



# Variability Implementation Techniques

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# [ Variability Implementation ]

- There are several techniques to implement variability
- Implementation techniques can be classified in three dimensions
  - Binding time
  - Language vs. Tool-based (Technology)
  - Annotation vs. Composition (Representation)

# [ Implementation Techniques ]

| <b>Technique</b>   | <b>Binding Time</b> | <b>Technology</b> | <b>Representation</b> |
|--------------------|---------------------|-------------------|-----------------------|
| Parameters         | Load Time           | Language          | Annotation            |
| Design Patterns    | Both*               | Language          | Composition           |
| Frameworks         | Both*               | Language          | Composition           |
| Components         | Both                | Both              | Composition           |
| Preprocessors      | Compile Time        | Tool              | Annotation            |
| FOP                | Both*               | Language          | Composition           |
| AOP                | Both*               | Language          | Composition           |
| Virtual Separation | Compile Time        | Tool              | Annotation            |

# [ Popular Techniques ]

- The most common techniques to implement variability in industry are Parameters and Preprocessor
- Parameters
  - It uses of conditional statements, such as *if*
- Preprocessor
  - It defines directives to remove code fragments, such as *#ifdef*

# [ Bibliography ]

- S. Apel, D. Batory, C. Kastner, G. Saake. **Feature-Oriented Software Product Lines: Concepts and Implementation**. Springer; 2013.
  - Section 3.3