Componentware -The Big Picture

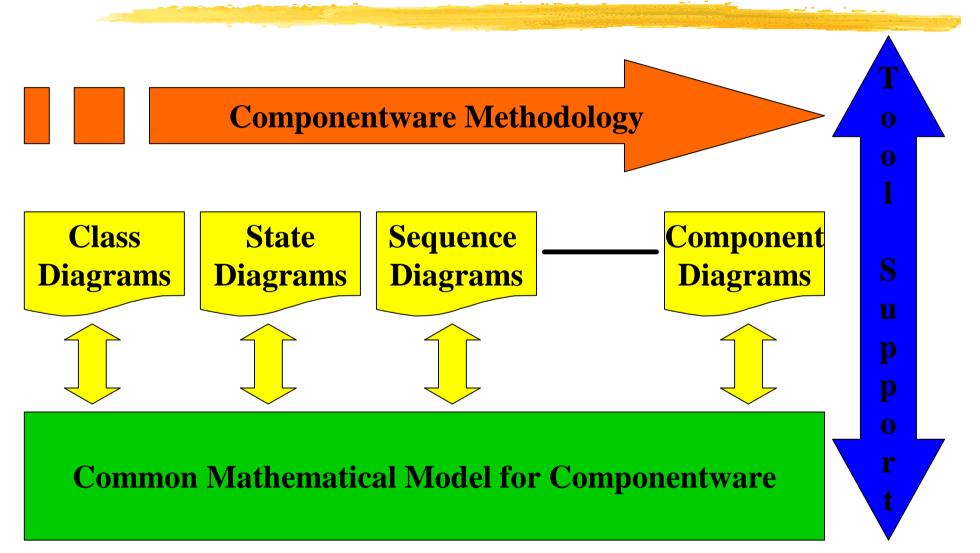
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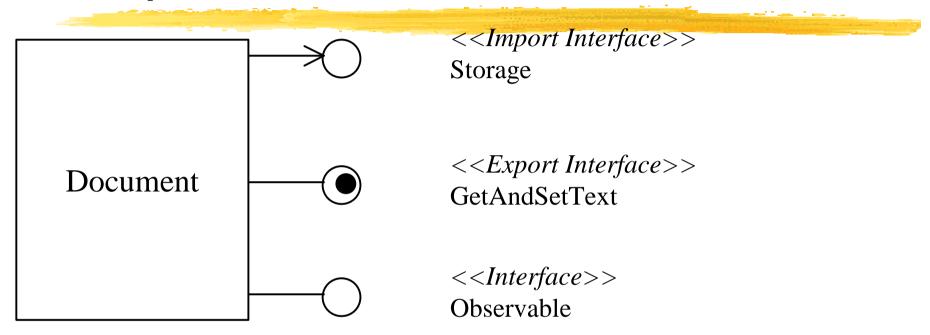


A1: Methods for Component-Based Software Engineering



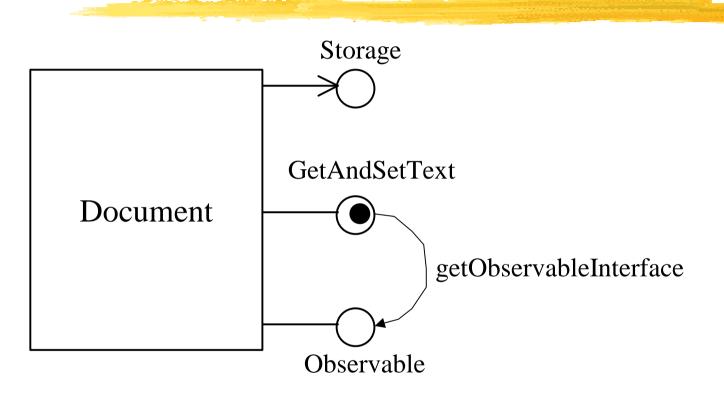


Components and Interfaces



- component type is described by a set of interfaces
- component instance has an own data state and obeys the restrictions of the corresponding type
- interface is described by
 - a signature part
 - a behavior part

