



[Wissenschaftshafen Magdeburg]

## Teach Variability!

### A Modern University Course on Software Product Lines

VaMoS 2025 — February 4–6 — Rennes, France

Elias Kuitert<sup>1</sup>, Thomas Thüm<sup>2</sup>, Timo Kehrer<sup>3</sup>

University of Magdeburg<sup>1</sup>, Braunschweig<sup>2</sup>, Germany, University of Bern<sup>3</sup>, Switzerland



# Why Teach Software Product Lines?

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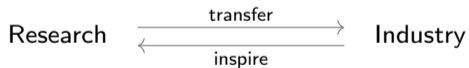


- **software variability** is ubiquitous, vision of SPLs

# Why Teach Software Product Lines?



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- research and industry **interact** with each other



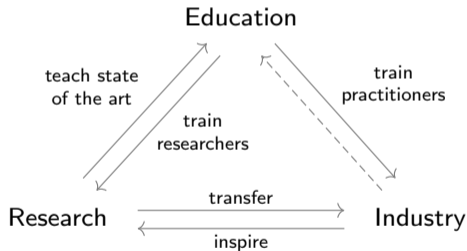


# Why Teach Software Product Lines?



- **software variability** is ubiquitous, vision of SPLs
- research and industry **interact** with each other
- university education also plays an important role

[Acher et al. 2017]



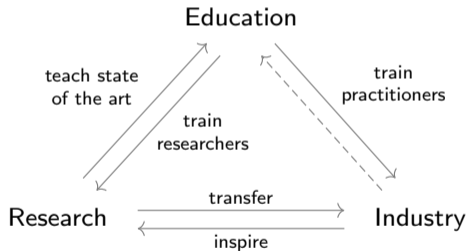
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**A:** University course? Thesis/diploma?  
Job/industry? (Something else?)



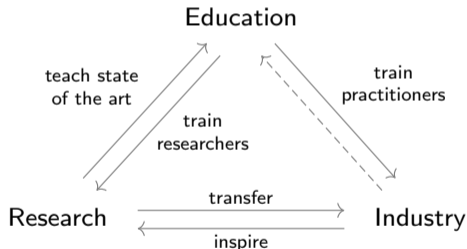
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**A:** Lectures? Exercises? Projects?  
Tools? (Something else?)



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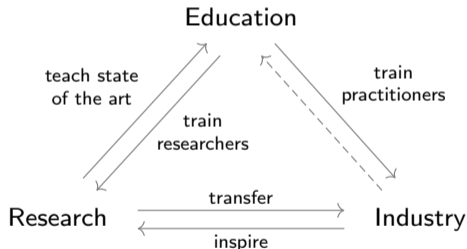


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⇒ **Teach variability!** *But this is hard without material ...*



# Existing Courses on Software Product Lines [inclusion criteria: publicly available complete English courses on SPLs]

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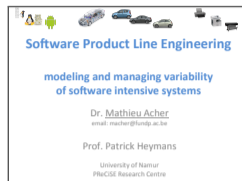
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The poster features a header with icons for various software development tools and platforms. Below the header, the title 'Software Product Line Engineering' is displayed in blue. The subtitle 'modeling and managing variability of software intensive systems' is in a smaller blue font. The authors' names, 'Dr. Mathieu Acher' and 'Prof. Patrick Heymans', are listed in black, along with their affiliations: 'University of Namur' and 'PReISE Research Centre'.

**Software Product Line Engineering**

modeling and managing variability  
of software intensive systems

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email: [macher@fundp.ac.be](mailto:macher@fundp.ac.be)

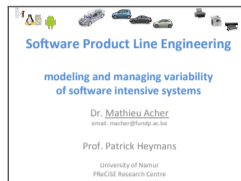
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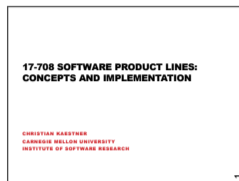
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**17-708 SOFTWARE PRODUCT LINES:  
CONCEPTS AND IMPLEMENTATION**

