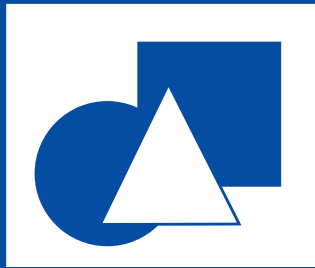


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The essence of modern software engineering

# OOP 2010

Software meets Business

## Productivity: People, Process, and Technology

Conference

25. – 29. January 2010

Exhibition

26. – 28. January 2010

ICM International Congress Center Munich/Germany



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**Productivity:  
People, Process, and Technology**

This year we address a particularly broad set of topics, mostly related to the conference motto "Productivity: People, Process, and Technology". Especially today, it is very important that as software professionals we know how to improve the productivity of our development teams. Key factors to achieve this include people (e.g. ensuring that team members have the necessary individual and team skills), process (e.g. having processes that help discover problems early to avoid rework), and technology (e.g. modeling for working at a higher level of abstraction, architectures that enable large-scale reuse).

We have a strong focus on architecture-related topics such as SOA, Modelling, Domain-driven Design, Product Line Engineering, OSGi, and Cloud Computing and process-related topics such as agile, lean, requirements engineering, and testing. We address specifically also management & metric related topics as well as trend topics such as dynamic languages, security, global development, and multi-core software development.

We have a great roster of internationally renowned speakers and a large variety of practically-oriented presentations and experience reports to choose from. The conference program offers a compact overview of the latest topics related to software from both the technical and the business perspectives. In addition to the increase in productivity through people, process and technology, it is also a fact that a better synchronization of the technical and business perspectives is a great source for significant productivity improvements.

I look forward to seeing you at the OOP during the conference,

Yours sincerely  
Dr. Frances Paulisch  
Technical Chair

As the technical chair of the conference, Dr. Frances Paulisch, has the overall responsibility for the technical quality of the OOP conference. She received her doctorate in the area of software engineering and has extensive experience in software engineering and related management topics. Furthermore, she was until 2008 editor of the software magazine OBJEKTSpektrum.

**P.S. As of October 15<sup>th</sup> 2009 please listen to the monthly OOP 2010 podcast from the technical chair. For more details please visit [www.OOP2010.com](http://www.OOP2010.com)**

**New in 2010!**

**Documentation for tutorials and sessions:**

The documentation regarding the tutorials on Monday and Friday will be handed out to the delegates in printed format. You will receive the documentation before entering the room for your pre-booked tutorial. The documentation regarding the tutorials which do take place at the same time than the tutorial you have pre-booked are not available in printed format, but these tutorials can be downloaded after the conference via a downloadlink, which will be sent to you by separate mail. The slides of the sessions regarding the conference days, Tuesday, Wednesday and Thursday are not available in printed format. When you pick up your conference registration material on-site at the OOP registration desk you will receive an USB stick which contains pdf's of all sessions of the 3 conference days.\*

**Important!**

You are eligible for one USB stick only which you will receive when you pick up your conference registration material on-site at the OOP registration desk.

\*A precondition is that the speaker has agreed that copies of his slides may be provided in electronic format.

**Quotes from OOP 2009 delegates**

*"At the OOP conference you can learn from so many high level experts in such a short time.*

*No other software conference provides you with so many new suggestions to improve your day-to-day activities."*

**A Selection of talks held in English:**

Backing into Agile Leadership (Sue McKinney, IBM Software Group); The Polyglot Craftsman (Robert C. Martin – Uncle Bob – Object Mentor Inc.); Software Architecture Knowledge Management - Theory and Practice (Philippe Kruchten, Univ. of British Columbia); Metrics and Project Estimation under Tight Deadline, (Michael Mah, QSM Associates); Multicore Software Engineering (Victor Pankratius, Walter F. Tichy, Bernth Andersson); Worst practices for creating domain-specific modeling languages (Juha-Pekka Tolvanen, Metacase); Top 10 Software Architecture Mistakes (Eoin Woods, Barclays Global Investors); Cloud Service Engineering: Providing and Consuming Cloud Computing Services (Stefan Tai, Karlsruhe Institute of Technology); The Impact of Architectural Design Decisions on Non-Functional Properties of Software Systems (Nenad Medvidovic, Uni. of Southern California); Distributed Computing the Google Way (Gregor Hohpe, Google); From Programming to Modeling and Back Again (Markus Völter, independent consultant); Software Product Lines - What got us here, won't take us there (Jan Bosch, Intuit); Modelling in the Age of Agility (Kevin Henney, cubralan); Locating and Addressing Performance Issues, Diomidis Spinellis (Athens Uni. of Economics and Business)

**Variety of Topics**

OOP 2010 offers many different topics including SOA, Cloud Computing, Product Line Engineering, management-topics, modeling, global development, security, integration & legacy, requirements engineering, agile development, and soft skills.

**Case Studies of Industry Leading Companies**

The OOP program features case studies and talks of speakers of industry leading companies such as 1&1, Allianz, Axel Springer, Capgemini, Commerzbank, Digital TV Guide, Barclays Global Investors, Daimler, Deutsche Bahn Systel, Deutsche Flugsicherung, DLR e.V., EADS, HSH Nordbank, Generali, Gothaer Systems, IBM, Intel, Intuit, Microsoft, MID, mobile.de, Otto, Siemens, Sörling, T-Systems, XING, Zühlke.

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Tuesday 26. Jan 2010

11.00-12.00

### ▲ Backing into Agile Leadership

Converting 25,000 developers to agile methods had its challenges. The agile teams struggled and needed support and understanding from the IBM Leadership at many levels. In this session, she talks about Agile adoption, and the approach and challenges to getting new leadership tools to stick and be used to lead distributed teams as they adopt and deliver using agile. You will learn the tools she needed to inspire and motivate change in large organizations steeped in tradition, identifying change agents, and give ownership to the teams. Sue will present what new leadership skills must be developed in teams to make a successful agile enterprise. It wasn't without its difficulties.



**Sue McKinney**

VP Development Transformation and Integration, IBM Software Group. Currently responsible for development transformational activities with IBM's software development group, her major emphasis is driving adoption of Agile and Lean principles into the mainstream of software development. Previously, Sue was a Vice President of Development for the Lotus Division where she led world wide development for Lotus Domino, IBM Sametime and WebSphere Portal.

