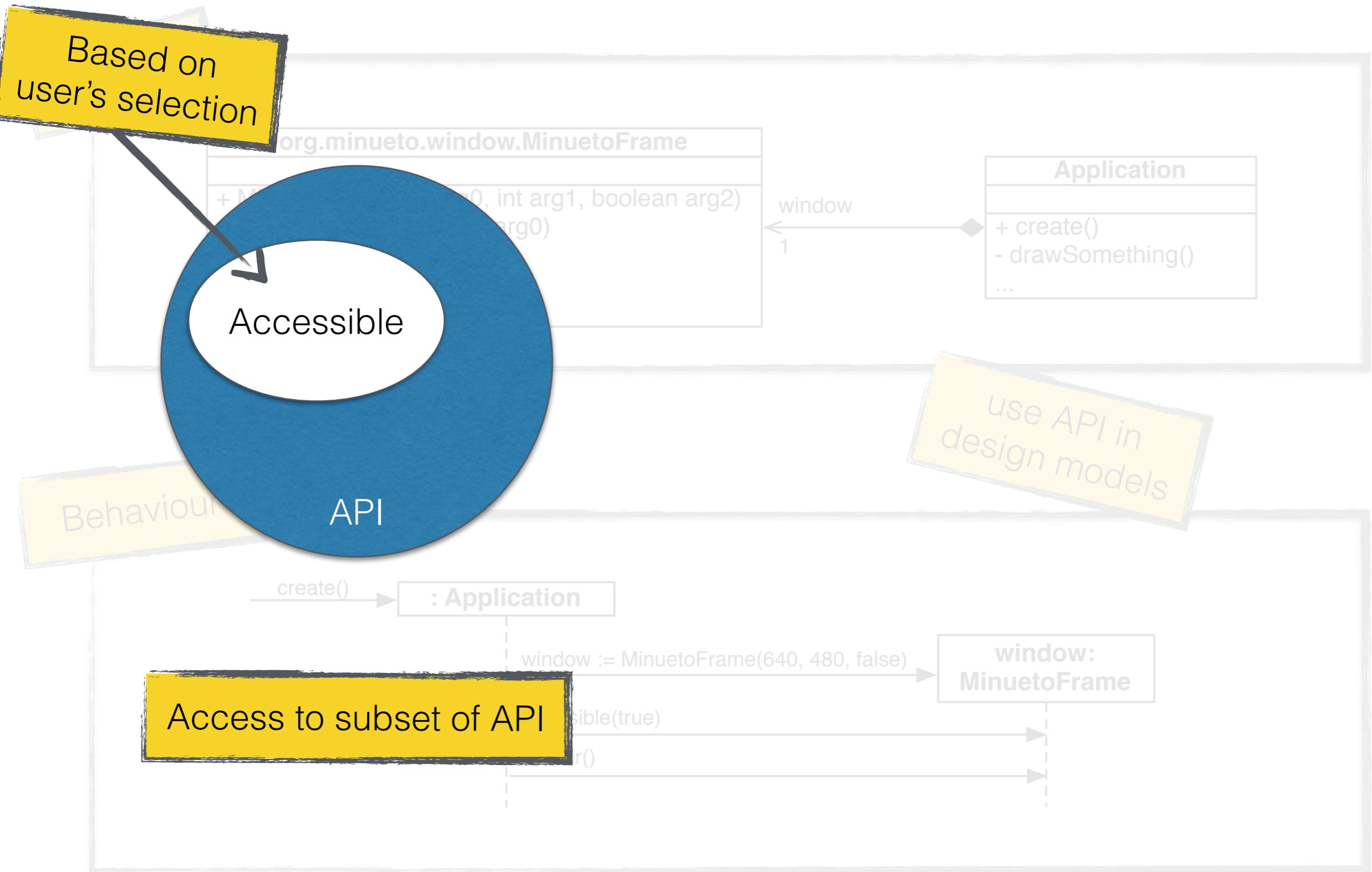
Reuse Vision in MDE



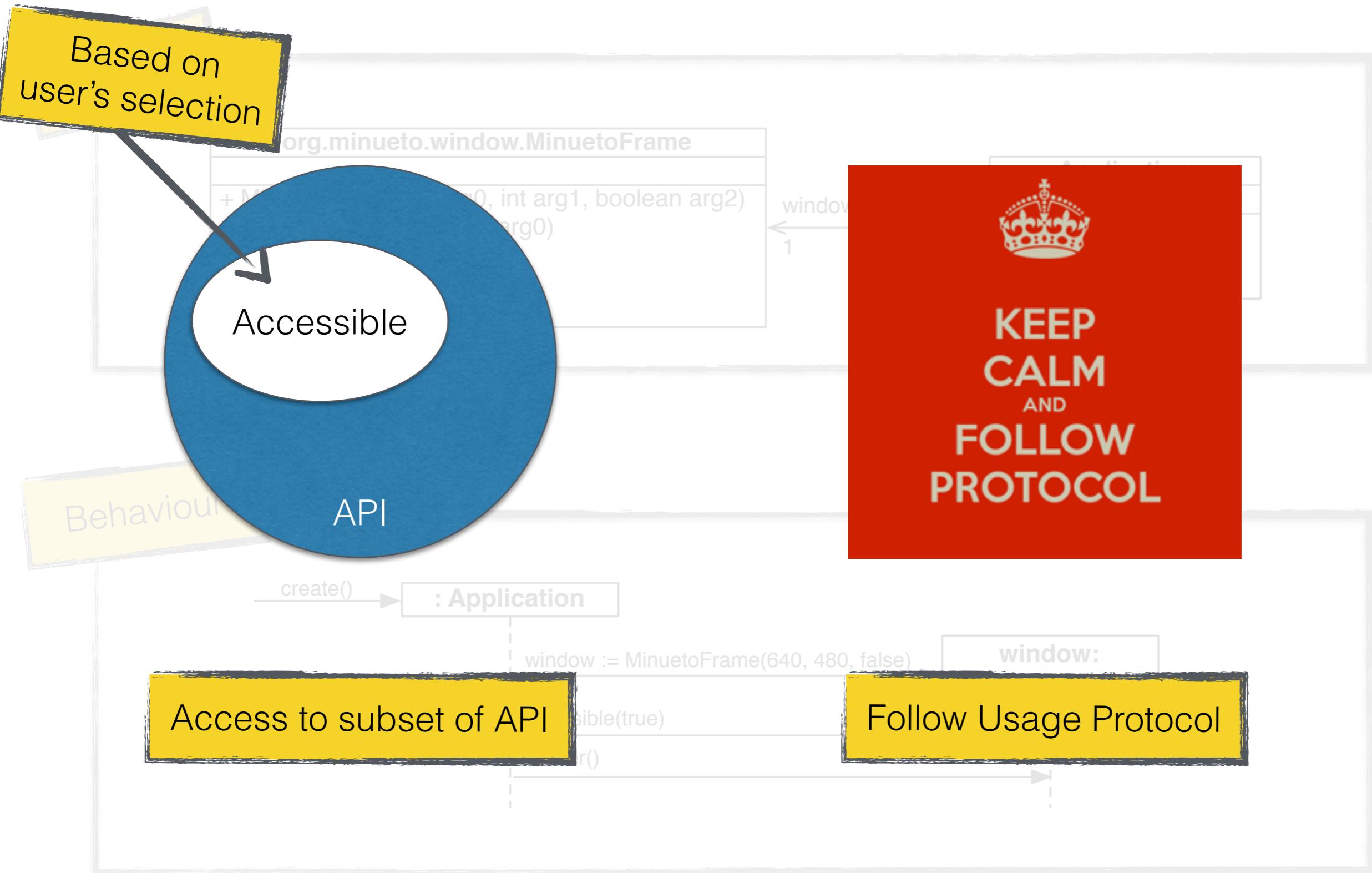
Reuse Vision in MDE



Reuse Vision in MDE



Reuse Vision in MDE



How?



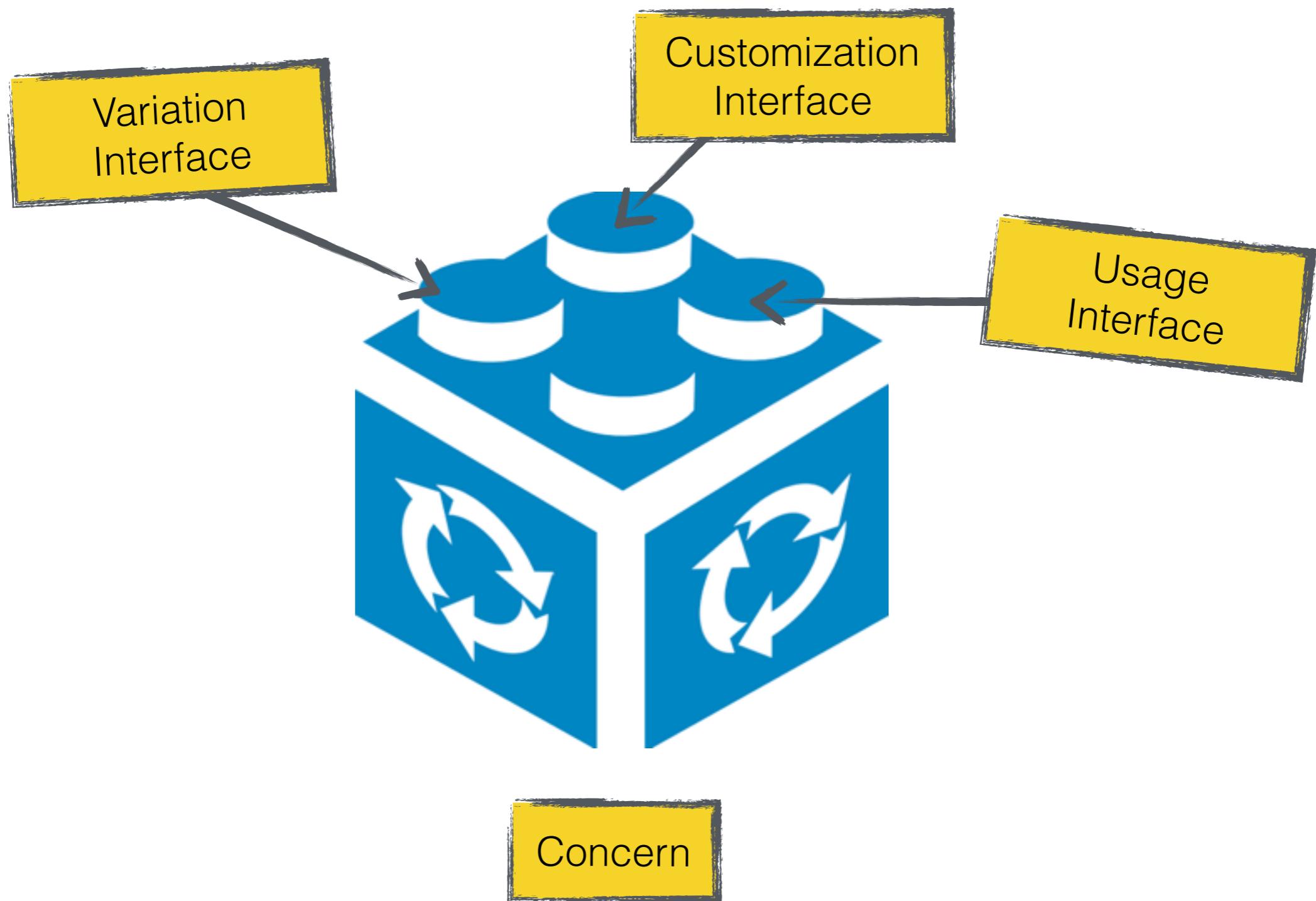
Use Concern-Orientation!

Concern — Unit Of Reuse



Use Concern-Orientation!