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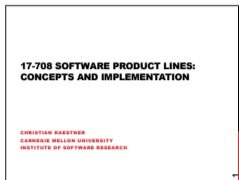
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**Product Line  
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KV Product Line Engineering (343.354)  
Dr. Roberto Lopez-Herrejon  
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**JYU** 

2.3.2016

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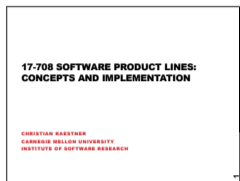
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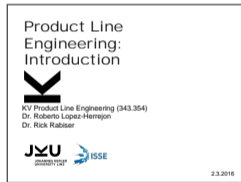
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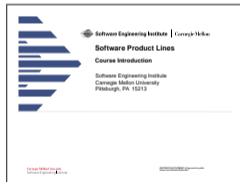


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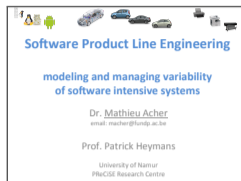
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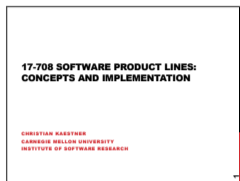
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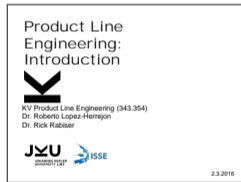
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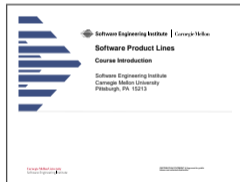


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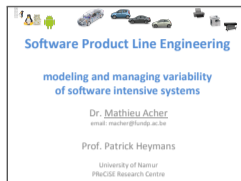
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Gregory Gay  
(Portions of the slides by Thorsten Berger)  
TSP, SS&IT, 503 - November 1, 2022

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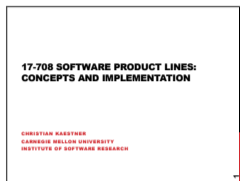


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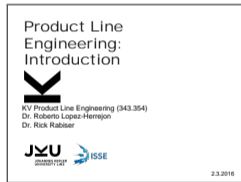
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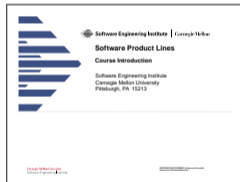


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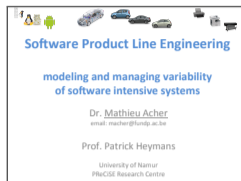
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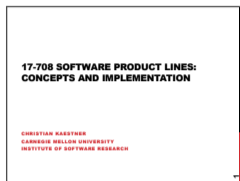


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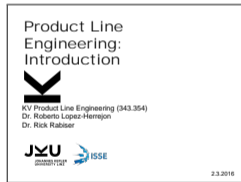
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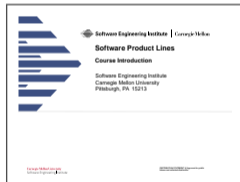


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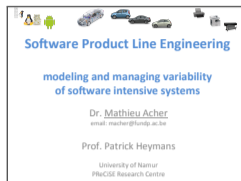
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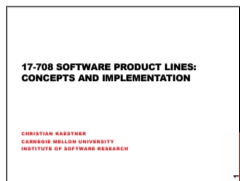


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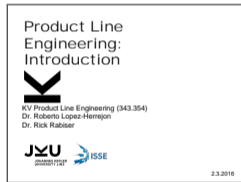
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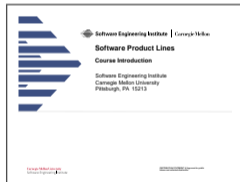


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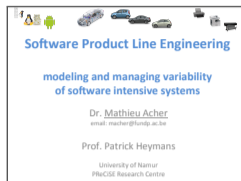
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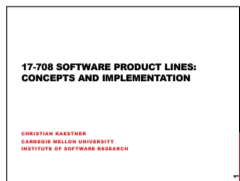


