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GEFÖRDERT VOM



The Variability Exchange Language

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1 Abstract

The purpose of the *Variability Exchange Language* is to support the information exchange among variants management tools on the one hand and systems development tools on the other hand. The essential tasks of a variants management tool are to represent and analyze the variability of a system abstractly and to define system configurations by selecting the desired system features. A system development tool captures information of a specific kind, such as requirements, architecture, component design, or tests. In order to support the development of variable systems a development tool either has to offer the capability to express and deal with variability directly, or an adaptor must be provided that adds this capability to the development tool.

To interconnect variants management with systems development the information exchange among the corresponding tools must be established. A variants management tool must be able to read or extract the variability from a development tool and to pass a configuration, i.e. a set of selected system features, to the development tool. Up to now the interfaces that support this information exchange are built for each development tool anew. With a standardized *Variability Exchange Language* a common interface can be defined that is implemented by the development tools and used by the variants management tools. The integration of variants management tools with systems development tools via this interface enables a continuous development process for variable systems and supports a flexible usage of tools for this process.

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2 Introduction

2.1 Variants Management, System Variability, and Variation Points

Variants management is an activity that accompanies the whole system development process and, therefore, is orthogonal to the other development tasks. Like safety, security, and other system properties, variability cannot be built into a system at the end of the process. Rather, the desired variability has to be determined, analyzed, designed, implemented and tested continuously, starting at the very beginning of the process through to the final delivery of the system or the system variant respectively. That means that within each development stage – requirements analysis, design, implementation, test, documentation, etc. – variability is an aspect that has to be considered.

We consider as variable system a system that can be tailored by the system producer according to individual clients' needs. All variants of a variable system are developed within one development process. In addition to the standard development tasks the process must also provide the means to tailor the system, i.e. to derive the client specific variant of the system. This may happen at different stages, also known as (variance) binding times.

Variability is embodied in variation points. Consider as example a requirements document. A requirement toward a variable system may be *optional*. In this case two system variants can be formed by either selecting or deselecting the requirement. A set of requirements may be *alternatives*, then each selection of one of these requirements forms one system variant. Finally a requirement may contain a *parameter*, then each value that can be selected for this parameter yields a system variant.

The same definition of variation points holds for all other artifacts that are created in the development process – be it analysis or design models such as the views defined in the SPES-XT meta model, test specifications, code, documentation, or whatever. In each artifact there may be optional elements, alternative elements, and parameterized elements.

We do not specify here how these variation points are represented in the artifacts. Some artifact formats support the definition of variation points, in other cases appropriate means have to be added. This obviously also has an impact on the tools that are used to create and manage the artifacts. In some cases they are capable to express variation points. In other cases adaptors have to be built in order to incorporate variation points.

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2.2 Variability View and Variants Management Tools

It is an accepted best practice to define an explicit abstract variability view on a system under development to support variants management continuously throughout the process. This abstraction contains the bare information on the variability of the system. That means that it describes which variants exist, but does not describe how the variability is realized. The variability information is derived from an analysis of the commonalities, differences, and dependencies of the system's variants and is often represented as a feature model.

A variants management tool supports the creation of an artifact – a variability model – that represents the abstract variability information. Moreover, it offers operations to select or deselect system features and via this feature configuration to specify the system's variants.

The information of the variability view has to be connected with the system development artifacts in order to define how the feature selection (system configuration) determines the resolution of the variation points within these artifacts, i.e. the selection of a variation for each variation point. As soon as these connections are established a feature configuration can be carried over to a configuration of the variation points of the concerned artifact. The technical realization of this connection is addressed by the *Variability Exchange Language*.

At present there is no standard that would define how variation points are expressed in different artifacts. That means that a tool supplier who builds a variants management tool has to implement an individual interface to each other tool that is used in a development process to create the corresponding artifacts. The purpose of the *Variability Exchange Language* is to support the standardization of these interfaces by a common exchange format that defines which information is exchanged between a variants management tool and a tool that is used to manage a specific kind of artifacts in a development process. As mentioned above, such a tool may either be a tool that already supports the definition of variation points for the concerned artifact type, or it may be an adaptor that adds this capability to a base tool.

In fact, the *Variability Exchange Language* defines a requirement on tools or tool adaptors that intend to support variants management. Such a tool has to be able to extract the data that is defined in the *Variability Exchange Language* from the artifact that it manages and to incorporate the data that is sent from the variants management tool into this artifact. Beyond the exchange format, i.e. the contents of the information that is exchanged, also some basic operations are defined here. They define in which direction the variability information is intended to flow.

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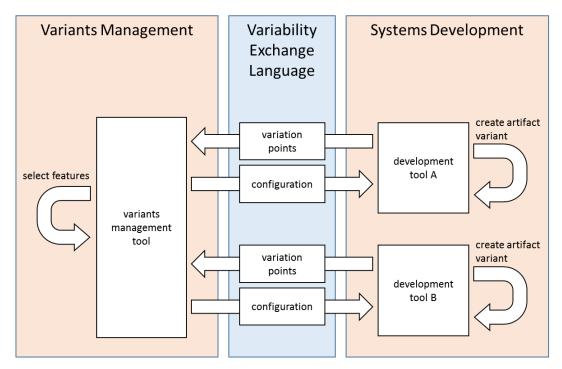


Figure 1 Use case for the Variability Exchange Language

A use case for the *Variability Exchange Language* can be defined as follows. Assume an artifact with variation points is given, for instance an artifact created with tool A in Figure 1. First the development tool has to collect the data defined in the *Variability Exchange Language*, essentially given by the variation points contained in the artifact. It passes this data to the variants management tool that builds a variability model based on the data. The variability model can be used to define a system configuration by selecting the desired system features. The corresponding data, i.e. the configuration, formatted according to the *Variability Exchange Language*, is passed back to the development tool or adaptor that uses this data to create or derive an artifact variant that corresponds to the system variant defined in the variants management tool.

Applying this scenario to all development tools and artifacts yields a consistent set of development artifacts for any system variant automatically. The variation points that correspond to customer relevant system features should coincide in all artifacts, i.e. they always induce the same variability model in the variants management tool. In addition to that there may also be internal variation points, for instance implementation variants that do not alter the visible properties of the system but are relevant for the system construction process. These variation points give rise to a staged variability model in which customer features are separated from internal features.

Since the system configuration is built once and for all in the variants management tool an identical configuration is passed to all development tools and thereby ensures consistency of the variants selection. It might only happen that internal features for instance are not interpreted by some development tool because it is not concerned with internal decisions, such as a requirements document or a system test.

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3 Overview of the Variability Exchange Language

The core of the *Variability Exchange Language* is given by the definition of variation points and their variations – by the classes <u>VariationPoint</u> and <u>Variation</u> (see Figure 2). In the following we immediately use the class names from the meta-model presented in Chapter 4 to discuss the corresponding concepts, such as <u>VariationPoint</u> and <u>Variation</u>. This chapter gives a survey on the main classes, in particular the ones shown in Figure 2.

A detailed specification of all classes is provided in Chapter 4.

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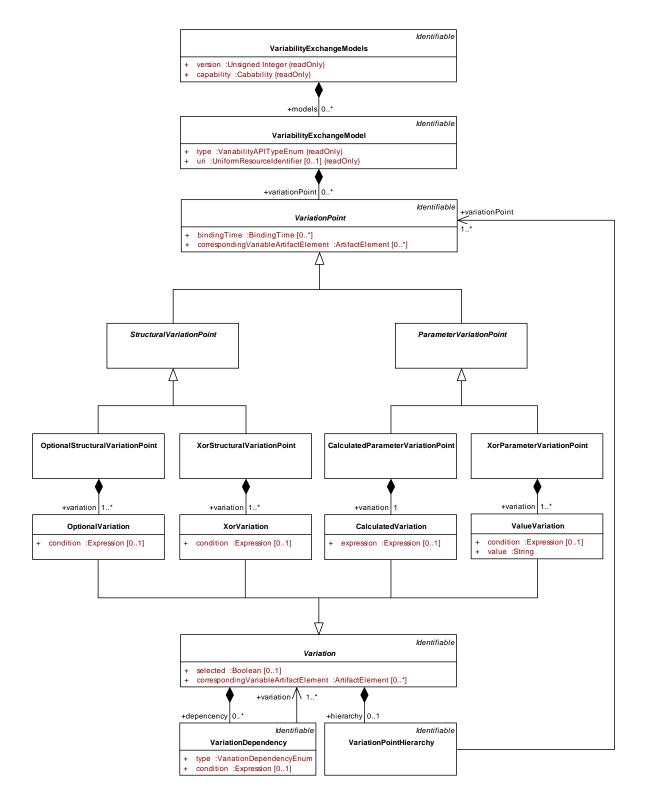


Figure 2 An Overview of the Variability Exchange Language

A Variability Exchange Language document starts with a <u>VariabilityExchangeModels</u> element, which contains a number of <u>VariabilityExchangeModel</u> elements. Each <u>VariabilityExchangeModel</u> corresponds to one (or possibly several, but this is implementation dependent) artefacts with variable elements.

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A <u>VariabilityExchangeModel</u> in turn contains a number of <u>VariationPoints</u>. Thus, a <u>VariabilityExchangeModel</u> describes the variable aspects of an artifact, *but only those*. All non-variable facets of the artifact are discarded because they are not necessary for our purpose.

3.1 VariationPoints and Variations

As shown in Figure 2, we distinguish between two different kinds of VariationPoints:

- StructuralVariationPoints are variation points where the structure of a model changes during the binding process. <u>StructuralVariationPoints</u> define which elements are contained in a bound artifact. There are two kinds of structural variation points:
 - a. <u>OptionalStructuralVariationPoint</u> variation points that can be selected or deselected.
 - b. <u>XorStructuralVariationPoint</u> i.e. variation points that represent sets of alternatives from which exactly one can be selected.
- 2. <u>ParameterVariationPoints</u> are variation points which select a numerical value for a parameter during the binding process. They do not change the structure of an artifact. There are two kinds of parameter variation points:
 - a. <u>CalculatedParameterVariationPoint</u> variation points where the parameter value is calculated by an expression.
 - b. <u>XorParameterVariationPoint</u> variation points where the parameter value is selected from a list of values.

Each <u>VariationPoint</u> is associated with one or more <u>Variations</u>. The <u>Variations</u> enumerate the possible variants for their respective <u>VariationPoints</u>. When an artifact is bound, then one of these variations (<u>OptionalStructuralVariationPoints</u> also allow zero variations here) is selected to be included in the bound artifact, and all others are discarded.

Both <u>Variations</u> and <u>VariationPoints</u> may refer to artifact elements (<u>correspondingVariableArtifactElement</u>), for example the Simulink block or the line of code which correspond to the <u>VariationPoint</u> respectively <u>Variation</u>.

<u>VariationPoints</u> can further define dependencies on other variation points (<u>VariationDependency</u>), for example one variation point may require another variation points. This is useful to express technical dependencies in artifacts.

Furthermore, a <u>VariationPoint</u> may contain other <u>VariationPoints</u> to establish a hierarchy (<u>VariationPointHierarchy</u>), similarly to subsystem blocks in Simulink or hierarchies in software architectures.

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3.2 Variation Point Descriptions versus Variation Point Selec-

A <u>VariabilityExchangeModel</u> as defined in Figure 2 can actually serve two different purposes:

- A variation point description lists all variation points and all their variations; that is it describes a complete product line.
- A variation point description also lists all variation points, but selects one (or zero for optional variation points) <u>Variation</u> for each variation point. The attribute <u>selected</u> of <u>Variation</u> is used for that purpose. Any such selection must be consistent with the <u>expression</u> or <u>condition</u> attribute of a <u>Variation</u>, as well as with dependencies between variation points.

Both variation point descriptions and variation point selections use the same structure; the attribute <u>type</u> of <u>VariabilityExchangeModel</u> determines how a <u>VariabilityExchangeModel</u> should be interpreted.

3.3 Binding

The *Variability Exchange Language* does not make any assumptions on how the binding process for the associated artifact works. We do however provide a way to attach Conditions or Expressions to Variations:

- In a <u>StructuralVariationPoint</u>, a <u>Variation</u> comes with a <u>Condition</u> that determines whether the associated artifact element is part of a bound artifact.
- In a <u>ParameterVariationPoint</u>, the <u>Variation</u> determines a value for the associated artifact element. This is done either by computing it (CalculatedVariation) or selecting from one of several values (ValueVariation).

In a variation point description (see section 3.2) the result of the evaluation of a condition or expression in a <u>Variation</u> must be compatible with the attribute <u>selected</u> of a <u>Variation</u>. That is, if the attribute <u>selected</u> of a <u>Variation</u> has the value *true*, then its condition must also evaluate to *true*.

