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Specware

14 June 2012
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Javaware

Understanding Technological Spaces

Objectware

CSVware

Ralf Lämmel
Software Languages Team
University of Koblenz-Landau

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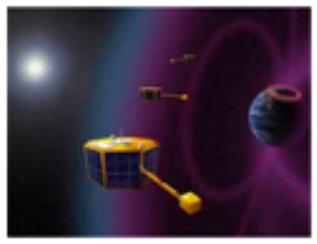







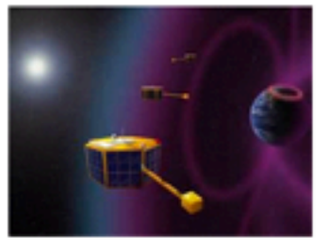









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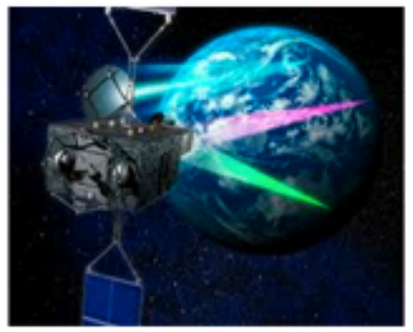

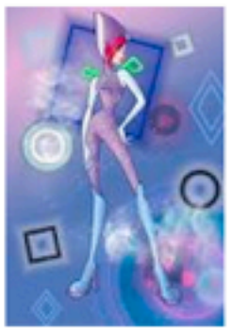


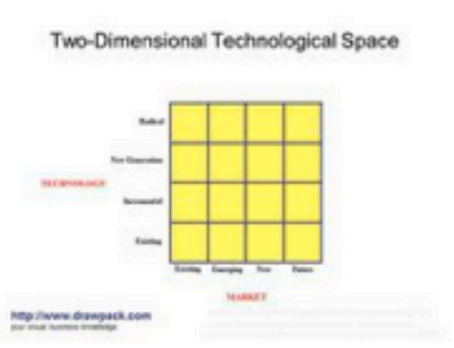


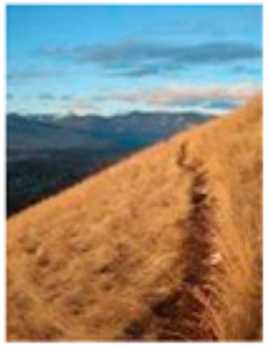




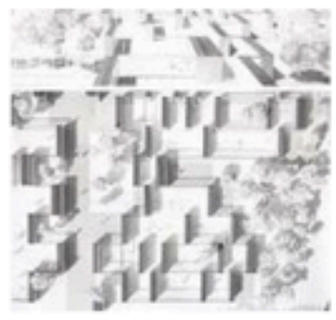




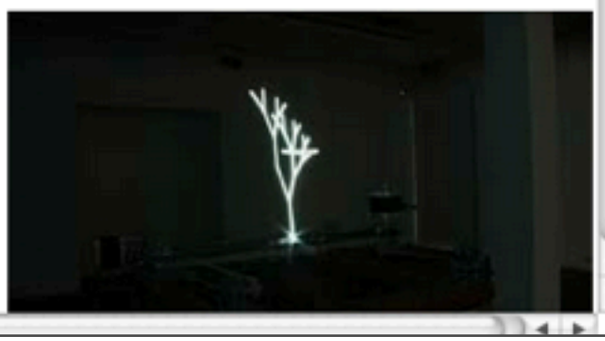

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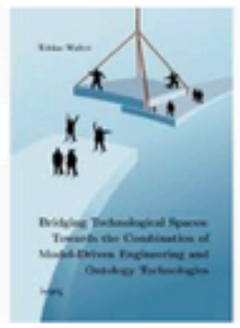

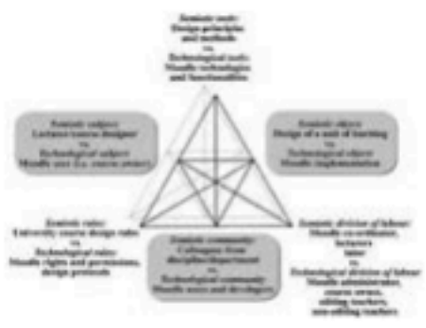

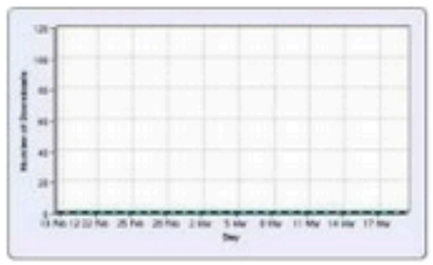



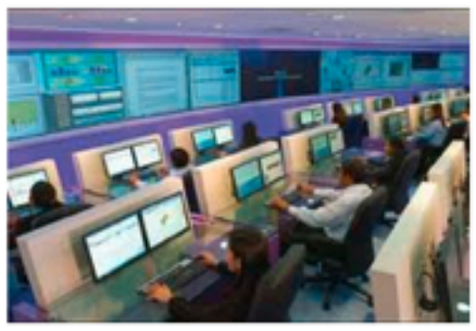

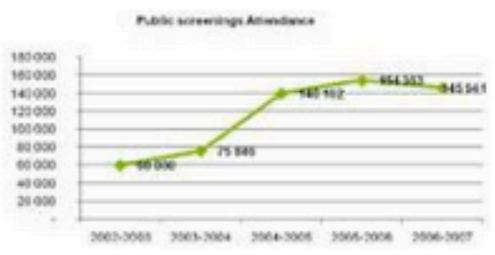



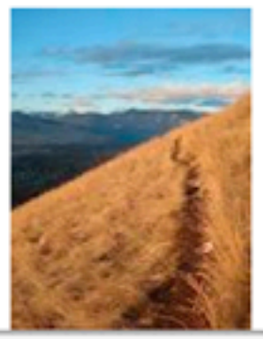

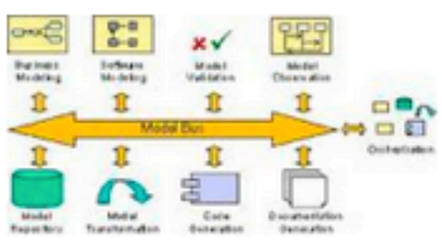

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Technological Spaces: an Initial Appraisal*

Ivan Kurtev [1], Jean Bézivin [2], Mehmet Aksit [1]

[1] Software Engineering Group (TRESE), University of Twente, The Netherlands
{kurtev, aksit}@cs.utwente.nl

[2] Faculty of Sciences, University of Nantes, France
bezivin@sciences.univ-nantes.fr

Abstract. In this paper, we propose a high level view of technological spaces (TS) and relations among these spaces. A technological space is a working context with a set of associated concepts, body of knowledge, tools, required skills, and possibilities. It is often associated to a given user community with shared know-how, educational support, common literature and even workshop and conference regular meetings. Although it is difficult to give a precise definition, some TSs can be easily identified, e.g. the XML TS, the DBMS TS, the abstract syntax TS, the meta-model (OMG/MDA) TS, etc. The purpose of our work is not to define an abstract theory of technological spaces, but to figure out how to work more efficiently by using the best possibilities of each technology. To do so, we need a basic understanding of the similarities and differences between various TSs, and also of the possible operational bridges that will allow transferring the results obtained in one TS to other TS. We hope that the presented industrial vision may help us putting forward the idea that there could be more cooperation than competition among alternative technologies. Furthermore, as the spectrum of such available technologies is rapidly broadening, the necessity to offer clear guidelines when choosing practical solutions to engineering problems is becoming a must, not only for teachers but for project leaders as well.

Technological Spaces: an Initial Appraisal*

Ivan Kurtev [1], Jean Bézivin [2], Mehmet Aksit [1]

[1] Software Engineering Group (TRESE), University of Twente, The Netherlands
{kurtev, aksit}@cs.utwente.nl

[2] Faculty of Sciences, University of Nantes, France
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A technological space is **a working context with a set of associated concepts, body of knowledge,tools, required skills, and possibilities**. It is often associated to a given user community with shared know-how, educational support, common literature and even workshop and conference meetings. It is at the same time a zone of established expertise and ongoing research and a repository for abstract and concrete resources.

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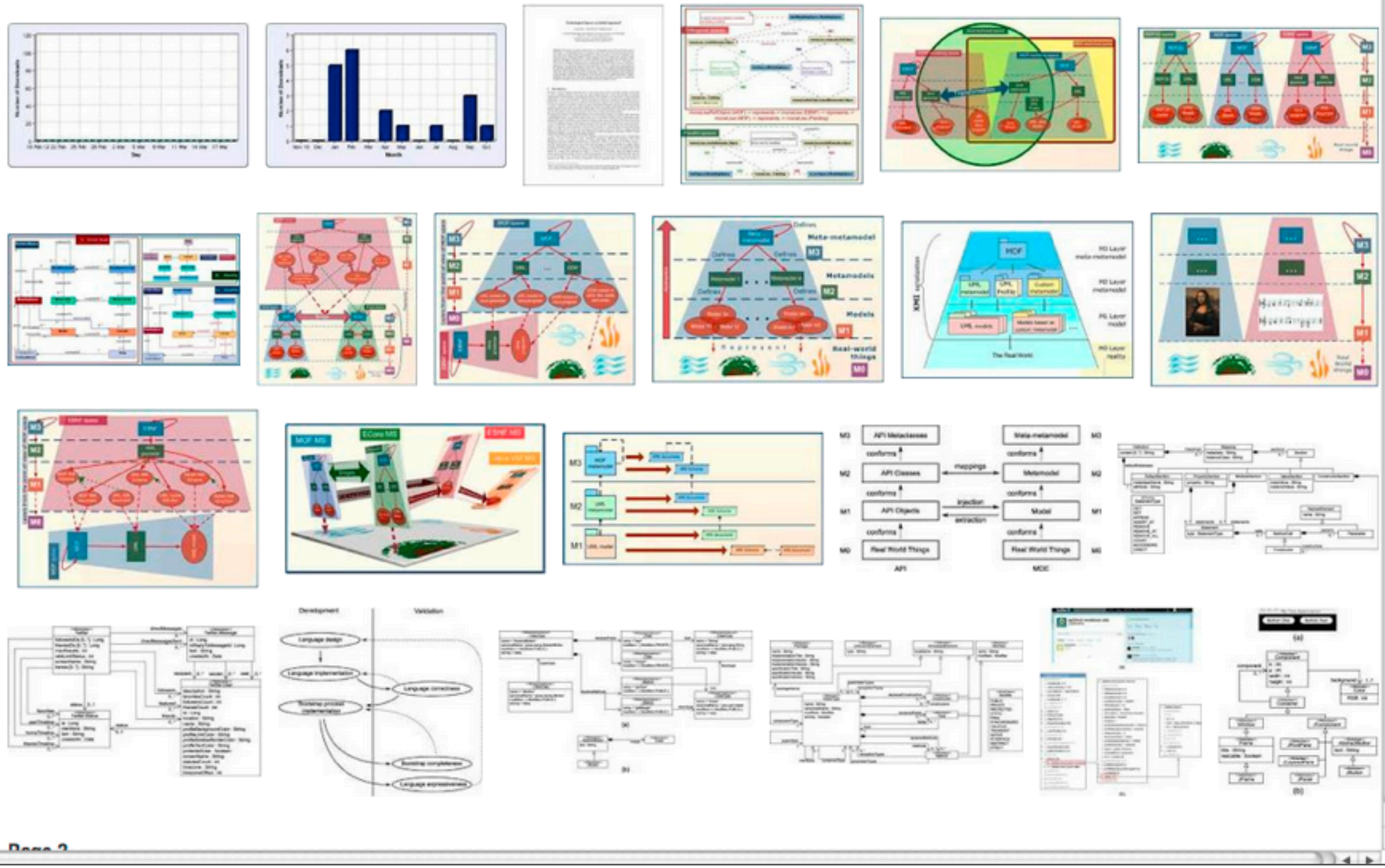

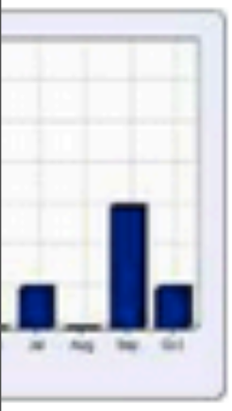

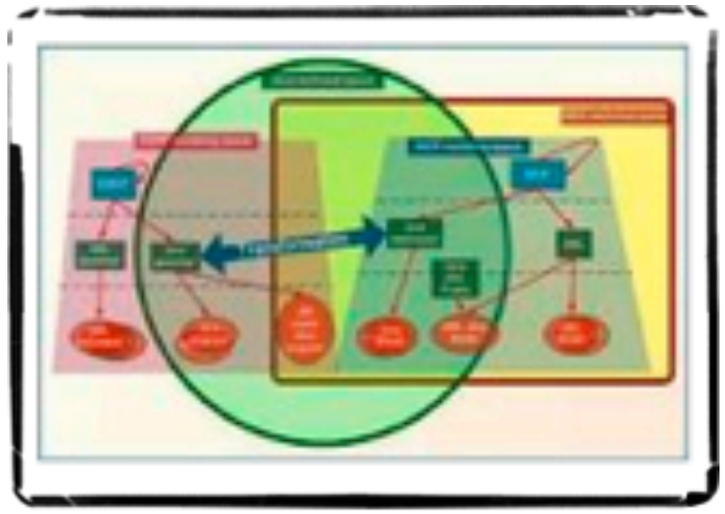

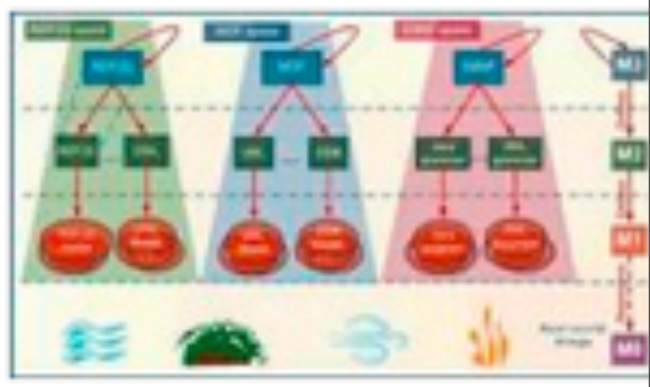

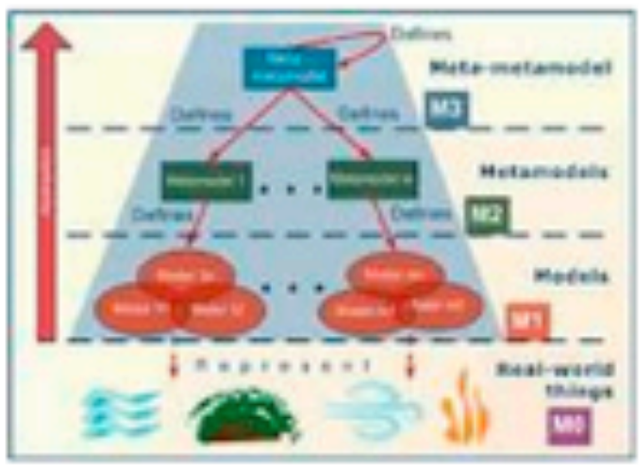
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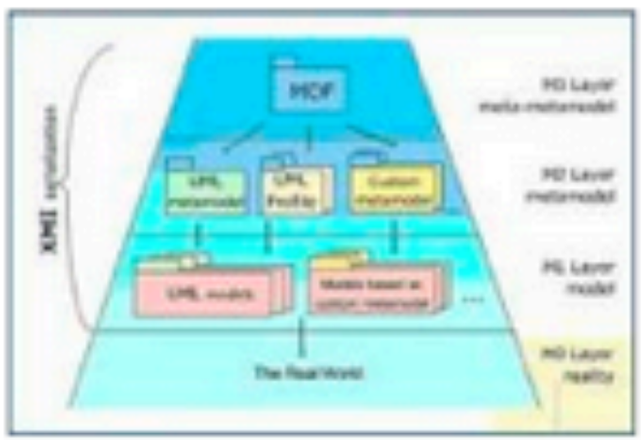
Metamodels
M2
Models
M1
Real-world things
M0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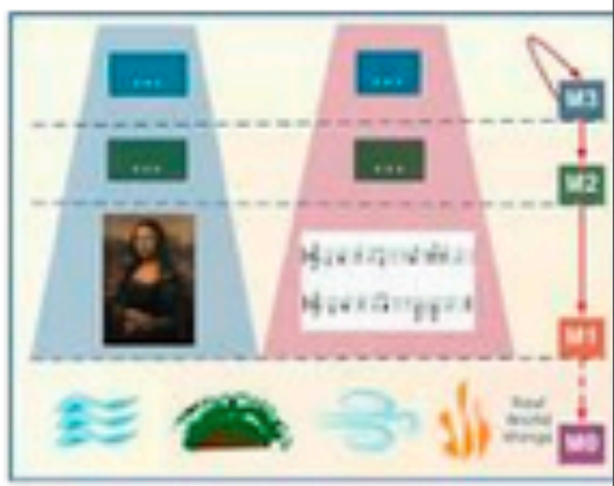
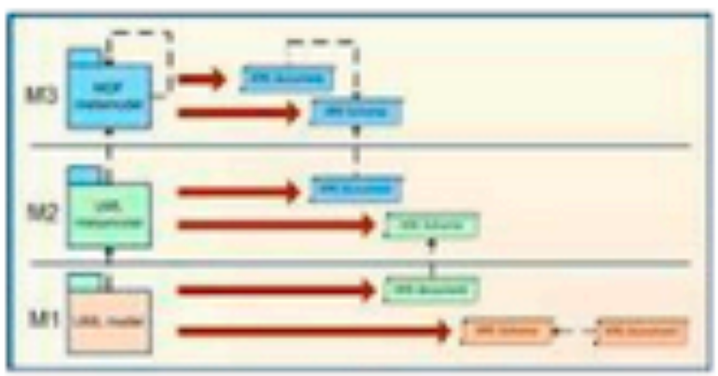
M3 Layer meta-metamodel
M2 Layer metamodel
M1 Layer model
M0 Layer reality
The Real World