Concern — Unit Of Reuse



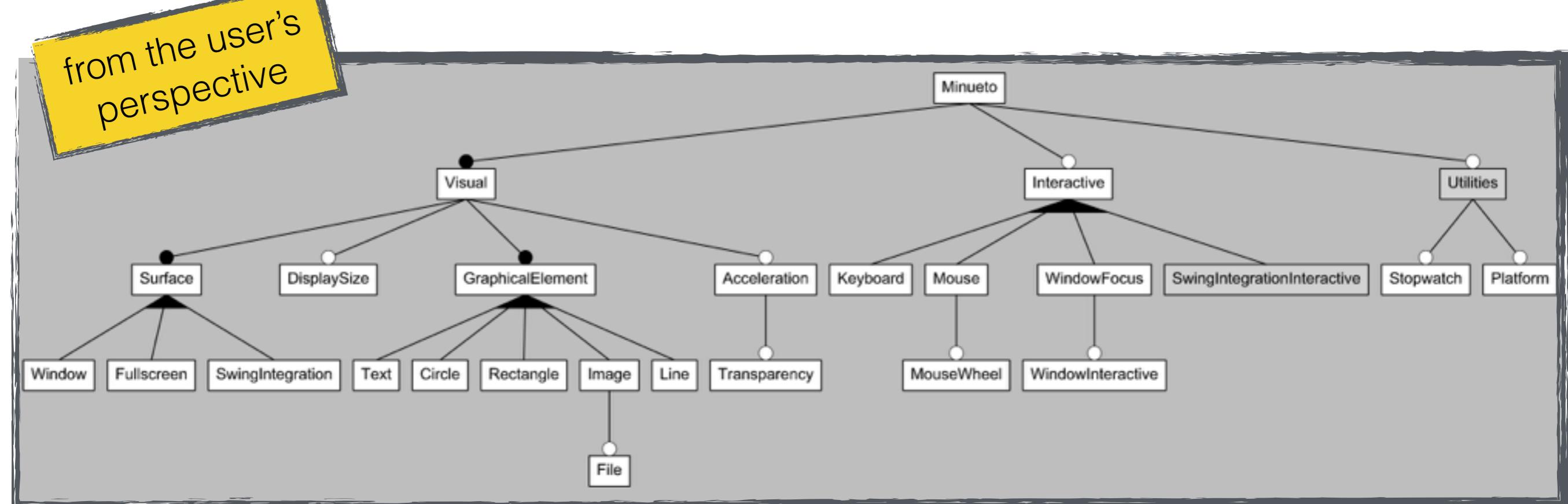
The Variation Interface

Feature Model of API

The Variation Interface

Feature Model of API

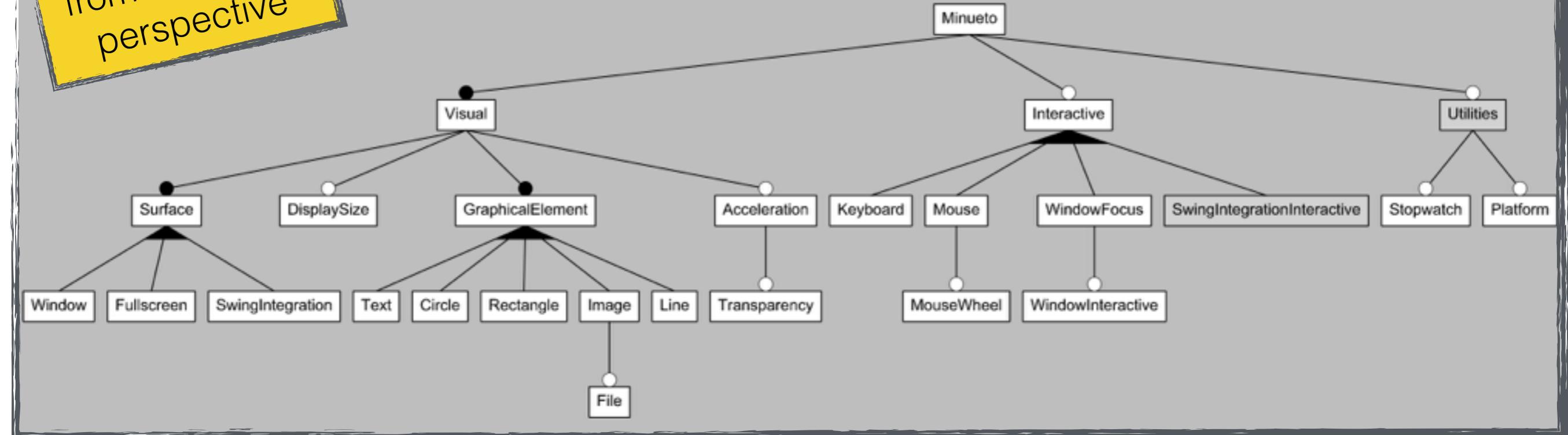
from the user's perspective



The Variation Interface

Feature Model of API

from the user's perspective



Created manually

Based on executable samples

The Variation Interface

High-level Goals

The Variation Interface

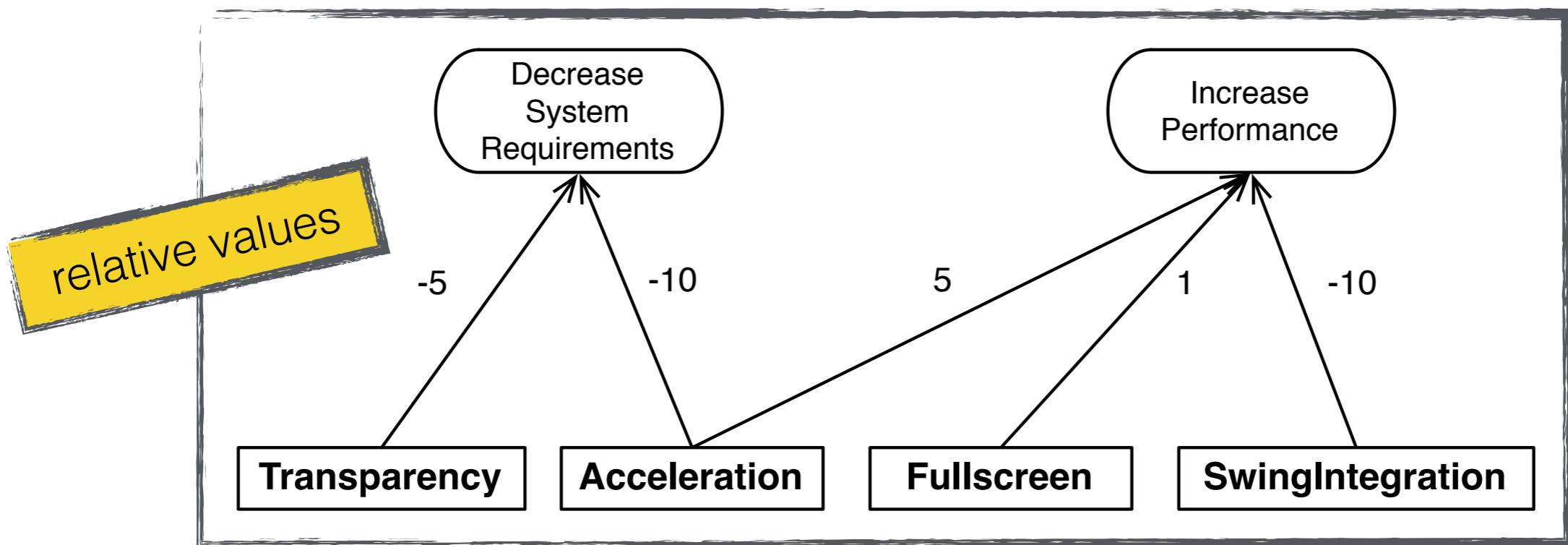
High-level Goals

Impact models

Features contribute to goals (impacts)

The Variation Interface

High-level Goals

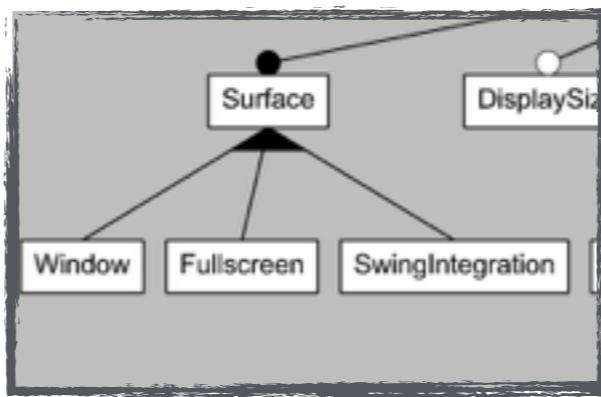


Impact models

Features contribute to goals (impacts)