15.00-15.45

### ▲ Software Security and the Building Security in Maturity Model (BSIMM)

Using the framework described in my book "Software Security: Building Security In" I will discuss and describe the state of the practice in software security. This talk is peppered with real data from the field, based on my work with several large companies as a Cigital consultant. As a discipline, software security has made great progress over the last decade. There are now at least 44 large scale software security initiatives underway in enterprises including global financial services firms, independent software vendors, defense organizations, and other verticals. I will describe the observation-based maturity model, drawing examples from many real software security programs. A maturity model is appropriate because improving software security almost always means changing the way an organization works – people, process, and automation are all required. There is much to learn from practical experience. Use the BSIMM as a yardstick to determine where you stand and what kind of software security plan will work best for you.



**Gary McGraw**

is the CTO of Cigital, Inc., a software security and quality consulting firm with headquarters in the Washington, D.C. area. He is a globally recognized authority on software security and the author of eight best-selling books on this topic. His titles include Java Security, Building Secure Software, Exploiting Software, Software Security, and Exploiting Online Games; and he is editor of the Addison-Wesley Software Security series.

Thursday 28. Jan 2010

12.00-12.45

### ▲ The Polyglot Craftsman

What are we going to do with all these new languages that are sprouting up all over the place? Should we all become Ruby programmers? What about Scala? Clojure? Groovy? Should we learn all these new languages? Should we start using them? What about Java? C#, C, C++? Are they dead? In this talk Uncle Bob will discuss the panoply of languages that have begun to inundate the software industry, and the right way for a Software Craftsman to respond to them.



**Robert C. Martin  
(Uncle Bob)**

has been a software professional since 1970 and is founder and president of Object Mentor Inc., in Gurnee, Illinois. He has authored and edited many books, published dozens of articles in various trade journals, and is a regular speaker at international conferences and trade shows. A leader in the industry of software development, He served three years as the editor-in-chief of the C++ Report, and he served as the first chairman of the Agile Alliance.

15.45-16.30

Due to latest developments the title and content description of this keynote will be available as of October 19<sup>th</sup>, 2009

For detailed information please visit [www.OOP2010.com](http://www.OOP2010.com)



The essence of modern software engineering

**OOP 2010**

Software meets Business

## Monday 25. Jan 2010

	Mo 1	Mo 2	Mo 3	Mo 4	Mo 5	Mo 6	Mo 7	Mo 8
10.00 - 17.00 <b>Tutorials</b>	Software Architecture Knowledge Management – Theory and Practice, Methods and Tools *)  <i>Philippe Kruchten</i>	Agile Praxis Erleben  <i>Jens Coldewey, Henning Wolf, Bernd Schiffer, Johannes Link</i>	Metrics and Project Estimation Under Tight Deadlines *)  <i>Michael Mah</i>	Multicore Software Engineering *)  <i>Victor Pankratius, Walter F. Tichy, Bernth Andersson</i>	Von den Anforderungen zur Softwarearchitektur  <i>Michael Stal</i>	Agile Softwareentwicklung mit verteilten Teams  <i>Jutta Eckstein</i>	Aus Fehlern lernen  <i>Frank Buschmann</i>	MAESTRO MANAGER®: wie dirigiere ich (m)ein Team? IT-ler lernen vom Zusammenspiel professioneller Musiker  <i>Roderick Shaw, Alice Heiliger, Andreas Goerlich</i>
13.00 - 14.00	<b>Lunch</b>							
17.15 - 18.00	<b>Keynote: Intel: „Die Multicore Zukunft – Ein Eldorado für Software Entwickler“</b>							
18.30 - 20.00 <b>Nightschool</b>	<b>Nmo 1</b> Agile Software Architecture – How Much is Enough? *)  <i>Eoin Woods</i>	<b>Nmo 2</b> OpenSource Technologien in der Allianz AG – Über Technologien hin zu einer Architektur  <i>Michael Hitz, Andy Bosch</i>	<b>Nmo 3</b> Cloud Computing – Eine Plattformübersicht  <i>Lothar Wieske</i>	<b>Nmo 4</b> Worst practices for creating domain-specific modeling languages *)  <i>Juha-Pekka Tolvanen</i>				