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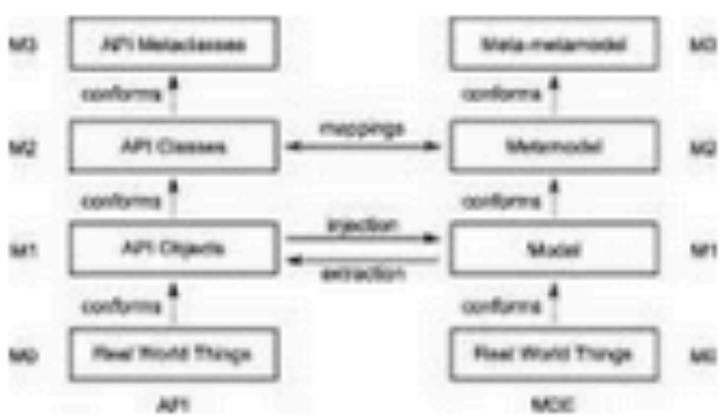
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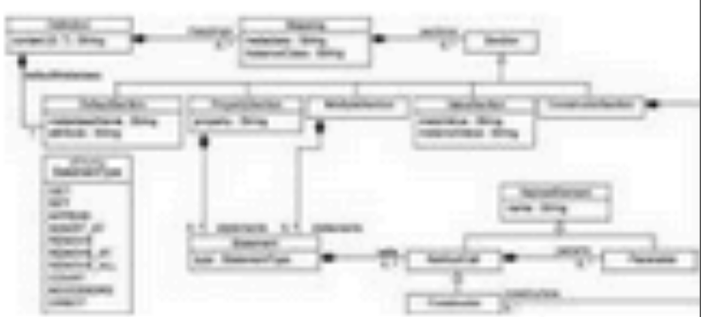

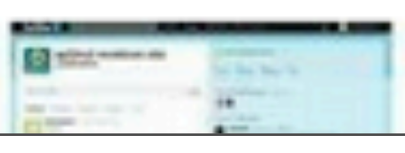

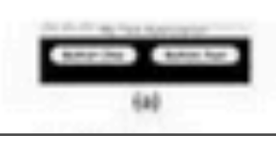

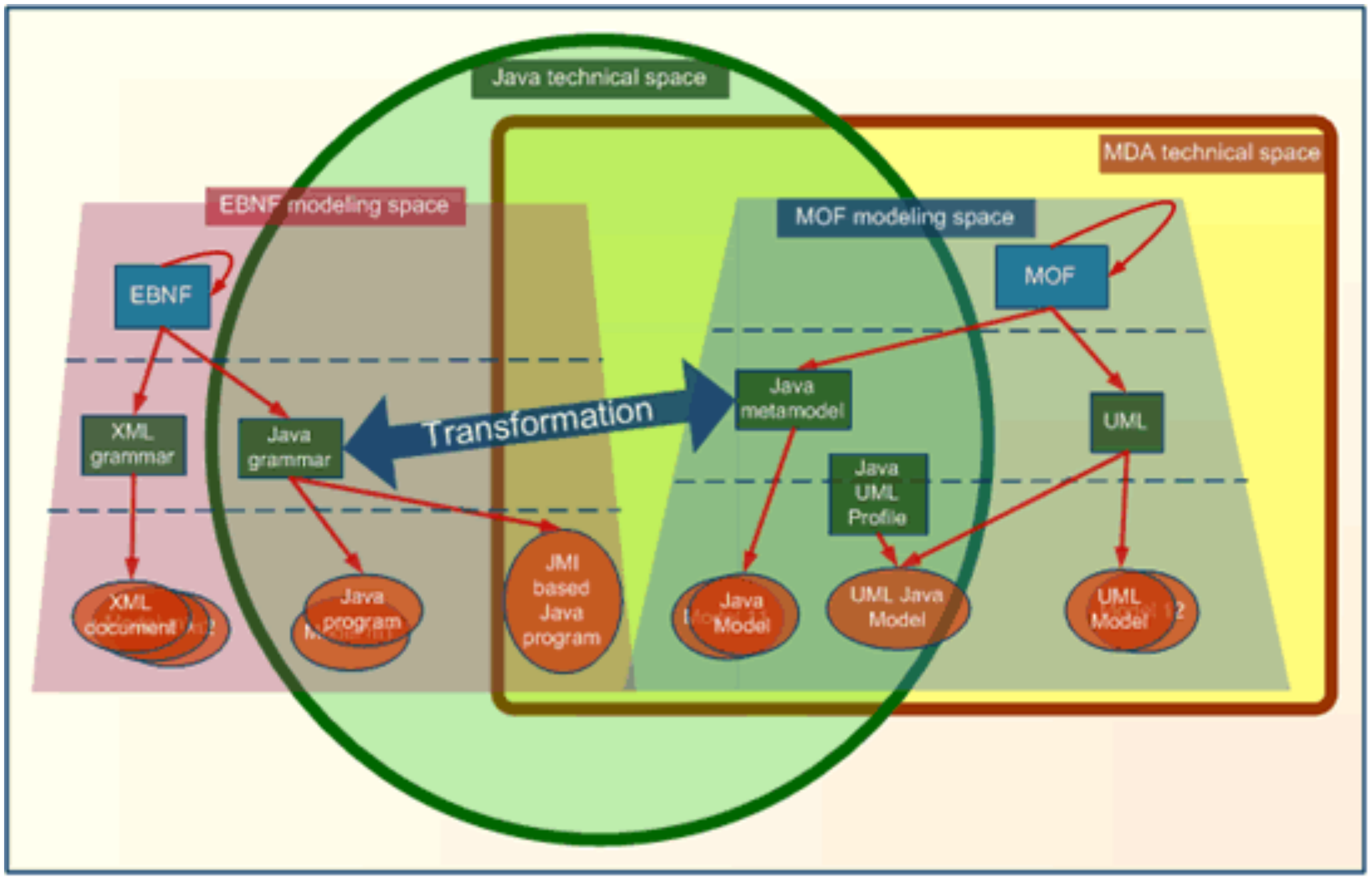

Technical space comprises one or more modeling spaces

Djuric, D., Gaševic, D., Devedžic, V.,: "The Tao of Modeling Spaces", in *Journal of Object Technology*, vol. 5. no. 8, Novmeber-December 2006, pp. 125-147.http://www.jot.fm/issues/issue_2006_11/article4

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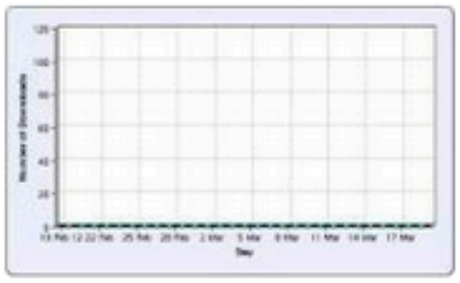
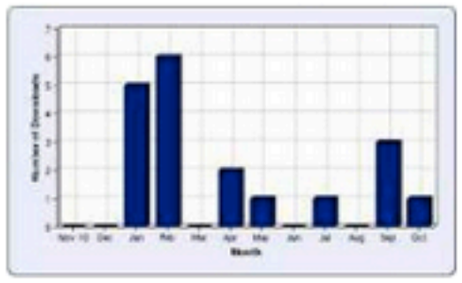


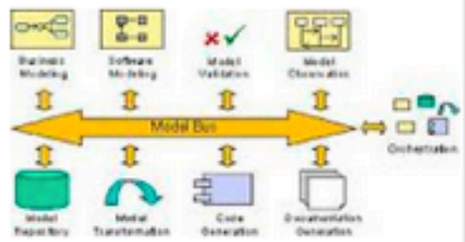


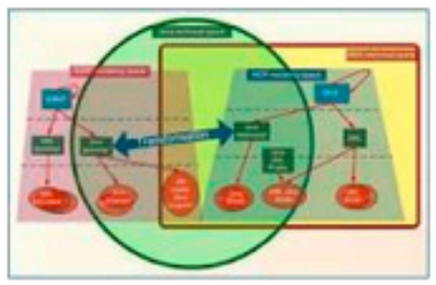
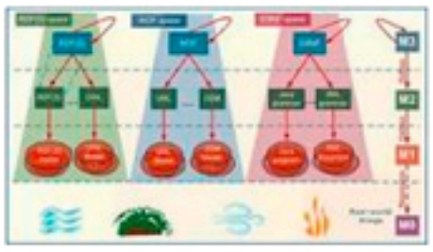



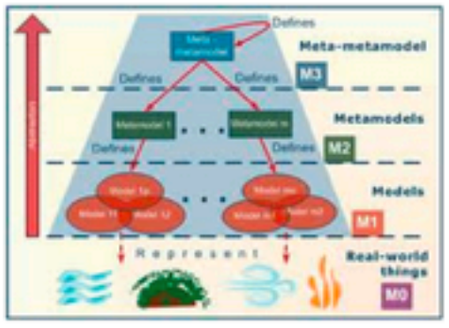

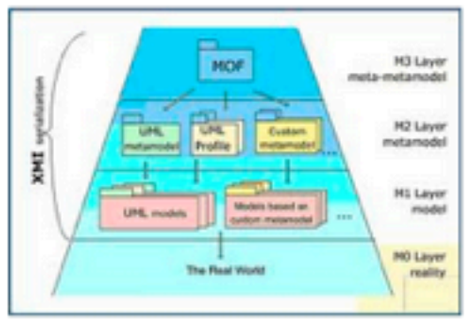

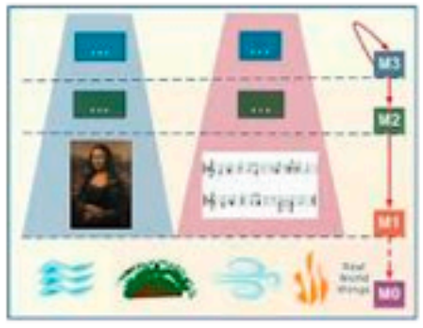
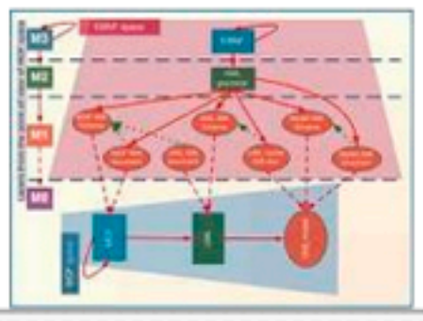
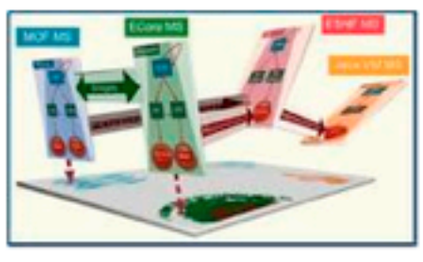
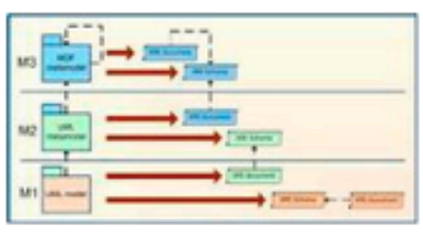
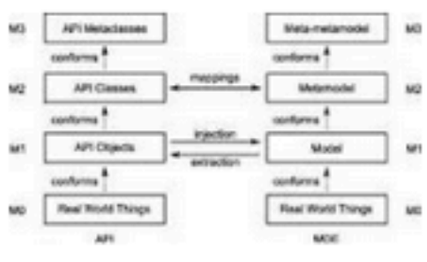

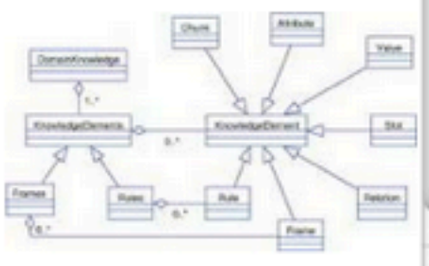

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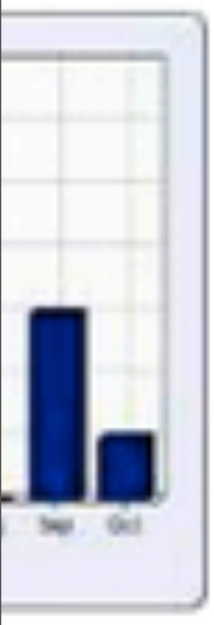

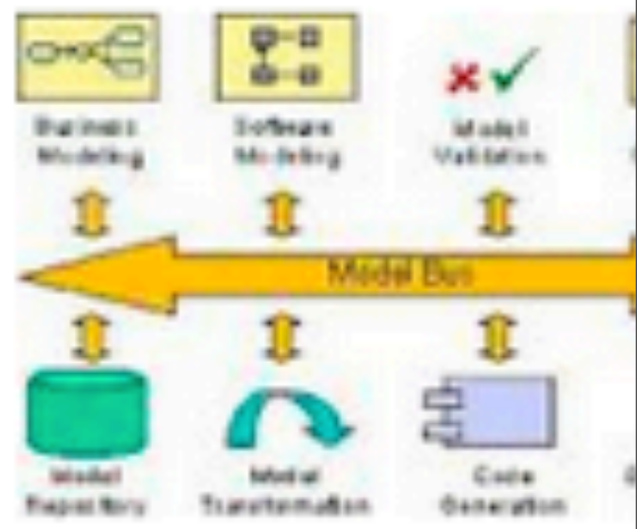

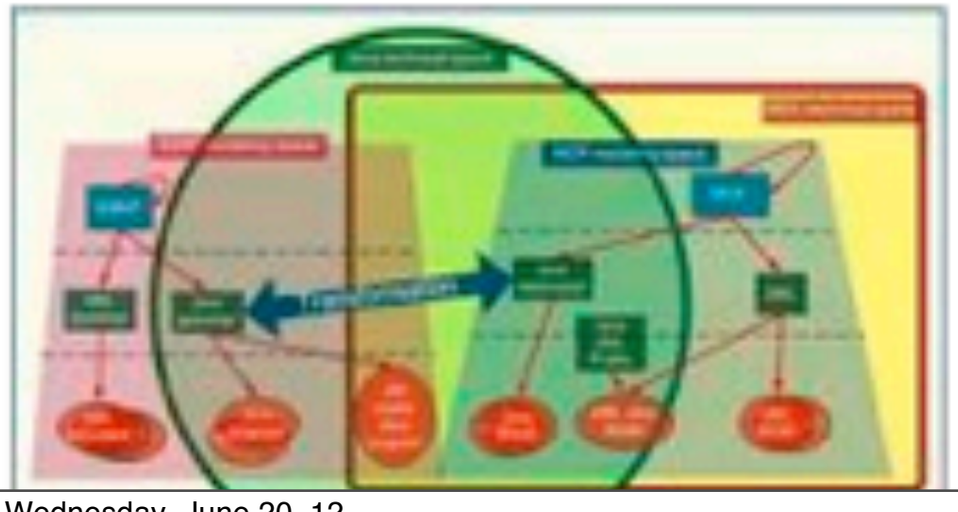

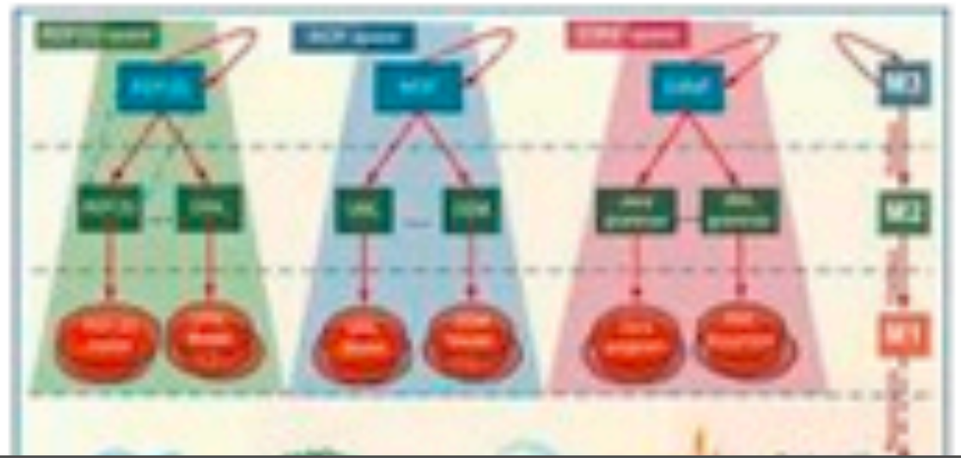

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Bezivin → Jean Bezivin

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All results
By subject

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Exactly...