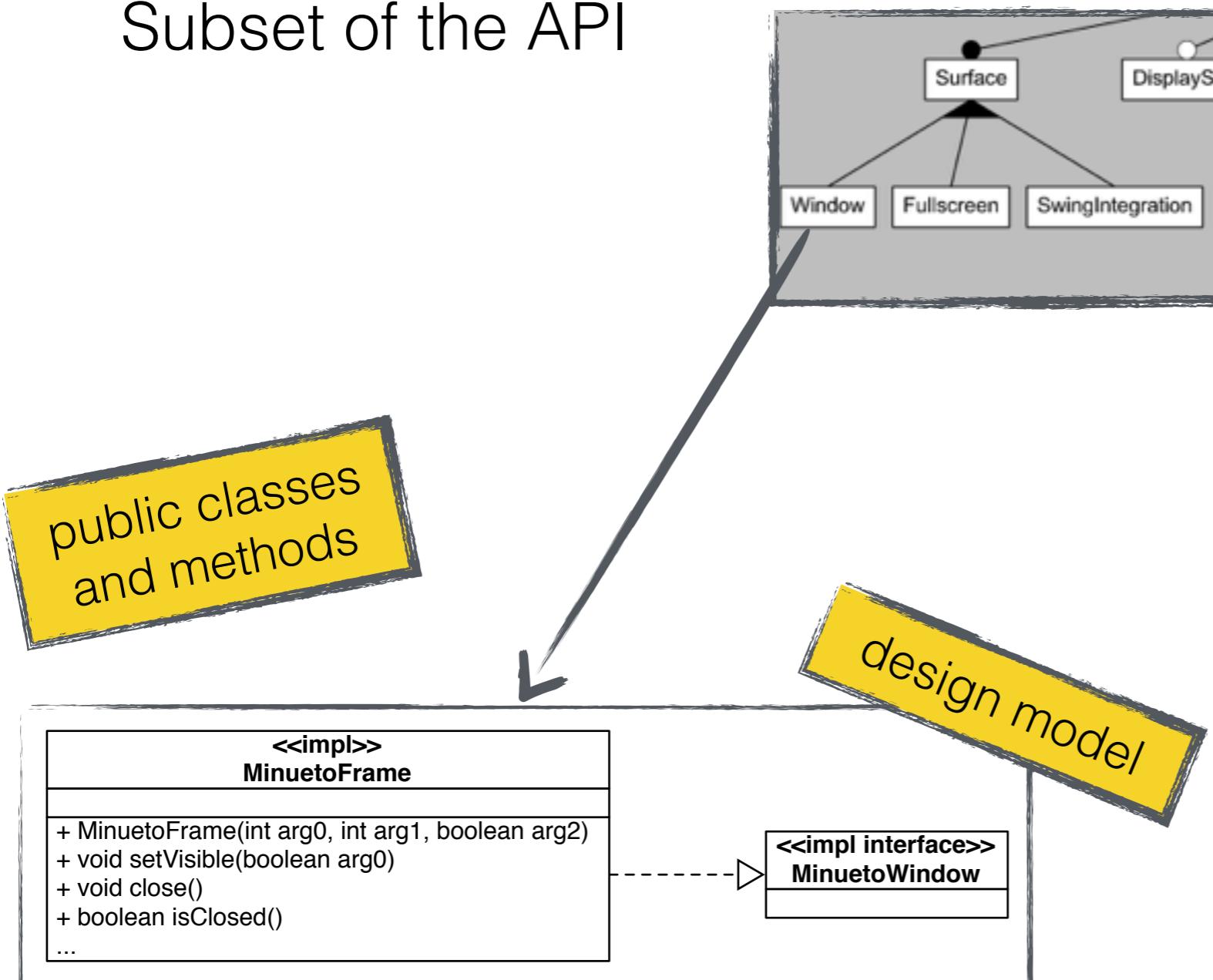
The Usage Interface

Subset of the API



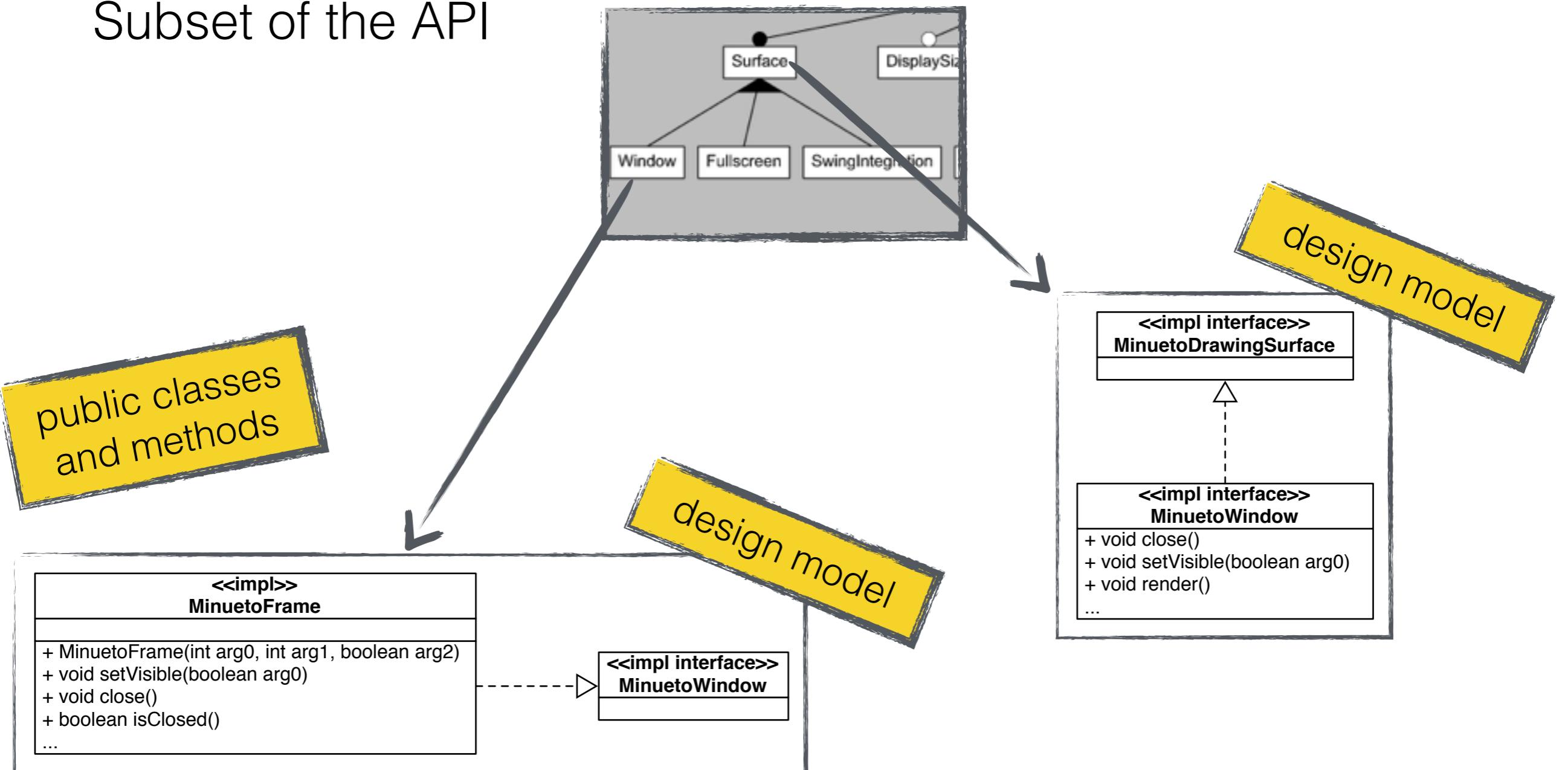
The Usage Interface

Subset of the API



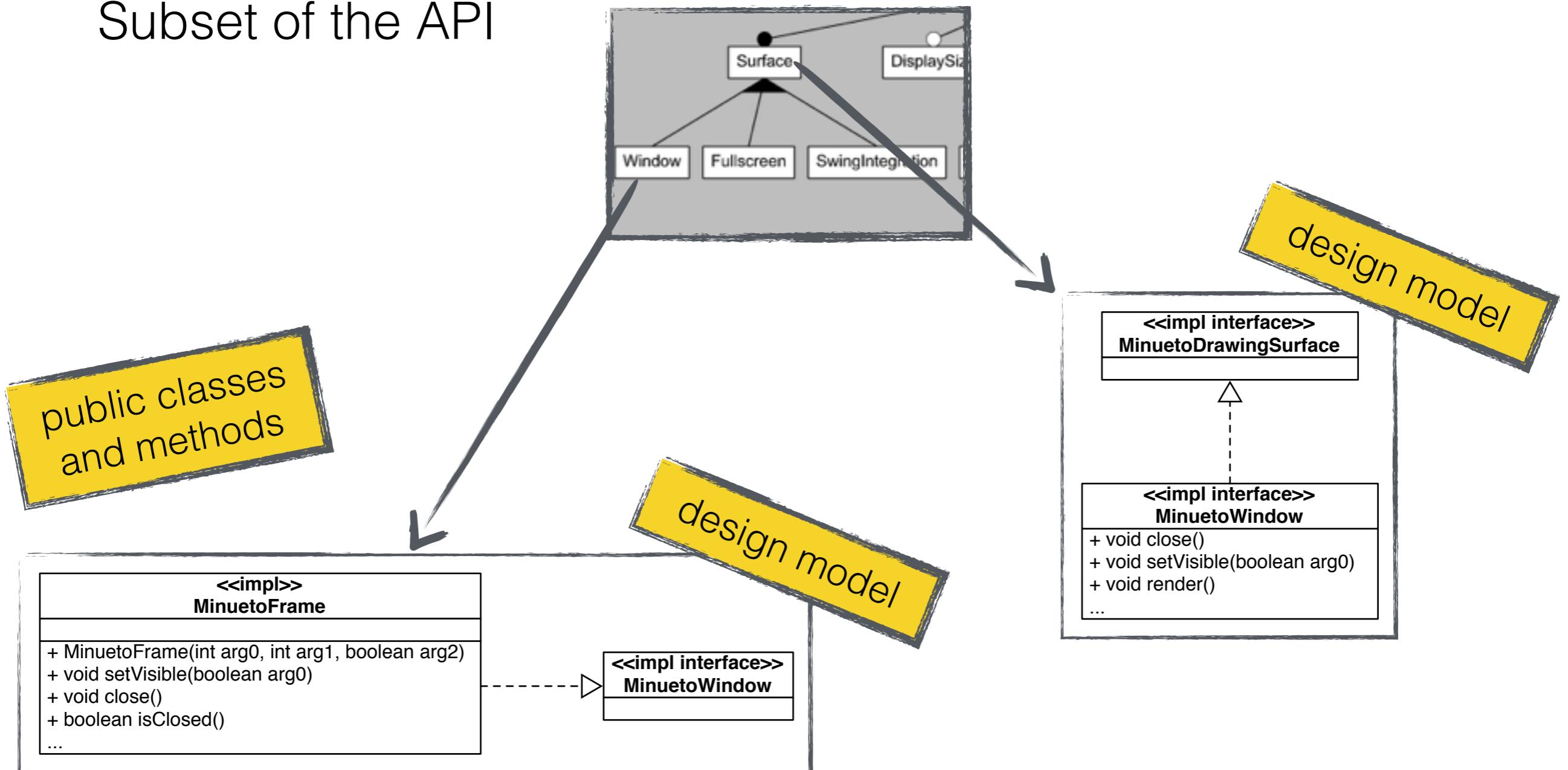
The Usage Interface

Subset of the API



The Usage Interface

Subset of the API



API split across features

Can be split at operation level

The Usage Interface

Composing subset of the API



The Usage Interface

Composing subset of the API

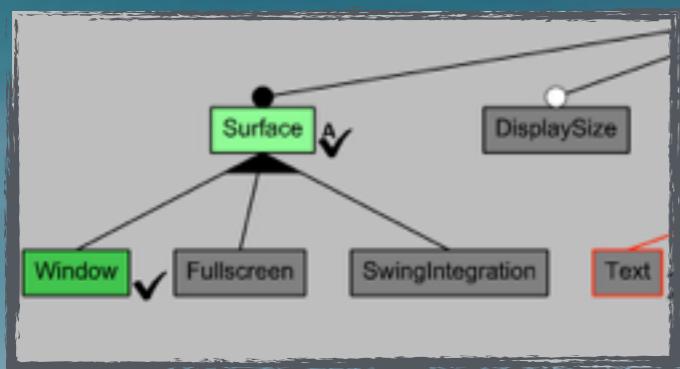
using aspect-oriented techniques



Merge classes and their operations

The Usage Interface