Coffee Breaks:  
11.30-12.00  
15.30-16.00

## Tuesday 26. Jan 2010

10.30-19.45 Uhr Exhibition Hours

	Cloud Computing	Management & Metrics	Trends	Modelling goes Business	Global	Security	Lifecycle	Architecture
09.00 - 10.30	<b>Di 1.1</b> Per Anhalter durch das Cloud Computing Universum  <i>Michael Stal</i>	<b>Di 2.1</b> a) Wertschöpfung in der IT-Organisation <i>Thorsten Janning</i> b) Changing People's Minds – Eine neue Anwendungsentwicklungsmethodik für den Generali-Konzern <i>Arndt Bickhoff</i>	<b>Di 3.1</b> Multicore Praxis für Software Entwickler  <i>t.b.a</i>	<b>Di 4.1</b> Bessere Business Modelle durch eine Kombination von BPMN, UML und DSLs  <i>Jochen Seemann</i>	<b>Di 5.1</b> Global Software Engineering for a Globalized World *)  <i>Christof Ebert</i>	<b>Di 6.1</b> Security Patterns mit Java – Praktische Umsetzung und Bewertung  <i>Mike Wiesner</i>	<b>Di 7.1</b> Complex Event Processing (CEP): Monitoring, Analyse und Reaktion in Echtzeit  <i>Arne Koschel, Michael Groß</i>	<b>Di 8.1</b> Top 10 Software Architecture Mistakes *)  <i>Eoin Woods</i>
11.00 - 12.00	<b>Keynote + Eröffnung: Sue McKinney, IBM Software Group: „Backing into Agile Leadership“ *)</b>							
12.00 - 14.00	<b>Lunch – Visiting of Exhibition</b>							
14.00 - 14.45	<b>Di 1.2</b> Clouds zum Selbermachen  <i>Lothar Wieske</i>	<b>Di 2.2</b> Optimierung von Prozessen und Strukturen eines IT-Dienstleisters  <i>Lothar Engelke</i>	<b>Di 3.2</b> Unternehmensweite Referenzarchitekturen: Nutzen und Herausforderungen <i>Axel Feix, Anne Helberg</i>	<b>Di 4.2</b> Modellbasierte Business Intelligence – Praxiserfahrungen in einem komplexen Data-Warehouse-Umfeld <i>Michael Müller</i>	<b>Di 5.2</b> Kanban for large scale Off-Shored Product Maintenance at mobile.de *)  <i>Markus Andrezak</i>	<b>Di 6.2</b> Goldene Regeln der IT-Sicherheit bei der Beauftragung und Erstellung von Software  <i>Boris Hemkemeier</i>	<b>Di 7.2</b> Application Lifecycle Management unter Einsatz von Open Source <i>Heinrich Freiherr von Schwerin, Paul Lajer</i>	<b>Di 8.2</b> Lessons Learned: 5 Years of Building Enterprise OSGI Applications <i>Martin Lippert, Matthias Lübken</i>
15.00 - 15.45	<b>Keynote: Gary McGraw, Cigital Inc.: „Software Security and the Building Security in Maturity Model (BSIMM)“</b>							
16.15 - 17.15	<b>Di 1.3</b> Cloud Computing ohne Buzzwords – und wie sieht die Zukunft aus?  <i>Adam Bien</i>	<b>Di 2.3</b> The Good, Bad and the Puzzling: The Agile Experience at Five Companies *) <i>Michael Mah</i>	<b>Di 3.3</b> Produktiver dank Rails – Wunsch oder Wirklichkeit? <i>Masanori Fujita</i>	<b>Di 4.3</b> Effiziente Umsetzung einer SOA mit Use-Case-getriebenen Analysemodellen <i>Berthold Maier</i>	<b>Di 5.3</b> Agile Entwicklungspraktiken in verteilter Entwicklung  <i>Jutta Eckstein</i>	<b>Di 6.3</b> Praktische Erfahrungen bei der Implementierung eines Secure Software Lifecycles <i>Bruce Sams</i>	<b>Di 7.3</b> Renovation statt Abrissbirne  <i>Bruno Schäffer</i>	<b>Di 8.3</b> The Design and Architecture of InfoQ.com *) <i>Floyd Marinescu, Alexandru Popescu</i>
17.45 - 18.45	<b>Di 1.4</b> Cloud Service Engineering: Providing and Consuming Cloud Computing Services *)  <i>Stefan Tai</i>	<b>Di 2.4</b> Systematische Agilität statt Overhead  <i>Matthias Zieger</i>	<b>Di 3.4</b> Systems-Engineering-Prozesse einführen: Ein Erfahrungsbericht  <i>Tim Weilkiens</i>	<b>Di 4.4</b> IT-Projekte effektiv steuern durch Integration von Modellierung und ALM bzw. Änderungsmanagement <i>Raimund Czech</i>	<b>Di 5.4</b> Successful Global Software Development – Methods and Tools for the Practitioner  <i>Frank Salger</i>	<b>Di 6.4</b> Web-Application Security in Zeiten des Web 2.0  <i>Christian Wenz</i>	<b>Di 7.4</b> Heute Neuentwicklung, morgen Legacy? Anwendungsfälle für Software Reengineering  <i>Georg Molter</i>	<b>Di 8.4</b> Strategien und Optionen zur Modernisierung von Legacy Anwendungen  <i>Markus Weyerhäuser</i>
18.45 - 19.45	<b>SIGS DATACOM Welcome Reception</b>							
19.45 - 20.45	<b>IT-Rückblick: „Die Analyse – Der Ultimative IT-Stammtisch“, Moderation: Nicolai Josuttis</b>							

Coffee Break:  
10.30-11.00  
Visiting of Exhibition

Coffee Break:  
15.45-16.15 /  
Visiting of Exhibition

Coffee Break:  
17.15-17.45 /  
Visiting of Exhibition

## Wednesday 27. Jan 2010

10.30-18.30 Uhr Exhibition Hours

	Management	Management & Metrics	Trends	Modelling	Requirements Engineering	PLE	SOA	Architecture
09.00 - 10.30	<b>Mi 1.1</b> Are we building the right software? The impact of software on the electronics industries *)  <i>Michiel van Genuchten</i>	<b>Mi 2.1</b> Effizient und effektiv gleichzeitig: geht das? – Komplexitätsmanagement durch gelebte IT-Governance  <i>Hans-Joachim Popp</i>	<b>Mi 3.1</b> Spring 3.0 in der Praxis: Tipps und Trends  <i>Jürgen Höller</i>	<b>Mi 4.1</b> Modellgetriebenes Softwareengineering in der Praxis  <i>Wolfgang Goerigk, Steffen Weik</i>	<b>Mi 5.1</b> Agiles Requirements-Engineering – Der erfolgreiche Product Owner ohne Überforderung  <i>Bernd Oestereich</i>	<b>Mi 6.1</b> Software Product Lines: What got us here, won't get us there *)  <i>Jan Bosch</i>	<b>Mi 7.1</b> SOA im Alltag  <i>Nicolai Josuttis</i>	<b>Mi 8.1</b> Paradigmen und Stile in der Software-Architektur  <i>Frank Buschmann</i>
11.00 - 11.45	<b>Mi 1.2</b> Taking a Company Web 2.0? *)  <i>Jason Ayers</i>	<b>Mi 2.2</b> Project Performance Management with MCF and Rational Insight *)  <i>Einar Karlsen</i>	<b>Mi 3.2</b> Scaling.agile@allianz.de Ein Erfahrungsbericht  <i>Michael Schmücker, Markus Wittwer</i>	<b>Mi 4.2</b> Modellgetriebene Entwicklung für eingebettete Systeme mit Eclipse Tools am Beispiel <i>Markus Völter, Andreas Graf</i>	<b>Mi 5.2</b> Scrum@1&1 Ein Erfahrungsbericht  <i>Bernd Schiffer, Heiko Henßler</i>	<b>Mi 6.2</b> Requirements Engineering für Produktlinien mit Zielen und Szenarien  <i>Kim Lauenroth</i>	<b>Mi 7.2</b> Anwendungsmodernisierung – ein methodischer Ansatz für die Renovierung großer Legacy-Systeme <i>Steffen Fischer, Ralf Jungclaus</i>	<b>Mi 8.2</b> So kommen Farbe und Form ins Spiel: Usability Engineering in Projekten nach Scrum  <i>Ursula Meseberg</i>
12.00 - 12.45	<b>Keynote: Klaus Alfert, Bernd Löchner, Zühlke: „Funktionale Programmierung – The New Kid on the Block?“</b>							
12.45 - 14.30	<b>Lunch – Visiting of Exhibition</b>							