Any color
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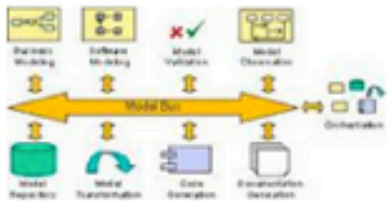





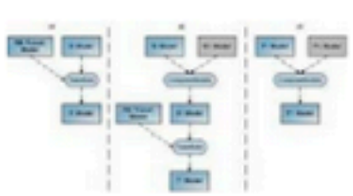









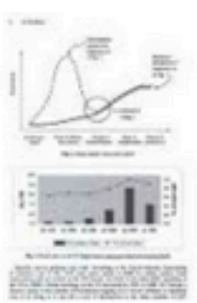


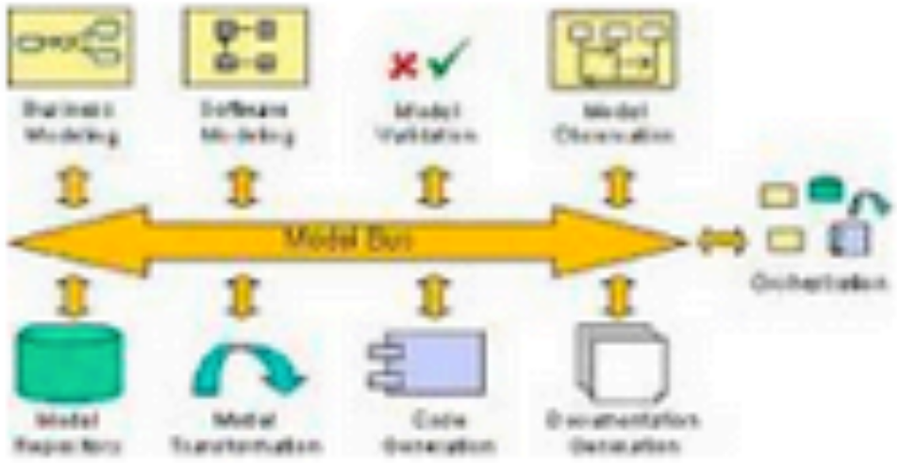

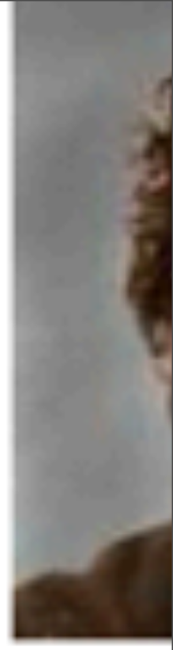

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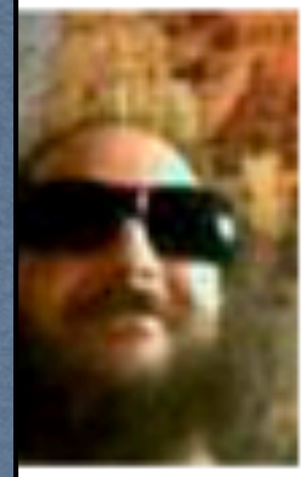
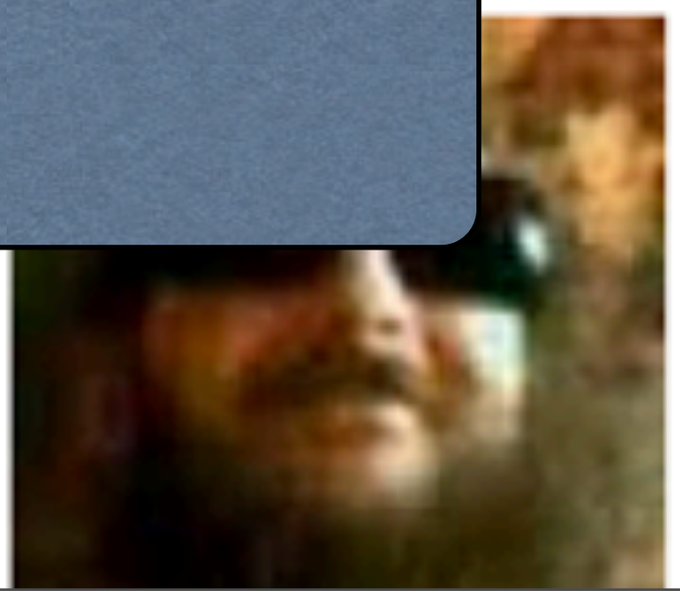
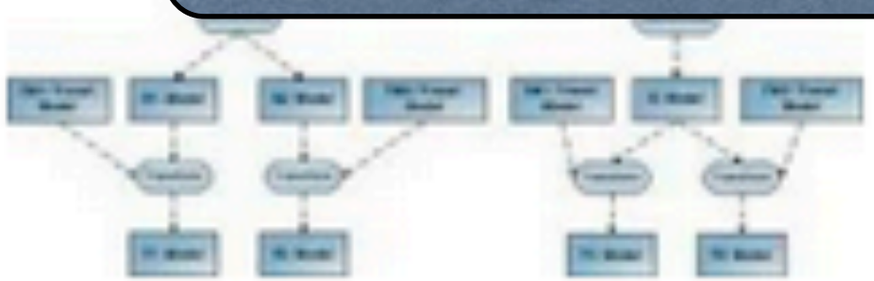
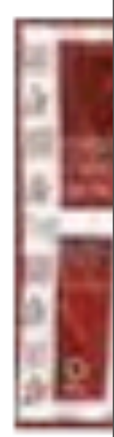
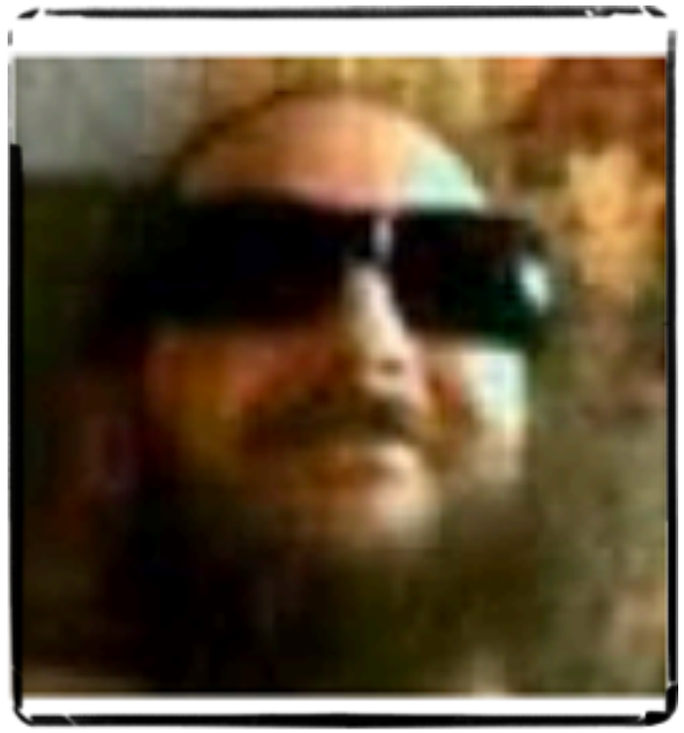
Jean Bezivin.











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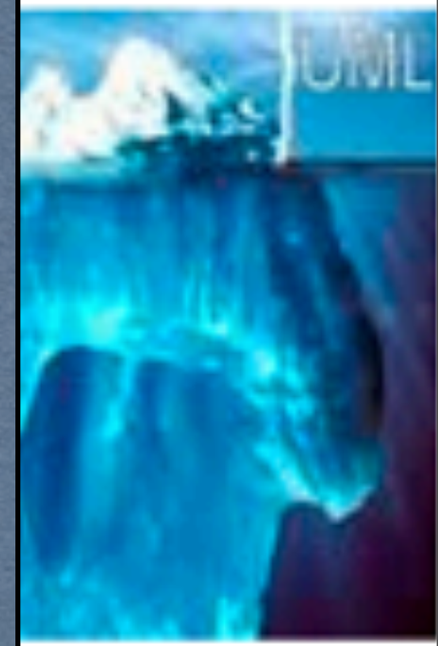

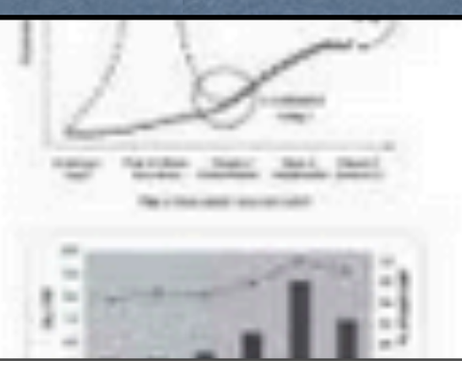

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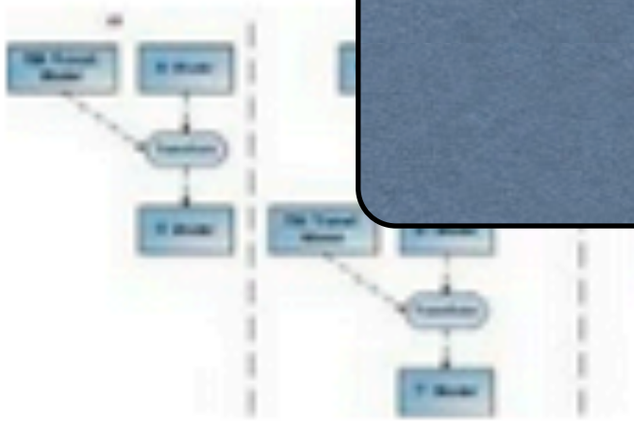

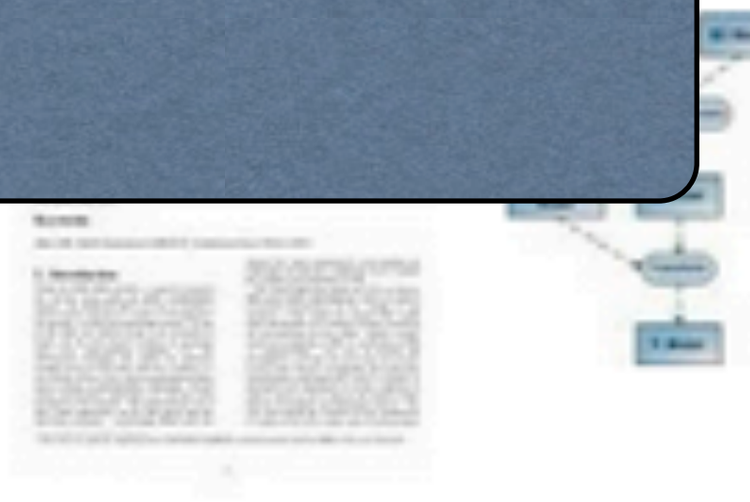

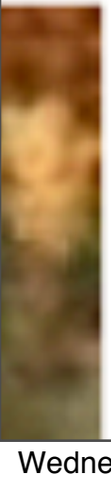

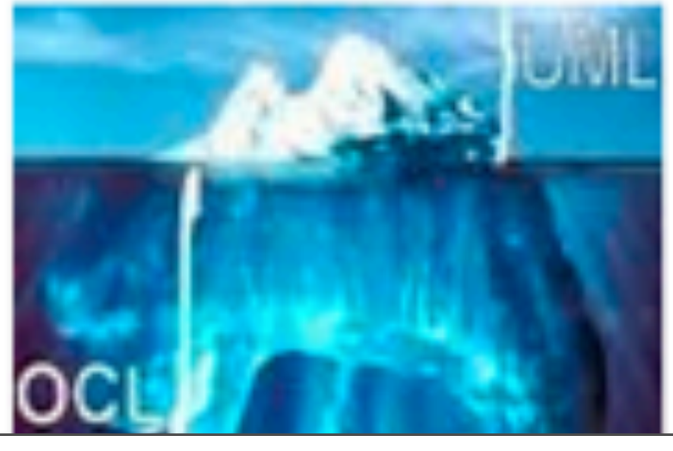

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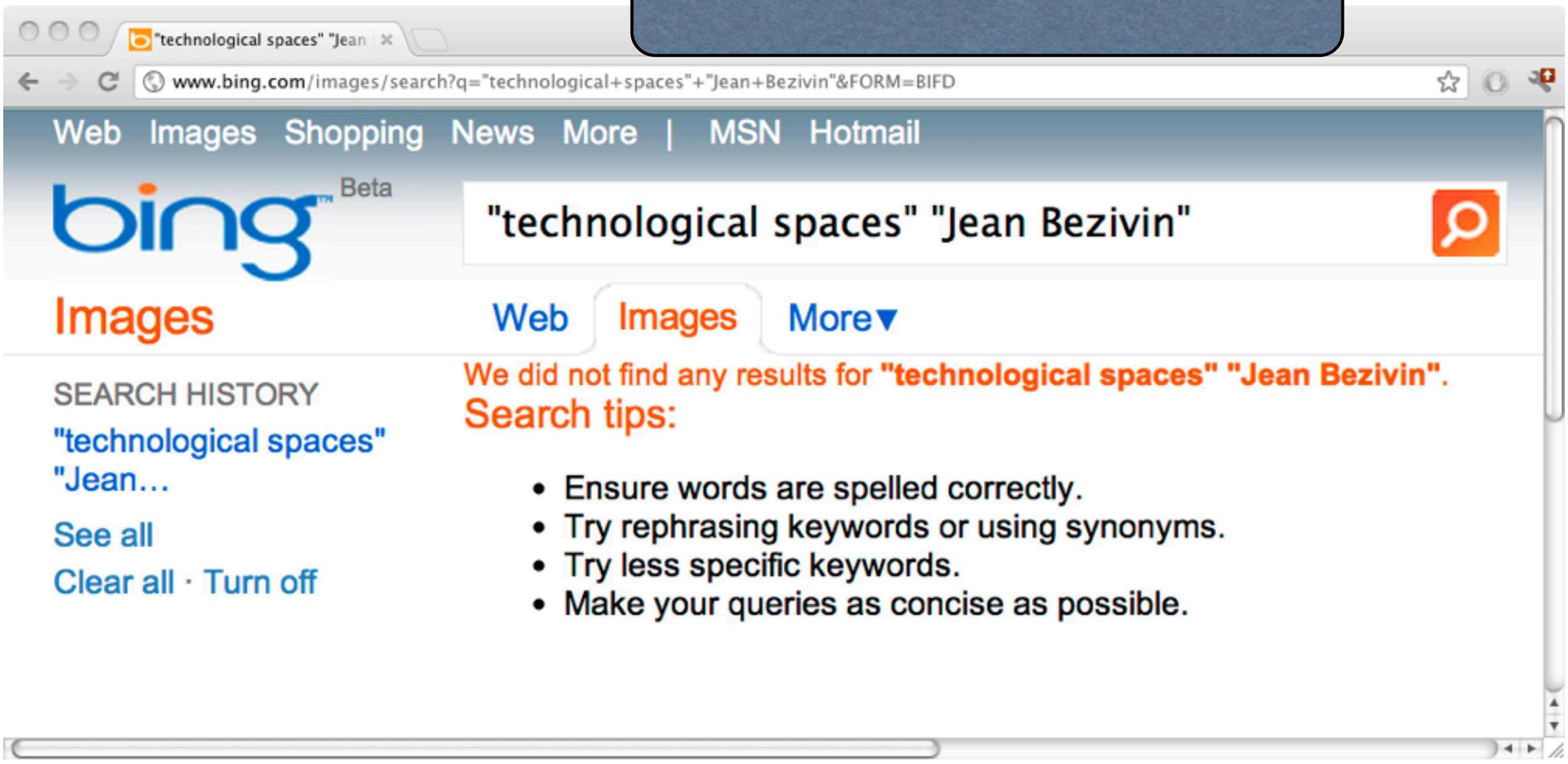
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Clear all · Turn off
Search tips:
Ensure words are spelled correctly.
Try rephrasing keywords or using synonyms.
Try less specific keywords.
Make your queries as concise as possible.