3.4 Common Concepts

Most classes in the *Variability Exchange Language* are based on the class <u>Identifiable</u>, which provides them with a name and a unique identifier. <u>Identifable</u> also provide a way to attach application-specific data (<u>SpecialData</u>) to elements in the *Variability Exchange Language*.

3.5 API

In addition to the contents of the exchange format basic operations of a Variability Interface are defined in the class <u>VariabilityAPI</u>. These operations cover the following operations:

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- The import and export of <u>VariabilityExchangeModels</u>
- Getting and setting configurations, which are also <u>VariabilityExchangeModels</u>
- Getting information on the read or write access (<u>Capability</u>) to <u>VariationPoints</u> and <u>VariabilityExchangeModels</u> as configurations.

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4 Variability Exchange Language Class Reference

In this chapter, we use the phrases *must*, *must not*, *shall*, shall not, *should*, *should not* and *may* in conformance with RFC 2119 [6]:

- **MUST** This word, or the terms "**REQUIRED**" or "**SHALL**", mean that the definition is an absolute requirement of the specification.
- **MUST NOT** This phrase, or the phrase "**SHALL NOT**", mean that the definition is an absolute prohibition of the specification.
- SHOULD This word, or the adjective "RECOMMENDED", mean that there may
 exist valid reasons in particular circumstances to ignore a particular item, but the
 full implications must be understood and carefully weighed before choosing a different course.
- SHOULD NOT This phrase, or the phrase "NOT RECOMMENDED" mean that
 there may exist valid reasons in particular circumstances when the particular behavior is acceptable or even useful, but the full implications should be understood
 and the case carefully weighed before implementing any behavior described with
 this label.
- MAY This word, or the adjective "OPTIONAL", mean that an item is truly optional. One vendor may choose to include the item because a particular marketplace requires it or because the vendor feels that it enhances the product while another vendor may omit the same item. An implementation which does not include a particular option MUST be prepared to interoperate with another implementation which does include the option, though perhaps with reduced functionality. In the same vein an implementation which does include a particular option MUST be prepared to interoperate with another implementation which does not include the option (except, of course, for the feature the option provides.)

Furthermore, we are using the following typographic conventions:

- An <u>underlined</u> word is the name of an UML class, ULM attribute or other UML element.
- A word set in typewriter font is the name of an XML element or or XML code.
- A paragraph that is marked with a ➤ symbol on the margin is a constraint.

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4.1 ArtifactElement

< artifact-element-type>



Figure 3 UML Diagram for class ArtifactElement

Listing 1 XML Schema for artifact-element-type

Listing 2 XML Example for artifact-element-type using URIs

Listing 3 XML Example for artifact-element-type using artifact-specific XML elements

4.1.1 Description

An ArtifactElement is a reference to an element in an artifact.

4.1.2 Attribute uri

The optional attribute <u>uri</u> is a reference to the artifact. The content of the attribute <u>uri</u> is a Uniform Resource Identifier.

- The attribute <u>URI</u> of an <u>ArtifactElement</u> should conform to the definition of Uniform Resource Locators as specified in [3].
- Although the attribute <u>URI</u> of <u>ArtifactElement</u> is optional, it is recommended to supply an <u>URI</u> instead of additional attributes (that is, arbitrary XML child elements as described in section 4.1.4) whenever possible.

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4.1.3 Attribute type

The optional attribute <u>type</u> specifies the type of artifact that is addressed by this ArtifactElement.

The attribute <u>type</u> is a string, not an enumeration so that new artifact types can be added without changing the XML schema. Nevertheless, the following types are predefined:

- simulink
- doors
- Although the attribute <u>type</u> of an <u>ArtifactElement</u> is defined as optional, it is recommended to supply a type.

4.1.4 Adding arbitrary XML Elements

In the XML schema, the type artifact-element-type allows arbitrary XML child elements. This is implemented by using the < xs:any> element (see Listing 1), which permits the use of any XML element regardless of whether it is defined in the current schema. The type of the artifact is documented in the type attribute.

For example, Listing 3 shows a Variation whose corresponding variable artifact element is a Simulink block with the Identifier 12.

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4.2 BindingTime

<bindingtime-type>

```
+ selected :Boolean [0..1]
+ name :BindingTimeEnum
+ condition :Expression [0..1
```

Figure 4 UML Diagram for class BindingTime

Listing 4 XML Schema for bindingtime-type

```
<variability-exchange-model type="variationpoint-description" id="model">
   <optional-structural-variationpoint id="vp1">
      <br/>dindingtime>
          <name>preprocessor-time</name>
      </bindingtime>
      <variation id="vp1v1">
          <condition type="single-feature-condition">Feature1</condition>
       </variation>
   </optional-structural-variationpoint>
   <optional-structural-variationpoint id="vp2">
       <br/>bindingtime>
          <name>preprocessor-time</name>
          <condition type="single-feature-condition">
             SmallSoftwareFootprint
          </condition>
      </bindingtime>
       <br/>bindingtime>
          <name>post-build</name>
          <condition type="single-feature-condition">
             LargeSoftwareFootprint
          </condition>
       </bindingtime>
       <variation id="vp2v1">
          <condition type="single-feature-condition">Feature1</condition>
       </variation>
   </optional-structural-variationpoint>
</ra></ra>
```

Listing 5 XML Example for binding-time-type in a variationpoint-configuration

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```
<variability-exchange-model type="variationpoint-configuration" id="model">
   <optional-structural-variationpoint id="vp1">
      <br/>
<br/>
dingtime>
          <name>preprocessor-time</name>
      </bindingtime>
      <variation id="vp1v1">
          <condition type="single-feature-condition">Feature1</condition>
       </variation>
   </optional-structural-variationpoint>
   <optional-structural-variationpoint id="vp2">
      <bindingtime selected="false">
          <name>preprocessor-time</name>
          <condition type="single-feature-condition">
             SmallSoftwareFootprint
          </condition>
      </bindingtime>
       <bindingtime selected="true">
          <name>post-build</name>
          <condition type="single-feature-condition">
             LargeSoftwareFootprint
          </condition>
      </bindingtime>
       <variation id="vp2v1">
          <condition type="single-feature-condition">Feature1</condition>
      </variation>
   </optional-structural-variationpoint>
</variability-exchange-model>
```

Listing 6 XML Example for binding-time-type in a variationpoint-configuration

4.2.1 Description

The *binding time* of a variation point describes how the associated variability is resolved¹. Common ways to resolve a variation point are

- A variation point is removed from its artefact. For example, the #ifdef / #endif idiom commonly found in a C preprocessor code removes part of the source code.
- A variation point is set to "inactive". For example, an if statement may prevent certain code sections from being executed. This is typically used if the binding comes too late in the process and the code cannot be removed.
- A parameter is assigned a fixed value.

What exactly happens when a variation point is bound is implementation specific, and beyond the scope this document.

4.2.2 Attribute selected

A <u>VariationPoint</u> may have more than one <u>BindingTime</u> attributes. This is useful if the decision for the binding time of the variation point is delayed. For example, it may not be clear from the beginning whether a particular subsystem is removed during code

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¹ Contrary to what the term Binding *Time* suggests, this is not a point in time, but rather a phase in the build process.

generation (binding time <u>CodeGenerationTime</u>, section 4.3.5) or just deactivated during startup (binding time <u>PostBuild</u>, section 4.3.10). This decision is made at some time during the build process.

- The attribute <u>selected</u> of a <u>BindingTime</u> shall be present if the <u>VariabilityExchangeModel</u> which contains the BindingTime is of <u>type</u> VariationPointSelection.
- ➤ The attribute <u>selected</u> has no effect if the type of the <u>VariabilityExchangeModel</u> is of type VariationPointDescription and thus shall be omitted.

If a <u>VariationPoint</u> has more than one <u>bindingtime</u> attribute, then the attribute <u>selected</u> is used to designate exactly one of the binding times as the binding time that is actually used for the binding:

- Let v be a <u>VariationPoint</u> which and let $s_1, ..., s_n$ be the values of the <u>selected</u> attributes of the <u>BindingTimes</u> of v. Then the following conditions shall hold:
 - 1. $\exists i \in \{1, ..., n\}: s_i = true$
 - $2. \ \forall j \in \{1,\ldots,n\}, i \neq j : s_i = false$
- \blacktriangleright If a <u>BindingTime</u> has both an attribute <u>selected</u> s and an attribute <u>condition</u> c, then the following condition shall hold:

$$eval(c) = s$$

4.2.3 Attribute name

The attribute <u>name</u> of a <u>BindingTime</u> is a textual representation of the binding time. It is of type <u>BindingTimeEnum</u>.

4.2.4 Attribute condition

If a <u>VariationPoint</u> v has multiple <u>BindingTimes</u>, then the attribute <u>condition</u> may be used to select one BindingTime as the actual BindingTime for v.

- Let v be a <u>VariationPoint</u> which and let $c_1, ..., c_n$ be the <u>conditons</u> of the <u>BindingTimes</u> of v. Then the following conditions shall hold:
 - 3. $\exists i \in \{1, ..., n\}: eval(c_i) = true$
 - 4. $\forall j \in \{1, ..., n\}, i \neq j : eval(c_i) = false$

In other words, if a <u>VariationPoint</u> has more than one <u>BindingTime</u> with a <u>condition</u>, then only one <u>condition</u> shall evaluate to true. Obviously, a <u>condition</u> is only useful of a <u>VariationPoint</u> has more than one <u>BindingTime</u>.

See section 4.2.2 for more information on condition is used to select a binding time.

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4.3 BindingTimeEnum

<bindingtime-enum>

«enumeration»

BindingTimeEnum

RequirementsTime
BluePrintDerivationTime
ModelConstructionTime
ModelSimulationTime
CodeGenerationTime
PreprocessorTime
CompileTime
LinkTime
FlashTime
PostBuild
PostBuildLoadable
PostBuildSelectable
RunTime

Figure 5 UML Diagram for enumeration BindingTimeEnum