Coffee Break:  
10.30-11.00 /  
Visiting of Exhibition

	Management	Management & Metrics	Trends	Modelling	Requirements Engineering	PLE	SOA	Architecture
14.30 - 15.30	<b>Mi 1.3</b> „IT liefert nicht! – Business verlangt Unmögliches!“ Lösung des Dilemmas durch Einbeziehung des Faktors Mensch <i>Bernd Beimdick</i>	<b>Mi 2.3</b> Verbesserung der Softwarequalität am praktischen Beispiel – Prozesse, Kennzahlen, Erfahrungen <i>Thorsten Janning</i>	<b>Mi 3.3</b> Einführung in Scala <i>Michael Stal</i>	<b>Mi 4.3</b> Modellierung und Requirements Management – Ein starkes Team <i>Rudolf Hauber</i>	<b>Mi 5.3</b> Anforderungs-basiertes Projektmanagement in der Anwendungsentwicklung <i>Nils Schwabe</i>	<b>Mi 6.3</b> Erfolgreich auf Produktlinienentwicklung umstellen – Wann und wie? <i>Danilo Beuche</i>	<b>Mi 7.3</b> Ereignisgesteuerte Architekturen und SOA <i>Christian Kücherer, Berthold Maier</i>	<b>Mi 8.3</b> The Impact of Architectural Design Decisions on Non-Functional Properties of Software Systems *) <i>Nenad Medvidovic</i>
15.45 - 16.30	<b>Keynote: Gernot Starke, arc42: „Nachbars Garten – Wo Architekten lernen“</b>							
17.00 - 18.00	<b>Mi 1.4</b> Ein Softwareentwicklungsprozess in einer SOA-Landschaft: Hürden und Chancen <i>Chris Rupp, Mahbouba Gharbi</i>	<b>Mi 2.4</b> ebitize – wertorientierte Steuerung: Ausprägungen im IT-Controlling <i>Ralf Schröder</i>	<b>Mi 3.4</b> Neue Infrastrukturen braucht das Land – Last exit Excellence <i>Gunter Dueck</i>	<b>Mi 4.4</b> The Unbearable Stupidity of Modeling *) <i>Peter Friese, Ed Merks</i>	<b>Mi 5.4</b> Regeln – Die perfekte Ergänzung für Ihre Abläufe und Anforderungen <i>Thorsten Cziharz, Christian Pikalek</i>	<b>Mi 6.4</b> Was treibt meine Produktlinie? – Über die Zusammenhänge <i>Christa Schwanninger</i>	<b>Mi 7.4</b> Anwendungsintegration mit REST-Services <i>Ralph Guderlei</i>	<b>Mi 8.4</b> Distributed Computing the Google Way *) <i>Gregor Hohpe</i>
18.30 - 20.00 Abendkurse / Nightschool	<b>Nmi 1</b> From Programming to Modeling – and Back Again <i>Markus Völter</i>		<b>Nmi 2</b> Zur Collective Mind Methode – Projekterfolg durch Metrisierung von Soft Skills <i>Alfred Oswald, Jens Köhler</i>		<b>Nmi 3</b> Wetterbericht: Clouds als Storage <i>Michael C. Jäger, Uwe Hohenstein</i>		<b>Nmi 4</b> Introduction to Product Line Engineering <i>Klaus Schmid</i>	