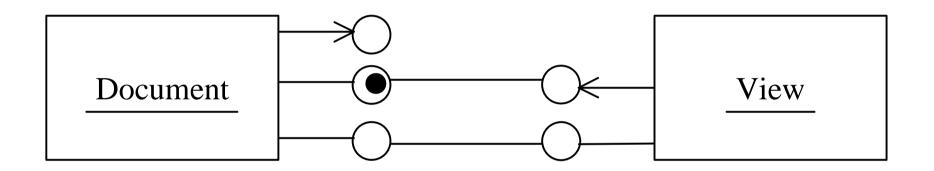
Component Interface Diagrams



specifing navigation between a component interfaces

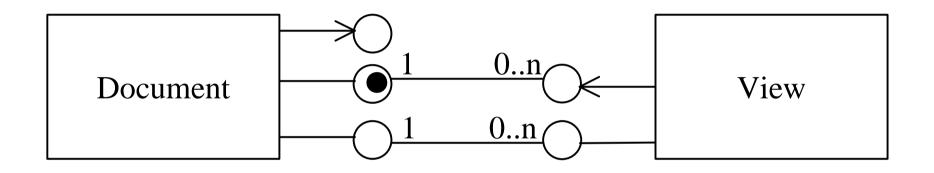
- mapping into several technical component approaches
- static and dynamic consistency checks

Connecting Components



- interfaces of connected components must be compatible
- verification of compatibility enabled by the underlying formal model
- ,state of the art' component-based tools
 - only syntatic checks
 - instance based
 - static connection structures

Component Connection Diagrams

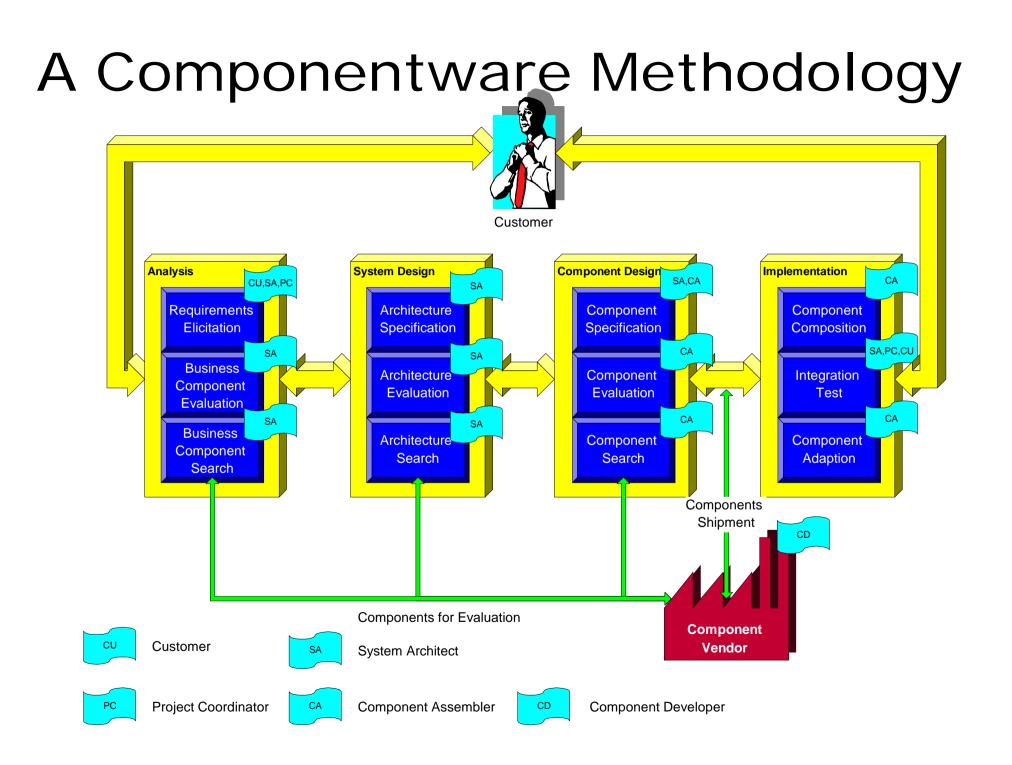


- dynamic connection structures
- creation and destruction of components
- visualization of maximum multiplicity of corresponding component instances
- component instances restricted by component connection specification
 - static and dynamic consistency checks

A Componentware Methodology - Requirements

adaptation of proven methodologies

- improving methodologies
- combining methodologies
- combining bottum-up and top-down approaches
- support of reuse and customization
 - new reuse-tasks and process-roles
 - searching for scalable architecture



Conclusion

Summary

- precise notion of component and interface
- clear understanding of component connection
- towards embedding the provided concepts into a formal method
- framework for component-based development process

Further Work

- decomposition and refinement of components and interfaces
- completion of embedding of provided concepts into a formal method
- refinement of presented component-based development process
- tool support of description techniques and development process
- tool supported consitency checks based on the underlying formalism