```
<xs:simpleType name="bindingtime-enum">
   <xs:restriction base="xs:string">
      <xs:enumeration value="requirements-time"/>
      <xs:enumeration value="blueprint-derivation-time"/>
      <xs:enumeration value="model-construction-time"/>
      <xs:enumeration value="model-simulation-time"/>
      <xs:enumeration value="code-generation-time"/>
      <xs:enumeration value="preprocessor-time"/>
      <xs:enumeration value="compile-time"/>
      <xs:enumeration value="link-time"/>
      <xs:enumeration value="flash-time"/>
      <xs:enumeration value="post-build"/>
      <xs:enumeration value="post-build-loadable-time"/>
      <xs:enumeration value="post-build-selectable-time"/>
      <xs:enumeration value="run-time"/>
   </xs:restriction>
</xs:simpleType>
```

Listing 7 XML Schema for bindingtime-enum

4.3.1 RequirementsTime

At <u>RequirementsTime</u>, variants are bound by selecting a subset of the overall requirements for a product line.

4.3.2 BluePrintDerivationTime

The binding time <u>BlueprintDerivationTime</u> stems from AUTOSAR. In AUTOSAR, Blueprints are predefined templates for partial models. When a blueprint is applied, the variation points in the blueprint indicate locations in the template where a template processor or even human developer needs to fill in more information.

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4.3.3 ModelConstructionTime

At <u>ModelConstructionTime</u>, variants are bound by modifying the artifact. This may involve deleting part of the model, but may also be achieved by adding new elements to a model or changing parts of the existing model, or a combination of all three.

4.3.4 ModelSimulationTime

At <u>ModelSimulationTime</u>, variants are bound by excluding parts of the model during simulation. This is typically done by constructing the model in such a way that some parts are not used during the simulation.

4.3.5 CodeGenerationTime

At <u>CodeGenerationTime</u>, variants are bound by generating code that is tailored for one or more variants.

4.3.6 PreprocessorTime

At <u>PreProcessorTime</u>, variants are bound by using a preprocessor that emits code only for specific variants. To do that, the code must contain appropriate preprocessor directives, for example #ifdef statements.

4.3.7 CompileTime

At <u>CompileTime</u>, variation points are resolved by the compiler, for example by not generating code for certain variants (dead code elimination) or by using specific compiler switches.

4.3.8 LinkTime

At <u>Linktime</u>, variants are bound by using only those files that are necessary for a particular variant are used to build a library or application.

4.3.9 FlashTime

At <u>FlashTime</u>, variants are bound by (pre)loading variant specific data sets into the flash memory embedded device.

4.3.10 PostBuild

At PostBuild, variants are bound by activating only certain parts of an application.

4.3.11 PostBuildLoadable

At <u>PostBuildLoadable</u>, variants are bound by selecting a parameter set (typically stored in flash memory) at the launch of an application. <u>PostBuildLoadable</u> is often used as a synonym for <u>PostBuild</u>.

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4.3.12 PostBuildSelectable

At <u>PostBuildSelectable</u>, variants are bound by selecting one of several parameter sets (typically stored in flash memory) at the launch of an application. <u>PostBuildSelectable</u> is often used as a synonym for <u>PostBuild</u>.

4.3.13 RunTime

At <u>RunTime</u>, variants are bound by switching between different program states or executing different parts of an application. Runtime is usually not regarded as a binding time, but is included for completeness here.

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4.4 CalculatedParameterVariationPoint

<calculated-parameter-variationpoint-type>

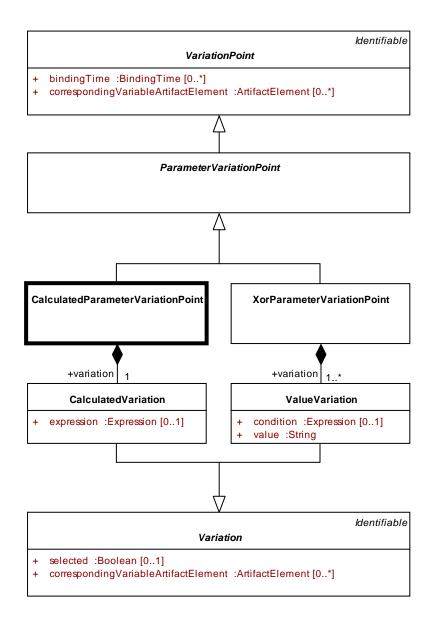


Figure 6 UML Diagram for class CalculatedParameterVariationPoint

Listing 8 XML Schema for calculated-parameter-variationpoint-type

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Listing 9 XML Example for calculated-parameter-variation point-type

4.4.1 Description

A <u>CalculatedParameterVariationPoint</u> is a <u>ParameterVariationPoint</u> that defines a value for a variation point in an artifact. Unlike a <u>XorParameterVariationPoint</u>, which picks one value from a number of choices, a <u>CalculatedParameterVariationPoint</u> uses an expression to define the value.

A <u>CalculatedParameterVariatonPoint</u> contains a single <u>CalculatedVariation</u> whose attribute <u>expression</u> defines the expression that is used to calculate the value for the associated variation point.

4.4.2 Notes

• The class <u>CalculatedParameterVariationPoint</u> inherits from the class <u>ParameterVariationPoint</u>, which inherits from <u>VariationPoint</u>.

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4.5 CalculatedVariation

<calculated-variation-type>

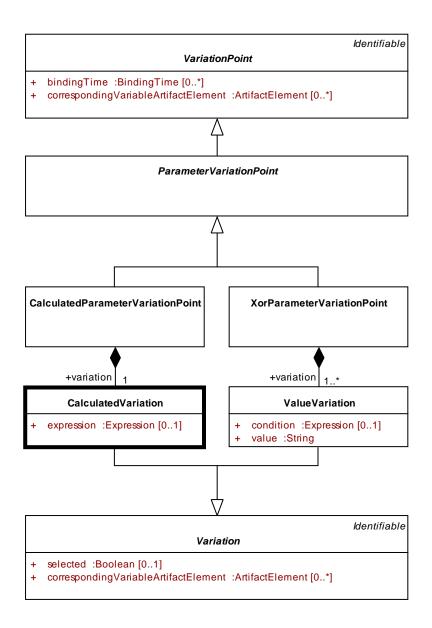


Figure 7 UML Diagram for class CalculatedVariation

Listing 10 XML Schema for calculated-variation-type

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Listing 11 XML Example for calculated-variation-type

4.5.1 Description

Each <u>CalculatedParameterVariationPoint</u> aggregates a single <u>CalculatedVariation</u>. A <u>CalculatedVariation</u> is a <u>Variation</u> that determines a value for a <u>Calculated-VariationPoint</u>.

4.5.2 Attribute expression

The optional attribute <u>expression</u> of a <u>CalculatedVariation</u> specifies the expression that is used to compute the value of a <u>CalculatedVariation</u>.

The attribute <u>expression</u> of a <u>CalculatedVariation</u> may return an arbitrary value. Which values are allowed depends on the artifact elements which are referenced by the attribute <u>correspondingVariableArtifactElement</u> (see 4.21.3).

4.5.3 Binding

When a <u>CalculatedParameterVariationPoint</u> is bound, the <u>expression</u> of its <u>CalculatedVariation</u> is evaluated. The result of the evaluation gets assigned to the artifact element(s) which are referenced by the attribute <u>correspondingVariableArtifact-Element</u> (see section 4.21.3).

➤ A <u>CalculatedParameterVariationPoint</u> can only be bound when its <u>CalculatedVariation</u> has an attribute <u>expression</u>.

4.5.4 Notes

• The class <u>CalculatedVariation</u> inherits from the class <u>Variation</u>.

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4.6 Capability

<capability-type>

```
Capability

+ importVariabilityExchangeModels :Boolean {readOnly}
+ exportVariabilityExchangeModels :Boolean {readOnly}
+ getConfiguration :Boolean {readOnly}
+ setConfiguration :Boolean {readOnly}
```

Figure 8 UML Diagram for class Capability

Listing 12 XML Schema for capability-type

Listing 13 XML Example for capability-type

4.6.1 Description

A <u>Capability</u> describes which operations are supported by a particular instance of <u>VariabilityAPI</u>. The rationale for introducing <u>Capability</u> is that not all implementations of the <u>VariabilityAPI</u> support all its operations.

4.6.2 Attribute importVariabilityExchangeModels

The attribute <u>getVariationPoints</u> determines whether the operation <u>importVariabilityExchangeModels</u> of the class <u>VariabilityAPI</u> is supported:

- If <u>getVariationPoints</u> is *true*, then the <u>VariabilityAPI</u> supports the operation <u>importVariabilityExchangeModels</u>.
- If <u>getVariationPoints</u> is *false*, then the <u>VariabilityAPI</u> does not support the operation <u>importVariabilityExchangeModels</u>.

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4.6.3 Attribute exportVariabilityExchangeModels

The attribute <u>setVariationPoints</u> determines whether the operation exportVariabilityExchangeModels of the class VariabilityAPI is supported:

- If <u>setVariationPoints</u> is *true*, then the <u>VariabilityAPI</u> supports the operation exportVariabilityExchangeModels.
- If <u>setVariationPoints</u> is *false*, then the <u>VariabilityAPI</u> does not support the operation exportVariabilityExchangeModels.

4.6.4 Attribute getConfiguration

The attribute <u>getConfiguration</u> determines whether the operation <u>getConfiguration</u> of the class VariabilityAPI is supported:

- If <u>getConfiguration</u> is *true*, then the <u>VariabilityAPI</u> supports the operation <u>getConfiguration</u>.
- If <u>getConfiguration</u> is *false*, then the <u>VariabilityAPI</u> does not support the operation <u>getConfiguration</u>.

4.6.5 Attribute setConfiguration

The attribute <u>setConfiguration</u> determines whether the operation <u>setConfiguration</u> of the class <u>VariabilityAPI</u> is supported:

- If <u>setConfiguration</u> is *true*, then the <u>VariabilityAPI</u> supports the operation <u>setConfiguration</u>.
- If <u>setConfiguration</u> is *false*, then the <u>VariabilityAPI</u> does not support the operation setConfiguration.

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4.7 Expression

<expression-type>

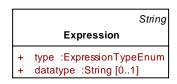


Figure 9 UML Diagram for class Expression

Listing 14 XML Schema for expression-type

```
<xor-structural-variationpoint id="vp1">
   <variation id="vp1v1">
      <condition type="single-feature-condition" datatype="bool">
          Feature1
      </condition>
   </variation>
   <variation id="vp1v2">
      <condition type="and-feature-condition" datatype="bool">
          Feature2, Feature3
      </condition>
   </variation>
   <variation id="vp1v3">
       <condition type="or-feature-condition" datatype="bool">
          Feature4, Feature5, Feature6
       </condition>
   </variation>
   <variation id="vp1v4">
       <condition type="pvscl-expression" datatype="ps:boolean">
          Feaure7 AND Feature8
      </condition>
   </variation>
</xor-structural-variationpoint>
```

Listing 15 XML Example for expression-type

4.7.1 Description

An <u>Expression</u> is similar to an expression in a programming language. In our case, expressions fall into two categories:

- "Genuine" expressions which may return any kind of value. These are represented by the type <u>PVSCLExpression</u>.
- Constraints, which may only return Boolean values. These are represented by the <u>SingleFeatureExpression</u>, <u>AndFeatureExpression</u> and <u>OrFeatureExpression</u>. A constraint may also be of type <u>PVSCLExpression</u>; in this case the return value must be of type Boolean.

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Technically, an <u>Expression</u> is a string whose syntax is determined by the attribute <u>type</u>. In the XML representation, the actual expression is contained in the inner text of the expression of condition element².

An expression shall not be an empty string.

4.7.2 Attribute type

The attribute <u>type</u> defines the kind of expression that in the inner text of the <u>expression</u> of condition element. There are several kinds of expressions:

- SingleFeatureExpression (single-feature-condition)
- AndFeatureExpression (and-feature-condition)
- OrFeatureExpression (or-feature-condition)
- PVSCLExpression (pvscl-expression)
- OCLExpression (ocl-expression)
- <u>AUTOSARExpression</u> (autosar-expression)

The individual expression types are explained in subsections 4.7.4, 4.7.5, 4.7.6, 4.7.7, 4.7.8 and 4.7.9.

4.7.3 Attribute datatype

The attribute <u>datatype</u> constrains the return type of the expression. Since the possible values for <u>datatype</u> depend on the artifact(s) involved, they are not further standardized here.

➤ If the attribute <u>datatype</u> of an <u>Expression</u> exists, then the return type of the <u>Expression</u> should be compatible with the data type given by <u>datatype</u>.

4.7.4 SingleFeatureCondition

A <u>SingleFeatureCondition</u> is a type of expression that models a Boolean condition whose literal is a single Feature. <u>SingleFeatureCondition</u> is a special case of <u>OrFeatureCondition</u> or <u>AndFeatureCondition</u> that can be used in cases where a variable element in an artifact depends on a single feature instead of a combination of features.

The example in Listing 15 translates to the Boolean expression

 $Feature_1$

Formally, if a <u>SingleFeatureCondition</u> references the feature f_1 , then this translates into the Boolean expression

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² For simplicity and consistency, XML elements of type expression-type are always named expression or condition.

$$eval(f_i)$$

where $eval(f_i)$ is *true* if feature f_i is selected, and $eval(f_i)$ is f_i is not selected.

➤ The <u>datatype</u> for an <u>Expression</u> of type <u>SingleFeatureExpression</u> should be Boolean. See also section 4.7.10.1 on how single features are represented in XML.

4.7.5 AndFeatureCondition

An <u>AndFeatureCondition</u> is a special <u>Condition</u> that models a Boolean condition whose literals are features, and which are connected by a Boolean *AND*. The example in Listing 15 translates to the Boolean expression

Feature₂
$$\land$$
 Feature₃ \land Feature₄

If an AndFeatureCondition references the features $f_1, f_2, ..., f_n$, then this translates into the following Boolean expression

$$\bigwedge_{1 \le i \le n} \operatorname{eval}(f_i)$$

where $eval(f_i)$ is *true* if feature f_i is selected, and *false* otherwise.

➤ The <u>datatype</u> for an <u>Expression</u> of type <u>AndFeatureCondition</u> should be Boolean.

In the XML representation, an AndFeatureCondition is comma-separated list of fea-

tures. See also section 4.7.10.2 on how features are represented in XML.

4.7.6 OrFeatureCondition

An <u>OrFeatureCondition</u> is a special <u>Condition</u> that models a Boolean condition whose literals are features, and which are connected by a Boolean *OR*. The example in Listing 15 translates to the Boolean expression

Formally, if a <u>OrFeatureCondition</u> references the features $f_1, f_2, ..., f_n$, then this translates into the following Boolean expression

$$\bigvee_{1 \le i \le n} \operatorname{eval}(f_i)$$

where $eval(f_i)$ is *true* if feature f_1 is selected, and *false* otherwise.

> The datatype for an Expression of type OrFeatureCondition should be Boolean.

In the XML representation, an <u>OrFeatureCondition</u> is comma-separated list of features. See also section 4.7.10.2 on how features are represented in XML.

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4.7.7 PVSCLExpression

In terms of syntax and scope, <u>PVSCLExpression</u> is comparable to what most programming languages offer.

- An expression of type PVSCLExpression shall use the syntax defined by [5].
- An expression of type <u>PVSCLExpression</u> shall be evaluated according to the rules defined in [5].

4.7.8 OCLExpression

An OCLExpression uses the expression syntax and semantics defined by OCL, [7].

4.7.9 AUTOSARExpression

An <u>AUTOSARExpression</u> uses the expression syntax and semantics defined by AUTOSAR, [8].

4.7.10 Representation of expressions and features in XML

A <u>Feature</u> is a reference to an element in a model that describes the variability of an artifact, typically a feature model. The exact nature of a feature model is beyond the scope of this document.

- ➤ In the XML, a feature is just a name. How exactly a <u>Feature</u> is mapped to its corresponding element in the feature model is implementation dependent and beyond the scope of this document.
- The name of a <u>Feature</u> shall be unique. That is, if features f_1 and f_2 have the same string representation, then they are assumed to refer to the same element of the same feature model.

4.7.10.1 Syntax for single-feature-condition

➤ In the XML representation, a feature is a string that matches the following pattern:

That is, a feature is a sequence of characters which starts with a letter or an underscore followed by letters, digits and underscores.

An XML element of type expression-type whose attribute type has the value single-feature-condition must match to the above pattern.

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4.7.10.2 Syntax or and-feature-condition and or-feature-condition

➤ In the XML representation, a comma-separated list of features is a string that matches the following pattern³:

An XML element of type expression-type whose attribute type has the value and-feature-condition or or-feature-condition must match to the above pattern.

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³ In this pattern, \s donates a white space, typically a space or tab character, or a newline.

4.8 ExpressionTypeEnum

<expression-enum>

«enumeration»
ExpressionTypeEnum

SingleFeatureCondition
AndFeatureCondition

OrFeatureCondition PVSCLExpression OCLExpression AUTOSARExpression

Figure 10 UML Diagram for class ExpressionTypeEnum

Listing 16 XML Schema for expression-enum

4.8.1 Description

The enumeration <u>ExpressionTypeEnum</u> defines the possible values for the attribute <u>type</u> of the class <u>Expression</u>. The semantics of these expression types is explained in Section 4.7.

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4.9 Identifiable

<identifiable-type>

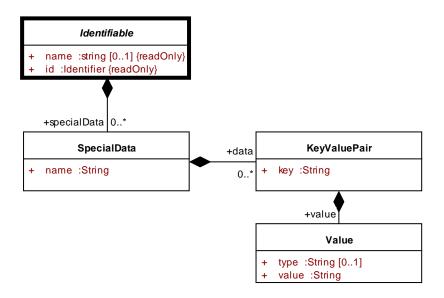


Figure 11 UML Diagram for class Identifiable