Coffee Break:  
16.30-17.00 /  
Visiting of  
Exhibition

## Thursday 28. Jan 2010

10.30-18.30 Uhr Exhibition Hours

	Projektmanagement	Testing	Trends	People	Agile	PLE / MDD	SOA	Architekturtag
09.00 - 10.30	<b>Do 1.1</b> Multi-Projektmanagement erfolgreich etablieren: Mobil, kostenreduzierend und aussagekräftig <i>Norman Frischmuth, Heiko Ahrens</i>	<b>Do 2.1</b> Rethinking Unit Testing in C++ *) <i>Kevin Henney</i>	<b>Do 3.1</b> e4 Preview: CSS Styling und Workbench Modeling <i>Kai Tödter</i>	<b>Do 4.1</b> Clean Code Developer – Eine Initiative für mehr Softwarequalität <i>Ralf Westphal, Stefan Lieser</i>	<b>Do 5.1</b> Product Owner – Fehler vermeiden <i>Roman Pichler</i>	<b>Do 6.1</b> Using Domain-Specific Languages in Product Line Engineering <i>Markus Völter</i>	<b>Do 7.1</b> REST mit Java <i>Stefan Tilkov</i>	<b>Do 8.1</b> Software Architecture: From Boxes and Lines to Design Decisions *) <i>Jan Bosch</i>
11.00 - 11.45	<b>Do 1.2</b> Einführung agiler Softwareentwicklung in einem Multiprojektumfeld bei Otto <i>Sven Günther, Henning Wolf</i>	<b>Do 2.2</b> Vom Sensor bis zum Manager – Embedded-Geräte zentral überwachen und auswerten <i>Rolf Höppli</i>	<b>Do 3.2</b> Modernisierung eines Legacysystems mit Mitteln der modellgetriebenen Softwareentwicklung, eine Fallstudie <i>Ralph Kar, Tim Gesekus</i>	<b>Do 4.2</b> Wer am Ziel ist, irrt sich! Agil bleiben – Motorhaube auf bei XING <i>Johannes Mainusch, Susanne Reppin</i>	<b>Do 5.2</b> Scrum in FDA regulatory environment: How to use Scrum in MedTech projects <i>Marcel Baumann</i>	<b>Do 6.2</b> Software-Variantenmanagement in der Automobilindustrie: Ist-Stand und Herausforderungen <i>Peter Manhart</i>	<b>Do 7.2</b> Dancing with Darwin – Evolutionary SOA Erfolg durch kleine Schritte & gemeinsames Lernen <i>Barbara Wittmann</i>	<b>Do 8.2</b> Template-basierte Architekturentwicklung <i>Manfred Ferken</i>
12.00 - 12.45	<b>Keynote: Robert C. Martin, Object Mentor Inc.: „The Polyglot Craftsman“ *)</b>							
12.45 - 14.30	<b>Lunch – Visiting of Exhibition</b>							
14.30 - 15.30	<b>Do 1.3</b> Anforderungen, Architektur, Projektvertrag: Ein Trio von Freunden(?)! <i>Matthias Bohlen</i>	<b>Do 2.3</b> Testest Du noch oder entwickelst Du schon (wieder)? <i>Björn Feustel, Steffen Schluff</i>	<b>Do 3.3</b> S.O.L.I.D. – Fifteen Years Later *) <i>Robert C. Martin</i>	<b>Do 4.3</b> Teamfähig? Na klar! – Teams aufbauen und weiterentwickeln <i>Uwe Vigneschow</i>	<b>Do 5.3</b> Was ist dran an Kanban? <i>Stefan Rook, Bernd Schiffer</i>	<b>Do 6.3</b> A Framework for Modeling Software Product Lines *) <i>Nenad Medvidovic</i>	<b>Do 7.3</b> BPMN 2.0 – Wird BPEL noch gebraucht? <i>Jakob Freund, Bernd Rücker</i>	<b>Do 8.3</b> Nachhaltige Software-Architekturen mit dem Werkzeug & Material Ansatz <i>Heinz Züllighoven, Carola Lienthal</i>
15.45 - 16.30	<b>Keynote: for detailed information please visit, as of 19.10.2009 www.OOP2010.com</b>							
17.00 - 18.00	<b>Do 1.4</b> Wissensinseln – Schadbild, Bekämpfung und Vorbeugung <i>Jens Coldevey, Henning Wolf</i>	<b>Do 2.4</b> Pleiten, Pech und PatternTesting <i>Oliver Böhm</i>	<b>Do 3.4</b> Locating and Addressing Performance Issues *) <i>Diomidis Spinellis</i>	<b>Do 4.4</b> Die Social-Web-Revolution <i>Kai Weingärtner</i>	<b>Do 5.4</b> Modelling in the Age of Agility *) <i>Kevin Henney</i>	<b>Do 6.4</b> Die verschiedenen Rollen von Architektur in Produktlinien <i>Ludger Fiege, Dietmar Schütz</i>	<b>Do 7.4</b> Hooking Stuff Together – Coupling, Messaging, and Conversations <i>Gregor Hohpe</i>	<b>Do 8.4</b> Process Patterns für Software-Architekten <i>Gernot Starke, Peter Hruschka</i>
18.30 - 20.00 Abendkurse/Nightschool	<b>Ndo 1</b> OSGi goes Mainframe <i>Christian Dedek, Daniel Seidler</i>		<b>Ndo 2</b> Zwischen Geschäft und IT: die BPM-Lücke verstehen und endlich schließen <i>Martin Bartonitz, Andreas Leue</i>		<b>Ndo 3</b> Google's App-Engine – Open Source für die Cloud <i>Alexander Elsholz, Thomas Widmann</i>		<b>Ndo 4</b> Durchgängige Modellierung mit der UML von den Anforderungen bis zur Software <i>Stefan Queins, Thomas Mahr</i>	

Coffee Break:  
10.30-11.00 /  
Visiting of  
Exhibition

Coffee Break:  
16.30-17.00 /  
Visiting of  
Exhibition

## Friday 29. Jan 2010

	Fr 1	Fr 2	Fr 3	Fr 4	Fr 5	Fr 6	Fr 7
09.00 - 16.00	<b>09.00-12.00:</b> Domain-Driven Design: The Basics <b>13.00-16.00:</b> Domain Driven Design: Strategy <i>Eric Evans, Hans Dockter</i>	Eclipse Rich Client Platform für Fortgeschrittene <i>Kai Tödter</i>	Development Infrastructure: Tooling with Open Source Software *) <i>Diomidis Spinellis</i>	A1-Day Crash Course in Test Design Methods <i>Peter Zimmerer</i>	Product Backlog Grooming – Das Product Backlog richtig pflegen <i>Roman Pichler</i>	Leichtgewichtige Java EE 6 Architekturen für die Praxis <i>Adam Bien</i>	Beyond the Gang of Four *) <i>Frank Buschmann, Kevin Henney</i>

Coffee Breaks:  
10.30-11.00  
14.30-15.00

Lunch  
12.00-13.00

\*) Presentation in English.

Presentations are given in the language of the abstract/title.

To register for tutorials, sessions or night school, please indicate the session number on the registration form on the back of this brochure.

Monday 25. Jan 2010

**Mo 1**10.00-13.00  
14.00-17.00**Software Architecture Knowledge Management  
Theory and Practice, Methods and Tools**

Software architecture manifests the major early design decisions made for a software-intensive system. These decisions in turn will determine much of the system's development, deployment and evolution. Making better architectural design decisions is one key challenge in software engineering, made even more difficult by the complexity and heterogeneity of the systems we want to develop, and the distribution of the development teams. Great gains in efficiency and quality can be achieved when organizations can capture, capitalize and then transfer architectural knowledge. This tutorial presents the challenges, introduces a conceptual framework for architectural knowledge management, and describes practices, methods, and tools for software architects to manage efficiently the vast amount of information necessary to make enlightened design decisions.

**Target Audience:** Software Architects and Designers**Prerequisites:** Some experience of large system development**Level:** Advanced**Philippe Kruchten**

is professor of software engineering at the University of British Columbia in Vancouver, Canada, which he joined in 2004 after a 30+ year career in the software industry, developing systems in telecommunications, defense and aerospace. His main interests are in software architecture, software project management and software development processes. During his time with Rational Software (now IBM) he led the development of the RUP, which embeds an architecture-centric method. He is the co-founder of the IFIP WG2.10 on Software Architecture.