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  - ⇒ loss of knowledge, lack of accountability
- limited reusability, as most published courses either
  - have unclear licenses,
  - do not release sources, or
  - are tailored to a specific university or lecturer

possible reasons: time-consuming, lack of recognition

# Our Contributions and Goals

## Contributions





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Authors	Year	University	Open?
...	...	...	...
Thüm, Kehrer, and Kuitert	2024	6 universities	●



## Contributions

- A **course on SPLs** with slides for twelve lectures  
⇒ open license, no clone-and-own,  $\text{\LaTeX}$  sources on GitHub

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⇒ for choosing suitable literature and creating new material



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- $G_1$  Connect **research, industry, and education**  
⇒ recent citations, reading opportunities, open challenges

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- $G_1$  Connect **research, industry, and education**  
⇒ recent citations, reading opportunities, open challenges
- $G_2$  Invite **contributions** (implied by  $G_1$ )  
⇒ open educational resources for flexibility and accountability

# Our Contributions and Goals



Authors	Year	University	Open?
Thüm, Kehrer, and Kuitert	2024	6 universities	●

## Contributions

- A **course on SPLs** with slides for twelve lectures  
⇒ open license, no clone-and-own,  $\text{\LaTeX}$  sources on GitHub
- Discussion of **scope, architecture, and design**  
⇒ to justify our design decisions
- Review of topics in **existing courses and books**  
⇒ for choosing suitable literature and creating new material
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⇒ focus on modeling, implementation, and analysis topics

## Existing Books and Courses on SPLs

---

Books

---

Courses

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---

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### Modeling and Configuration

Feature Modeling

Decision Modeling

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Clone-and-Own

Preprocessors

### Quality Assurance

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### Management

Process Models

### Transfer

Adoption Strategies

Case Studies

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### Books

Czarnecki and Eisenecker

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Gomaa

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van der Linden, Schmid and Rommes

[Apel, Batory, Kästner, and Saake](#)

[Meinicke, Thüm, Schröter, Benduhn, Leich, and Saake](#)

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Oof ...

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<b>Fundamentals</b>															
SPL Definition, Delineation	●	●	●	●	●	●	●	●	●	●	●	●	●	●	
<b>Modeling and Configuration</b>															
Feature Modeling	●	○	●	●	●	●	●	●	●	●	●	○	●	●	
Decision Modeling	○	○	○	○	○	●	○	○	○	●	●	○	○	○	
<b>Design and Implementation</b>															
Clone-and-Own	○	●	●	○	○	○	●	●	○	●	●	○	○	●	
Preprocessors	●	○	○	●	●	●	●	●	●	●	●	●	●	●	
<b>Quality Assurance</b>															
Feature-Model Analysis	○	○	○	○	○	○	●	●	●	●	●	○	●	●	
Feature Interactions	○	○	○	○	○	○	●	○	●	○	○	○	●	●	
<b>Management</b>															
Process Models	●	●	●	●	●	●	○	●	○	○	●	●	○	○	
<b>Transfer</b>															
Adoption Strategies	○	●	●	●	●	●	●	○	●	●	○	○	○	●	
Case Studies	●	●	●	●	●	●	○	●	○	●	●	●	○	○	

○ Not or barely mentioned   ● Discussed partially or superficially   ● Discussed in breadth or depth

# Course Architecture

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## Format

[video recordings available on YouTube]

12 English lectures, 90 minutes each (1 semester)



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## Literature

two well-known, practical books  
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[Apel et al.]

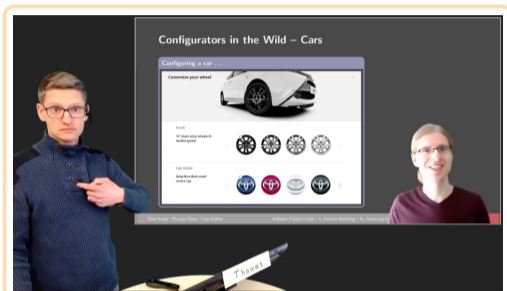
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theory-focused

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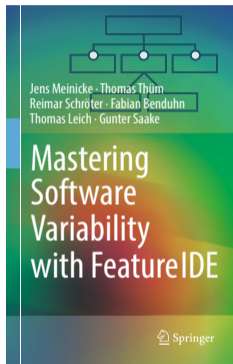
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practice-oriented



tool support

## Showcase: **Three-Part Structure**

- intuitive, inductive structure
- emphasis on practicality
- late introduction of feature models and process models