```
<xs:complexType name="identifiable-type" abstract="true">
   <xs:sequence>
      <xs:element name="special-data"</pre>
                   type="special-data-type"
                   minOccurs="0"
                   maxOccurs="unbounded"/>
   </xs:sequence>
   <xs:attribute name="name" use="optional">
       <xs:simpleType>
          <xs:restriction base="xs:string">
             <xs:minLength value="1"/>
          </xs:restriction>
      </xs:simpleType>
   </xs:attribute>
   <xs:attribute name="id" type="xs:ID" use="required"/>
</xs:complexType>
```

Listing 17 XML Schema for identifable-type

Listing 18 XML Example for identifable-type (id attribute)

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4.9.1 Description

<u>Identifiable</u> is an *abstract* class that defines means to provide unique identifiers for elements of the variability exchange language. <u>Identifiable</u> is used as the base class of for many classes of the *Variability Exchange Language*.

In the XML Schema, identifiable-type does not define an XML element of its own, but adds two new attributes id and name to any type that is an extension of identifiable-type.

```
<xs:complexType name="variationpoint-type" abstract="true">
   <xs:complexContent>
      <xs:extension base="identifiable-type">
          <xs:sequence>
             <xs:element name="bindingtime"</pre>
                          type="bindingtime-type"
                          minOccurs="0"
                         maxOccurs="unbounded"/>
             <xs:element name="corresponding-variable-artifact-element"</pre>
                          type="artifact-element-type"
                          minOccurs="0"
                          maxOccurs="unbounded"/>
          </xs:sequence>
      </xs:extension>
   </xs:complexContent>
</xs:complexType>
```

Figure 12 Use of identifiable-type in the XML Schema

4.9.2 Attribute id

The attribute id of an Identifiable provides a unique identifier for an element.

In XML, id is an attribute of type xs:ID, which means that id is guaranteed to be unique within a *Variability Exchange Language* document. Other XML elements may use an attribute of type xs:IDREF to refer to an XML element that is Identifiable.

The value of the attribute <u>id</u> of an <u>Identifiable</u> shall be unique within a single *Variability Exchange Language* document. That is, the following condition holds:

Let i_1 and i_2 be the values of the \underline{id} XML attributes of the XML elements e_1 and e_2 , with i_1 equals i_2 . Then e_1 and e_2 are the same elements.

This is consistent with the definition of the types xs:IDREF and xs:IDREFS in XML.

The value of the attribute <u>id</u> of an <u>Identifiable</u> shall not change over the lifetime of the element which the Identifiable represents.

The reason for introducing the latter constraint is as follows. Imagine the following situation: the operations <u>importVariabilityExchangeModels</u> and <u>getConfiguration</u> return variability language exchange documents that contain information about the same variation point (in this context, "same" usually means that they refer to the same artifact elements).

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Then, the attribute <u>id</u> should have an identical value in both the documents returned from <u>importVariabilityExchangeModels</u> and <u>getConfiguration</u>; otherwise there would be no way to match the variation points.

4.9.3 Attribute <u>name</u>

The attribute <u>name</u> of an <u>Identifiable</u> provides a human readable name for an element. It is recommended (but not enforced by the XML Schema) that all the <u>name</u> attributes of the <u>Identifiable</u> elements in a *Variability Exchange Language* document have unique values.

- ➤ The value of the attribute <u>name</u> of an <u>Identifiable</u> is not guaranteed to be unique within a single variability exchange language document. It is however strongly recommended to use unique values for <u>name</u> attributes as well.
- The value of attribute name shall not be an empty string.

4.9.4 Attribute specialData

Each <u>Identifiable</u> may aggregate one or more <u>SpecialData</u> objects. This makes sure that most elements in the *Variability Exchange Language* can be augmented with application specific data.

4.9.5 Notes

• <u>Identifiable</u> is an abstract class. Most of the classes described in this document inherit from Identifiable.

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4.10 KeyValuePair

<key-value-pair-type>

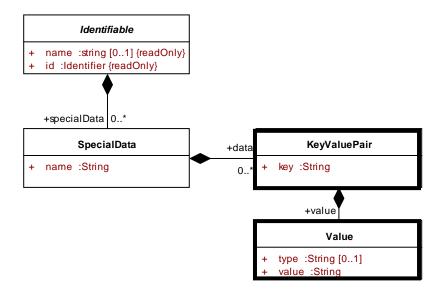


Figure 13 UML Diagram for class KeyValuePair