Technological space

= Technology and community context in software engineering

- Objectware
- Modelware
- Grammarware
- XMLware
- Ontoware
- Tableware
- ...

More technological spaces ...

More technological spaces ...

Data driven journalism

Specware

CSVware

TOOLS 2007-2012 ✝

Javaware

???

Lambdaware

Rubyware

101companies
to the rescue

101companies: a community project on software technologies and software languages
by *Jean-Marie Favre, Ralf Lämmel, Thomas Schmorleiz, Andrei Varanovich*.
In Proceedings of TOOLS 2012. http://softlang.uni-koblenz.de/101companies/inauguration/

Kind regards from Jean-Marie Favre

We have a problem!

Kind regards from Jean-Marie Favre

We have a problem!

Too much software technologies.

Too much software languages.

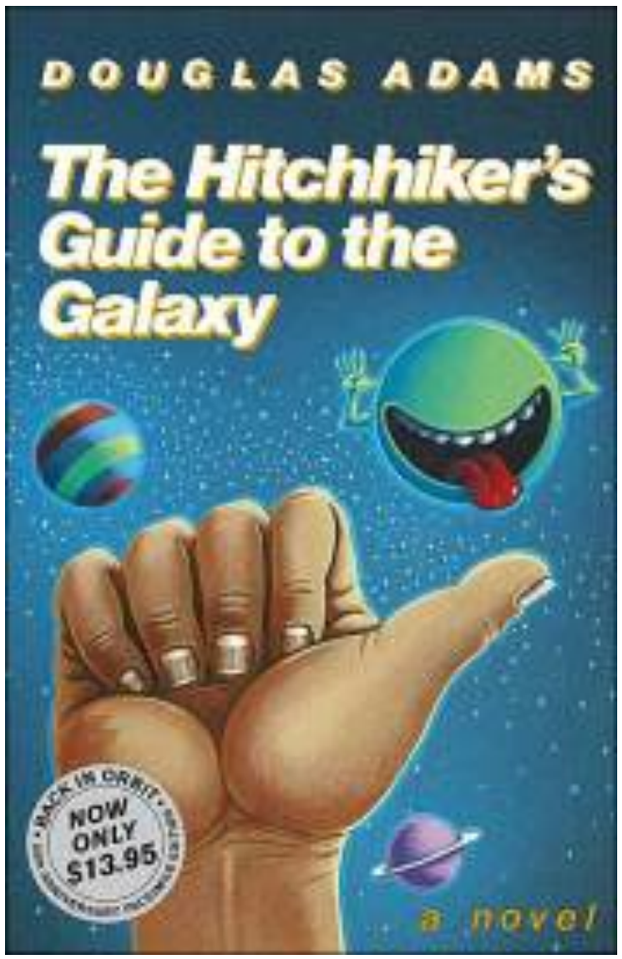
Too little time.

What's 101companies?

What's 101companies?

It is ...

The Hitchhiker's Guide to the ***Software*** Galaxy



Software developers need to be space travelers!

http://www.nasa.gov/images/content/63114main_highway_med.jpg

Why is space travel a burden?

- Computational models
- Type systems
- Culture
- Conventions, terminology
- Graphs vs. trees vs. ...
- ...
- Accidental complexity

What's 101companies?

http://upload.wikimedia.org/wikipedia/en/thumb/6/66/E_t_the_extra_terrestrial_ver3.jpg/220px-E_t_the_extra_terrestrial_ver3.jpg

What's 101companies?

It is a knowledge resource for technological space travel.

http://upload.wikimedia.org/wikipedia/en/thumb/6/66/E_t_the_extra_terrestrial_ver3.jpg/220px-E_t_the_extra_terrestrial_ver3.jpg

What's 101companies?

Modelware

XMLware

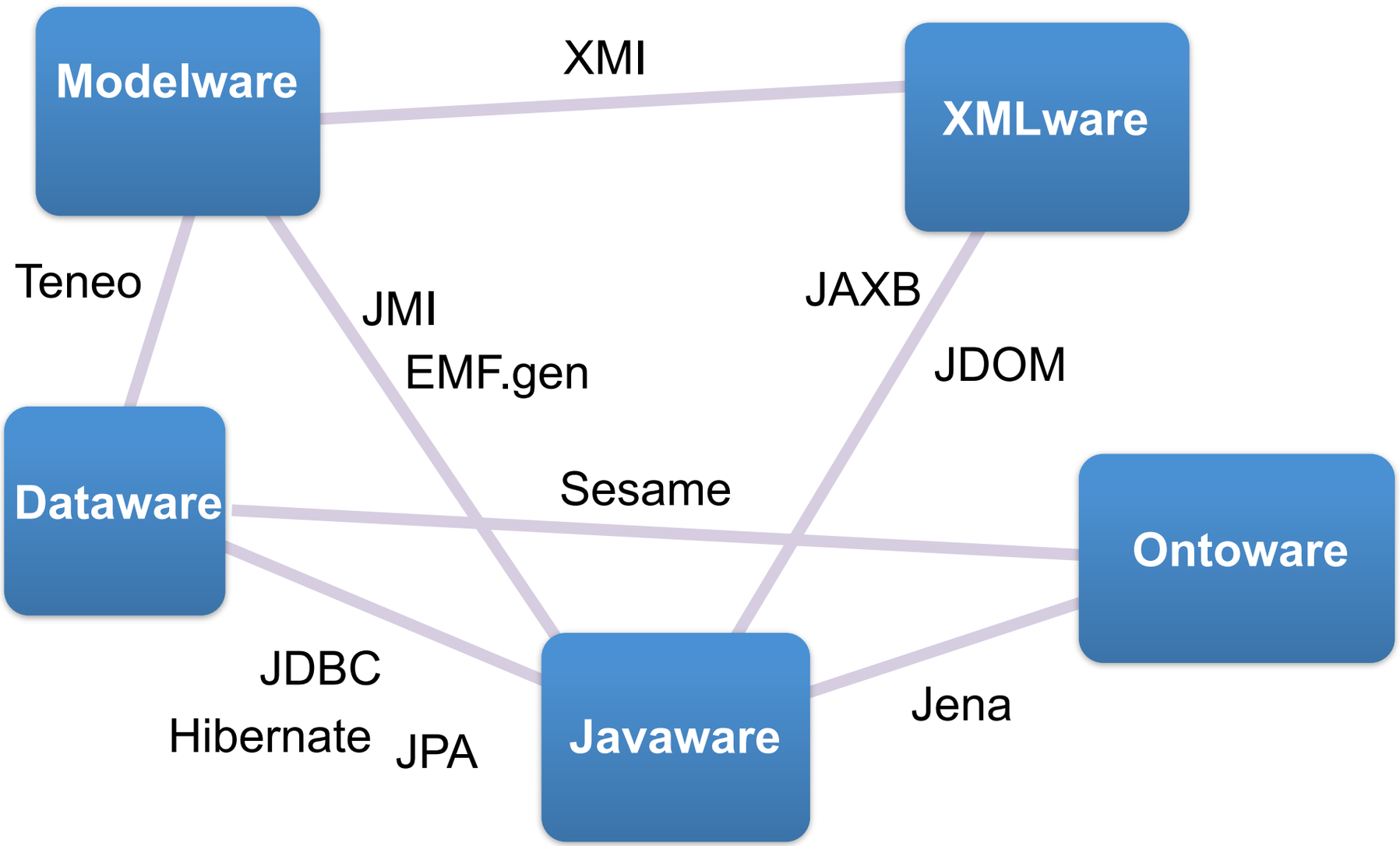
Dataware

Ontoware

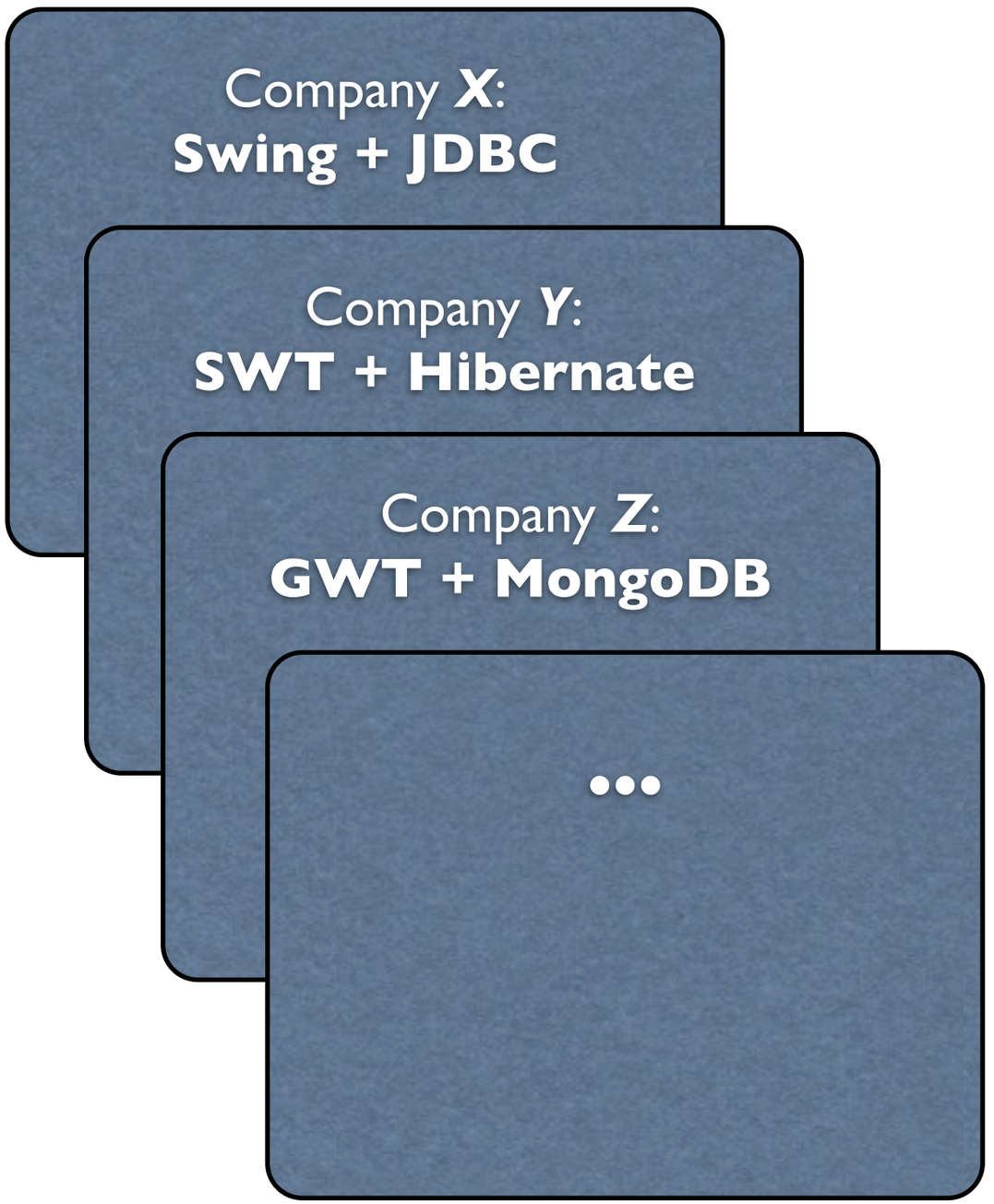
Javaware

What's 101companies?

It is a knowledge resource for technological space travel.

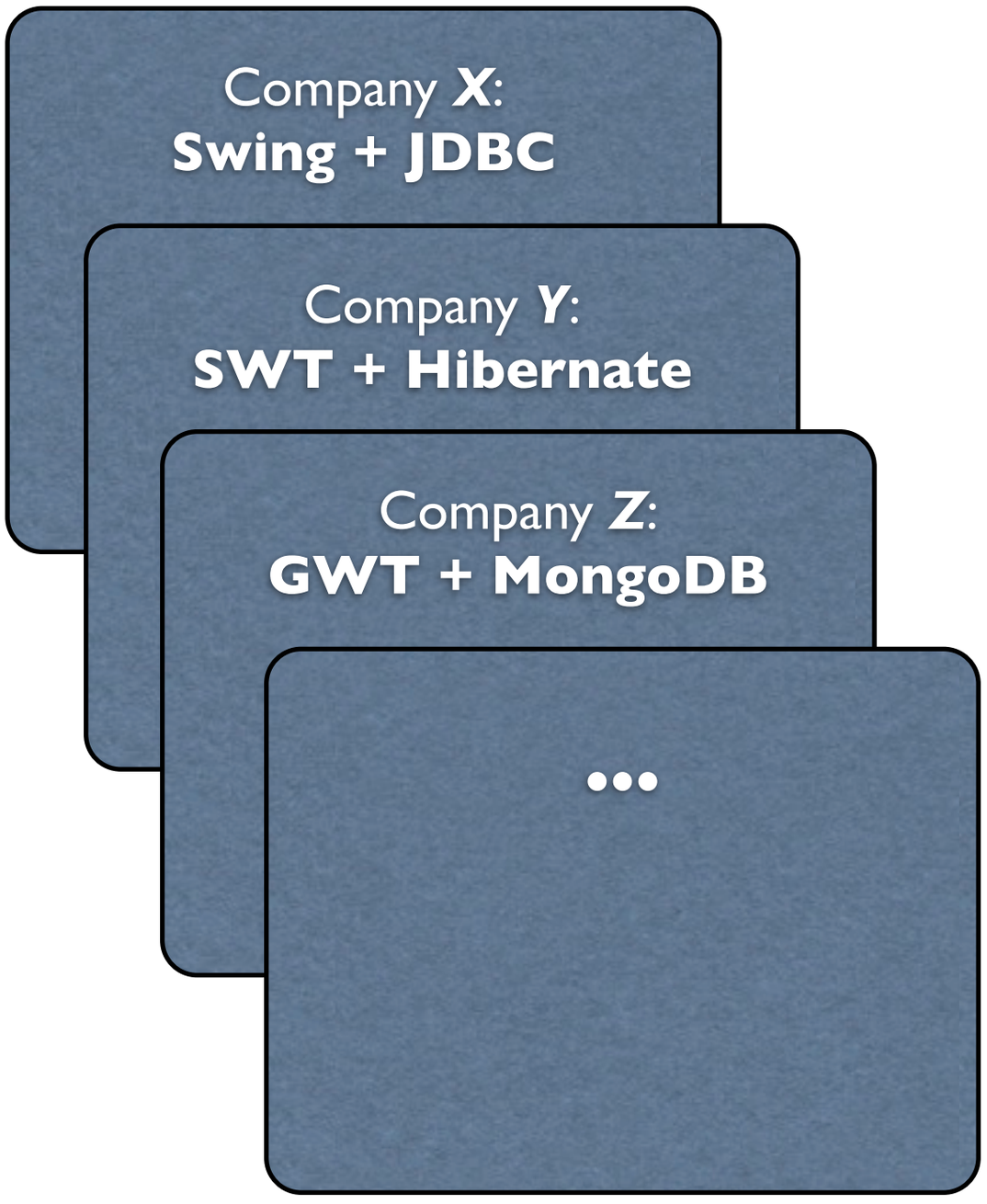


What's 101companies?