Composing subset of the API



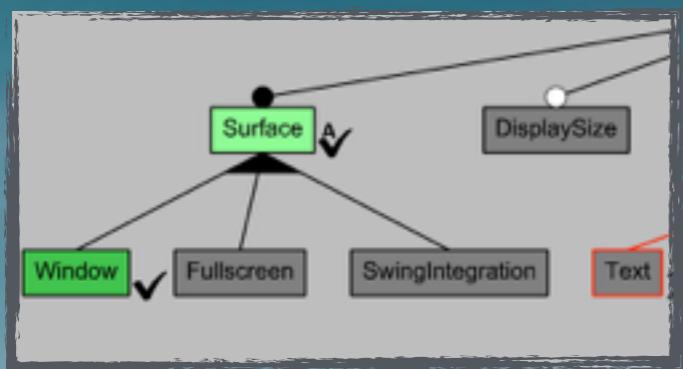
using aspect-oriented techniques



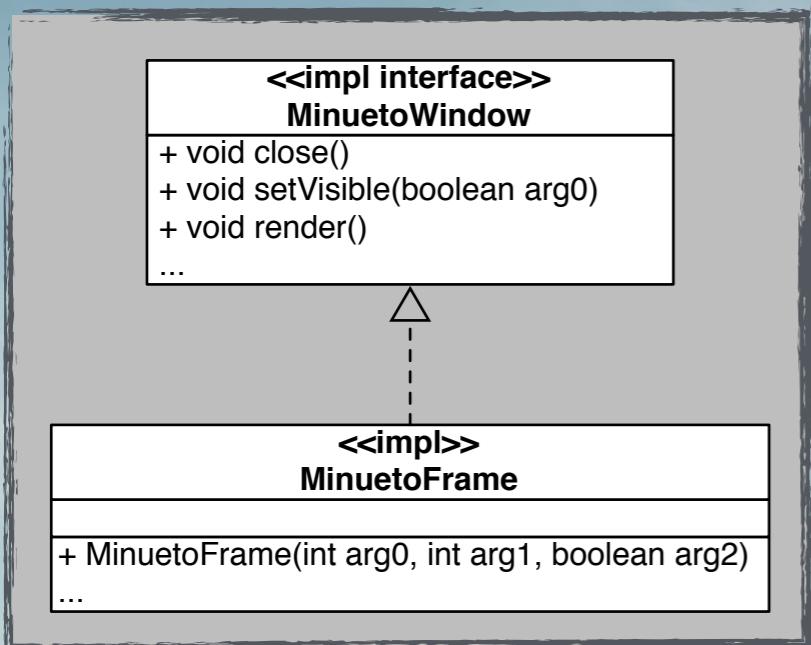
Merge classes and their operations

The Usage Interface

Composing subset of the API



using aspect-oriented techniques



Merge classes and their operations

The Usage Interface

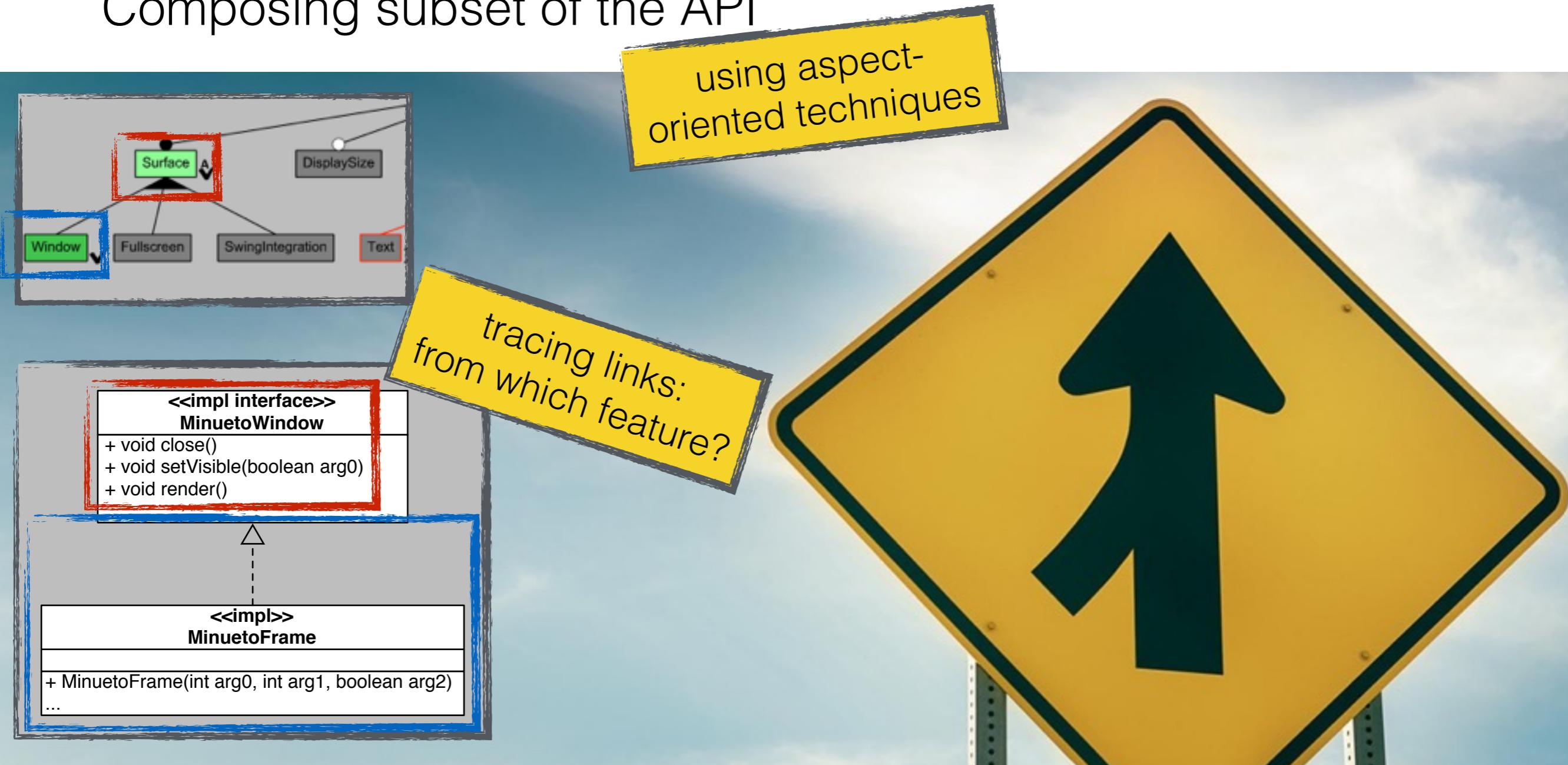
Composing subset of the API



Merge classes and their operations

The Usage Interface

Composing subset of the API



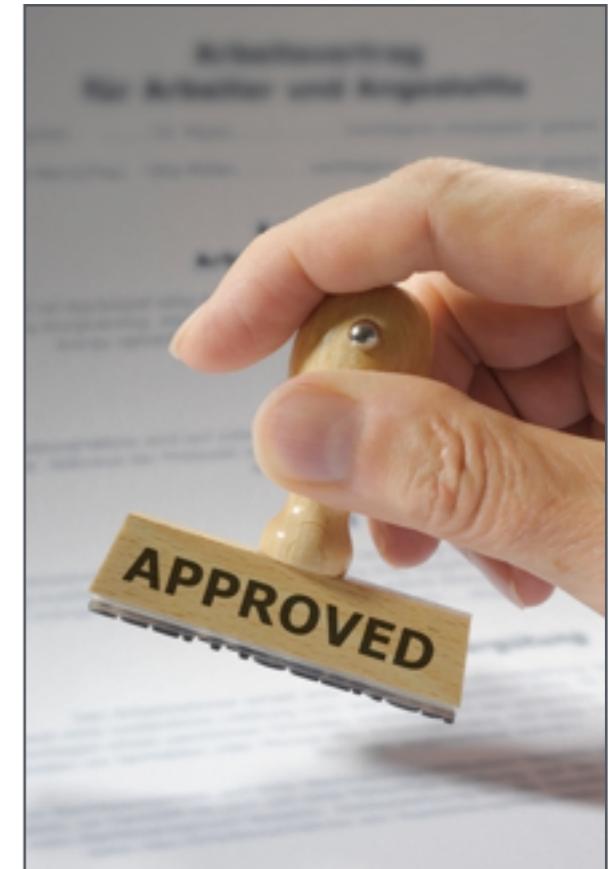
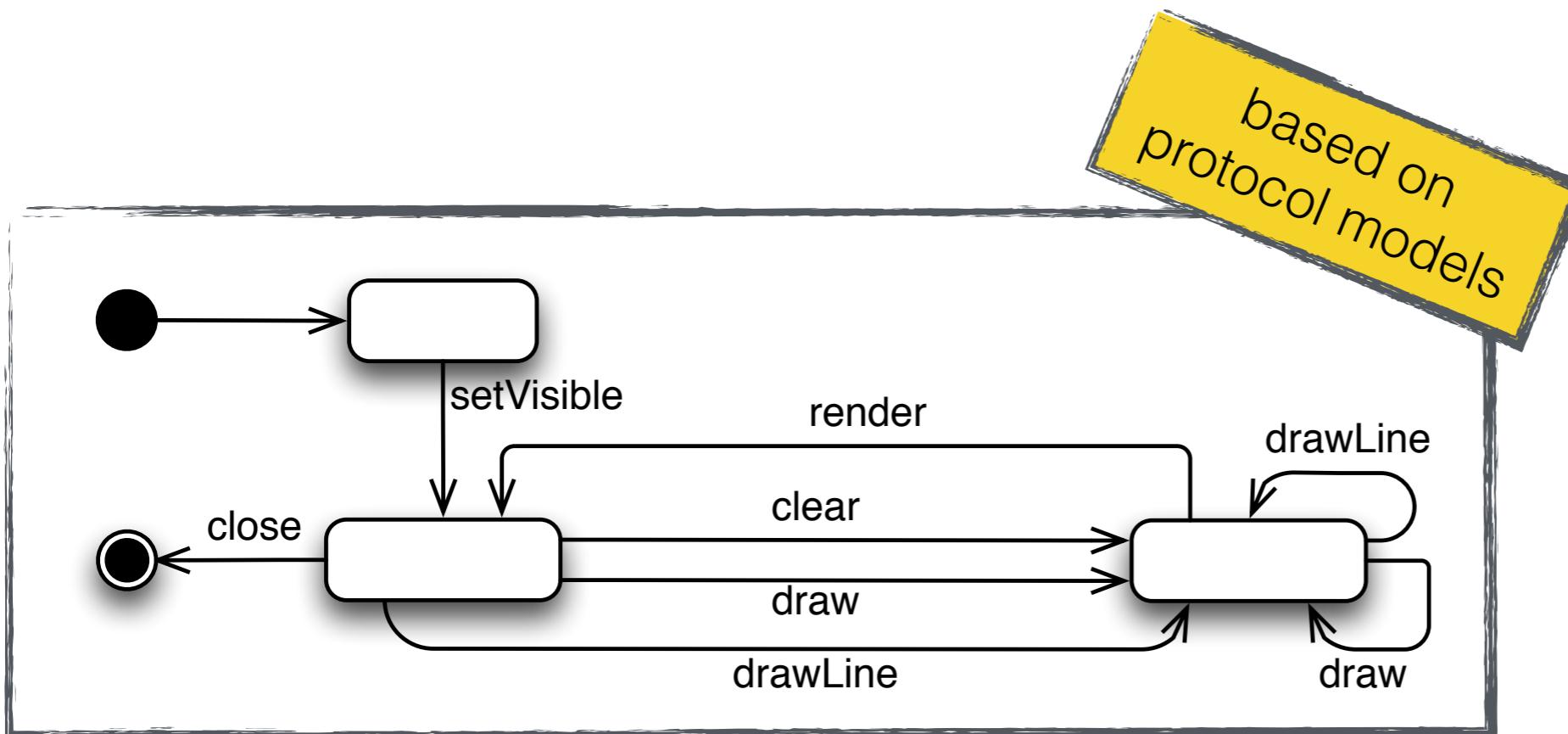
Merge classes and their operations