```
<xs:complexType name="key-value-pair-type">
   <xs:sequence>
      <xs:element name="key">
          <xs:simpleType>
             <xs:restriction base="xs:string">
                 <xs:minLength value="1"/>
             </xs:restriction>
          </xs:simpleType>
       </xs:element>
       <xs:element name="value">
          <xs:complexType>
             <xs:simpleContent>
                 <xs:extension base="xs:string">
                    <xs:attribute name="type" type="xs:string" use="optional"/>
                 </xs:extension>
             </xs:simpleContent>
          </xs:complexType>
       </xs:element>
   </xs:sequence>
</xs:complexType>
```

Figure 14 XML Schema for key-value-pair-type

Figure 15 XML Example for key-value-pair-type

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4.10.1 Description of Class KeyValuePair

Application specific data for <u>VariationPoint</u> and <u>Variation</u> objects is implemented by the class <u>SpecialData</u>, which aggregates a number of <u>KeyValuePair</u> elements. As the name already suggests, a <u>KeyValuePair</u> consists of a <u>key</u> and a <u>value</u>.

<u>KeyValuePair</u> is restricted to data that can be represented as strings. How <u>key</u> and <u>value</u> are interpreted is up to the application. It is strongly recommended to use the attribute <u>key</u> as some kind of (unique) identifier, and store the data associated with key in the attribute value.

4.10.2 Attribute key of Class KeyValuePair

The attribute key of class KeyValuePair provides a way to identify a KeyValuePair.

A <u>SpecialData</u> object shall not contain two or more <u>KeyValueData</u> objects whose attribute <u>key</u> have the same value.

4.10.3 Description of Class Value

An object of class <u>Value</u> is a container for the value of a <u>KeyValuePair</u>.

4.10.4 Attribute value of Class Value

The attribute <u>value</u> of an object of class <u>Value</u> contains the application specific data that is associated with the key of the KeyValuePair object which aggregates this object.

4.10.5 Attribute type of Class Value

The attribute <u>type</u> of class <u>Value</u> can be used to indicate the data type of the value of a Value object. The contents of type are not standardized, but using XML data types such as xs:string or xs:date is recommended.

4.10.6 XML Representation

- As shown in Figure 15, a key-value pair is implemented by the XML elements key and value, which are enclosed by a data element⁴. The elements key and value are XML strings.
- The XML representation of a <u>Value</u> object is an XML element named value which contains an arbitrary string. Its definition is based on the XML type xs:string and defines an additional attribute type which indicates the data type of the content.

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⁴ The XML element data is not strictly necessary, but makes it easier to extend the key-value pair implementation in the future, if neccessary.

4.11 OptionalStructuralVariationPoint

<optional-structural-variaton-point-type>

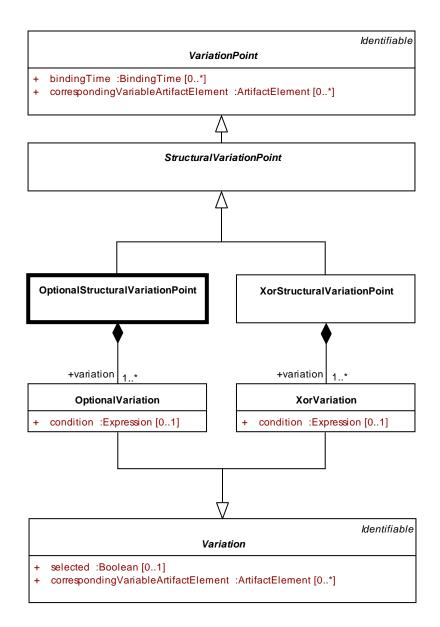


Figure 16 UML Diagram for class OptionalStructuralVariatonPoint

Listing 19 XML Schema for optional-structural-variaton-point-type

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Listing 20 XML Example for optional-structural-variaton-point-type

Listing 21 XML Example for optional-structural-variaton-point-type with multiple variations

4.11.1 Description

An <u>OptionalStructuralVariationPoint</u> is a <u>VariationPoint</u> that contains one or more <u>OptionalVariation</u> objects.

4.11.2 Notes

 The class <u>OptionalStructuralVariationPoint</u> inherits from the class StructuralVariationPoint.

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4.12 OptionalVariation

<optional-variation-type>

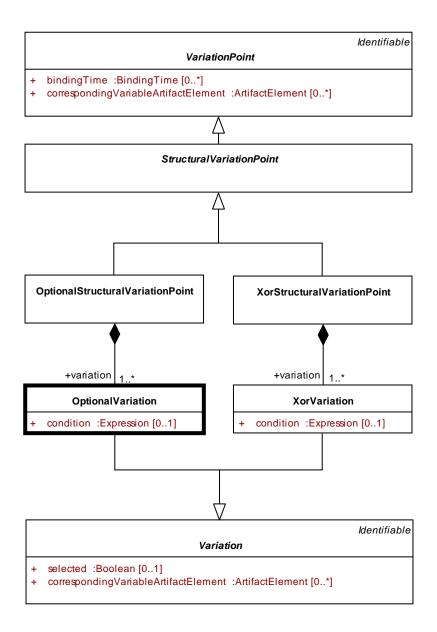


Figure 17 UML Diagram for class Optional Variation

Listing 22 XML Schema for optional-variation-type

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Listing 23 XML Example for optional-variation-type

4.12.1 Description

Each <u>OptionalStructuralVariationPoint</u> aggregates one or more <u>OptionalVariation</u> objects. An <u>OptionalVariation</u> is a <u>Variation</u> that determines whether an <u>OptionalStructuralVariationPoint</u> gets deleted or set inactive during the binding process.

4.12.2 Attribute condition

The optional attribute <u>condition</u> of an <u>OptionalVariation</u> defines the expression that is used to compute the condition of an <u>OptionalVariation</u>.

- The attribute <u>condition</u> of an <u>OptionalVariation</u> shall return a Boolean value. That is, its <u>datatype</u> attribute (if present) should be a Boolean or a data type which can be converted into a Boolean.
- If an Optional Variation has an attribute condition c and an attribute selected s (inherited from Variation), then the following condition shall hold:

$$eval(c) = s$$

4.12.3 Binding

When an OptionalStructuralVariationPoint is bound, the condition of each of its OptionalVariations is evaluated. If the result of the evaluation is *false*, then the artifact elements which are referenced by the attribute correspondingVariableArtifactElement (see section 4.21.3) of the OptionalVariation get deleted or set inactive.

An OptionalStructuralVariationPoint can only be bound when all its OptionalVariations have a condition.

4.12.4 Notes

The class Optional Variation inherits from the class Variation.

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4.13 ParameterVariationPoint

<parameter-variationpoint-group>

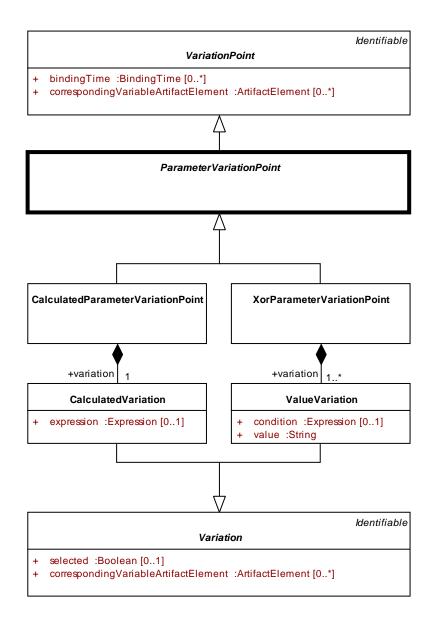


Figure 18 UML Diagram for class ParamaterVariationPoint

Listing 24 XML Schema for parameter-variationpoint-group

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4.13.1 Description

A <u>ParameterVariationPoint</u> defines a value for a variable element in an artifact, for example

- A value or a C-preprocessor symbol (#define)
- A initialization value for a variable or a constant in a programing language
- A value for a variable in a Matlab workspace

The artifact elements are referenced by the attribute <u>correspondingVariableArtifactElement</u> of the <u>ParameterVariationPoint</u> and the attribute <u>correspondingVariableArtifactElement</u> of its <u>Variation(s)</u> (see the classes <u>VariationPoint</u> and <u>Variation</u> in Figure 18)

4.13.2 Notes

- The class <u>ParameterVariationPoint</u> is an abstract class which inherits from the class VariationPoint.
- There are <u>two</u> subclasses of <u>ParameterVariationPoint</u>: <u>CalculatedParameter-</u> VariationPoint und XorParameterVariationPoint.
- Like <u>StructuralVariationPoint</u>, <u>ParameterVariationPoint</u> is implemented in the XL schema as group, not a type. We chose to use a group here because a type would have established an extra XML element for <u>ParameterVariationPoint</u>, which would only have complicated the document structure.

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4.14 SpecialData

<special-data-type>

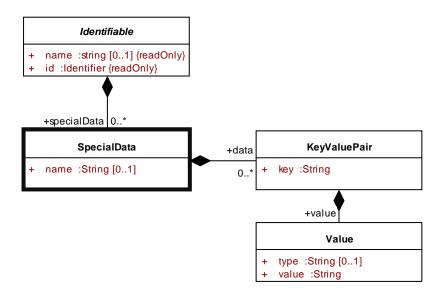


Figure 19 UML Diagram for class SpecialData

Figure 20 XML Schema for special-data-type

Figure 21 XML Example for special-data-type

4.14.1 Description

The class <u>SpecialData</u> allows adding application specific information to <u>VariationPoint</u> and <u>Variation</u> objects. SpecialData aggregates a number of <u>KeyValuePair</u> elements which contain the actual information.

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4.14.2 Attribute name

The attribute <u>name</u> of a <u>SpecialData</u> indicates which kind of data is contained in the <u>SpecialData</u> structure. The values of <u>name</u> are not standardized; it is highly recommended to use a descriptive name that has a high probability of being unique.

- ➤ The attribute <u>name</u> of a <u>SpecialData</u> is optional.
- Any application that deals with variability information read from an artifact via methods exportVariabilityExchangeModels or getConfiguration (see Section 4.17) shall not read or write the information contained in SpecialData if its name is unknown to the application.
- ➤ If an application reads variability information from an artifact via methods exportVariabilityExchangeModels or getConfiguration (see Section 4.17), then changes this information, and later uses the methods importVariabilityExchangeModels or setConfiguration (see Section 4.17) to write the information to an artifact, then any SpecialData whose type is not known to the application may be in an undefined state. This is because the information contained in SpecialData may depend on the overall structure.

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4.15 StructuralVariationPoint

<structural-variationpoint-group>

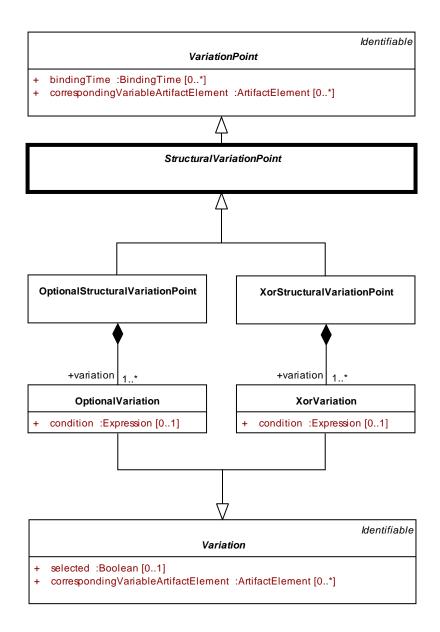


Figure 22 UML Diagram for class StructuralVariationPoint

Listing 25 XML Schema for structural-variationpoint-group

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4.15.1 Description

A <u>StructuralVariationPoint</u> determines whether one or more elements in an artifact gets deleted or set inactive during the binding process.

The artifact elements are referenced by the attribute correspondingVariableArtifactElement of the StructuralVariationPoint and the attribute correspondingVariableArtifactElement of its Variation (see the classes VariationPoint and Variation in Figure 22)

4.15.2 Notes

- The class <u>StructuralVariationPoint</u> is an abstract class which inherits from the class VariationPoint.
- The class <u>StructuralVariationPoint</u> has two subclasses: <u>OptionalStructural-</u> VariationPoint and XorStructuralVariationPoint.
- Like <u>ParameterVariationPoint</u>, <u>StructuralVariationPoint</u> is implemented in the XML Schema as a group, not as a type. We choose to use a group here because a type would have established an extra XML element for <u>StructuralVariationPoint</u>, which would only have complicated the document structure.

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4.16 ValueVariation

<value-variation-type>

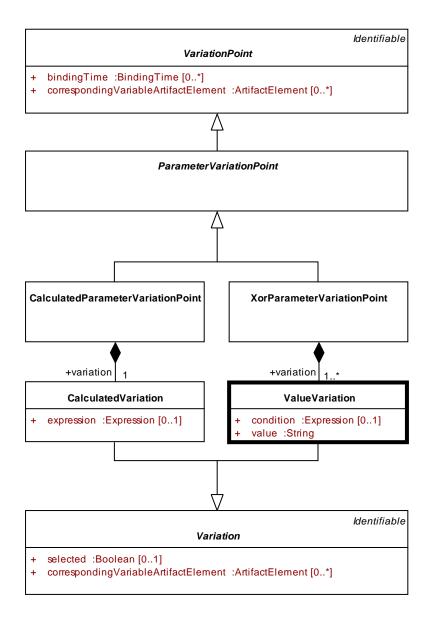


Figure 23 UML Diagram for class ValueVariation

Listing 26 XML Schema for value-variation-type

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Listing 27 XML Example for value-variation-type

4.16.1 Description

A <u>ValueVariation</u> selects a value for the corresponding artifact element of a <u>XorParameterVariationPoint</u>. The artifact element in question is referenced by its attribute <u>correspondingVariableArtifactElement</u> (see section 4.21.3).

Each <u>XorParameterVariationPoint</u> contains one or more <u>ValueVariation</u> objects. When a <u>XorParameterVariationPoint</u> gets bound, the attribute <u>condition</u> of each <u>ValueVariation</u> is evaluated. The <u>condition</u> may evaluate to <u>true</u> for only one <u>ValueVariation</u>, and the attribute <u>value</u> of this <u>ValueVariation</u> is then used to provide a value for its correspondingVariableArtifactElement.

Let v be a <u>XorParameterVariationPoint</u> which and let $s_1, ..., s_n$ be the values of the attribute selected of the <u>ValueVariations</u> of v. Then the following conditions shall hold:

```
    ∃i ∈ {1, ..., n}: s<sub>i</sub> = true
    ∀j ∈ {1, ..., n}, i ≠ j: s<sub>i</sub> = false
```

4.16.2 Attribute condition

- ➤ When evaluated, the attribute <u>condition</u> of a <u>ValueVariation</u> shall return a Boolean value. That is, its <u>datatype</u> attribute (if present) should be a Boolean or a data type which can be converted into a Boolean.
- Let $c_1, c_2, ..., c_n$ be the conditions of all the <u>ValueVariations</u> that are contained in a given <u>XorParameterVariationPoint</u>. Then the following conditions shall hold

If a <u>ValueVariation</u> has an attribute <u>condition</u> c and an attribute <u>selected</u> s (inherited from <u>Variation</u>), then the following condition shall hold:

$$eval(c) = s$$

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4.16.3 Attribute value

- The attribute <u>value</u> of a <u>ValueVariation</u> is a constant, not an expression.
- ➤ The data type (e.g. Boolean, Integer, Floating Point, or an enumeration) and range (e.g. 1...10) that is allowed for the attribute <u>value</u> of a <u>ValueVariaton</u> is defined by the artifact element that is associated with <u>ValueVariation</u> (see correspondingVariableArtifactElement, section 4.21.3).

4.16.4 Binding

Each XorParameterVariationPoint contains one or more ValueVariation objects. When a XorParameterVariationPoint gets bound, the attribute condition of each ValueVariation is evaluated. The condition may evaluate to *true* for only one ValueVariation, and the attribute value of this ValueVariation is then used to provide a value for its correspondingVariableArtifactElement.

➤ A <u>XorParameterVariationPoint</u> can only be bound when all its <u>ValueVariation</u>s have a condition.

4.16.5 Notes

• The class <u>ValueVariation</u> inherits from the abstract class <u>Variation</u>.

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4.17 VariabilityAPI

VariabilityAPI version :int {readOnly} capability :Capability {readOnly} importVariabilityExchangeModels(VariabilityExchangeModels) :void exportVariabilityExchangeModels() :VariabilityExchangeModels setConfiguration(VariabilityExchangeModels) :void getConfiguration(Identifiable) :VariabilityExchangeModels getVersion() :int getCapability() :Capability

Figure 24 UML Diagram for class VariabilityAPI

4.17.1 Description

The class <u>VariabilityAPI</u> defines the methods that are available for exchanging variability information through the *Variability Exchange Language*.

4.17.2 Attribute version

The attribute <u>version</u> documents the version of the variability language which is supported by this implementation of the *Variability Exchange Language*. It is obviously a read-only attribute.

- ➤ The attribute <u>version</u> shall be a positive integer.
- ➤ See the attribute version of the class VariabilityExchangeModels (section 4.19.2) for further constraints on this attribute.

4.17.3 Attribute capability

Not all implementations of the VariabilityAPI support all the methods that are shown in Figure 24. The attribute capability documents which of these methods – most importantly, <u>importVariabilityExchangeModels</u>, <u>exportVariabilityExchangeModels</u>, <u>getConfiguration</u>, and <u>setConfiguration</u> – are supported by this implementation of the <u>VariabilityAPI</u>.

4.17.4 Method importVariabilityExchangeModels

The method <u>importVariabilityExchangeModels</u> synchronizes all changes in the artifacts with the <u>VariabilityExchangeModels</u> structure. This means that new variation points may be introduced, and existing variation points in the artifact may me changed or deleted.

Let $m_1, m_2, ..., m_k$ be the <u>VariabilityExchangeModel</u> objects which are contained by the parameter of type VariabilityExchangeModels object which is the input to the

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method <u>importVariabilityExchangeModels</u>. Then for all m_i , the attribute <u>type</u> shall have the value VariationPointDescription.

The method <u>importVariabilityExchangeModels</u> is only available if the attribute <u>capability.setVariationPoints</u> has the value *true*.

4.17.5 Method exportVariabilityExchangeModels

The method <u>exportVariabilityExchangeModels</u> reads information on the variation points in all available artifacts and returns a VariabilityExchangeModels structure.

- Let $m_1, m_2, ..., m_k$ be the <u>VariabilityExchangeModel</u> objects which are contained by the <u>VariabilityExchangeModels</u> object which is returned from the method <u>exportVariabilityExchangeModels</u>. Then for all m_i , the attribute <u>type</u> shall have the value <u>VariationPointDescription</u>.
- The method <u>exportVariabilityExchangeModels</u> is only available if the attribute <u>capability.getVariationPoints</u> is set to *true*.

4.17.6 Method getConfiguration

The method <u>getConfiguration</u> reads one or more variant configurations from an artifact.

- Let $m_1, m_2, ..., m_k$ be the <u>VariabilityExchangeModel</u> objects which are contained by the <u>VariabilityExchangeModels</u> object which is returned from the method <u>getConfiguration</u>. Then for all m_i , the attribute <u>type</u> shall have the value VariationPointConfiguration.
- ➤ The method <u>getConfiguration</u> is only available if the attribute capability.getConfiguration has the value *true*.

4.17.7 Method setConfiguration

The method setConfiguration writes one or more variant configurations to an artifact.

- Let $m_1, m_2, ..., m_k$ be the <u>VariabilityExchangeModel</u> objects which are contained by the parameter of type <u>VariabilityExchangeModels</u> object which is the input to the method <u>setConfiguration</u>. Then for all m_i , the attribute <u>type</u> shall have the value VariationPointConfiguration.
- ➤ The method <u>setConfiguration</u> is only available if the attribute capability.setConfiguration has the value *true*.

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4.18 VariabilityExchangeModel

<variability-exchange-model-type>

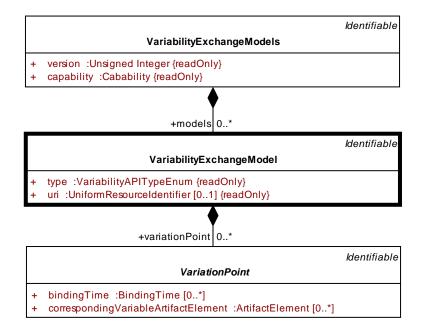


Figure 25 UML Diagram for class <u>VariabilityExchangeModel</u>

Listing 28 XML schema for variability-exchange-model-type

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```
<?xml version="1.0" encoding="UTF-8"?>
<variability-exchange-models id="root"</pre>
                xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
                xsi:noNamespaceSchemaLocation=".../VariabilityExchangeLanguage.xsd">
   <version>1</version>
   <capability>
       <import-variability-exchange-model>true</import-variability-exchange-model>
      <export-variability-exchange-model>true</export-variability-exchange-model>
      <get-configuration>true/get-configuration>
       <set-configuration>true</set-configuration>
   </capability>
   <variability-exchange-model type="variationpoint-description" id="model1"</pre>
                                uri="file:///C:/SPES/file1.c">
   </variability-exchange-model>
   <variability-exchange-model type="variationpoint-description" id="model2"</pre>
                                uri="file:///C:/SPES/file2.c">
   </variability-exchange-model>
   <variability-exchange-model type="variationpoint-description" id="model3"</pre>
                                uri="file:///C:/SPES/file3.c">
   </variability-exchange-model>
   <variability-exchange-model type="variationpoint-description" id="model4"</pre>
                                uri="file:///C:/SPES/file4.c">
   </variability-exchange-model>
</variability-exchange-models>
```