A **community project** aiming at a **knowledge base** about software **technologies and languages** based on implementations of a human-resources management system.

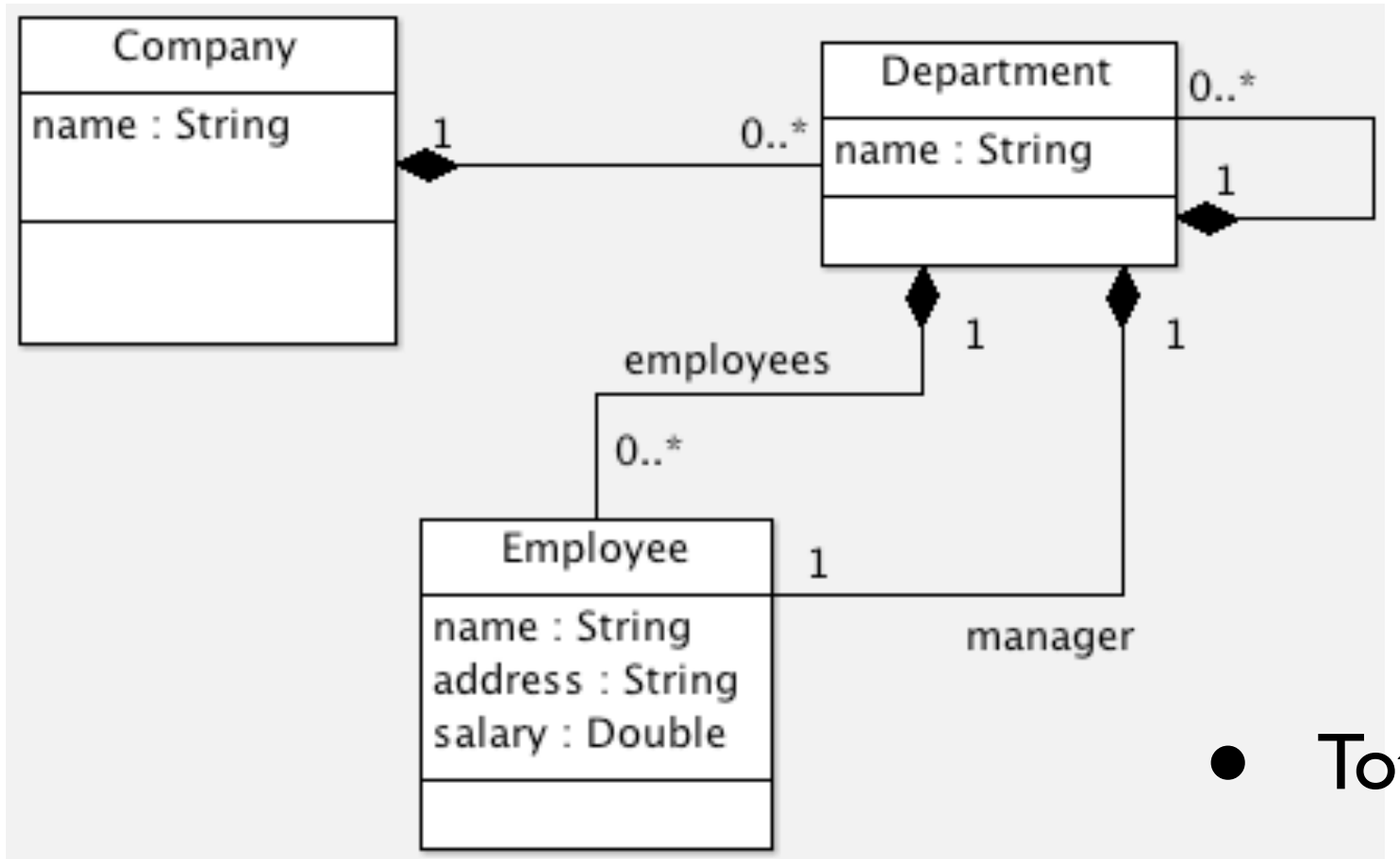
Why is it called "101companies"?



101 ways of building a HRMS.

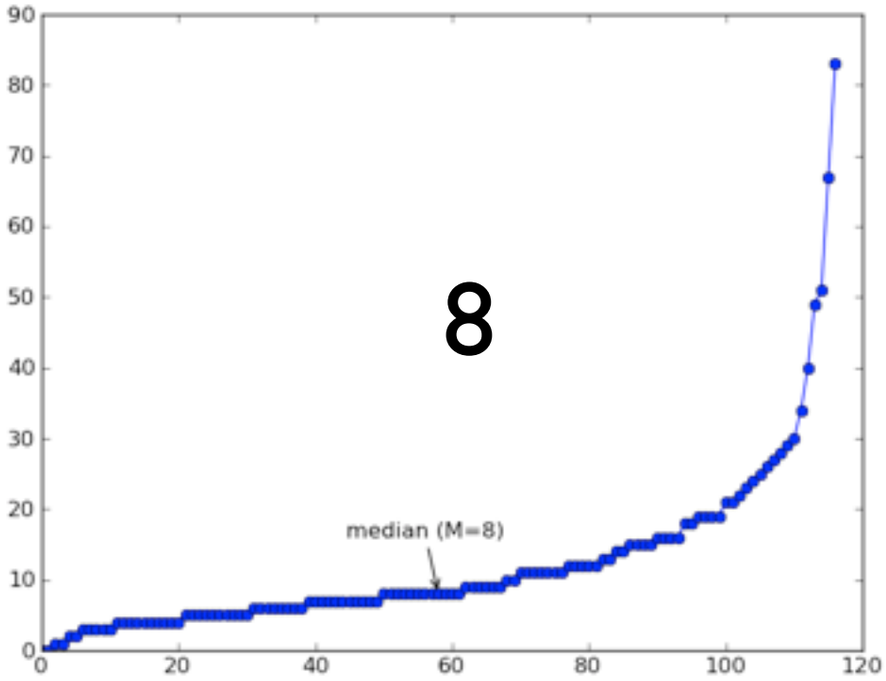
Building a HRMS for 101 companies.

A Human Resources Management System

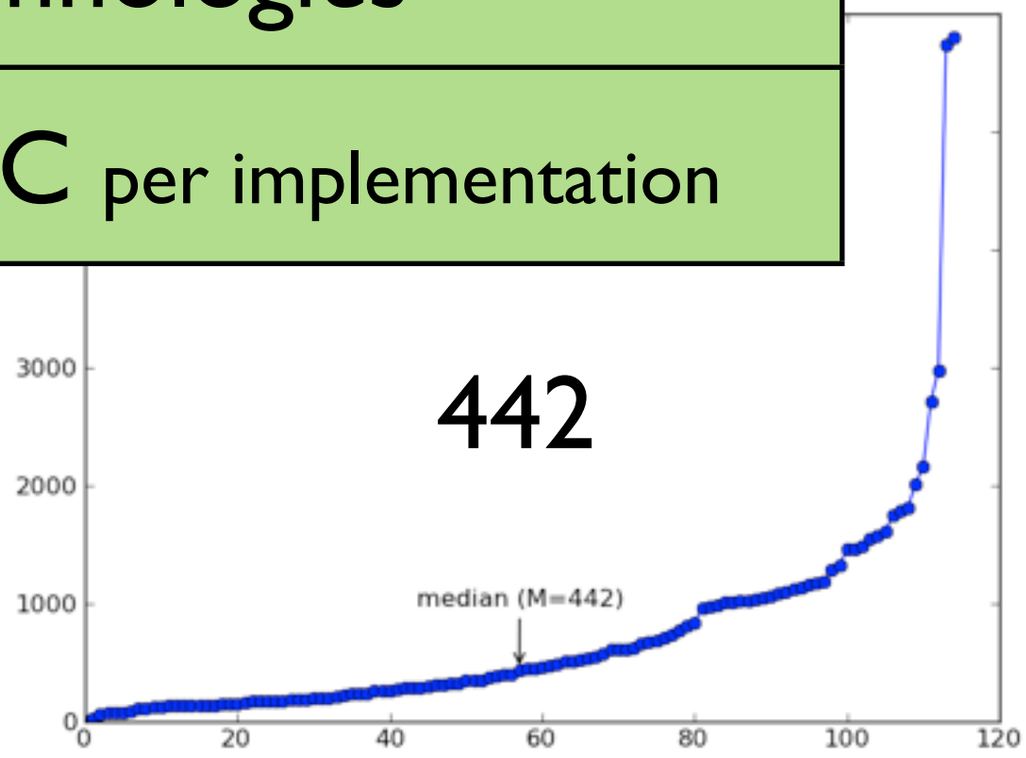


- Total salaries
- ~~Increase salaries~~
- Cut salaries
- Edit employee data
- Import / export company data

The 101companies **Repository**



#Files per implementation	Technologies
Languages	LOC per implementation



The 101companies **Wiki**

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101companies:Project - 101

101companies.org/index.php/101companies:Project

Go Search

Project page | View source | History

Navigation

- MAIN PAGE
- RECENT CHANGES
- RANDOM PAGE
- FAQ
- HELP

The 101companies project

Objective

101companies is a community project in computer science (or software science) with the objective of developing a free, structured, online knowledge resource including an open-source repository for different stakeholders with interests in **software technologies**, **software languages**, and **technological spaces**; notably: teachers and learners in software engineering or software languages as well as software developers, software technologists, and ontologists.

Contributions

The project relies on the aggregation, organization, annotation, and analysis of an open-source corpus of contributions to an imaginary *Human Resource Management System*: the so-called *101companies* System, which is prescribed by a set of optional features. Contributions may be 101implementations of system variations and specifications thereof. Each contribution should pick a suitable, typically small set of features and demonstrate original and noteworthy aspects of software technologies and software languages in a focused manner. Contributions are grouped in themes to better apply to varying stakeholders and objectives. The project also relies on contributions in the broader sense of resources for software technologies and software languages, or components of an emerging ontology.

Index

- The **features** of the 101companies System
- The **implementations** of the 101companies System
- The **stakeholders** of 101companies Project
- Some **themes** of contributions
- Some **ideas** for contributions
- The **ontology** of the 101companies Project
- **Frequently Asked Questions** about the 101companies Project
- Comprehensive **resources** on the 101companies Project

All 101companies content and code is subject to the *101companies* license(s).

Have a look at the introductory paper for 101companies.

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Feature model

Category:101feature – 101c

101companies.org/index.php/Category:101feature

Classification

[−] 101feature — All features of the *101companies* System
- [−] Behavioral 101feature
  - *Data export* — An export operation for company data
  - *Data import* — An import operation for company data
  - *Logging* — Logging of salary changes
  - *Structure-driven query* — A query for the depth of department nesting
  - *Type-driven query* — A query for totaling the salaries of all employees
  - *Type-driven transformation* — A transformation for a salary cut
  - *Visualization* — The visualization of company data
- [+] Meta 101feature
- [−] Quality 101feature
  - [+] 101design — Design qualities of the *101companies* System
  - [−] 101execution — Execution qualities of the *101companies* System
    - *Access control* — Access control for company data
    - *Data parallelism* — Data parallelism for operations on company data
    - *Distribution* — Distribution of company data and operations
    - *Persistence* — Persistence for company data
    - *Reliability* — Reliability of the system services
    - *Serialization* — Serialization for company data
    - *Task parallelism* — Task parallelism for operations on company data
- [−] Structural 101feature
  - *Global invariant* — A constraint on salaries within the company hierarchy
  - *Graph structure* — An association between mentees and mentors
  - *Many-to-many* — A friend relationship between employees
  - *Tree structure* — Tree-like structure of companies and departments
  - *Type hierarchy* — A common base type for departments and employees
- [+] UI 101feature

Classification

[−] 101feature - All features of the *101compa*

[−] Behavioral 101feature

Data export - An export operation for c

Data import - An import operation for c

Logging - Logging of salary change

Structure-driven query - A query for the depth of

Type-driven query - A query for totaling the s

Type-driven transformation - A transformation for a sa

Visualization - The visualization of comp

[+] Meta 101feature

[−] Quality 101feature

[+] 101design - Design qualities of the *10*

[−] 101execution - Execution qualities of the

Access control - Access control for comp

Data parallelism - Data parallelism for op

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Category:Java mapping theme

Path: Base → 101companies → 101main → 101theme → **Java mapping theme**

Intent

--- Java theme of implementations that travel technological spaces ---

Description

Subject to appropriate bridges, i.e., subject to mapping facilities, any programming language can be made to access and process models, XML, relational database tables, and text (concrete syntax) in a type-based (say, schema-aware or metamodel-aware or grammar-aware) manner. The present theme collects corresponding implementations for the programming language Java.

Classification

[−] Java mapping theme	- Java theme of implementations that travel technological spaces
antlrObjects	- Object/Text mapping for Java with ANTLR for parsing
emfGenerative	- Model/Object mapping for Ecore and Java with EMF
hibernate	- Object/Relational mapping for Java and SQL/HQL with Hibernate
jaxbComposition	- Object/XML mapping for Java and XSD with JAXB

Category: 101theme

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101implementation:jaxbComposition

Path: Base → 101companies → 101main → 101theme → Java mapping theme → **101implementation:jaxbComposition**

Github: jaxbComposition

This is an implementation in the 101companies software corpus.

Contents [hide]

Headline

--- **Object/XML mapping for Java and XSD with JAXB** ---

Languages

- XML
- XSD
- Java
- JAXB annotations
- xjc POJOs

Technologies

Languages

- XML
- XSD
- Java
- JAXB annotations
- xjc POJOs

Technologies

- JAXB
- xjc (part of JAXB)
- Eclipse
- GNU make

Features

- Tree structure
- Type-driven query
- Type-driven transformation
- Data import
- Data export
- Type-based mapping
- Type generation

Motivation

Motivation

XML import and export is supported for a Java-based implementation by means of O/X mapping. The primary data model for companies is an XML schema. The schema compiler xjc of JAXB is used to generate Java classes from the schema. In this manner, operations on an XML representation of companies can be implemented in near-to-regular OO fashion while using a problem-specific object model. In different terms, one can carry out XML processing while essentially staying in the technological space of objectware. It is insightful to compare XML schema and schema-derived classes. The XML schema is defined in a manner that the resulting object model systematically leverages object composition and no class inheritance. In fact, the schema-derived classes are very similar to a regular OO design; see 101implementation:javaComposition. It is important to note that the operations on companies are not implemented as instance methods since this would imply modification of schema-derived classes---unless advanced modularization mechanisms were leveraged. Instead, the operations are implemented as static methods in non-schema-derived classes.