**Mo 3**10.00-13.00  
14.00-17.00**Metrics and Project Estimation Under Tight Deadlines**

Schedules and deadlines are often dictated to software development teams. When this happens, what can a manager do? Michael Mah addresses project measurement and estimation - the key issues in deadline-driven projects. Employing industry data from 8,000+ completed projects worldwide, he describes how different software projects- Agile development, waterfall development, and package implementations- behave in unique and interesting ways when a deadline is imposed. Using case studies from leading companies, see how to estimate and commit to a reasonable project scope in the face of aggressive dates. Find out how to "triage" the amount of functionality which can be delivered and deal methodically with the inevitable project trade-offs. Develop a core set of estimation metrics that will help you avoid common scheduling traps.

**Target Audience:** Software Developers, Team Leads, and Project Managers**Prerequisites:** Project Leadership**Level:** Intermediate**Michael Mah**

is managing partner at QSM Associates Inc. He teaches, writes, and consults to technology companies on estimating and managing software projects, whether in-house, offshore, waterfall, or agile. He is the director of the Benchmarking Practice at the Cutter Consortium, a US-based IT think-tank. With over 25 years of experience, QSM has derived productivity patterns for thousands of projects collected worldwide. His work examines time-pressure dynamics of teams, and its role in project success and failure. His background is in physics and electrical engineering, and he is a mediator specializing in conflict resolution for technology projects.

**Mo 4**10.00-13.00  
14.00-17.00**Multicore Software Engineering**

Inexpensive Multicore processors with several cores on a chip become standard in PCs, laptops, servers, and embedded devices. Software engineers are now asked to write parallel applications of all sorts. This tutorial prepares them for this challenge. The first part presents basics of design patterns for parallelism, parallel programming in .NET, Java and C, as well as testing and debugging techniques for multicore. Experience reports on the parallelization of real-world applications are used for illustration. The second part consists of hands-on exercises. Intel will sponsor 16 multicore laptops with pre-installed environments and professional tools. Participants will work in groups of 2 people and apply the concepts taught in the first part by examining and modifying sample code.

**Target audience:** software engineering practitioners and researchers.**Level:** Introductory: 40%, Intermediate: 40%, Advanced: 20%**Prerequisites:** Basic understanding of threads and processes, programming languages, operating systems, computer architecture**Victor Pankratius**

heads the Multicore Software Engineering young investigator group at the University of Karlsruhe. He serves as chairman of the "Software Engineering for parallel Systems (SEPARS)" international working group.

**Walter F. Tichy**

has been professor of Computer Science at the University of Karlsruhe since 1986, and was dean of the faculty of computer science from 2002 to 2004. His primary research interests are SW-engineering and parallelism.

**Berth Andersson**

joined Intel Corporation 1982 as a training specialist in the area of processor architecture, software development tools and RTOS. His current training sessions focus on parallel programming and related development tools.

## Nightschool

### Monday 25. Jan 2010

#### Nmo 1 Agile Software Architecture – How Much is Enough?

18.30-20.00

The agile movement values people over processes, working software over documentation and most importantly the ability to react to change efficiently. Few software architects would argue with these sentiments but it can be difficult to balance the design needed for a coherent system, with the delivery focus needed by agile project teams. This session will present a set of practices that have proven useful for architects working in agile environments, where the need for good system design must be balanced against the need for agility.

**Target Audience:** Architects, Software Developers, Software Development Managers.

**Prerequisites:** Some software project experience and an interest in working with agile teams

**Level:** Intermediate



**Eoin Woods**

is the head of application architecture at Barclays Global Investors and is responsible for application architecture in the Equities and Capital Markets group. His main technical interests are software architecture and distributed systems. He is co-author of the book 'Software Systems Architecture: Working With Stakeholders Using Viewpoints and Perspectives'.

#### Nmo 4 Worst practices for creating domain-specific modeling languages

18.30-20.00

Interest in creating domain-specific modeling languages is surging, but little guidance is available on how to do it right. Along with heeding best practices, learning what not to do-including how to handle common pitfalls and recognize troublesome areas-can help language developers. In this session we describe a number of worst practices of modeling language creation, identified by analyzing over 70 industry cases. The sample is relatively broad, spanning 15 years, several tools, around 100 language creators, and various domains.

**Target Audience:** architects, lead developers, technical managers

**Prerequisites:** None

**Level:** any



**Juha-Pekka Tolvanen**

is CEO of MetaCase. He has been involved in domain-specific languages and tools since 1991 and acted as a consultant world-wide on their use. Juha-Pekka has authored a book (Domain-Specific Modeling, Wiley 2008) and over 60 articles in software development magazines and conferences.

## Dienstag / Tuesday 26. Jan 2010

#### Di 5.1 Global Software Engineering for a Globalized World

09.00-10.30

Software and IT industries are today truly global, and so is software engineering. Be it off-shoring or outsourcing, component or service integration – managing global software engineering has rapidly become a key competence for successful engineers and managers. The diversity of suppliers, cultures and products require dedicated techniques, tools, and practices to overcome challenges. Session attendees will get an opportunity to explore the current state of practice in this area as well as new thoughts and trends that will shape the future.

**Target Audience:** Software engineers, project and line managers

**Prerequisites:** none

**Level:** Intermediate



**Christof Ebert**

is managing director of Vector Consulting Services GmbH. Prior to that he held management positions for fifteen years in ICT, aerospace and transportation. A trusted advisor for companies around the world and steering chair of the IEEE Int. Conf. on Global Software Engineering he has helped numerous companies to optimize technical product development.

#### Di 8.1 Top 10 Software Architecture Mistakes

09.00-10.30

Today there are many useful resources available to the aspiring software architect, including books, web sites and blogs. However experience doing the job is often what makes the difference between success and failure, as experience is a hard but very effective teacher. In this talk I'll share some of the pitfalls that I've encountered in my experience as a software architect and in doing do, hopefully make sure that you avoid making just the same mistakes on your projects.

**Target Audience:** Architects, Software Developers, Software Development Managers.

**Prerequisites:** Some knowledge and experience of system design

**Level:** Intermediate



**Eoin Woods**

is head of application architecture at Barclays Global Investors and is responsible for application architecture in the Equities and Capital Markets group. His main technical interests are software architecture and distributed systems; he is co-author of the book 'Software Systems Architecture: Working With Stakeholders Using Viewpoints and Perspectives'.