Listing 29 XML example for variability-exchange-model-type

4.18.1 Description

A <u>VariabilityExchangeModel</u> is an artifact which may contain variation points. Examples for artifacts are

- C/C++ files
- Matlab/Simulink Models
- DOORS databases

4.18.2 Attribute type

The attribute <u>type</u> of a <u>VariabilitExchangeModel</u> determines whether this model is a description of the variation points in the artifacts or defines a variant configuration:

- If the value of type is <u>VariationPointDescription</u>, then the attribute <u>selected</u> of all <u>Variation</u>s (see section 4.21.2) and <u>BindingTime</u>s (see section 4.2.2) has no effect and shall be omitted.
- If the value of type is <u>VariationPointConfiguration</u>, then the attribute <u>selected</u> of all <u>Variations</u> (see section 4.21.2) and <u>BindingTimes</u> (see section 4.2.2) is not optional, and the attribute <u>expression</u> of <u>CalculatedVariation</u> must contain a constant.

See also section 4.21.2.

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4.18.3 Attribute uri

The attribute <u>uri</u> of a <u>VariabilityExchangeModel</u> defines the Uniform Resource Locator (URI, see [3]) of the artifact that is associated with the <u>VariabilityExchangeModel</u>.

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4.19 VariabilityExchangeModels

<variability-exchange-models-type>

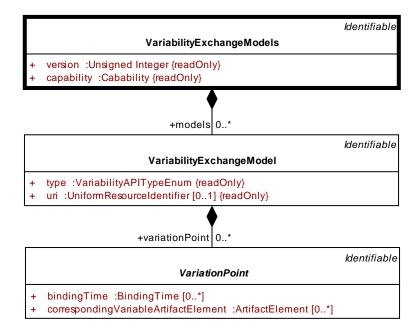


Figure 26 UML Diagram for class VariabilityExchangeModels

Listing 30 XML Schema for variability-exchange-models-type

```
<?xml version="1.0" encoding="UTF-8"?>
<variability-exchange-models id="root"</pre>
                xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
                xsi:noNamespaceSchemaLocation="../VariabilityExchangeLanguage.xsd">
   <version>1</version>
   <capability>
      <import-variability-exchange-model>true</import-variability-exchange-model>
      <export-variability-exchange-model>true</export-variability-exchange-model>
      <get-configuration>true</get-configuration>
      <set-configuration>true</set-configuration>
   </capability>
   <variability-exchange-model type="variationpoint-description" id="model1">
   </variability-exchange-model>
   <variability-exchange-model type="variationpoint-configuration" id="model2">
   </variability-exchange-model>
</variability-exchange-models>
```

Listing 31 XML example for variability-exchange-models-type

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4.19.1 Description

<u>VariabilityExchangeModels</u> is the top level object of a *Variability Exchange Language* document. In the XML representation, variability-exchange-models is the root element of the XML document object.

4.19.2 Attribute version

The attribute <u>version</u> of <u>VariabilityExchangeModels</u> defines the version of the *Variability Exchange Language* to which the *Variability Exchange Language* document conforms.

- ➤ The attribute <u>version</u> of <u>VariabilityExchangeModels</u> should be a positive non-zero Integer.
- ➤ If a specific implementation of the *Variability Exchange Language* supports version *i* and a *Variability Exchange Language* document is in version *j*, then the following conditions should hold:
 - 1. The implementation shall reject the document if i < j.
 - 2. The implementation shall accept the document if i = j.
 - 3. The implementation may accept the document if i > j.

In other words, an implementation of the *Variability Exchange Language* should never accept a document where the attribute <u>version</u> of the element <u>VariabilityExchangeModels</u> is a greater than the one that is supported by the implementation. It may, however accept a document with a smaller version number (backwards compatibility). Obviously, if both version numbers are equal, the document should be accepted⁵.

➤ The attribute <u>version</u> of <u>VariabilityExchangeModels</u> is read-only.

4.19.3 Attribute cabability

The attribute <u>capability</u> of <u>VariabilityExchangeModels</u> defines which API operations (see section 4.16.5) are supported by the implementation of the *Variability Exchange Language* that created the *Variability Exchange Language* document.

For more information see the class Capability.

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⁵ Of course, the document might still be rejected later for another reason, for example a data type mismatch.

4.20 VariabilityAPITypeEnum

<variability-api-enum>

«enumeration» VariabilityAPITypeEnum

VariationPointDescription VariationPointConfiguration

Figure 27 UML Diagram for class VariabilityAPITypeEnum

Listing 32 XML Schema for variability-api-type-enum

```
<?xml version="1.0" encoding="UTF-8"?>
<variability-exchange-models id="root"</pre>
                xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
                xsi:noNamespaceSchemaLocation=".../VariabilityExchangeLanguage.xsd">
   <version>1</version>
   <capability>
      <import-variability-exchange-model>true</import-variability-exchange-model>
      <export-variability-exchange-model>true</export-variability-exchange-model>
      <get-configuration>true</get-configuration>
      <set-configuration>true</set-configuration>
   </capability>
   <variability-exchange-model type="variationpoint-description" id="model1">
   </variability-exchange-model>
   <variability-exchange-model type="variationpoint-configuration" id="model2">
   </variability-exchange-model>
</variability-exchange-models>
```

Listing 33 XML example for variability-api-type-enum

4.20.1 Description

The enumeration <u>VariabilityAPITypeEnum</u> differentiates between the two flavors of <u>VariabilityExchangeModel objects</u>:

- 1. VariationPointDescription
- 2. VariationPointConfiguration

See the class <u>VariabilityExchangeModel</u> and section **Fehler! Verweisquelle konnte nicht gefunden werden.** for more details.

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4.21 Variation

<variation-type>

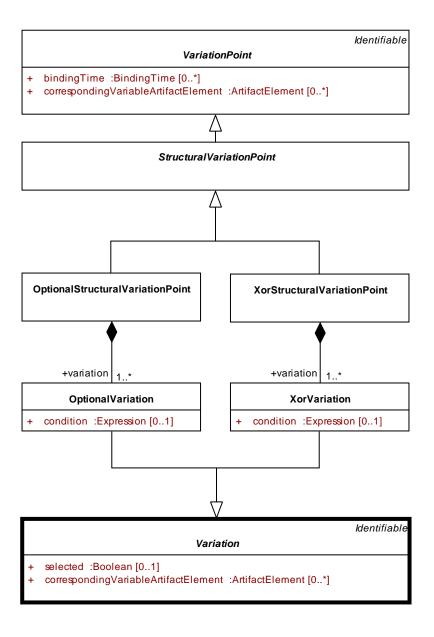


Figure 28 UML Diagram for class Variation

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```
<xs:complexType name="variation-type" abstract="true">
   <xs:complexContent>
      <xs:extension base="identifiable-type">
          <xs:sequence>
             <xs:element name="hierarchy"</pre>
                         type="variationpoint-hierarchy-type"
                         minOccurs="0" maxOccurs="1"/>
             <xs:element name="dependency"</pre>
                          type="variation-dependency-type"
                         minOccurs="0" maxOccurs="unbounded"/>
             <xs:element name="corresponding-variable-artifact-element"</pre>
                         type="artifact-element-type"
                          minOccurs="0" maxOccurs="unbounded"/>
          </xs:sequence>
          <xs:attribute name="selected" type="xs:boolean" use="optional"/>
       </xs:extension>
   </xs:complexContent>
</xs:complexType>
```

Figure 29 XML Schema for variation-type

4.21.1 Description

The abstract class <u>Variation</u> implements a variation of a variation point. Each instance of the class <u>VariationPoint</u> contains one or more instances of the class <u>Variation</u>.

There are four classes that derive from <u>Variation</u>, namely <u>OptionalVariaton</u>, <u>XorVariation</u>, <u>CalculatedVariation</u> and <u>ValueVariation</u>.

4.21.2 Attribute selected

If the attribute <u>type</u> of a <u>VariabilityExchangeModel</u> has the value <u>VariationPointConfiguration</u>, then the attribute <u>selected</u> of a <u>Variation</u> v decides wether v is contained in the variation point configuration which is defined by the VariabilityExchangeModel which contains v.

- ➤ If the attribute type of a <u>VariabilityExchangeModel</u> *M* has the value <u>VariationPointDescription</u>, then no <u>Variation</u> *v* in *M* shall have an attribute selected.
- ▶ If the attribute type of a <u>VariabilityExchangeModel</u> M has the value <u>VariationPointConfiguration</u>, then every <u>Variation</u> v in M shall have an attribute selected.
- ▶ If the attribute type of a VariabilityExchangeModel M has the value VariationPointConfiguration, and the attribute selected of a Variation v contained by M has the value true, then v is a member of the variation point configuration defined by M.
- ▶ If the attribute type of a <u>VariabilityExchangeModel</u> M has the value <u>VariationPointConfiguration</u>, and the attribute <u>selected</u> of a <u>Variation</u> v contained by M has the value false, then v is not a member of the variation point configuration defined by M.

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4.21.3 Attribute corresponding Variable Artifact Element

The attribute <u>correspondingVariableArtifactElement</u> of a <u>Variation</u> v implements a reference to the artifact elements which correspond to v.

- ➤ The attribute <u>correspondingVariableArtifactElement</u> is optional.
- ▶ If a <u>Variation</u> v has more than one <u>correspondingVariableArtifactElements</u> $c_1, ..., c_n$ then the URIs of $c_1, ..., c_n$ do not need to point to the same artifacts. That is, the <u>URI</u> attributes of $c_1, ..., c_n$ may have different values for each c_i .

4.21.4 Notes

- The class Variation inherits from the class Identifiable.
- The classes <u>OptionalVariation</u>, <u>XorVariation</u>, <u>CalculatedVariation</u> and <u>ValueVariation</u> inherit from <u>Variation</u>.

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4.22 VariationPoint

<variationpoint-type>

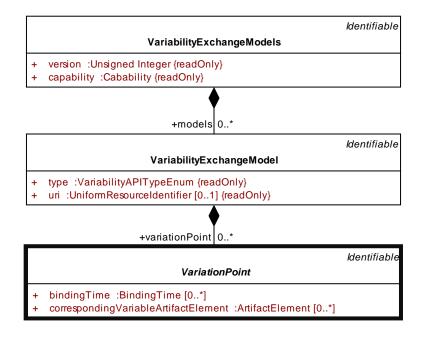


Figure 30 UML Diagram for class VariationPoint