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1. Introduction
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### 1a. Introduction to Product Lines

Handcrafting and Customization  
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Mass Customization  
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### 1b. Challenges of Product Lines

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Continuing Change and Growth  
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What You Should Know  
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What You Might Need  
Credit for the Slides  
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FAQ

# 1. Introduction – Handout

Software Product Lines | Thomas Thüm, Timo Kehrer, Elias Kuitert | April 19, 2023



# Lecture Design

# Lecture Design

## 4. Feature Modeling

### 4a. Feature Models and Configurations

Recap: Software Product Lines

Features Have Dependencies

Specifying Valid Configurations

Natural Language

Configuration Map

Feature Models

Discussion of Feature Models

Summary

### 4b. Transforming Feature Models

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## Structure

three blocks, interactions, FAQs

⇒ **sandwich principle**

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balance promises and challenges

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Compile-Time Variability

Runtime Variability no (very limited for immutable global variables)

Clone-and-Own yes (only for implemented products)

Build Systems yes (for Conditional Compilation)

Preprocessors yes (for Conditional Compilation)

Components/Services yes

Frameworks with Plug-Ins yes

Feature Modules/Aspects yes

Further Criteria

interfaces between features? code duplication necessary?

## Implementation Techniques

compared in several dimensions

⇒ **practical focus**



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+ UVL, model counting, KConfig, microservices, evolution of Linux, feature-model complexity, ...

## Showcase: **Selected Slides**

- engaging real-world examples and even memes
- recurring case studies like GPL and Linux
- when in doubt, food always works :-)

### What do these examples have in common?



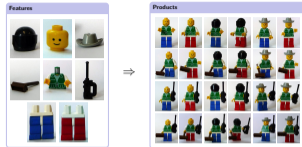
- Customization**
- aka. handcrafting
  - labor-intensive production
  - highly individual goods

### The Project Cartoon



- how the customer explained it
- how the project leader understood it
- how the analyst designed it
- how the programmer implemented it
- what the beta testers received
- how it was supported
- what the customer really needed

### Automated Generation



### Combinatorial Explosion



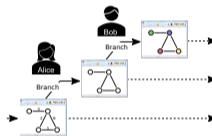
```

You will find that the number of possible combinations of features is
exponentially increasing. For example, if you have 10 features, each
with 2 possible states, you have 2^10 = 1024 possible combinations.
If you have 20 features, you have 2^20 = 1,048,576 possible combinations.
This is why it is so difficult to explore all possible combinations of
features in a product line.
    
```



I TRIED TO USE A TIME MACHINE TO CHEAT ON MY ALGORITHMS FINAL BY PREVENTING GRAPH THEORY FROM BEING INVENTED.

### Example: Graph Library under Version Control



### Features Have Dependencies



...with Sugar



...with Cherries



- This is Nice, But ...**
- plate and sugar seem to always be included, a fork is only included for some orders
  - limitations seem *arbitrary*
  - children get special treatment
  - order process is *unfair*
  - what exactly am I paying for?
  - investments are *unclear*

- In This Lecture**
1. how to *model* and *configure* features and their dependencies?
  2. how to *store* and *communicate*?
  3. how to *analyze* and *understand*?

### Recap: Clone-and-Own with Build Systems

**Case Study: Anesthesia Device**

- C application
- targets embedded devices (ESP32)
- configurations are hard-coded as build scripts

**Prototype: OLED Display**



**Production Device: OLED, Clock**



**Prototype: LCD, Real-Time Clock**



- main variants
- C application
- C application, clock
- C application, LCD, clock
- C application, OLED
- C application, OLED, clock
- C application, OLED, clock, LCD
- C application, OLED, clock, LCD, real-time clock
- C application, OLED, clock, LCD, real-time clock, battery
- C application, OLED, clock, LCD, real-time clock, battery, case
- C application, OLED, clock, LCD, real-time clock, battery, case, display
- C application, OLED, clock, LCD, real-time clock, battery, case, display, menu
- C application, OLED, clock, LCD, real-time clock, battery, case, display, menu, logo
- C application, OLED, clock, LCD, real-time clock, battery, case, display, menu, logo, production