Illustration

The following XML schema fragment shows the element declaration for departments:

```
<xs:element name="department">
 <xs:complexType>
  <xs:sequence>
   <xs:element ref="name"/>
   <xs:element name="manager" type="employee"/>
   <xs:element ref="department" maxOccurs="unbounded" minOccurs="0"/>
   <xs:element name="employee"
       type="employee" maxOccurs="unbounded" minOccurs="0"/>
  </xs:sequence>
 </xs:complexType>
</xs:element>
```

That is, department elements line up children elements for name, manager, sub-departments, and employees. There is an XSD type *employee* which is used in two local element declarations: one for managers; another one for regular employees. The schema-derived class for departments looks as follows:

```
@XmlAccessorType(XmlAccessType.FIELD)
@XmlType(name = "",
  propOrder = { "name", "manager", "department", "employee" })
@XmlRootElement(name = "department")
public class Department {
```

```java
@XmlAccessorType(XmlAccessType.FIELD)
@XmlType(name = "",
  propOrder = { "name", "manager", "department", "employee" })
@XmlRootElement(name = "department")
public class Department {
    @XmlElement(required = true)
    protected String name;
    @XmlElement(required = true)
    protected Employee manager;
    protected List<Department> department;
    protected List<Employee> employee;
    // Getters and setters omitted
}
```

This class essentially models POJOs for departments in a way similar to regular OO programming. However, the schema compiler injects a number of annotations into the schema-derived classes so that sufficient information is tracked for serialization, and, in fact, XML Schema-based validation. For instance, the fields for name and manager are annotated with *required=true*, thereby expressing that a valid department object must specify a name and a manager. On top of the schema-derived classes, the operation *cut* can be implemented with static methods as follows:

```java
public class Cut {
  public static void cut(Company c) {
    for (Department d : c.getDepartment())
      cut(d);
  }
  public static void cut(Department d) {
    cut(d.getManager());
    for (Department s : d.getDepartment())
      cut(s);
    for (Employee e : d.getEmployee())
      cut(e);
  }
  public static void cut(Employee e) {
    e.setSalary(e.getSalary() / 2);
  }
}
```

Architecture

The 101companies **Wiki**

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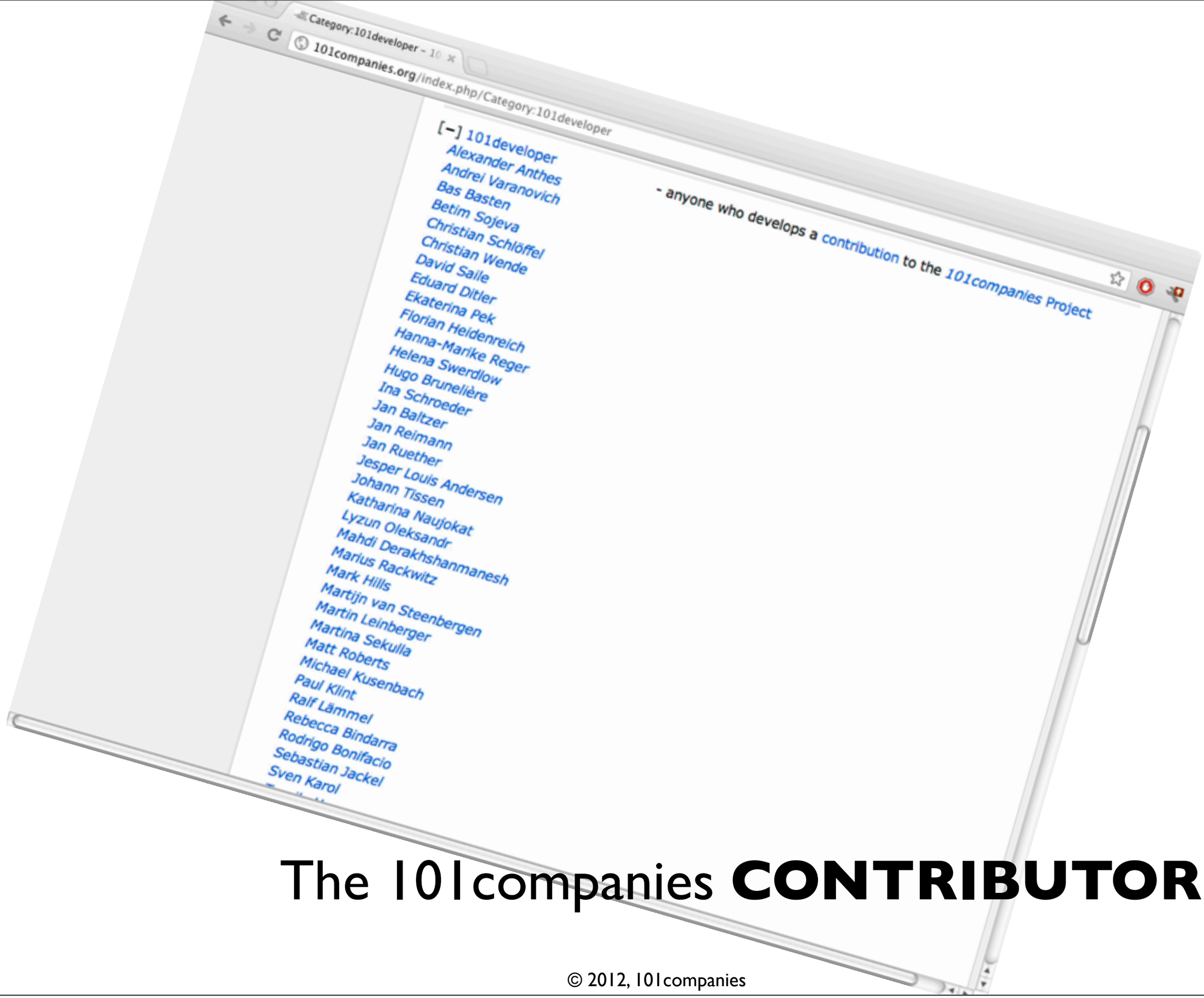

The 101companies **CONTRIBUTORS**

The 101companies **CONTRIBUTORS**

The 101companies **Wiki**

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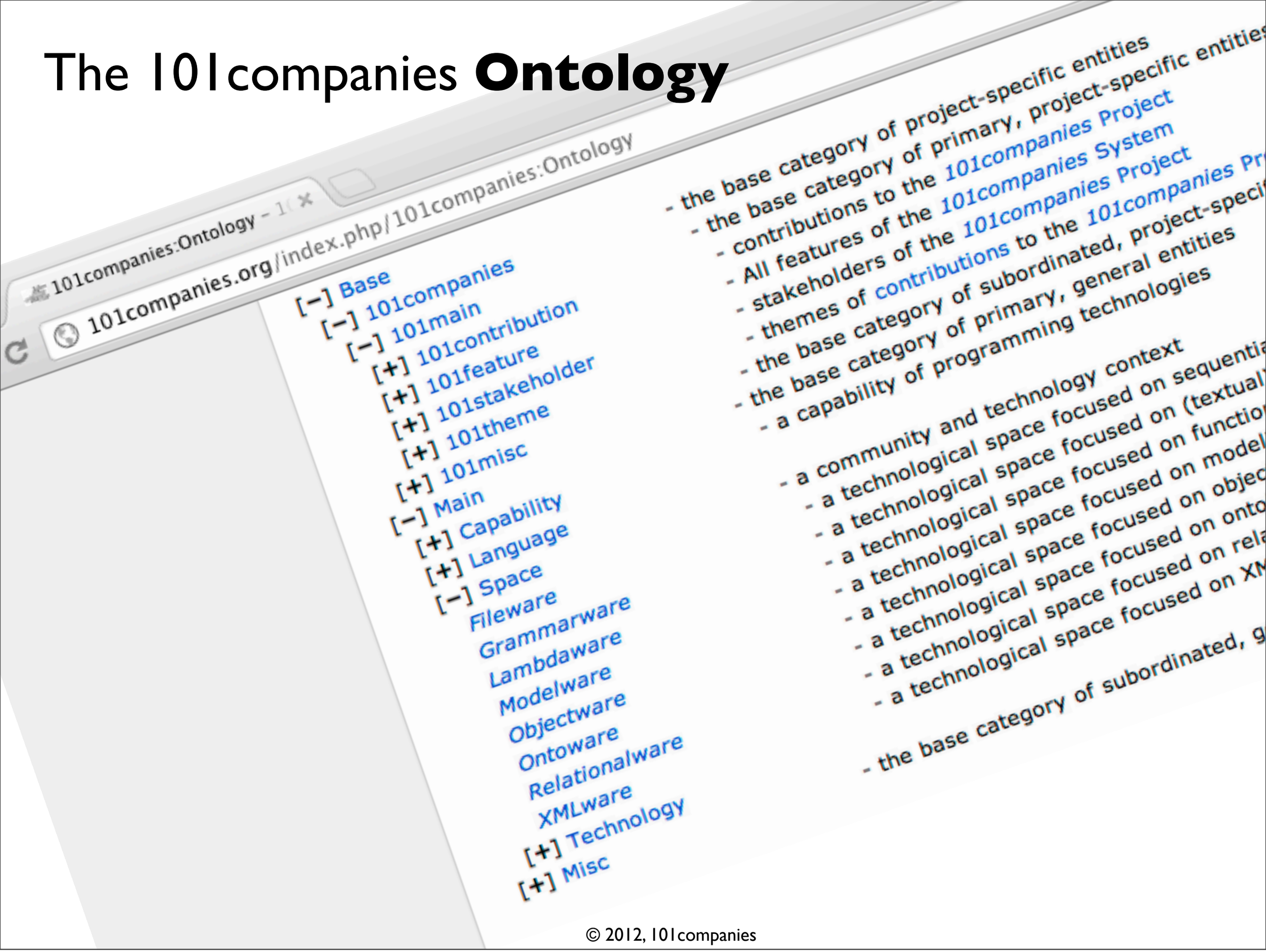
The 101companies **Ontology**



The 101companies **Ontology**

- 101companies contribution *X* ...
  - ... uses languages *L*
  - ... uses technology *T*
  - ... implements features *F*
  - ... demonstrates concepts *C*
- 101companies developer *D* ...
  - ... has skills regarding language *L*
  - ... has skills regarding technology *T*
- ...

The 101companies **Explorer**

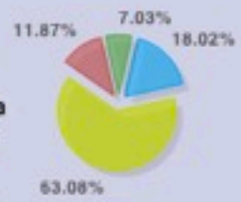
Selection of contribution components and aspects

Files

- Company.java
- Employee.java
- ObjectFactory.java
- tests
  - Operations.java
- features
  - Total.java
  - Serialization.java
  - Cut.java
- sampleCompany.xml
- README.md
- Makefile
- Company.xsd

Languages

- Company.java
- Department.java
- Employee.java
- ObjectFactory.java
- package-info.java
- Cut.java
- Serialization.java
- Total.java
- Operations.java
- XML
  - sampleCompany.xml
- XSD
  - Company.xsd



Technologies

- JAXB
  - Operations.java
  - Serialization.java
- GNU make
  - Makefile

Tags

- cut/company
  - Cut.java
- cut/department
  - Cut.java
- cut/employee
  - Cut.java
- data/company
  - Company.java
  - Company.xsd
- data/department
  - Company.xsd
  - Department.java
- data/employee

Source View

```
 8.
 9.      public static void cut(Company c) {
10.              for (Department d : c.getDepartment())
11.                      cut(d);
12.      }
13.
14.      public static void cut(Department d) {
15.              cut(d.getManager());
16.              for (Department s : d.getDepartment())
17.                      cut(s);
18.              for (Employee e : d.getEmployee())
19.                      cut(e);
20.      }
21.
22.      public static void cut(Employee e) {
23.              e.setSalary(e.getSalary() / 2);
24.      }
25.
26. }
27.
```

Selection of contribution components and aspects

Files

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- Employee.java
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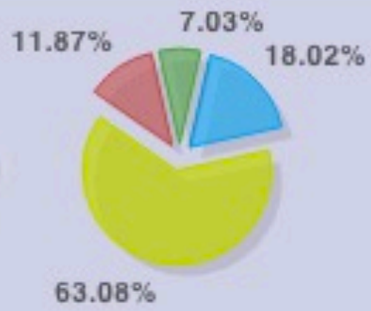

Technologies

- **JAXB**
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  - Makefile

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components and aspects

Languages

- Company.java
- Department.java
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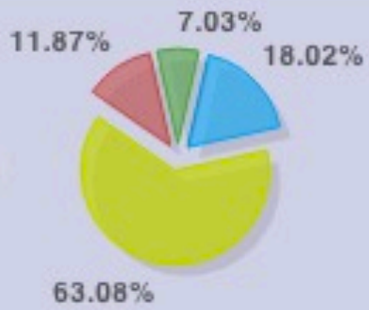


Technologies

- **JAXB**
  - Operations.java
  - Serialization.java
- **GNU make**
  - Makefile

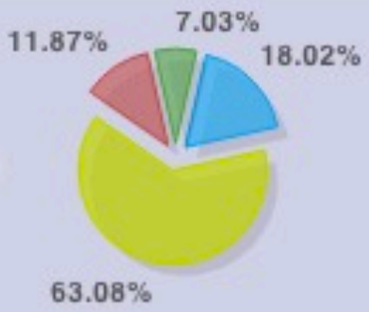
Tags

- **cut/co**
  - Cut.j
- **cut/de**
  - Cut.j
- **cut/en**
  - Cut.j
- **data/c**
  - Com
  - Com
- **data/d**
  - Com
  - Depa
- **data/e**

```
 void cut(Company c) {
Department d : c.getDepartment())
   cut(d);


 void cut(Department d) {
.getManager());
Department s : d.getDepartment())
   cut(s);
Employee e : d.getEmployee())
   cut(e);


 void cut(Employee e) {
Salary(e.getSalary() / 2);
```



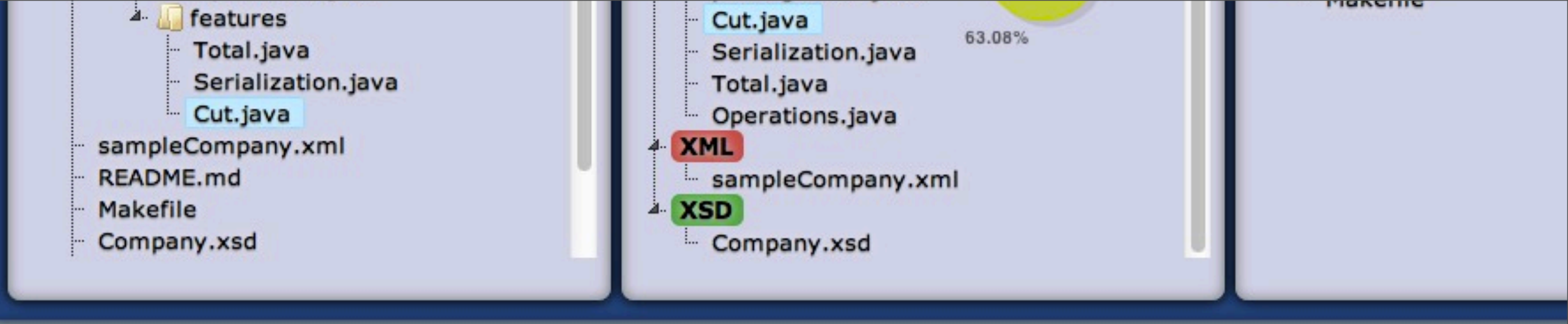
.xml

Technologies

- **JAXB**
  - Operations.java
  - Serialization.java
- **GNU make**
  - Makefile

Tags

- **cut/company**
  - Cut.java
- **cut/department**
  - Cut.java
- **cut/employee**
  - Cut.java
- **data/company**
  - Company.java
  - Company.xsd
- **data/department**
  - Company.xsd
  - Department.java
- **data/employee**



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22.      public static void cut(Employee e) {
23.              e.setSalary(e.getSalary() / 2);
24.      }
25.
26. }
27.
```

What's in for research?

- ***Megamodeling*** for software technologies
- ***Knowledge*** representation and management
- ***Education*** on programming technologies
- ***Ontologies*** in the fields PL, SE, SL, ...
- ***Empirical research***
  - Language usage analysis
  - Technology usage analysis
- ***Generic language technology***
- ...

Acknowledgement

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Great to work with you JM!

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Great to work with you JM!

Thank you **Paul** for forming me at CWI back then!

Understanding Haskellware

Haskell

ware

Haskell

Understanding +1

ware

Understanding +1

Haskell

ware

Understanding +1

$ **ghci -v0**

Haskell

ware

Understanding +1

```
$ ghci -v0
Prelude> let inc = (+) 1
```

Understanding +1

```
$ ghci -v0
Prelude> let inc = (+) 1
Prelude> inc 41
```

Understanding + I

```
$ ghci -v0
Prelude> let inc = (+) 1
Prelude> inc 41
42
```

Understanding +1

```
$ ghci -v0
Prelude> let inc = (+) 1
Prelude> inc 41
42
Prelude> :q
```

Understanding +1

- "Data modeling" for numbers
- "Core functionality" for increment
- "De-/serialization" of numbers
- "Web/CL/GU interface" for incrementing numbers
- "Testing" for incrementing numbers
- "Performance profile" for incrementing numbers
- ...