The Usage Interface

Follow The Protocol

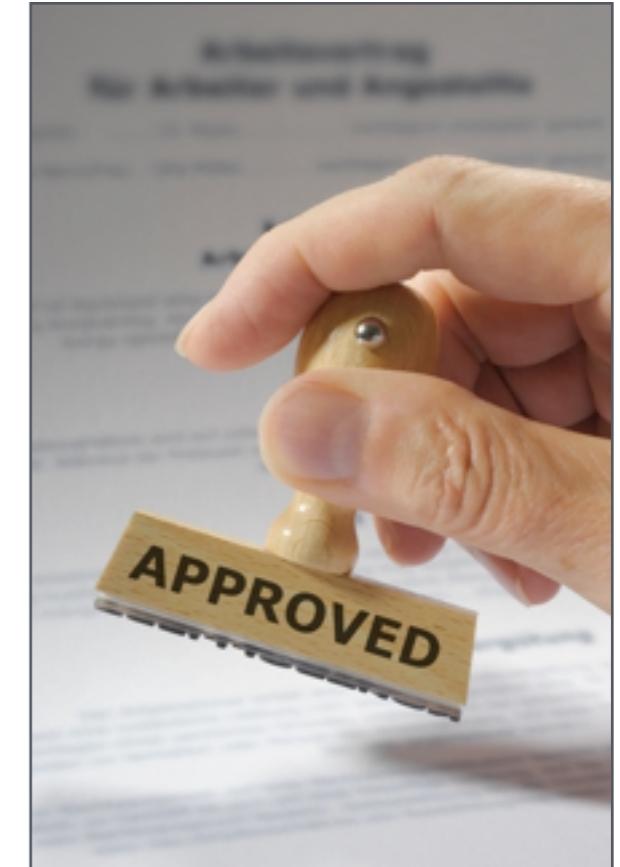
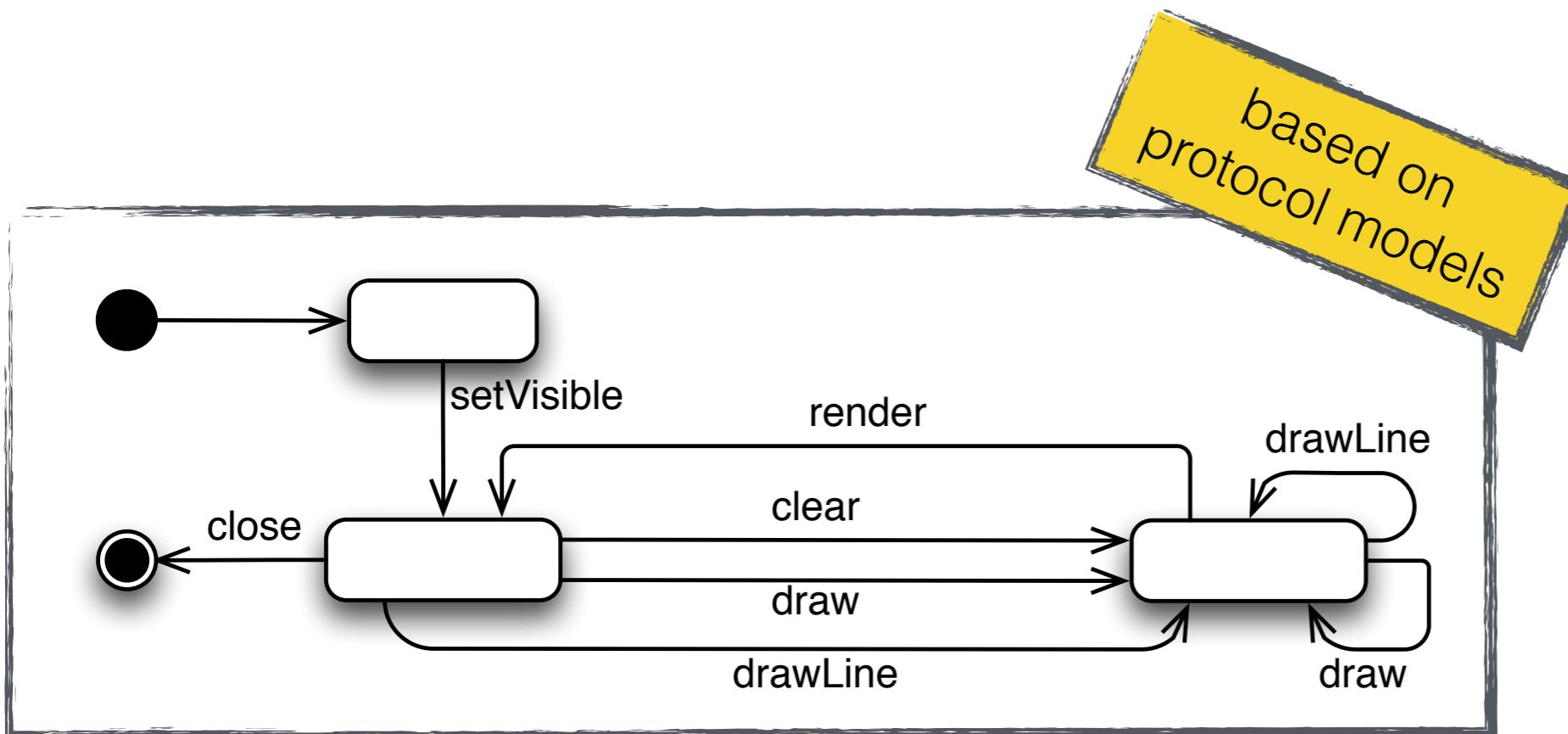
The Usage Interface