```
<xs:complexType name="variationpoint-type" abstract="true">
   <xs:complexContent>
       <xs:extension base="identifiable-type">
          <xs:sequence>
             <xs:element name="bindingtime"</pre>
                          type="bindingtime-type"
                         minOccurs="0" maxOccurs="unbounded"/>
             <xs:element name="corresponding-variable-artifact-element"</pre>
                          type="artifact-element-type"
                          minOccurs="0" maxOccurs="unbounded"/>
          </xs:sequence>
      </xs:extension>
   </xs:complexContent>
</xs:complexType>
<xs:group name="variationpoint-group">
   <xs:choice>
      <xs:group ref="structural-variationpoint-group"/>
      <xs:group ref="parameter-variationpoint-group"/>
   </xs:choice>
</xs:group>
```

Listing 34 XML Schema for variationpoint-type

4.22.1 Description

The abstract class <u>VariationPoint</u> describes a variationpoint in an artifact.

4.22.2 Attribute bindingTime

The attribute <u>bindingTime</u> defines the binding time of a <u>VariationPoint</u>. For more information on the concept of binding times, see section 4.2.

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- ➤ If a <u>VariationPoint</u> does not declare a <u>BindingTime</u>, then it is up to the binding process to define which binding time to use. For example, a process that uses a single binding time may not state an explicit binding time for its variation points.
- ➤ A <u>VariationPoint</u> may define more than one binding time. In this case, the attribute <u>selected</u> of the <u>BindingTime</u> elements decides which binding time is used in the actual binding process.
- If the <u>VariabilityExchangeModel</u> M which contains a <u>VariationPoint</u> v has the type <u>VariationPointConfiguration</u>, then let $s_1, s_2, ..., s_n$ be the values of the attribute selected of the <u>BindingTime</u> attributes of v. Then the following conditions must hold:
 - 1. $\exists i \in \{1, ..., n\}$: $eval(s_i) = true$
 - 2. $\forall j \in \{1, ..., n\}, j \neq i : eval(s_i) = false$

A consequence of the above condition is that if a <u>VariationPoint</u> in a <u>VariationPointConfiguration</u> has only a single <u>BindingTime</u> attribute b, then the attribute selected of b shall have the value true.

How and when a value for the attribute <u>selected</u> is determined is beyond the scope of this document.

4.22.3 Attribute corresponding Variable Artifact Element

The attribute <u>correspondingVariableArtifactElement</u> of a <u>VariationPoint</u> v implements a reference to the artifact elements which correspond to v.

- Not all VariationPoints have a correspondingVariableArtifactElement.
- If a <u>VariationPoint</u> v has more than one <u>correspondingVariableArtifactElements</u> $c_1, ..., c_n$ then the URIs of $c_1, ..., c_n$ do not need to point to the same artifacts. That is, the <u>URI</u> attributes of $c_1, ..., c_n$ may have different values for each c_i .

4.22.4 Notes

- The class VariationPoint inherits from the class Identifiable.
- There classes <u>StructuralVariationPoint</u> and <u>ParameterVariationPoint</u> inherit from the class VariationPoint.

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4.23 VariationPointHierarchy

<variationpoint-hierarchy-type>

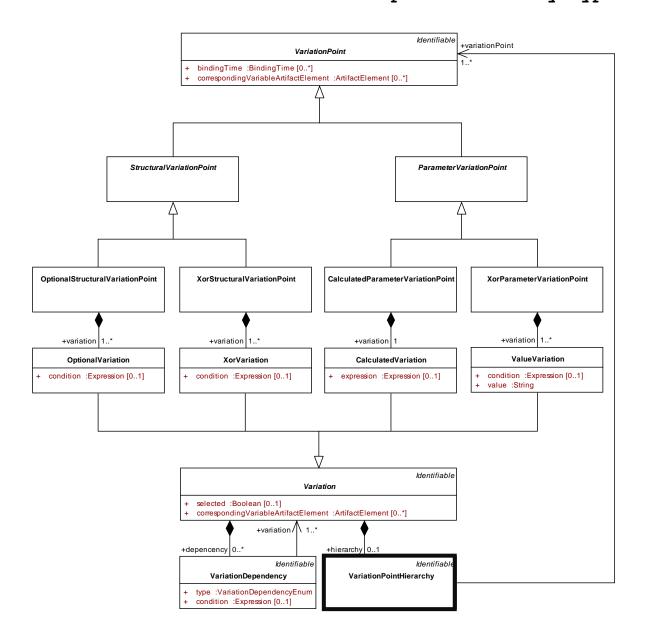


Figure 31 UML Diagram for class VariationPointHierarchy

 $\textbf{Listing 35 XML Schema for } \textbf{variation} \\ \textbf{point-hierarchy-type}$

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Listing 36 XML Example for variationpoint-hierarchy-type

4.23.1 Description

Each <u>Variation</u> may contain a <u>VariationPointHierarchy</u> object. <u>VariationPointHierarchy</u> establishes a hierarchy among <u>VariationPoint</u>s and <u>Variation</u>s.

The hierarchy is a graph G = (V, E) defined as follows:

- $V = \{v_1, v_2, ..., v_n\}$ where v_i is a <u>VariationPoint</u> in a *Variability Exchange Language* document⁶.
- Let v_i be a <u>VariationPoint</u> which contains a <u>Variation</u> which contains a <u>VariationPointHierarchy</u> whose attribute <u>ref</u> refers to a <u>VariationPoint</u> v_j . Then $(v_i, v_i) \in E$.
- No two <u>VariationPointHierarchy</u> elements may refer to the same <u>VariationPoints</u>. Formally, the following condition shall hold: $(v_i, v_i) \in E \Rightarrow \forall k \neq i : (v_k, v_i) \notin E$.
- E must not contain circles, that is, there cannot be a sequence. Formally, the following condition shall hold: $(v_{i_1}, v_{i_2}), (v_{i_2}, v_{i_3}), \dots, (v_{i_{k-2}}, v_{i_{k-1}}), (v_{i_{k-1}}, v_{i_k}) \in E$ with $i_1 = i_k$.

These conditions make sure that *G* is a tree or a set of trees.

4.23.2 Attribute variationPoint

The attribute <u>variationPoint</u> of a <u>VariationPointHierarchy</u> identifies the endpoint of a variationpoint hierarchy relation.

4.23.3 Notes

The class VariationPointHierarchy inherits from Identifiable.

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⁶ Strictly speaking, *V* would be a set of nodes and there is bijective mapping between *V* and the set of elements of type variationpoint-type in the DOM of the Variability Exchange Language document. We use a simplified language for the sake of clarity here.

• In the XML Schema, the attribute <u>variationPoint</u> of <u>VariationPointHierarchy</u> is not implemented as a XML attribute but as a separate XML element named <u>variation</u> with an XML attribute <u>ref</u> that implements the actual reference. This is because <u>variation</u> has an upper multiplicity greater than one, but XML attributes are restricted to an upper multiplicity of 1.

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4.24 VariationDependency

<variation-dependency-type>

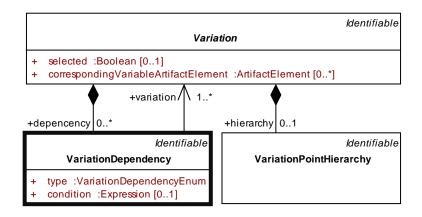


Figure 32 UML Diagram for class VariationDependenxy

```
<xs:complexType name="variation-dependency-type">
   <xs:complexContent>
       <xs:extension base="identifiable-type">
          <xs:sequence>
              <xs:element name="variation"</pre>
                          minOccurs="1" maxOccurs="unbounded">
                 <xs:complexType>
                     <xs:attribute name="ref" type="xs:IDREF" use="required"/>
                 </xs:complexType>
              </xs:element>
              <xs:element name="condition"</pre>
                          type="expression-type"
                          minOccurs="0" maxOccurs="1"/>
          </xs:sequence>
          <xs:attribute name="type"</pre>
                         type="variation-dependency-enum"
                         use="required"/>
       </xs:extension>
   </xs:complexContent>
</xs:complexType>
```

Listing 37 XML Schema for variation-dependency-type

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```
<variability-exchange-model type="variationpoint-description" id="model">
   <optional-structural-variationpoint id="vp1">
      <variation id="vplv1">
          <condition type="single-feature-condition">Feature1</condition>
   </optional-structural-variationpoint>
   <optional-structural-variationpoint id="vp2">
      <variation id="vp2v1">
          <depencency type="conflicts" id="vp2d1">
             <variation ref="vp1v1"/>
         </dependency>
          <condition type="single-feature-condition">Feature1</condition>
      </variation>
      <variation id="vp2v2">
          <condition type="single-feature-condition">Feature2</condition>
      <variation id="vp2v3">
          <condition type="single-feature-condition">Feature3</condition>
      </variation>
   </optional-structural-variationpoint>
</variability-exchange-model>
```

Listing 38 XML example for variation-dependency-type

4.24.1 Description

A <u>VariationDependency</u> defines a dependency between <u>Variation</u> objects. Each <u>Variation</u> may have an arbitrary number of dependencies on other <u>Variation</u>s. There are two types of variations: <u>requires</u> and <u>conflicts</u>.

If a <u>Variation</u> aggregates more than one <u>VariationDependency</u>, then all dependencies must be fulfilled.

4.24.2 Attribute type

The attribute <u>type</u> of <u>VariationDependency</u> defines the type of a dependency. There are two types of dependencies:

- requires
- conflicts

The enumeration <u>VariationDependencyEnum</u> defines the values that are allowed for the attribute <u>type</u>.

4.24.3 Attribute variation

The attribute <u>variation</u> of a <u>VariationDependency</u> defines the target of a dependency.

4.24.4 Attribute condition

The optional attribute <u>condition</u> of a <u>VariationDependency</u> defines a condition under which the relation that is defined by the <u>VariationDependency</u> is effective.

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4.24.5 Formal Definition

Let v be a <u>Variation</u> which contains a <u>VariationDependency</u> d, and let $v_1, v_2, ..., v_k$ be the <u>Variation</u> to which the attribute <u>variation</u> of d refers, and let t be the value of the attribute <u>type</u> of d. Furthermore, let c be the content of the attribute <u>condition</u> of v.

Then the condition of the VariationDependency d, condition(d) is defined as follows:

• If the attribute type of *d* is requires, then

condition(d) =
$$(v \Rightarrow (c \land (v_1 \lor v_2 \lor ... \lor v_k))$$

• If the attribute type of d is conflicts, then

condition(d) =
$$(v \Rightarrow (c \land (\neg v_1 \land \neg v_2 \land ... \land \neg v_k))$$

Let $d_1, d_2, ..., d_n$ be the <u>VariationDependency</u> objects contained by a <u>Variation</u> v. Then the condition of v, condition(v) is defined as follows:

condition(
$$v$$
) = condition(d_1) \land condition(d_2) \land ... \land condition(d_k)

Let $c_1, c_2, ..., c_n$ be the conditions of all Variation objects in a *Variability Exchange Language*. Then the following condition shall hold:

$$c_1 \wedge c_2 \wedge ... \wedge c_n$$

4.24.6 Notes

- The class <u>VariationDependency</u> inherits from <u>Identifiable</u>.
- In the XML Schema, the attribute <u>variation</u> is not implemented as a XML attribute but as a separate XML element named <u>variation</u> with an XML attribute <u>ref</u> that implements the actual reference. This is because <u>variation</u> has an upper multiplicity greater than one, but XML attributes are restricted to an upper multiplicity of 1 (that is, an XML element may not have multiple elements with the same name).

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4.25 VariationDependencyEnum

<variation-dependency-enum>

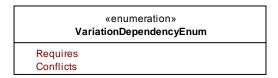


Figure 33 UML Diagram for class VariationDependenyEnum

Listing 39 XML Schema for variation-dependency-enum

4.25.1 Description

The enumeration <u>VariationDependencyEnum</u> defines which values are allowed for the attribute type of <u>VariationDependency</u>. Currently, this enumeration defines two values:

- requires
- conflicts

For more information see VariationDependency.