```
$ ghci -v0
Prelude> let inc = (+) 1
Prelude> inc 41
42
Prelude> :q
```

http://101companies.org/
Haskell-based implementations

Impl.	Headline
dph	Data parallelism in Haskell with DPH
haskell	Basic functional programming in Haskell
hdbc	Database programming in Haskell with HDBC
mvar	Concurrent programming in Haskell with MVars
parsec	Parsing in Haskell with Parsec
tmvar	Concurrent programming and STM in Haskell with TMVars
writerMonad	Logging in Haskell with the Writer monad
haskellCGI	CGI style Web programming in Haskell
hxt	In-memory XML processing in Haskell with HXT
wxHaskell	GUI programming in Haskell with wxHaskell
happstack	Web programming in Haskell with Happstack
haskellDB	Schema-aware database programming with HaskellDB
hxtPickler	XML data binding for Haskell with HXTs XML pickler
syb	Generic programming in Haskell with SYB

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Language usage of Haskell-based implementations

Language	Headline	# Implementations
Haskell	An advanced purely-functional programming language	14
CSS	A style sheet language for Web programming	2
SQL	A query language for databases	2
XHTML	A markup language for documents on the Web	2
XML	An extensible markup language	2
Haskell 98	A standardized version of Haskell	1
JavaScript	A dynamic, prototype-based scripting language with first-class functions	1

http://101companies.org/

Technology usage of Haskell-based implementations

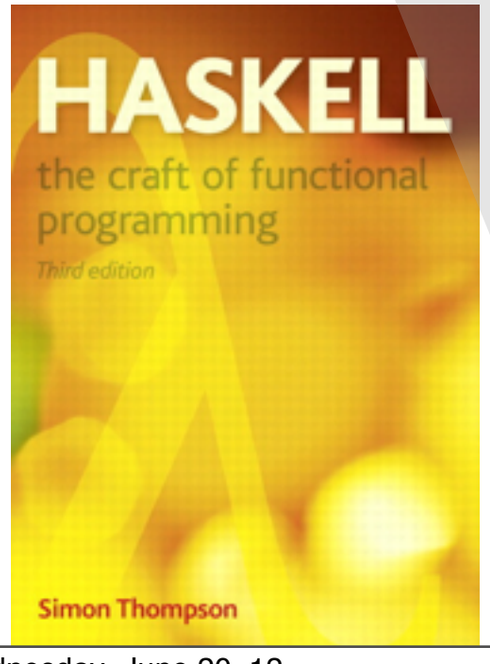
Technology	Headline	# Implementations
GHCi	The Haskell interpreter as part of GHC	12
GHC	A Haskell compiler	5
HDBC	A library for embedded SQL programming in Haskell	2
HXT	A toolkit for tree-based XML processing in Haskell	2
MySQL	A relational database management system	2
ODBC	A standard API for accessing database management systems	2
CGI	A standard for website generation on a web server	1
DBDirect	A program generator that derives Haskell types from database schemas	1
DPH	A GHC extension for data parallelism	1
Happstack	A framework for web programming in Haskell	1
HaskellDB	A combinator library for expressing DBMS queries in Haskell	1
Heist	An XHTML template engine for Haskell	1
Parsec	A parser combinator library in Haskell	1
XML pickler	An XML data binding technology for Haskell	1
wxHaskell	A wxWidgets-based GUI library for Haskell	1

http://www.haskell.org/

#haskell irc channel

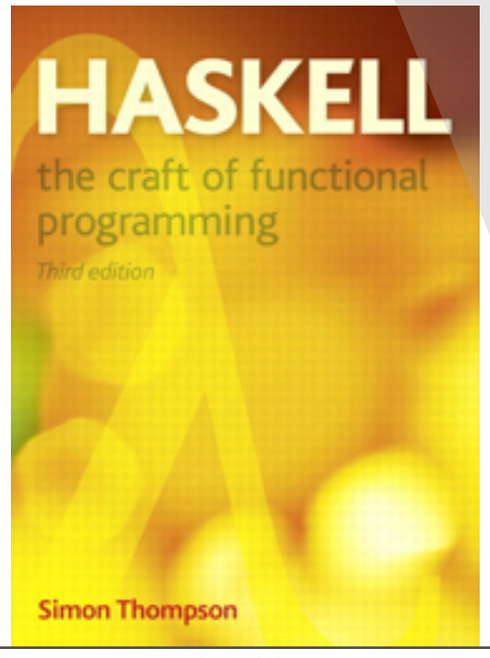
http://hackage.haskell.org/

http://www.haskell.org/haskell-symposium/



Chapters

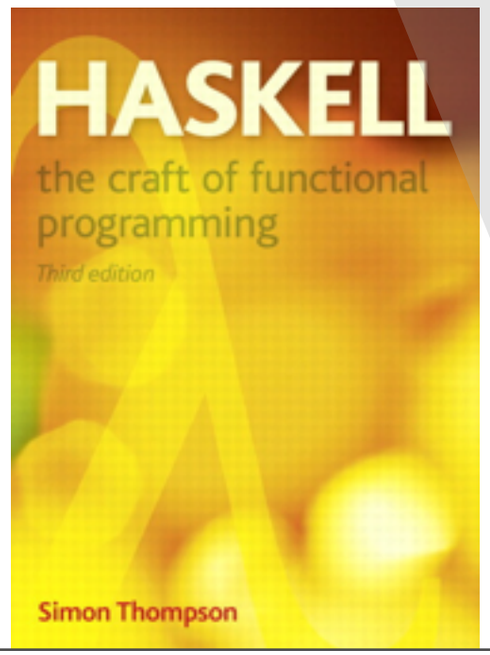
Getting started with Haskell and GHCi
Basic types and definitions
Designing and writing programs
Data types tuples and lists
Programming with lists
Defining functions over lists
Playing the game IO in Haskell
Reasoning about programs
Generalization patterns of computation
Higher order functions
Developing higher order programs
Overloading type classes and type checking
Algebraic types
Case study Huffman codes
Abstract data types
Lazy programming
Programming with monads
Domain Specific Languages
Time and space behaviour



- action → Action
- algebraic type → Algebraic data type
- base case → Base case
- bool → Boolean
- calculation → Calculation
- class → Type class
- code → Code
- coding → Programming
- ...

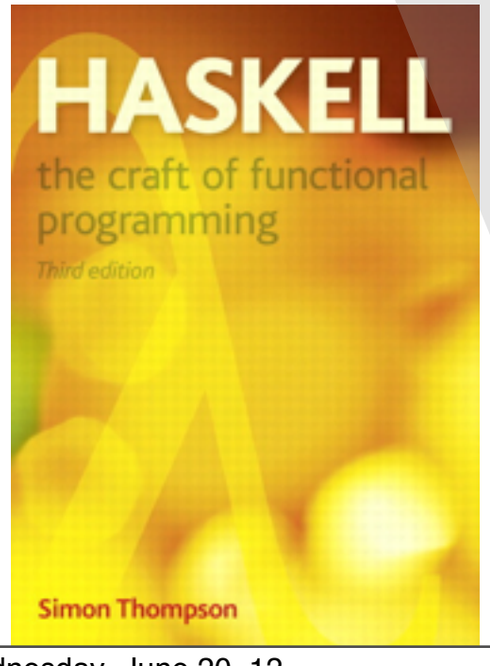
Terms

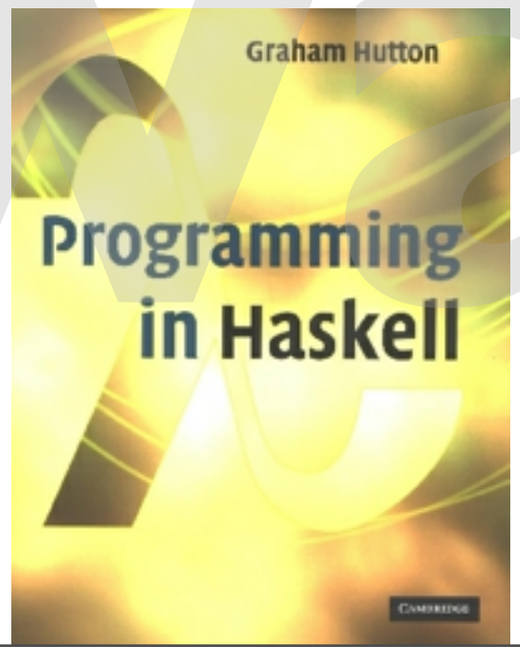
	Getting started with Haskell and GHCi	Basic types and definitions	Designing and writing programs	Data types tuples and lists	Programming with lists	Definining functions over lists	Playing the game IO in Haskell	Reasoning about programs	Generalization patterns of computation	Higher order functions	Developing higher order programs	Overloading type classes and type checking	Algebraic types	Case study Huffman codes	Abstract data types	Lazy programming	Programming with monads	Domain Specific Languages	Time and space behaviour
action							•												
algebraic													•						
algebraic type													•						
base case									•										
bool												•							
calculation																•			•
class												•							
code														•					
coding														•					
command	•																		
complexity																			•
constructor				•									•						
database																			



Terms