### A Common Interaction of Toasters



- no interaction for two toasts (i.e.,  $T_1 \wedge T_2$  shown) and for no toasts (i.e.,  $\neg T_1 \wedge \neg T_2$  not shown)
- unwanted interaction for one toast (i.e.,  $T_1 \wedge \neg T_2$  shown and  $\neg T_1 \wedge T_2$  not shown)

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- collected feedback from 6 student evaluations
- participants: 5 universities, 64 students
- unified and normalized Likert scale feedback



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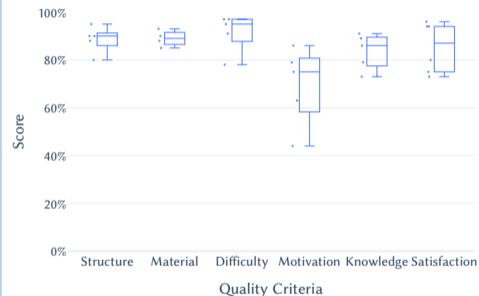
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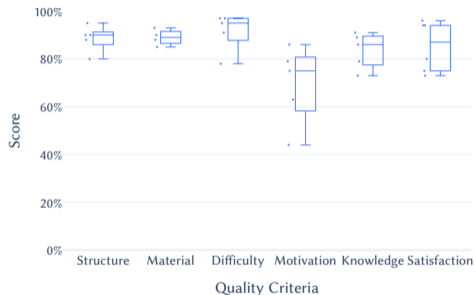
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## RQ<sub>1</sub>: General Reception



- well-received by the majority of students
- English challenging for non-native speakers
- some lectures have too much content

## RQ2.1: Comparison to Faculty



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- comparison performed at 4/6 universities
- students rate our course 11%–17% better
- 13/23 differences statistically significant

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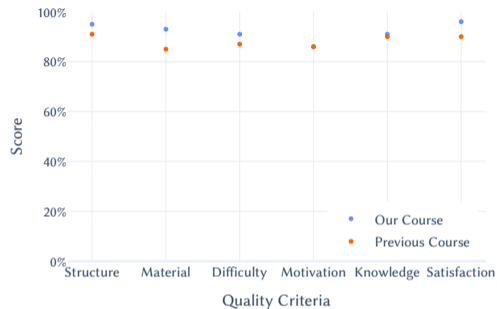


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- differences not statistically significant

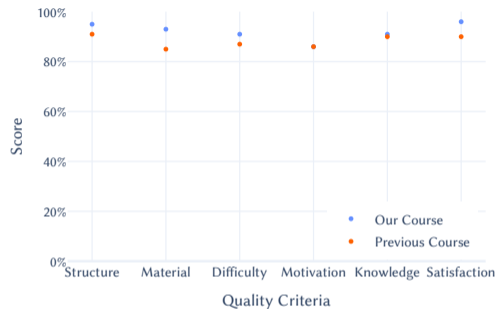


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Statistically inconclusive, but **promising results** – already demonstrates quality and adoptability.

# Conclusion



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**1. Introduction – Handout**

Software Product Lines | Thomas Thüm, Timo Kehler, Elias Kuitert | April 19, 2023

## Interested?



<https://github.com/SoftVarE-Group/course-on-software-product-lines>

Artifact: <https://doi.org/10.5281/zenodo.14417094>

## Thanks to ...

### All Contributors



### All Lecturers, Tutors, and Supporters



### You

... for listening (+ and teaching variability)!





## Adoption Challenges

- **version control**: full accountability on GitHub
- **no clone-and-own**: we encourage contributors to use our issue tracker and full requests
- **customization**:  $\text{\LaTeX}$  sources with annotations (`\ifuniversity{}`) and options (e.g., `handout`, `dark mode`)
- **underrepresented topics**: we welcome contributions to fill gaps (e.g., `management topics`)
- **exercise sheets**: under (re-)development