Tuesday 26. Jan 2010

## Di 5.2

14.00-14.45

### Kanban for large scale Off-Shored Product Maintenance at mobile.de

Kanban's new approach to lean software development, its advantages of decoupling requirements input from development output cadence and the lean approach of eliminating estimations ideally fit the business needs of mobile.de maintenance. Kanban helps mobile.de to continuously improve its offshored maintenance. The talk shows the evolution of the Kanban process at mobile.de from the beginning to its current state and the results in productivity and lead time. At the same time, a gentle introduction to the principles of Kanban will be given.

**Target audience:** Developers, Project Managers, Managers

**Prerequisites:** Basic interest or acquaintance with lean SW development

**Level:** Intermediate



#### Markus Andrezak

is leading the outsourcing product development program of mobile.de. He has been managing complex projects in diverse, international settings and sizes since more than a decade for several global clients. Since several years he is completely committed to lean and agile methods.

## Di 8.2

14.00-14.45

### Lessons Learned: 5 Years of Building Enterprise OSGi Applications

This session presents our experiences from 5 years of building a large strategic enterprise application on top of Equinox/OSGi (rich clients, web services, app-server-cluster, >20 batch-apps, >30 back-end-adaptors – all build on Equinox/OSGi). We will walk through design decisions, typical technical challenges, and many of our mistakes – which you should better not build into your OSGi system.

**Target audience:** Architects, Project Leader, Developer

**Prerequisites:** Basic knowledge in OSGi helpful

**Level:** Intermediate



#### Martin Lippert

is consultant and coach at it-agile. He coaches agile software development and helps teams to adopt OSGi technology for building modular enterprise applications.



#### Matthias Lübken

is consultant and developer at it-agile. He develops with and coaches agile software development and is co-author of the German book „Die OSGi-Serviceplattform“.

## Di 2.3

16.15-17.15

### The Good, Bad, and the Puzzling: The Agile Experience at Five Companies

Strategic software development - and failures - happen every day; Agile methods offer a major paradigm shift. But are they working? Drawing from industry statistics, Michael answers vital questions about Agile's effectiveness, which may be turning the "law of software physics" upside down. Until now, there have been predictable relationships among schedule, staffing, quality; industry data indicates Agile may be changing all this. See productivity findings at 5 Agile companies, & the results for time-to-market, productivity, & quality. Learn the right practices for your environment, including characteristics of successful measurement. See how metrics reveal insights into Agile approaches that are becoming mainstream.

**Target Audience:** CIOs, Directors, VPs, Software Engineering Managers

**Prerequisites:** Organizational and Project Leadership

**Level:** Intermediate- Advanced



#### Michael Mah

is managing partner at QSM Associates Inc. He teaches, writes, and consults to technology companies on estimating and managing software projects, whether in-house, offshore, waterfall, or agile. He is the director of the Benchmarking Practice at the Cutter Consortium, a US-based IT think-tank. With over 25 years of experience, QSM has derived productivity patterns for thousands of projects collected worldwide.

## Di 8.3

16.15-17.15

### The Design and Architecture of InfoQ.com

InfoQ.com is a web app/portal implemented with the latest technologies in portal technology and web development. This session shows the good, the bad, and the ugly of building InfoQ.com; from (lack of) initial requirements, design/implementation choices, deployment issues, and lessons learned along the way. The talk examines features of the site and their implementation in the web layer, domain model, and DB.



#### Floyd Marinescu

is online community guru, co-founder & Chief Editor of InfoQ.com, and the QCon conferences. InfoQ.com currently recently reached over 370,000 unique visitors/month, and is the 650th most influential site on the internet, according to technorati.



#### Alexandru Popescu

is Chief Architect and co-founder of InfoQ.com. Alexandru is involved in many open source initiatives and bleeding-edge technologies (AOP, testing, web, etc.), being co-founder of the TestNG Framework and a committer on the WebWork and Magnolia projects

Tuesday 26. Jan 2010

**Di 1.4** **Cloud Service Engineering: Providing and Consuming Cloud Computing Services**

17.45-18.45

The tremendous potential of Cloud Computing lies in making effective use of Clouds (infrastructure services, platform services, and software application services) as a distributed computing model in a business context. We propose Cloud Service Engineering as the discipline that combines business and technology thinking for purposes of engineering Cloud services. This talk presents technical and organizational Cloud architectures, compares select commercial Cloud offerings, describes current developments for an open source cloud stack, and discusses economic considerations such as TCO and common obstacles and opportunities when adopting Clouds.

**Target Audience:** Architects, Managers

**Prerequisites:** Basics in SOA, Web Services and Enterprise Computing

**Level:** Intermediate



**Stefan Tai**

is Professor at the Karlsruhe Institute of Technology (KIT) and Director at the Karlsruhe Research Center for Information Technology (Forschungszentrum Informatik, www.tzi.de). Since 2007, Stefan leads a team dedicated to explore challenging research and engineering problems in the field of service computing, cloud computing, and service value networks.

**Di 5.4** **Successful Global Software Development – Methods and Tools for the Practitioner**

17.45-18.45

Global software development (GSD) promises huge benefits, but also introduces new challenges and risks.

To face this new 'engineering reality', we adapted proven engineering methods of Capgemini sd&m (like QUASAR), and complemented them with new quality approaches like 'offshore-specific specification checks', 'handover checkpoints' and comprehensive concepts for continuous code quality assurance.

This session should give the audience a good grasp on how Capgemini sd&m manages large GSD projects from the outset to the successful delivery.

**Target Audience:** Architects, Project Manager

**Prerequisites:** none

**Level:** intermediate



**Frank Salger**

has several years experience in architecting large business information systems. Currently, he is project manager at Capgemini sd&m Research, where he leads the research project 'Offshore Custom Software Development Methodology'. Frank has published numerous articles on quality assurance in software engineering and frequently gives talks on renowned international conferences.

Wednesday 27. Jan 2010

**Mi 1.1** **Are we building the right software? The impact of software on the electronics industries**

09.00-10.30

The amount of software in many electronic products is increasing rapidly. Software does not only pose technical challenges, it also changes businesses and industries. The presentation will indicate what the business impact of software is and how companies can respond to the businesses challenges posed by software. It will both address the short term actions required and the long term consequences. The need and way to get software on the invoice will be outlined. Both open systems and open source will be discussed. The presentation is based on experiences in the mobile phone, computer and medical industries.

