

Variability Implementation: Parameters

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[Parameters]

- There are many ways to implement variable code
 - A simple way is the use of conditional statements, such as *if* and *switch*
- Conditional statements are typically controlled by parameters
 - Different parameters lead to different executions

[Defining and Storing Values]

- Values of parameters can be defined in different ways
 - Command line
 - Configuration file
- Global variables are a common way to store and access values of parameters
 - Usually one Boolean variable per feature

[Example of Code: Configuration]

```
public class Configuration {  
    public static boolean SORTING = true;  
    public static boolean FAVOURITES = true;  
    ...  
}
```

- Global variables are a common way to store and access values of parameters
 - Usually one Boolean variable per feature

Example of Code: PhotoListScreen

```
public class PhotoListScreen extends List {  
    ...  
    public void initMenu() {  
        this.addCommand(viewCommand);  
        this.addCommand(addCommand);  
        this.addCommand(deleteCommand);  
        this.addCommand(editLabelCommand);  
  
        if (Configuration.SORTING) {  
            this.addCommand(sortCommand);  
        }  
  
        if (Configuration.FAVOURITES) {  
            this.addCommand(favoriteCommand);  
            this.addCommand(viewFavoritesCommand);  
        }  
    }  
}
```

Example of Code: PhotoListScreen

```
public class PhotoListScreen extends List {
```

```
...
```

```
public void initMenu() {  
    this.addCommand(viewCommand);  
    this.addCommand(addCommand);  
    this.addCommand(deleteCommand);  
    this.addCommand(editLabelCommand);
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```
if (Configuration.SORTING) {  
    this.addCommand(sortCommand);  
}
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```
if (Configuration.FAVOURITES) {  
    this.addCommand(favoriteCommand);  
    this.addCommand(viewFavoritesCommand);  
}
```



```
}
```

```
}
```



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[Use in Practice]

- Implementing variability with parameters is easy
 - It is widely used in practice
- All code is deployed in every product
 - It may impact on resource consumption, performance, and security
 - Compilers can do some optimizations, e.g., remove dead code of unused features

[Parameter is Annotation]

- Conditional statements are a form of annotation
 - They allow fine granularity, e.g., statement level and expression level ($a ? b : c$)
- They can essentially used in all programming languages 
- They are not applicable to non-code artifacts, such as documentation 

[Poor Code Quality]

- The use of parameters can lead to poor code quality
 - Global variables reduce modularity
 - Conditional statements make code hard to be understood
- Feature code is usually scattered and tangled across multiple files



[Summary of Benefits]

- Easy to use and well-known
- Flexible and fine grained
- Allow runtime (re)configuration

[Summary of Drawbacks]

- All code is deployed
 - No compile time configuration
- Often used in undisciplined fashion
- Code scattering and tangling
- Extension requires invasive changes
- No support for non-code artifacts

[Bibliography]

- S. Apel, D. Batory, C. Kastner, G. Saake. **Feature-Oriented Software Product Lines: Concepts and Implementation**. Springer; 2013.
 - Section 4.1