Follow The Protocol



The Usage Interface

Follow The Protocol



Supports composition

Avoid user mistakes

Three Interfaces

Three Interfaces

The Customization Interface

Three Interfaces

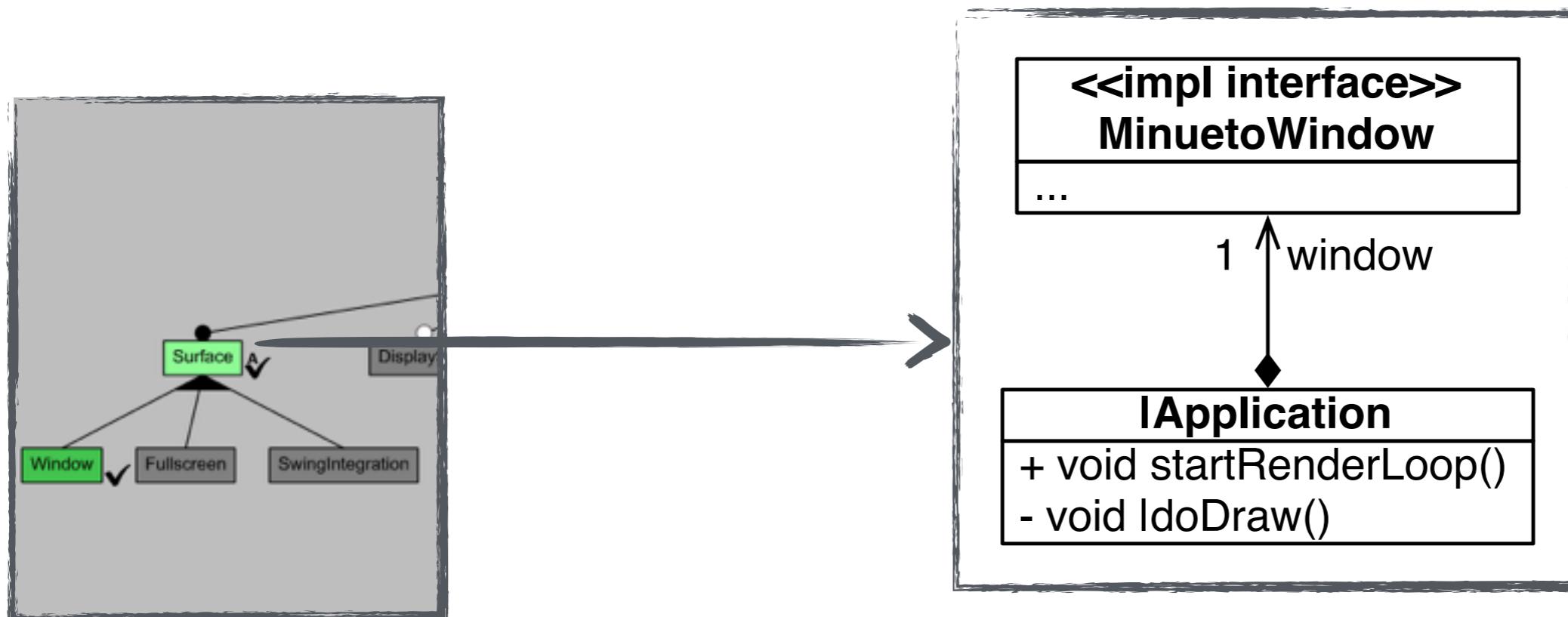
The Customization Interface

Provides partial structure and behaviour

Avoid user mistakes

Three Interfaces

The Customization Interface

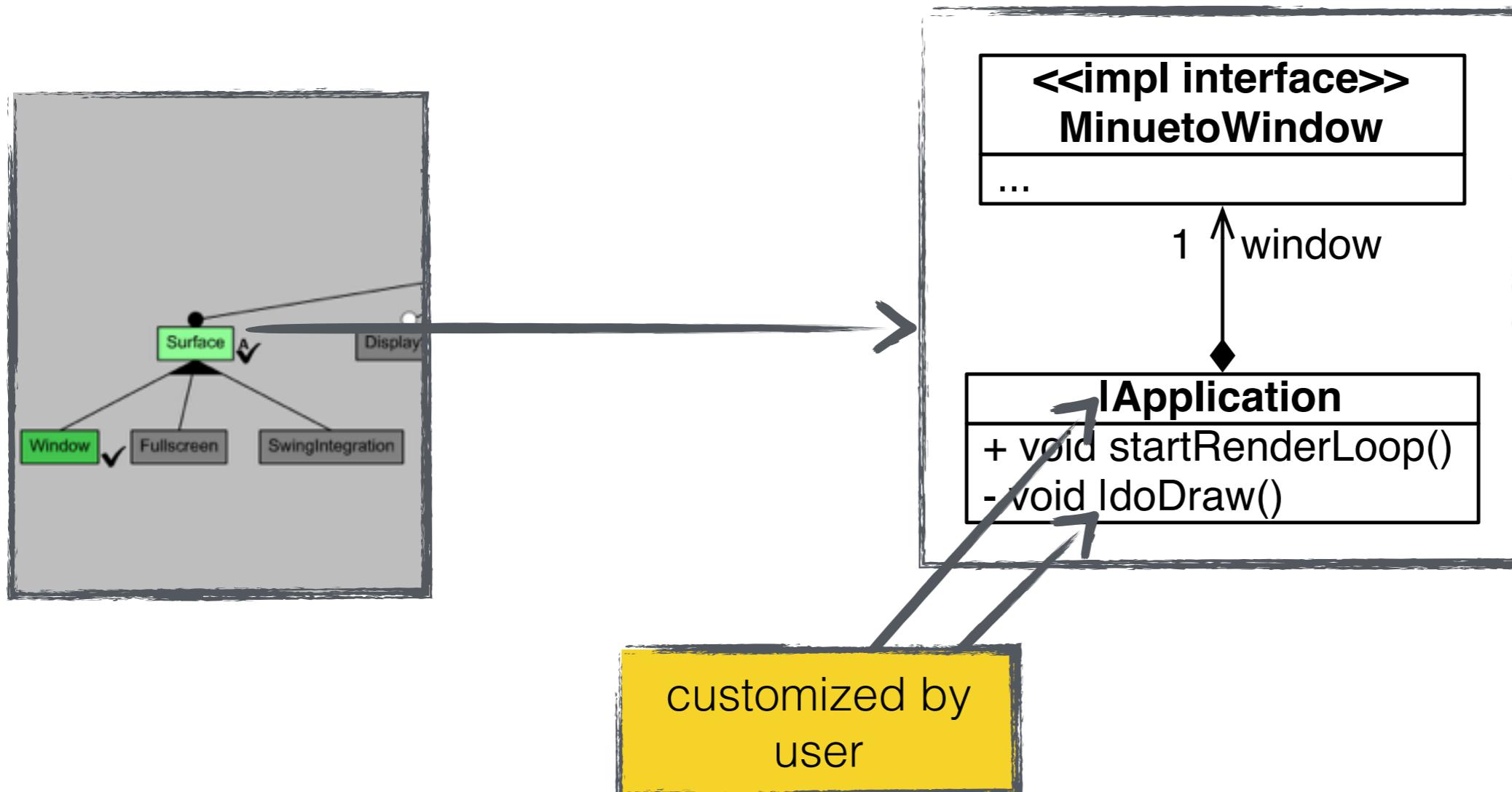


Provides partial structure and behaviour

Avoid user mistakes

Three Interfaces

The Customization Interface

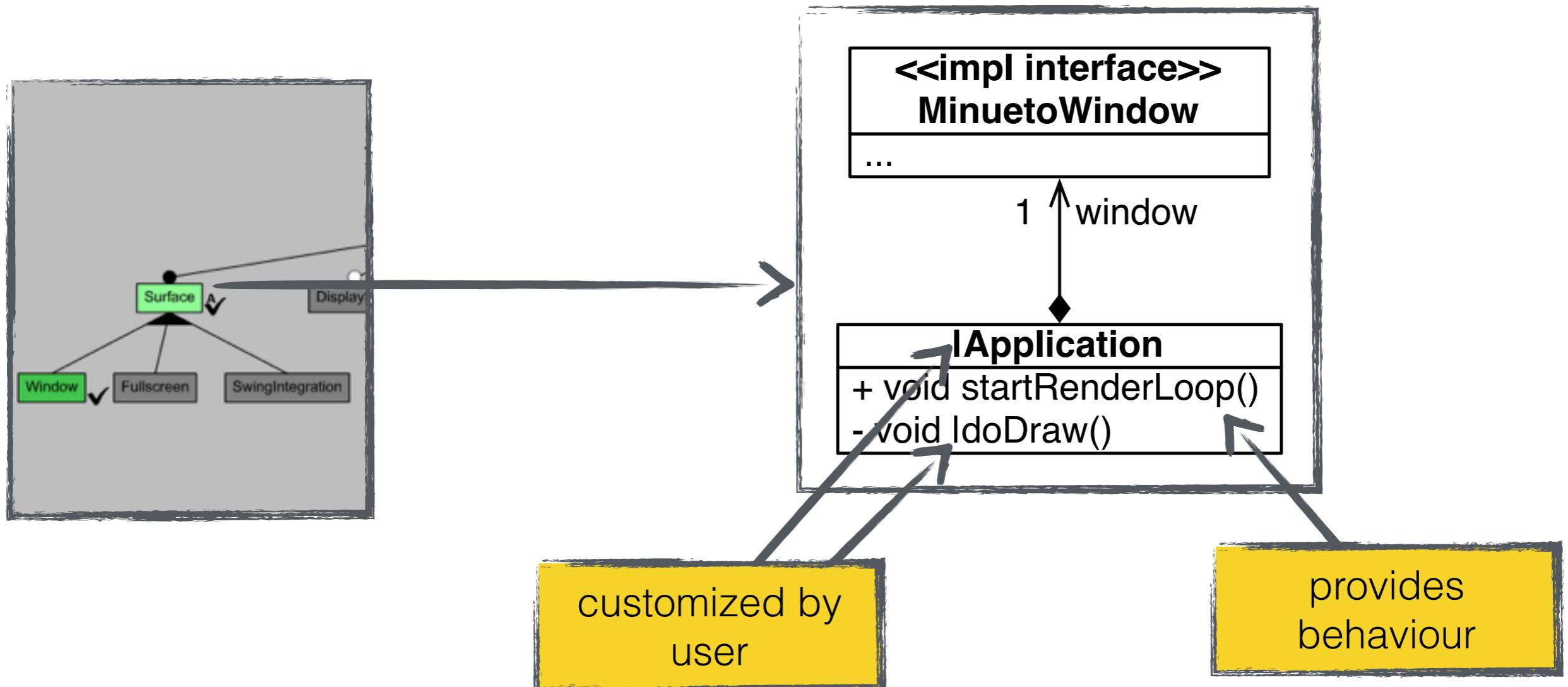


Provides partial structure and behaviour

Avoid user mistakes

Three Interfaces

The Customization Interface



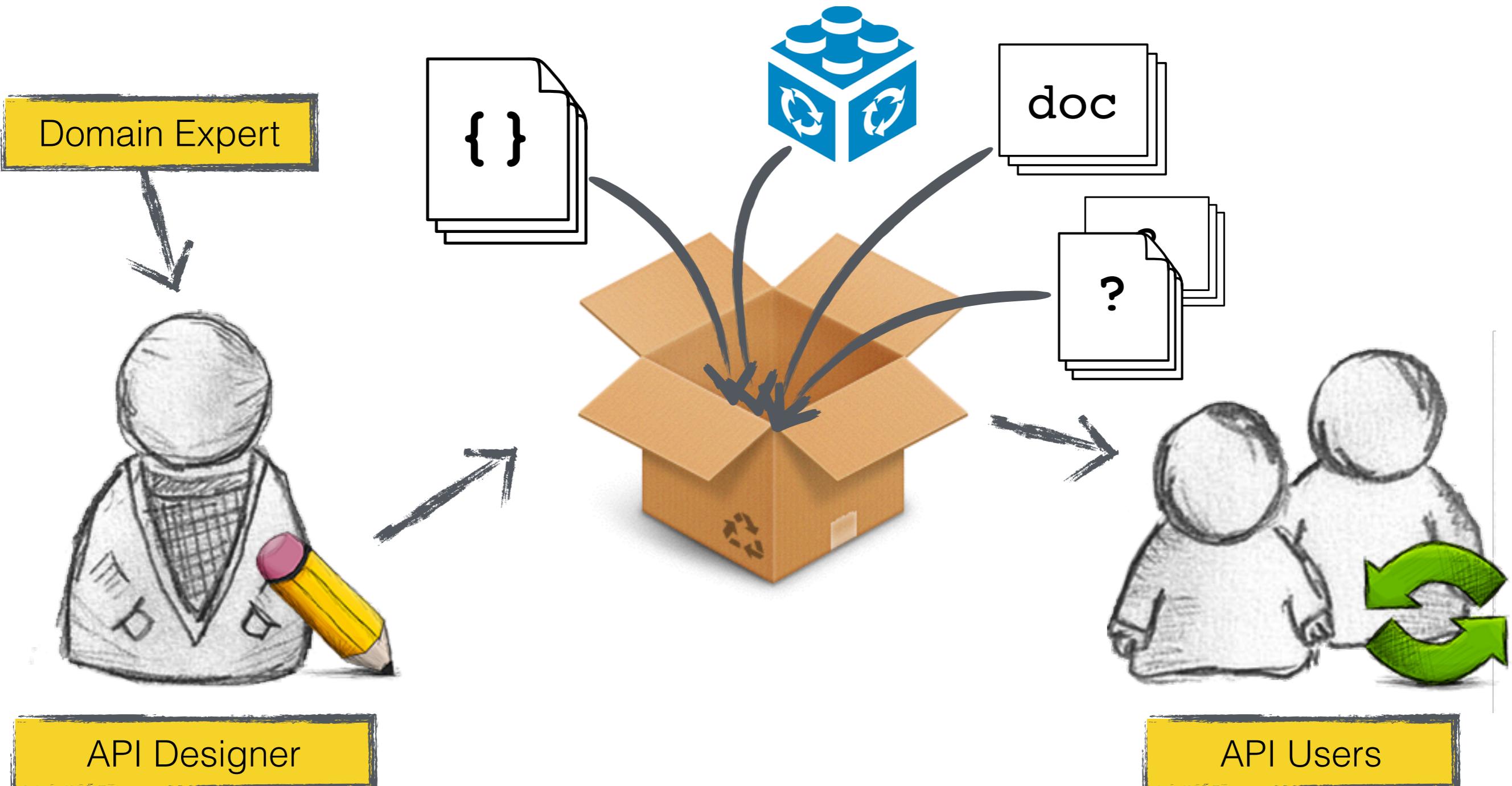
Provides partial structure and behaviour

Avoid user mistakes

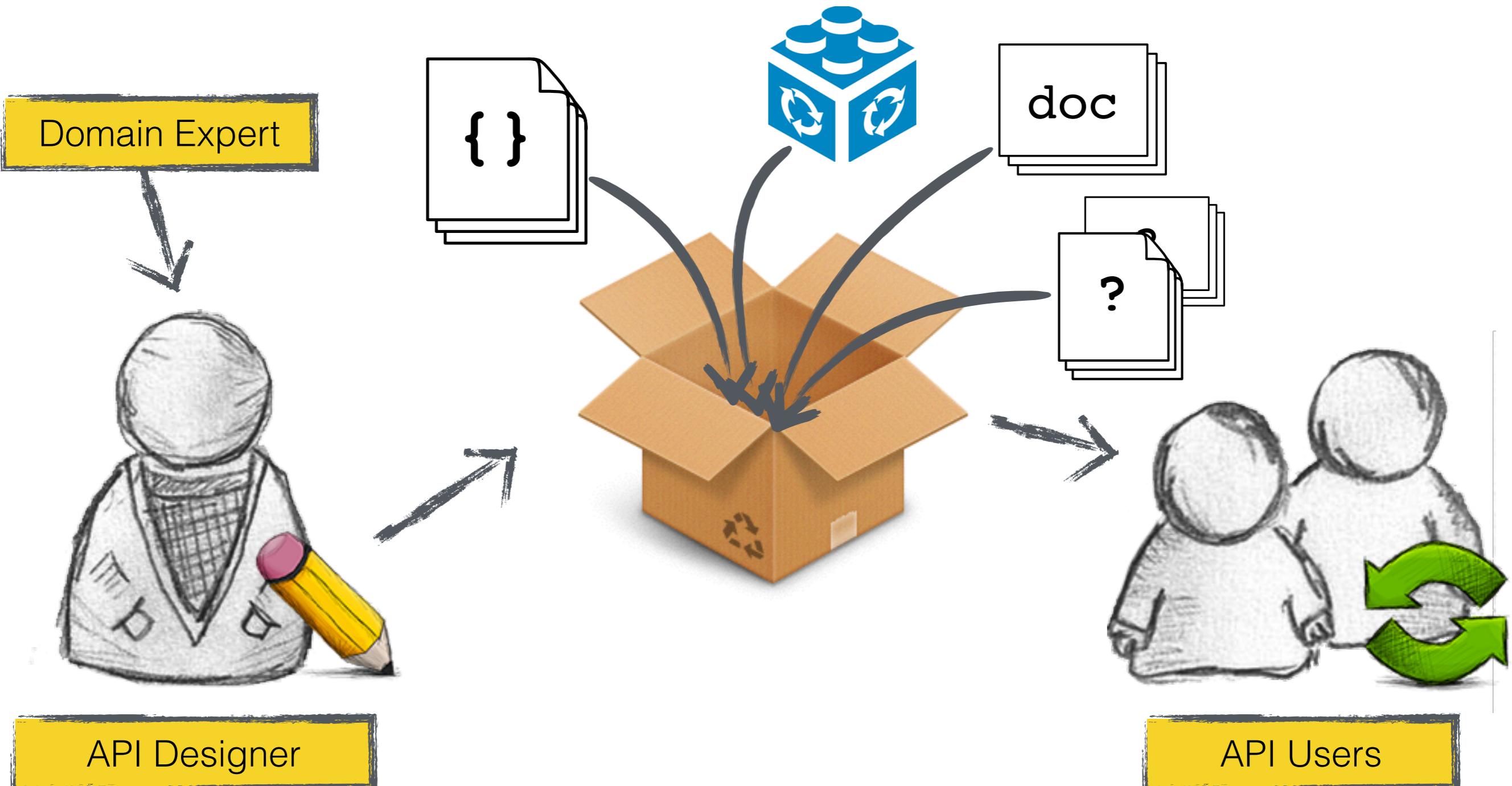


“Concernification”

Concernification



Concernification



Concernification

Domain Expert



What if there is no concern?

API Designer



API Users

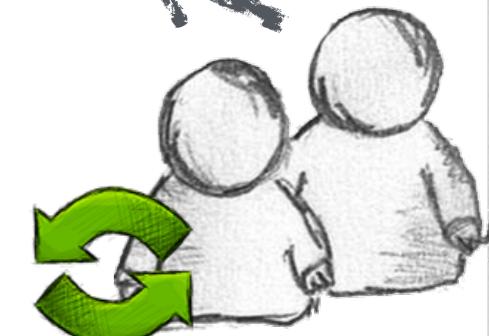
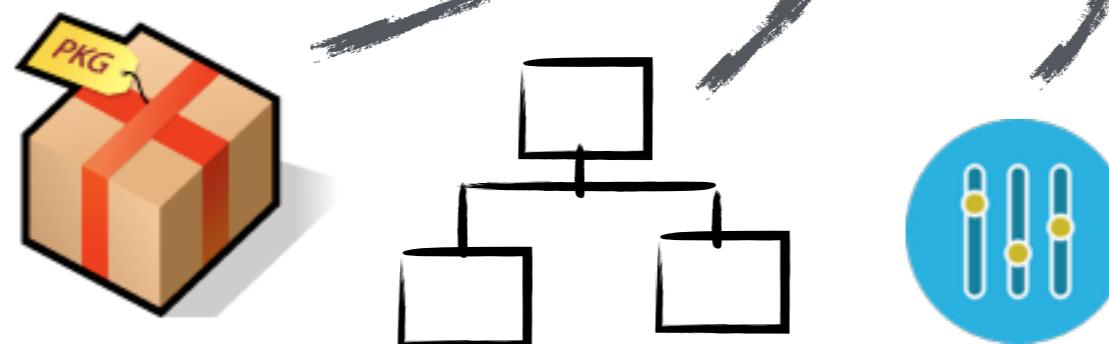


Automated Concernification

Use Executable Examples



Consider Structure



Extract feature model

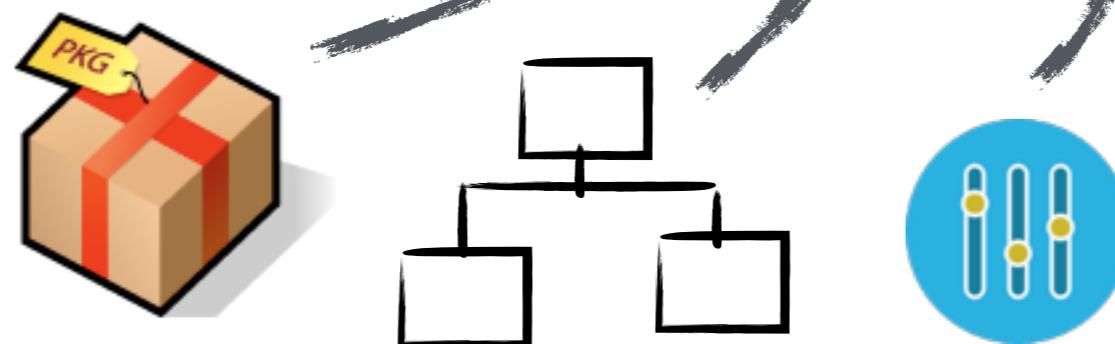
Help with initial concern creation

Automated Concernification

Use Executable Examples



Consider Structure



Extract feature model

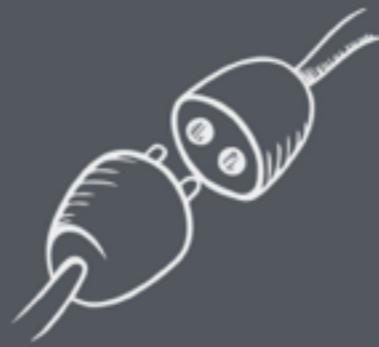
Help with initial concern creation

to be continued...