Accumulator, Action, Algebraic data type, Applicative functor, Association list, Base case, Bit, Boolean, Calculation, Catamorphism, Character, Code, Command, Complexity, Condition, Core, Data constructor, Data structure, Data type, Database, Declaration, Directory, Eager evaluation, Equality, Equation, Equational reasoning, Evaluation strategy, Exception, Expression, Factorial, File, Filter function, Float, Fmap function, Fold function, Foreign function interface, Function application, Function definition, Functor, Guard, Haskell package, Haskell script, Head, Higher-order function, I/O system, Identity element, Import, Induction, Infinite list, Input, Integer, Lambda abstraction, Language:XML, Lazy evaluation, List comprehension, Local scope, Loop, MVar, Map function, Maybe type, Module, Monad, Monad transformer, Monadic value, Monoid, Operator, Operator precedence, Output, Parser, Parser combinator, Parsing, Partial application, Pattern, Pattern matching, Performance, Pointer, Polymorphism, Predicate, Prelude, Process, Product function, Profiling, Program design, Program optimization, Programming, Proof, Property, Pure function, Query, Queue, Random number, Recursion, Regular expression, Reverse function, Set, Stack, State, String, Sum function, TCP, Table, Tail, Technology:GHC, Technology:GHCi, Technology:Glade, Technology:HPC, Technology:Parsec, Testing, Text, Thread, Tree, Tuple, Type checking, Type class, Type definition, Type signature, Type system, Type-class instance, UDP, User interface, Zipper





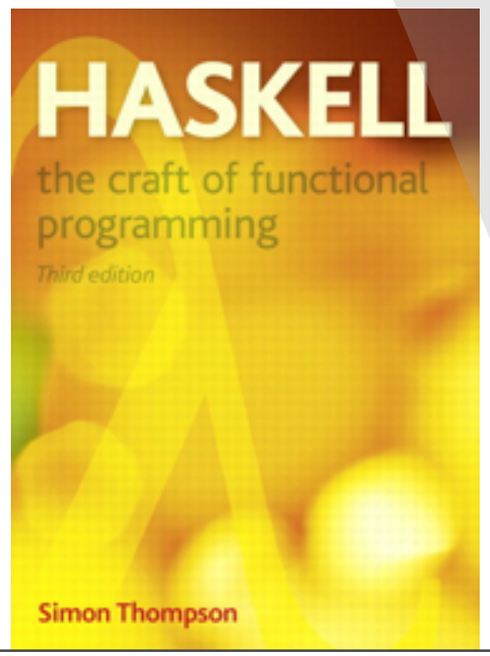
Terms

CRAFT only: Algebraic data type, Base case, Calculation, Code, Complexity, Equality, Equational reasoning, Float, Head, Higher-order function, Infinite list, Local scope, Partial application, Program design, Programming, Proof, Queue, Set, Tuple, Type checking

PIH only: Declaration, Equation, Function application, Function definition, Haskell script, Identity element, Lambda abstraction, Parser combinator, Product function, Reverse function, String, Type-class instance

RWH only: Association list, Core, Data type, Directory, Exception, Foreign function interface, Language:XML, Loop, MVar, Monad transformer, Operator precedence, Output, Parsing, Performance, Pointer, Polymorphism, Predicate, Process, Profiling, Program optimization, Property, Pure function, Query, TCP, Table, Technology:GHC, Technology:Glade, Technology:HPC, Technology:Parsec, Thread, Type definition, Type signature, Type system, UDP, User interface

LYAH only: Accumulator, Applicative functor, Condition, Data structure, Expression, Factorial, Fmap function, Functor, Import, Input, Monadic value, Sum function, Zipper



Term	Headline	# Implementations	*Primary resource*
Algebraic data type	A type for alternatives of groups of data components	3	✓
Applicative functor	A kind of functor that models some monad-like computations	1	✓
Arrow	A functional programming idiom for composing computations	2	✓
CRUD	The basic functions of persistent storage	1	✓
Client-server architecture	An architectural pattern divided into client and server	2	✓
Closed serialization	Potentially platform-dependent serialization	1	
Concurrent programming	Programming with collections of interacting processes	2	✓
Cookie	A client-side file storing data for the server of a web application	2	✓
DBMS	A database management system	2	✓
Data parallelism	Parallelism focused on distributing data across parallel computing nodes	1	✓

...

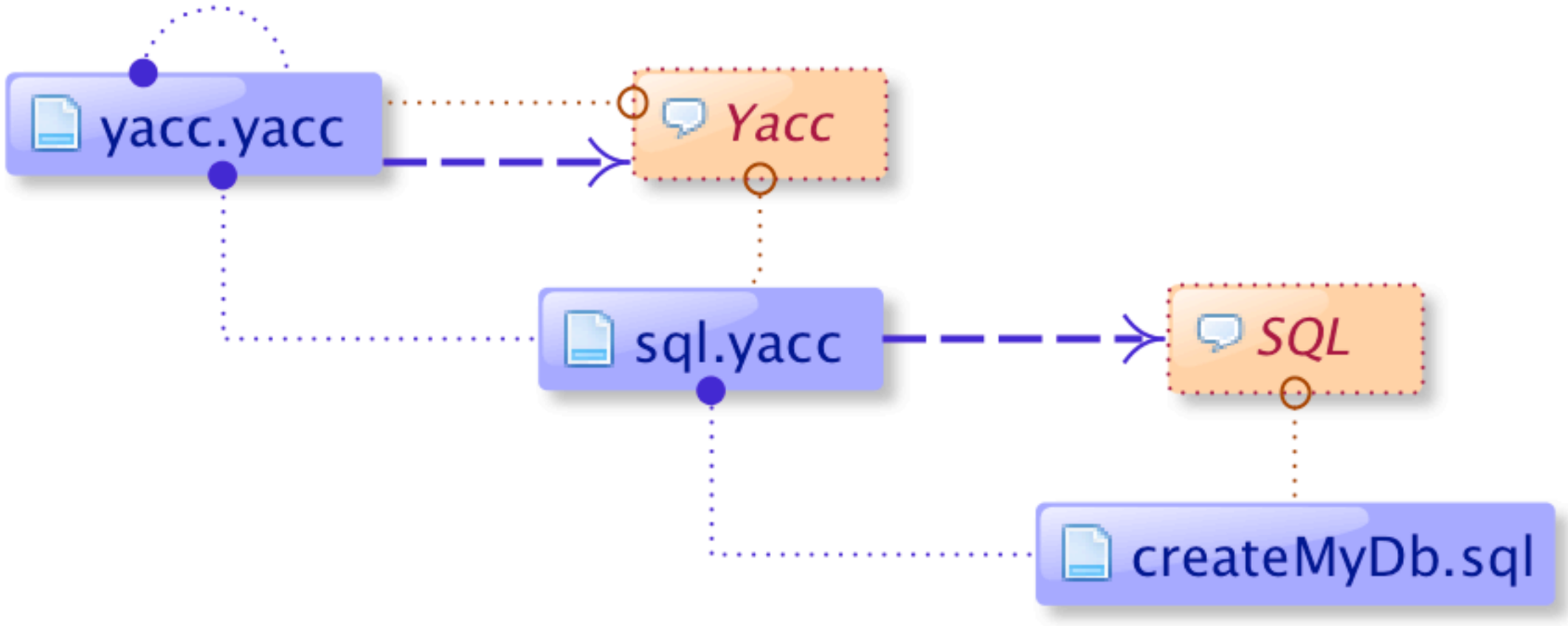
We can compare vocabulary coverage of the textbooks and the 101companies Wiki!

Megamodels to the rescue

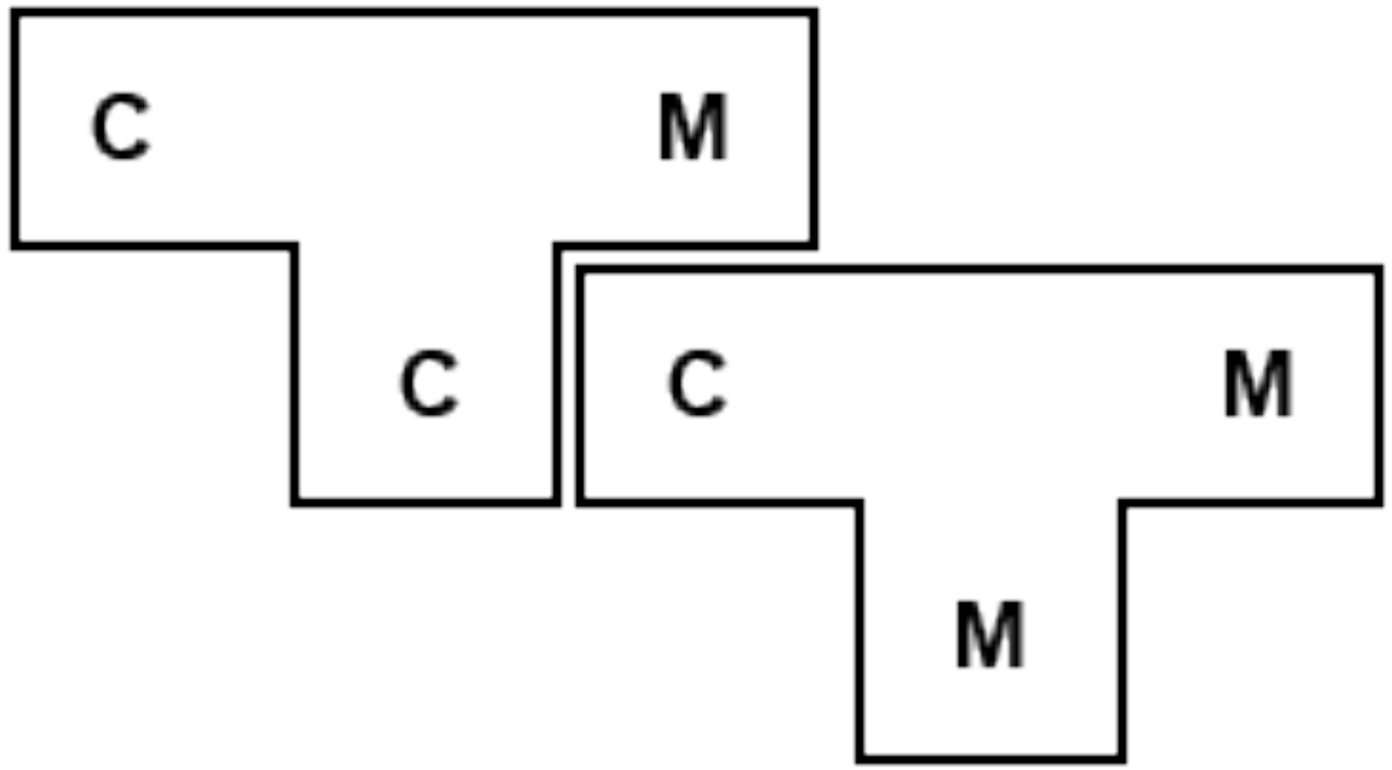
What's the essence of a technology?

What's the essence of a language?

What's the essence of a technology?

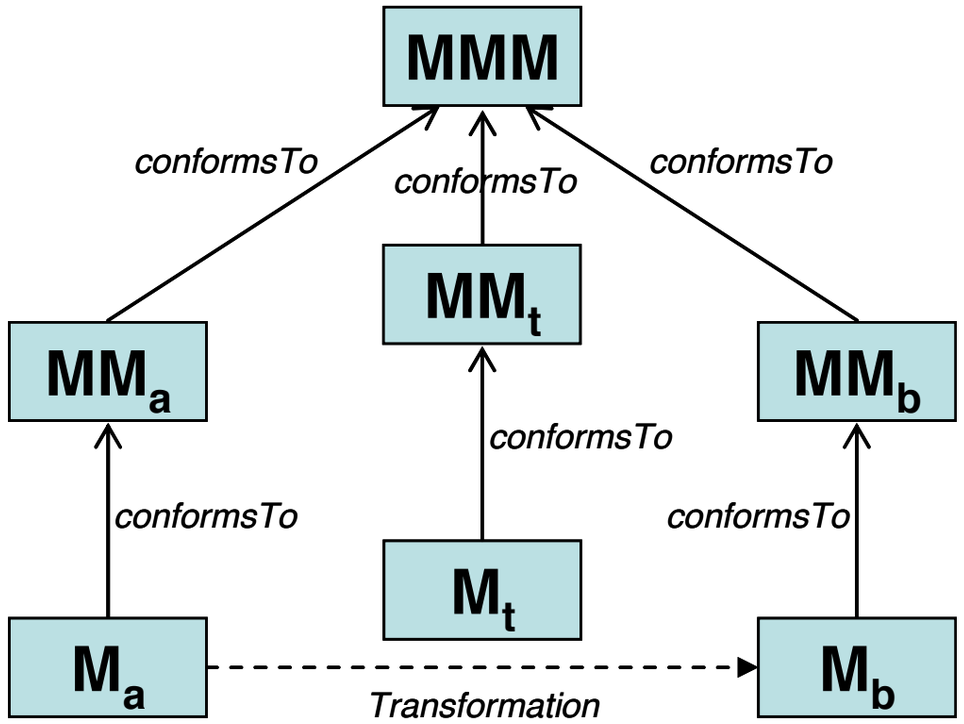


That's a megamodel, too!



http://en.wikipedia.org/wiki/Tombstone_diagram

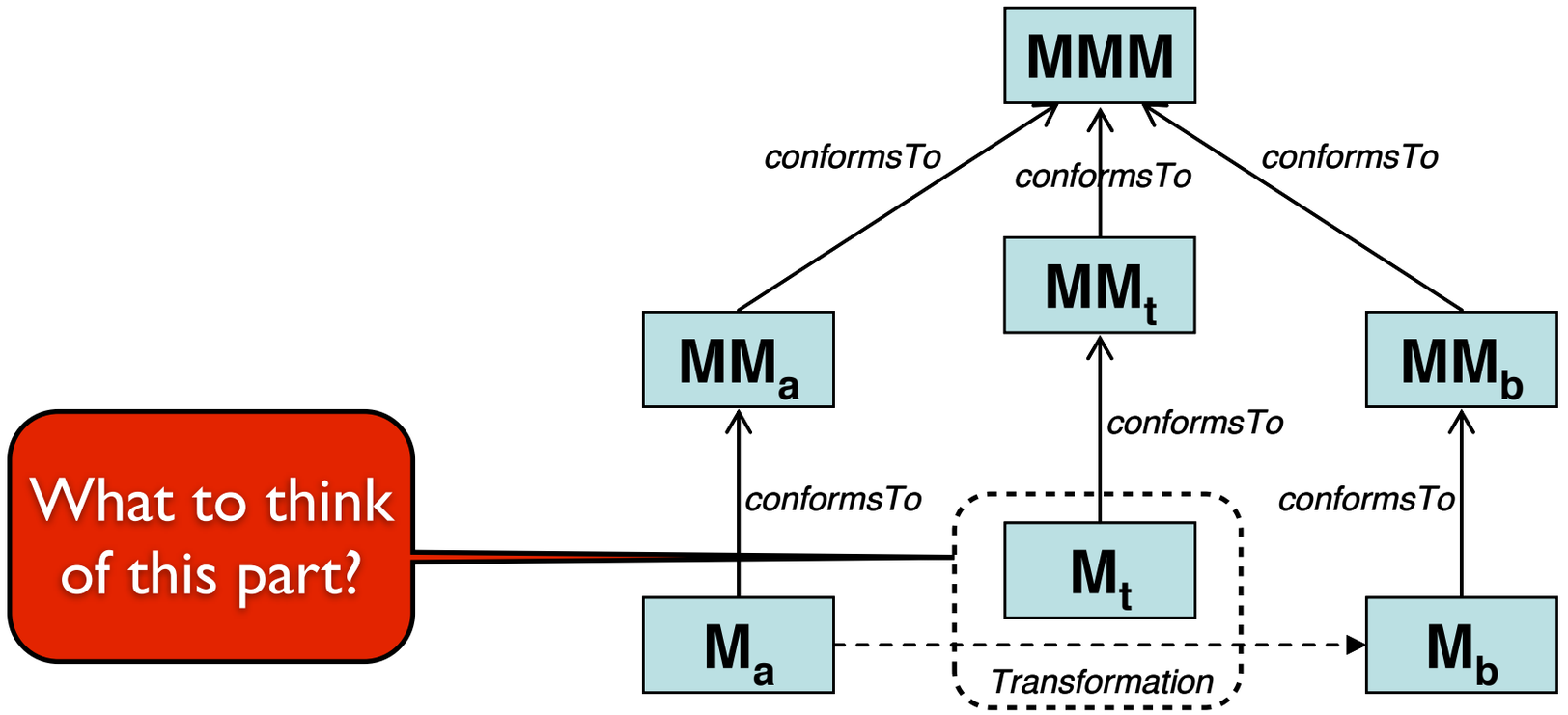
Yet another megamodel!



Model transformations with ATL

http://wiki.eclipse.org/ATL/Concepts#Model_Transformation

Yet another megamodel!

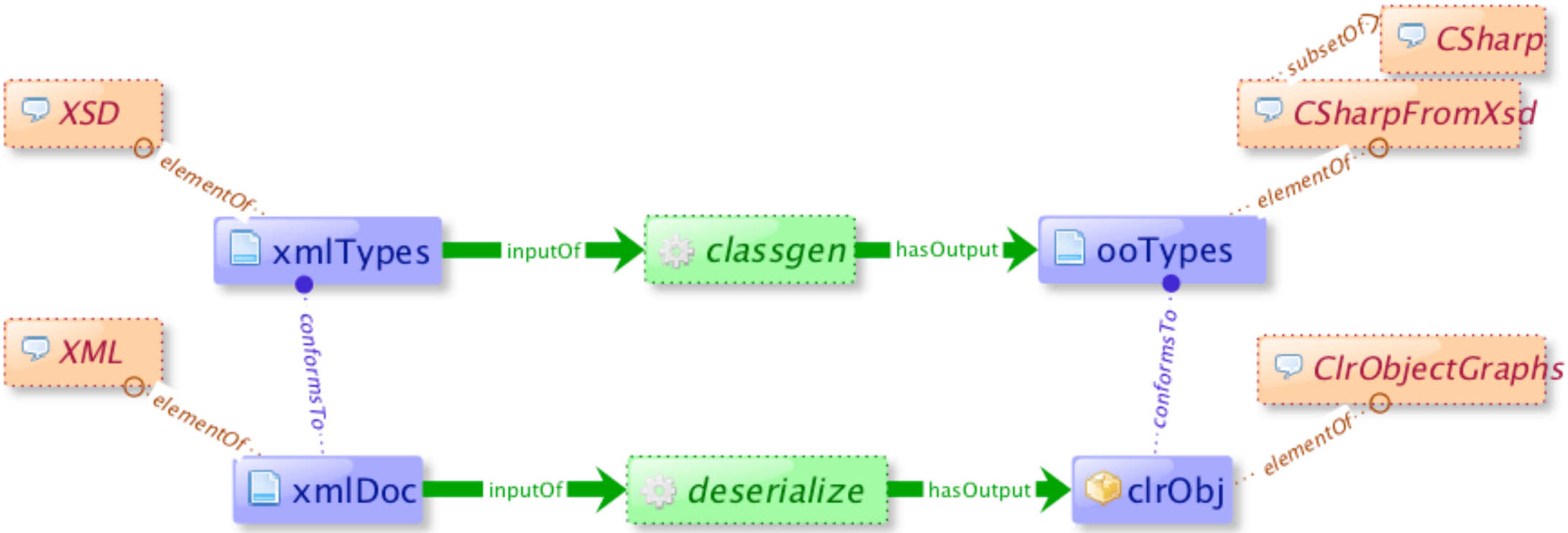


What to think of this part?

Model transformations with ATL

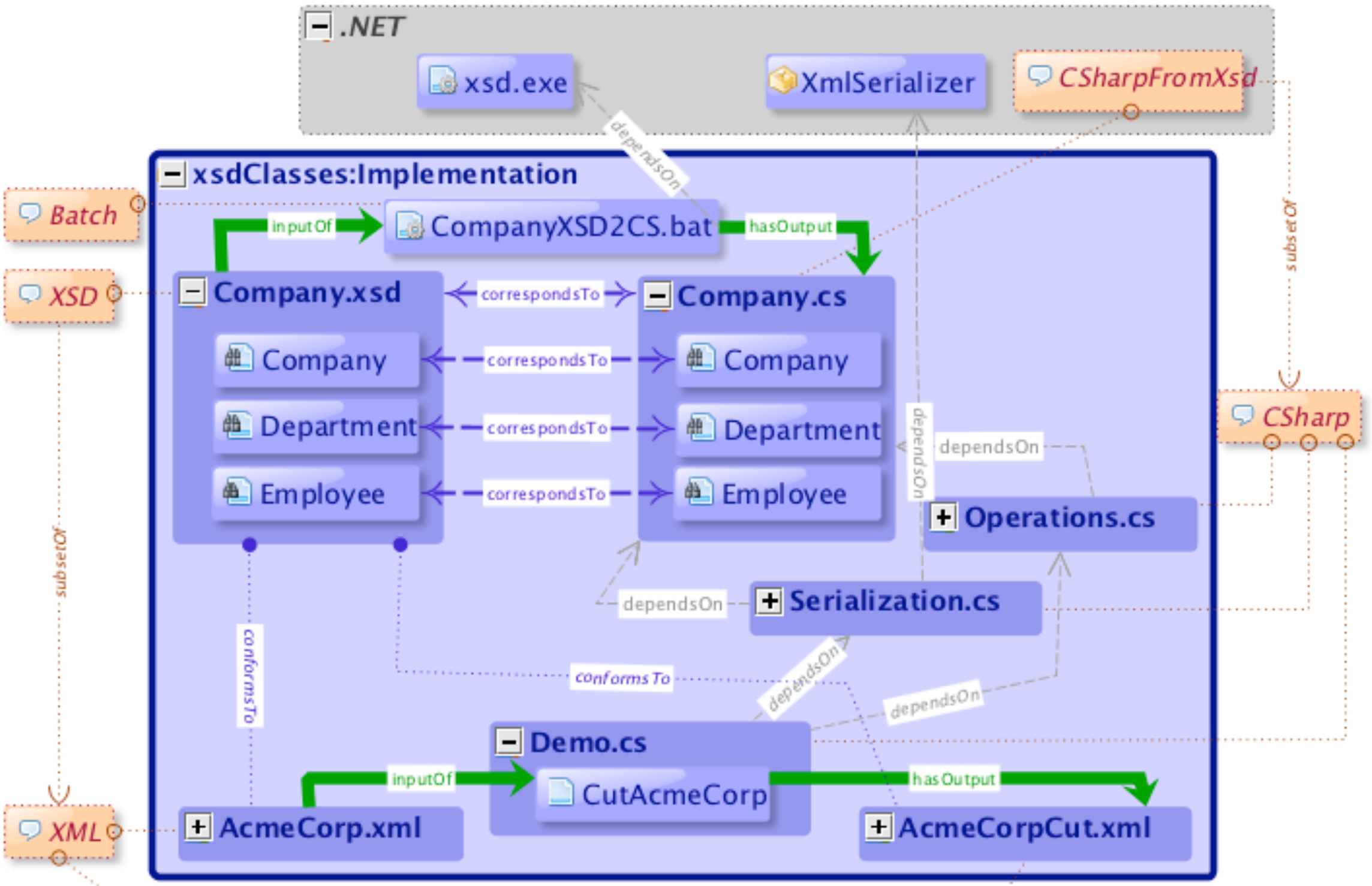
http://wiki.eclipse.org/ATL/Concepts#Model_Transformation

Megamodel of O/X mapping with xsd.exe



http://softlang.uni-koblenz.de/mega/

Megamodel of a product using xsd.exe



http://black42.uni-koblenz.de/production/101worker/MegaModels/implementations/xsdClasses/

Conclusion

- Please:
  - Have a look and spread the message.
  - Don't expect perfect material "yet".
  - Contribute or encourage others to do so.
  - Consider using the project in teaching.
  - Engage in collaboration.

Thanks!
Questions?