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4.26 XorParameterVariationPoint

< xor-parameter-variationpoint-type>

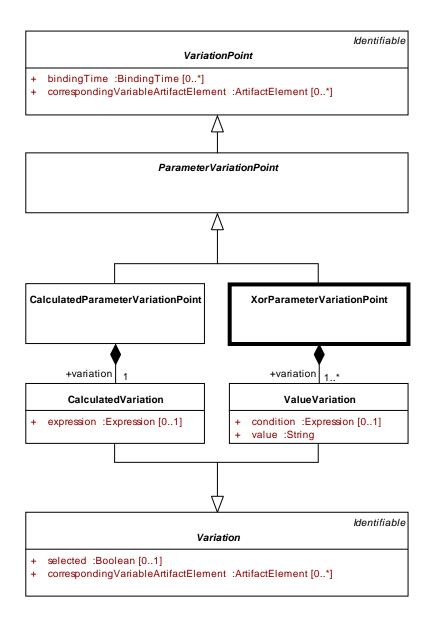


Figure 34 UML Diagram for class XorParameterVariationPoint

Listing 40 XML Schema for xor-parameter-variationpoint-type

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Listing 41 XML Example for xor-parameter-variationpoint-type

4.26.1 Description

A <u>XorParameterVariationPoint</u> contains a number of <u>ValueVariation</u> objects. During the binding process, the attribute <u>condition</u> of each <u>ValueVariation</u> objects is evaluated. As described in section 4.16.2, it is guaranteed that if all <u>ValueVariation</u> objects have a <u>condition</u> attribute, then there is exactly one <u>ValueVariation</u> whose <u>condition</u> evaluates to *true*. The attribute <u>value</u> of this ValueVariation is then used to set the value of the associated artifact element.

4.26.2 Notes

- The class <u>XorParameterVariationPoint</u> inherits from the class ParameterVariationPoint.
- The class <code>XorParameterVariationPoint</code> is modelled after the <code>switch</code> statement in the programming languages C or Java; it selects a single value from a list of values. The difference is that a <code>switch</code> in C or Java first evaluates a Boolean expression and then compares the result to a list of constants, while <code>XorParameterVariationPoint</code> evaluates a list of Boolean expressions and selects the one which returns <code>true</code>.

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4.27 XorStructuralVariationPoint

<xor-structural-variationpoint-type>

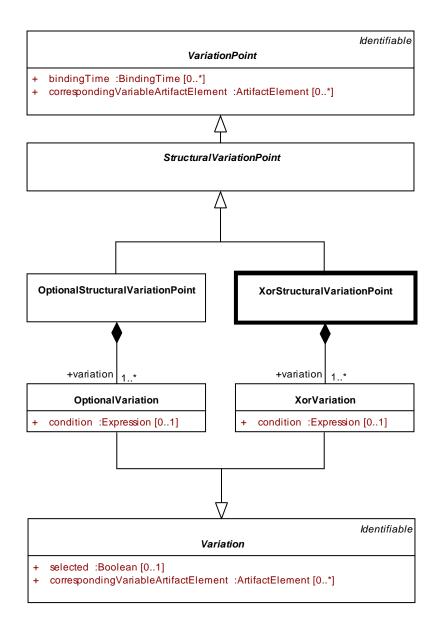


Figure 35 UML Diagram for XorStructuralVariationPoint

Listing 42 XML Schema for xor-structural-variationpoint-type

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Listing 43 XML Example for xor-structural-variationpoint-type

4.27.1 Description

A <u>XorStructuralVariationPoint</u> contains one or more <u>XorVariation</u>s. Its purpose is to choose exactly one of several alternative Variations.

During the binding process, the attribute <u>condition</u> is evaluated for each <u>XorVariation</u>. As described in section 4.28.2, it is guaranteed that if all <u>XorVariation</u> objects have a <u>condition</u> attribute, then exactly one of those <u>conditions</u> evaluates to *true*. The artifact element that corresponds to the <u>XorVariation</u> whose attribute <u>condition</u> evaluates to true is then removed or set inactive.

4.27.2 Notes

 The class <u>XorStructuralVariationPoint</u> inherits from the class <u>StructuralVariationPoint</u>.

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4.28 XorVariation

<xor-variation-type>

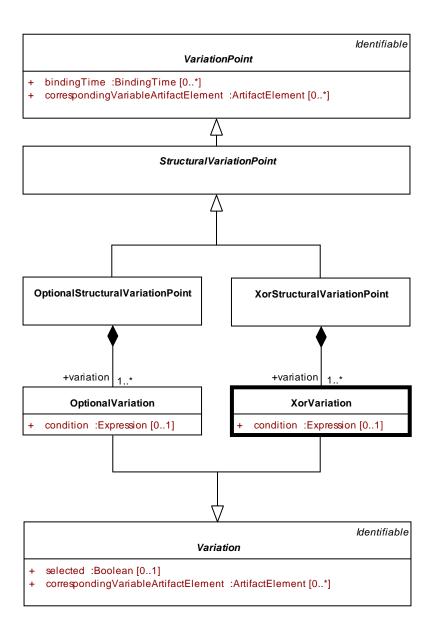


Figure 36 UML Diagram for XorVariation

Listing 44 XML Schema for xor-variation-type

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Listing 45 XML Example for xor-variation-type

4.28.1 Description

A <u>XorVariation</u> is a kind of variation that choses <u>Variation</u> out of several alternative Variations.

Let v be a <u>XorStructuralVariationPoint</u> which and let $s_1, ..., s_n$ be the values of the <u>selected</u> attributes of the <u>XorVariation</u>s which are aggregated by v. Then the following conditions shall hold:

```
    ∃i ∈ {1,...,n}: s<sub>i</sub> = true
    ∀j ∈ {1,...,n}, i ≠ j: s<sub>i</sub> = false
```

4.28.2 Attribute condition

- When evaluated, the attribute <u>condition</u> of a <u>XorVariation</u> shall return a *Boolean* value. That is, its <u>datatype</u> attribute (if present) should be a Boolean or a data type which can be converted into a Boolean.
- Let $c_1, c_2, ..., c_n$ be the conditions of all the <u>XorVariations</u> that are contained in a given <u>XorStructuralVariationPoint</u>. Then the following conditions must hold

```
    ∃j ∈ {1,...,n}: eval(c<sub>j</sub>) = true
    ∀i ∈ {1,...,n}, i ≠ j: eval(c<sub>i</sub>) = false
```

➤ If a XorVariation has an attribute condition c and an attribute selected s (inherited from Variation), then the following condition shall hold:

$$eval(c) = s$$

4.28.3 Binding

Each <u>XorStructuralVariationPoint</u> contains one or more <u>XorVariations</u>. When a <u>XorStructuralVariationPoint</u> gets bound, the attribute <u>condition</u> of each <u>XorVariation</u> is evaluated. For only one <u>XorVariation</u> the <u>condition</u> shall evaluate to *true*. For all other <u>XorVariations</u>, the artifact elements that are referenced by its attribute <u>correspondingVariableArtifactElement</u> (see section 4.21.3) get deleted or set to inactive.

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A XorStructuralVariationPoint can only be bound when all its <u>ValueVariation</u>s have a condition.

4.28.4 Notes

➤ The class <u>XorVariation</u> inherits from the class <u>Variation</u>.

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5 Example: Importing into pure::variants

```
<?xml version="1.0" encoding="UTF-8"?>
<variability-exchange-models id="root" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"</pre>
xsi:noNamespaceSchemaLocation="../VariabilityExchangeLanguage.xsd">
    <version>1</version>
   <capability>
       <import-variability-exchange-model>true</import-variability-exchange-model>
       <export-variability-exchange-model>true</export-variability-exchange-model>
       <get-configuration>true</get-configuration>
       <set-configuration>true</set-configuration>
   </capability>
   <variability-exchange-model type="variationpoint-description" id="spes">
       <xor-parameter-variationpoint id="vp1" name="VAR DEMO FAS Distronic">
           <variation id="vp1v1" name="disabled">
              <value>0</value>
           </variation>
           <variation id="vp1v2" name="enabled">
               <value>1</value>
           </variation>
       </xor-parameter-variationpoint>
       <xor-parameter-variationpoint id="vp3" name="VAR DEMO FAS EmergencyBrake">
           <variation id="vp3v1" name="disabled">
               <value>0</value>
           </variation>
           <variation id="vp3v2" name="enabled">
              <value>1</value>
           </variation>
       </xor-parameter-variationpoint>
       <xor-parameter-variationpoint id="vp4" name="VAR DEMO FAS Repeater">
           <variation id="vp4v1" name="disabled">
               <value>0</value>
           </variation>
           <variation id="vp4v2" name="enabled">
               <value>1</value>
           </variation>
       </xor-parameter-variationpoint>
       <xor-parameter-variationpoint id="vp5">
           <variation id="vp5v1" name="disabled">
               <value>0</value>
           </variation>
           <variation id="vp5v2" name="enabled">
              <value>1</value>
           </variation>
       </xor-parameter-variationpoint>
       <xor-parameter-variationpoint id="vp6" name="VAR DEMO FAS FollowToStop">
           <variation id="vp6v1" name="disabled">
              <value>0</value>
           </variation>
           <variation id="vp6v2" name="enabled">
              <value>1</value>
           </variation>
       </xor-parameter-variationpoint>
       <xor-parameter-variationpoint id="vp7" name="VAR DEMO FAS Tempomat">
           <variation id="vp7v1" name="disabled">
               <value>0</value>
           </variation>
           <variation id="vp7v2" name="enabled">
              <value>1</value>
           </variation>
       </xor-parameter-variationpoint>
   </variability-exchange-model>
</variability-exchange-models>
```

Listing 46 The Automotive SPES Demonstrator as a Variability Exchange Language document

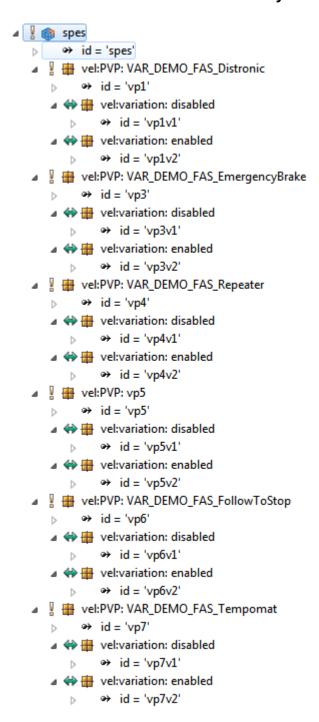


Figure 37 pure::variants model for the Automotive SPES Demonstrator from Listing 46.

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```
<?xml version="1.0" encoding="UTF-8"?>
<variability-exchange-models id="root" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"</pre>
xsi:noNamespaceSchemaLocation="../VariabilityExchangeLanguage.xsd"
    <version>1</version>
    <capability>
         <import-variability-exchange-model>true</import-variability-exchange-model>
         <export-variability-exchange-model>true</export-variability-exchange-model>
         <get-configuration>true</get-configuration>
        <set-configuration>true</set-configuration>
    </capability>
    <variability-exchange-model type="variationpoint-description" id="model1">
        <special-data name="Metatdata">
             <data>
                 <key>CreationDate</key>
<value type="xs:date">2014-10-29</value>
             </data>
         </special-data>
        <optional-structural-variationpoint id="vp1">
             <variation id="vp1v1">
                 <condition type="single-feature-condition">Feature1</condition>
             </variation>
        </optional-structural-variationpoint>
         <xor-structural-variationpoint id="vp2">
             <corresponding-variable-artifact-element type="simulink">
                 <simulink>42</simulink>
             </corresponding-variable-artifact-element>
<variation id="vp2v1">
                 <condition type="single-feature-condition">Feature2</condition>
             </variation>
             <variation id="vp2v2">
                 <condition type="single-feature-condition">Feature3</condition>
            </variation>
         </xor-structural-variationpoint>
         <calculated-parameter-variationpoint id="vp3">
             <variation id="vp3v1">
                 <expression type="pvscl-expression">6*9</expression>
             </variation>
         </calculated-parameter-variationpoint>
         <xor-parameter-variationpoint id="vp4">
             <variation id="vp4v1">
                 <condition type="and-feature-condition">Feature10, Feature11</condition>
                 <value>41</value>
             </variation>
             <variation id="vp4v2">
                 <condition type="or-feature-condition">
                    Feature 12, Feature 13
                 </condition>
                 <value>42</value>
             </variation>
             <variation id="vp4v3">
                 <condition type="or-feature-condition">Feature14, Feature15</condition>
                 <value>43</value>
             </variation>
        </xor-parameter-variationpoint>
        <condition type="single-feature-condition">Feature1</condition>
             </variation>
         </optional-structural-variationpoint>
        <hierarchy id="vp6h1">
                     <variationpoint ref="vp5"/>
                 </hierarchy>
                 <condition type="single-feature-condition">Feature2</condition>
             </variation>
         </optional-structural-variationpoint>
         <optional-structural-variationpoint id="vp7" name="Variationpoint7">
             <bindingtime selected="true">
                 <name>compile-time</name>
             </bindingtime>
             <variation id="vp7v1" name="Variation 1 of Variationpoint7">
<depencency type="requires" id="vp7v1d1">
                 <variation ref="vp6v1"></variation>
             </dependency>
                 <condition type="single-feature-condition">Feature7</condition>
             </variation>
        </optional-structural-variationpoint>
</variability-exchange-model>
</variability-exchange-models>
```

Listing 47 A sample XML file illustrating various features of the Variability Exchange Language

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