API Reuse



Understand



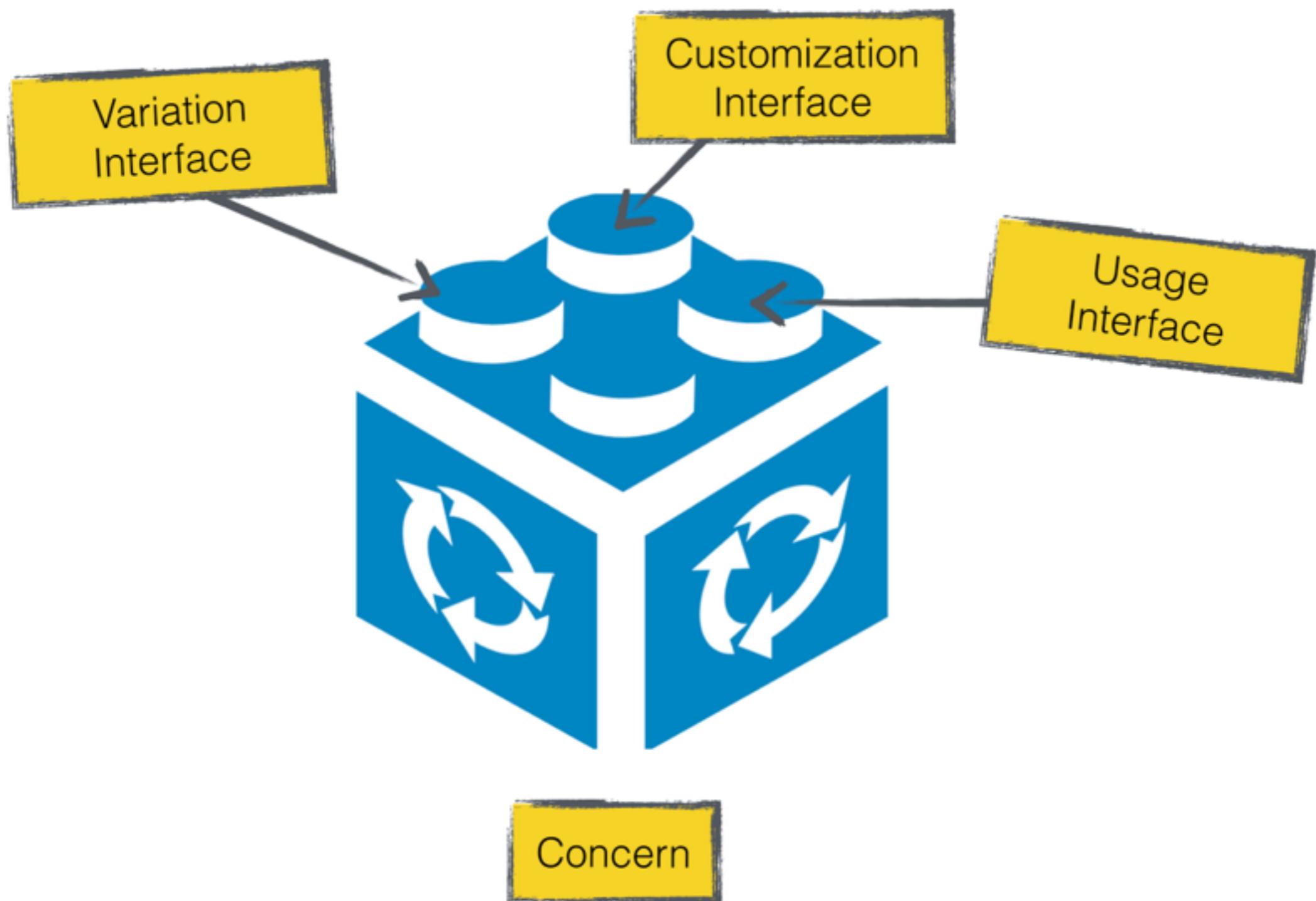
Adapt



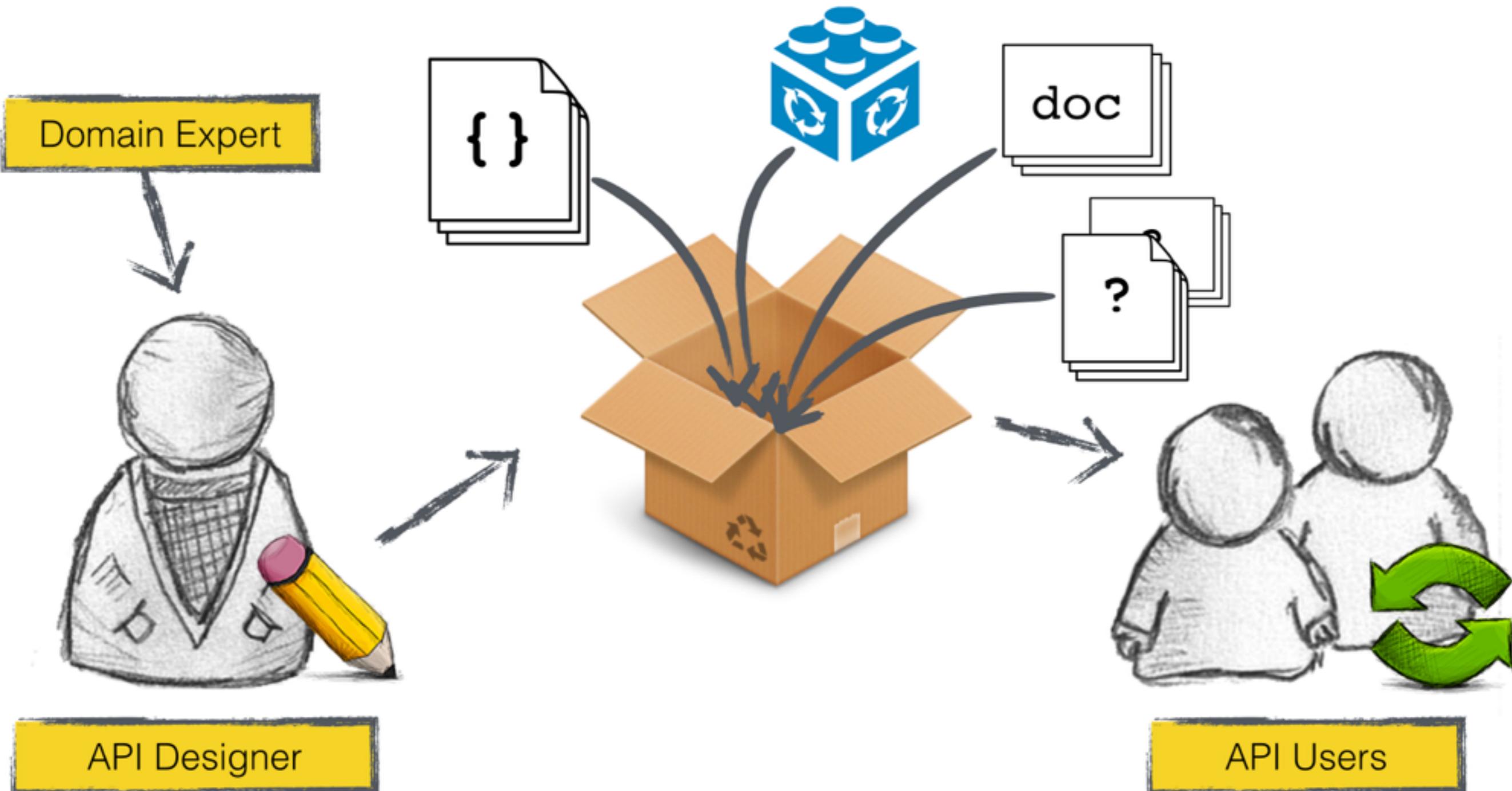
Use

Use Concern-Orientation!

Concern — Unit Of Reuse

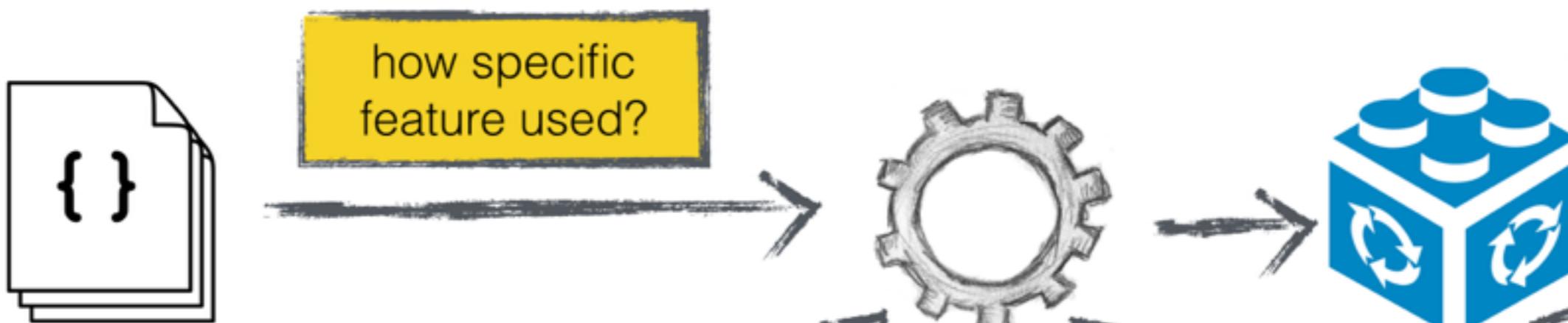


Concernification

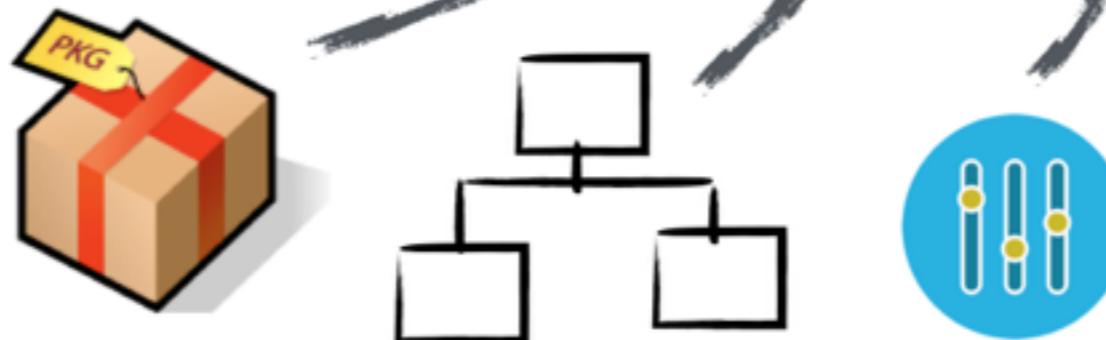


Automated Concernification

Use Executable Examples



Consider Structure



Extract feature model

Help with initial concern creation

Future



Future



automation



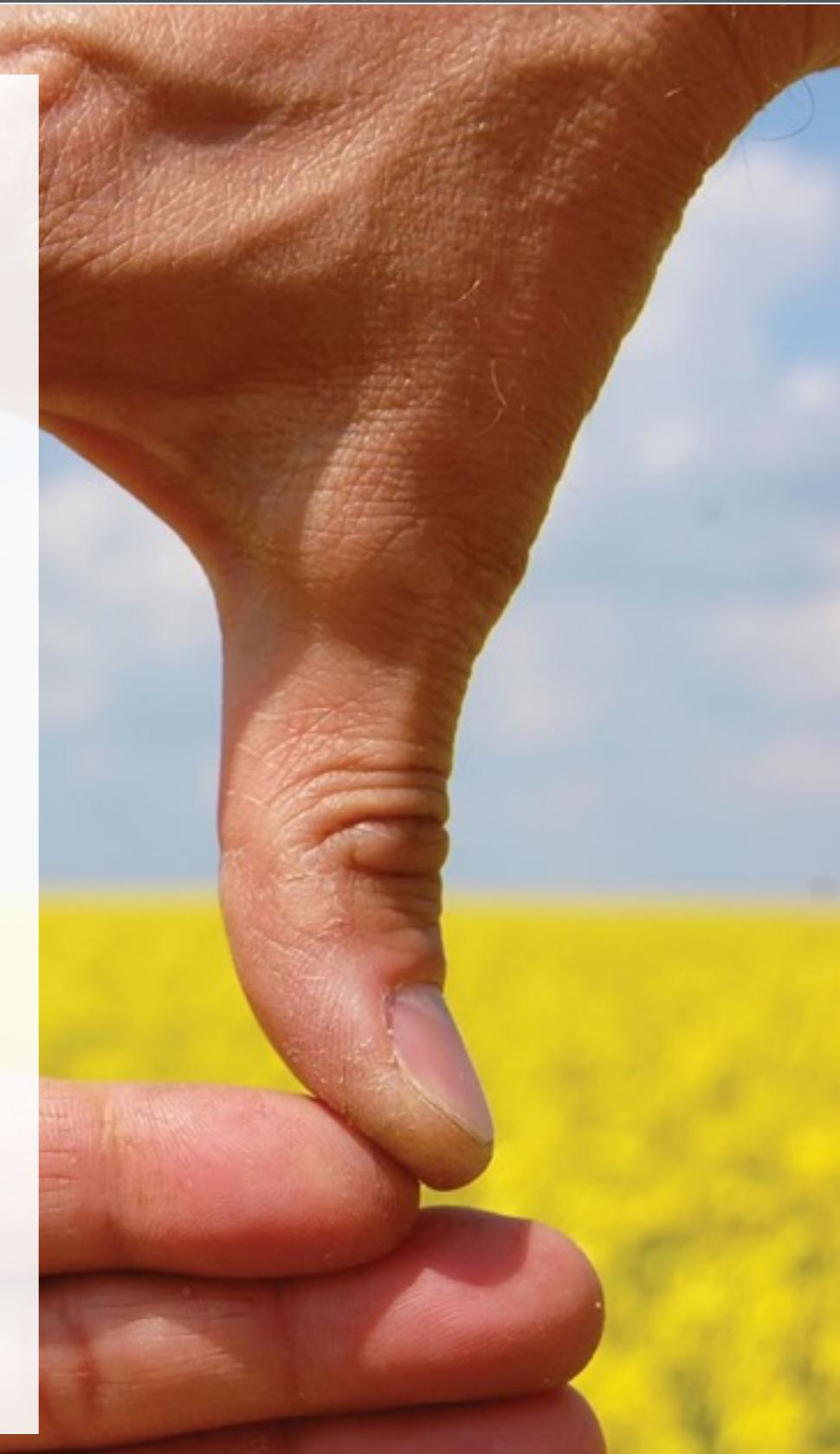
Future



automation



real-world
frameworks



Future



automation



real-world
frameworks

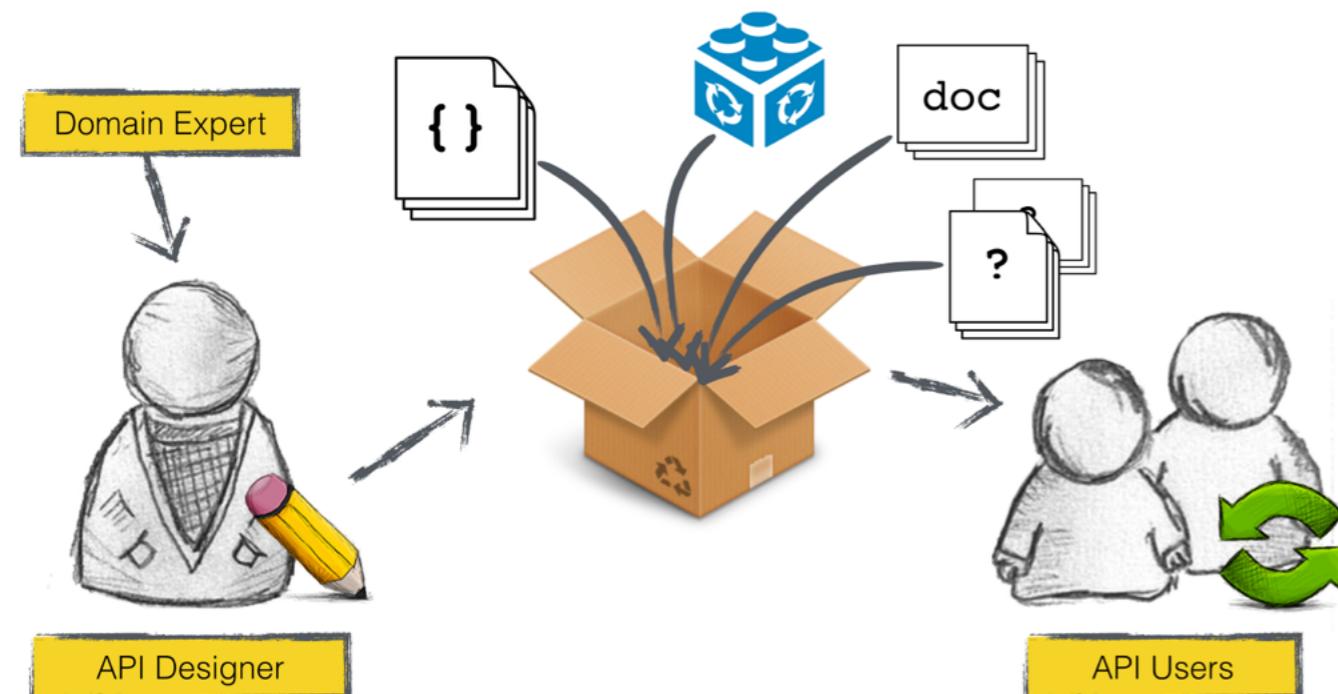


(user) studies

API Reuse

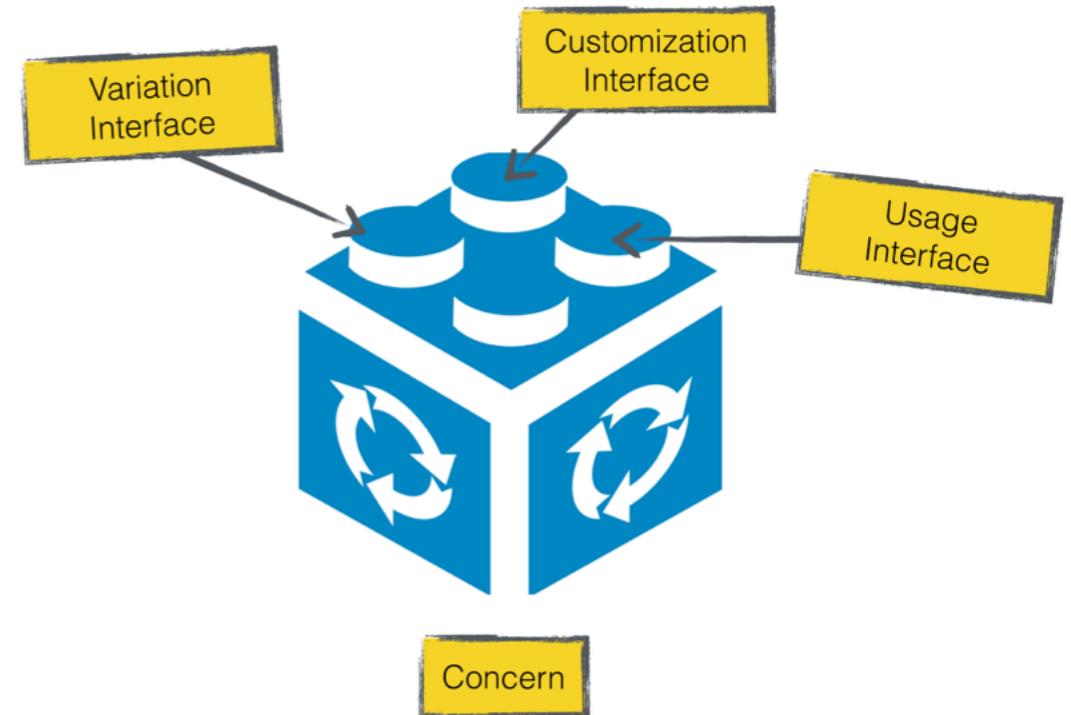


Concernification



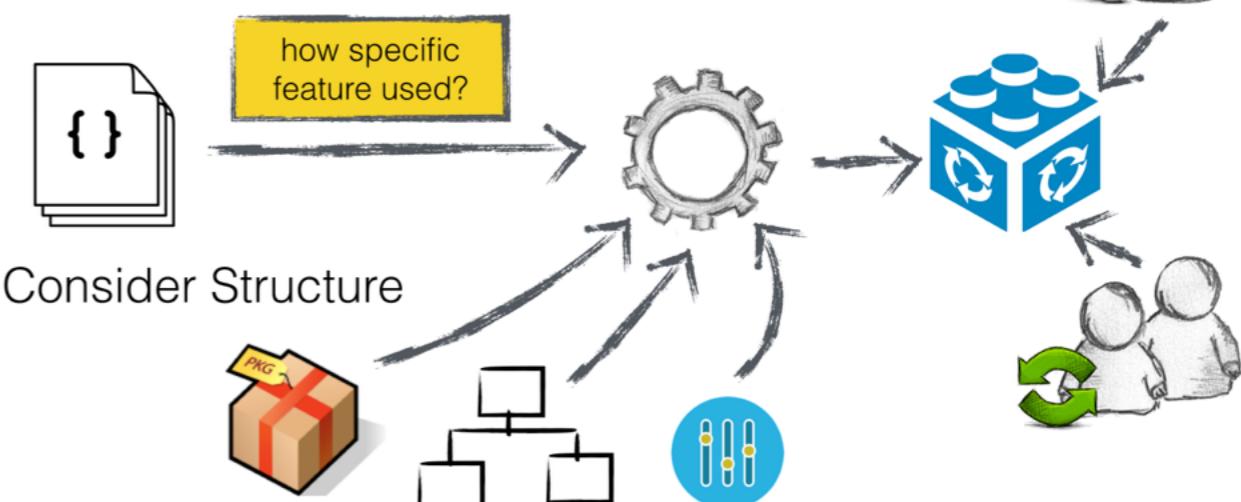
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Help with initial concern creation