**Target audience** are software engineers, software managers and those general managers that take the time to visit a software engineering conference.



**Michiel van Genuchten**

is manager Digital Dentistry and Institut Straumann in Basel and professor of software management at Eindhoven University of Technology, Thales, Robert Bosch, Siemens, Electronics and GroupSupport, a company he founded. Results of his research work have been published in journals such as IEEE Software, IEEE Computer, Journal of MIS and IEEE Transactions on Software Engineering.

**Mi 6.1** **Software Product Lines: What got us here, won't get us there**

09.00-10.30

Companies that successfully adopted Software product lines (SPLs) were rewarded with significant market success and many examples exist of companies that managed to grow with an order of magnitude due to early and innovative adoption of SPLs. The first part of the track-keynote focuses on the ingredients of successful SPL adoption, addressing the link to the business strategy, architectural concerns, as well as process and organizational issues.

Meanwhile the software development landscape has changed quite dramatically. Global software development, agile development processes and networked, ecosystem-centric organizational approaches have evolved over the last decade in response to a constantly increasing demand for speed of execution and response to the market. The second part discusses the new approaches that companies are adopting to evolve SPL approaches to these new realities.

**The target audience** is quite diverse range of people involved in software development, ranging from developers and architects to development and product managers. Also, business leaders benefit from the presentation as provides an end-to-end perspective, ranging from business strategy to architectural, process and organizational aspects.



**Jan Bosch**

is VP Engineering Process at Intuit Inc. Jan has worked with many companies on strategic reuse and SW product lines, including Philips, Thales, Robert Bosch, Siemens, Nokia, Ericsson, Avaya, and Det Norske Veritas. Around SW product lines, he has published on, advised and implemented specific techniques and methods around, among others, SW architecture, SW variability management, the link to business strategy, organizational models, assessment frameworks, adoption frameworks and quality attributes. He is author of "Design and Use of Software Architectures: Adopting and Evolving a Product Line Approach".

Wednesday 27. Jan 2010

### Mi 1.2 Taking a Company Web 2.0?

11.00-11.45

Embracing Web 2.0 affects how software is built and companies meet customer needs. A beta product looks for the market sweet spot, its evolution is driven by its community. New Dev 2.0 development concepts have evolved to create such systems: instant betas, death without a community, community mash-ups, agile architecture & development. While benefits are attractive the implications of these techniques are not always understood. Using Cincom as an example, we look at implementing Dev 2.0. Does it pose more danger than value to the normal business? Can your CIO handle a serious dose of Web 2.0?

**Target audience:** Developers, Architects, Project Leaders, Managers

**Prerequisites:** Basic knowledge in dynamic and static languages

**Level:** Intermediate



**Jason Ayers**

is an all round nice guy who just happens to be a sales director at the moment. Worked with Smalltalk on and off for twenty years with a wide experience of trying to use the latest and greatest development techniques.

### Mi 2.2 Project Performance Management with MCIF and Rational Insight

11.00-11.45

Without real insights into status and trend it becomes impossible to control a project and make the right decisions, at the right time, based on verifiable, accurate real-time information. This presentation will introduce the Measured Capability Improvement Framework (MCIF) together with relevant metrics for measuring project status across all development disciplines, as well as Rational Insight which provides consistent and actionable measurements, reports, and dashboards to support application lifecycle management.

**Target Audience:** Development Managers, Project Managers, Process Engineers, Architects

**Prerequisites:** General understanding of the Software Development Lifecycle

**Level:** Introductory



**Einar Karlsen**

has more than 25 years experience in the area of software development tools & methods and have taken positions in research, education, development, project management, and consulting worldwide. His Ph.D. from the University of Bremen addresses the integration of software development tools. For the last 10 years he has been with Rational Software and is currently working as Solution Architect for IBM Rational Software.

### Mi 8.3 The Impact of Architectural Design Decisions on Non-Functional Properties of Software Systems

14.30-15.30

Explicit treatment of software architecture allows engineers to codify non-functional properties (NFPs) early on and maintain their traceability throughout a system's lifespan. In this talk I will provide a set of guidelines one can follow in pursuing several common NFPs: efficiency, complexity, scalability, adaptability, and dependability. I will provide a definition of each NFP, discuss its impact on a software systems architecture, and outline the role of architectural elements and styles in satisfying the NFP. Whenever appropriate, I will illustrate the discussion with concrete examples from existing architectures.

**Target Audience:** Architects, software developers

**Prerequisites:** a background in software development, familiarity with software architecture and UML 2.0

**Level:** Intermediate



**Nenad Medvidovic**

is an Associate Professor of Computer Science at the University of Southern California. He is the director of the USC Center for Systems and Software Engineering and is the Program Co-Chair of the 2011 International Conference on Software Engineering. He is a recipient of several award and is a co-author of a new textbook on software architectures.

### Mi 4.4 The Unbearable Stupidity of Modeling

17.00-18.00

Over the past few years, we have been confronted with many prejudices against modeling, such as:

- the learning curve is too steep
- modeling is too complex
- I need to use big, up-front designs
- model and code will soon diverge
- UML diagrams are useless
- generated code is of poor quality
- I won't be able to use modeling in agile projects

In this talk, we will address these (and more) misconceptions and show how EMF and MDSO can help to overcome many of the problems mentioned in the list before.

**Target Audience:** project managers, software architects, software engineers, software developers

**Prerequisites:** none

**Level:** intermediate



**Peter Friese**

is a software architect with items. He is a committer for the open source projects Xtext, openArchitectureWare (which is now a part of the Eclipse Modeling Project) and has also worked for FindBugs and AndroMDA.



**Ed Merks**

leads the Eclipse Modeling Framework project as well as the top-level Eclipse Modeling project. He is a coauthor of the authoritative book "EMF: Eclipse Modeling Framework" which is published as a second expanded edition.

Wednesday 27. Jan 2010

## Mi 8.4 Distributed Computing the Google Way

17.00-18.00

Google is known to operate one of the largest civilian computing infrastructures. These hardware resources are managed by a vast collection of software frameworks and tools, which form the basis for highly parallelized, reliable, low-latency, high-throughput applications. They also provide useful programming abstractions that speed up development and debugging. Some parts of this infrastructure, such as MapReduce, GFS, Sawzall, Chubby, Protocol Buffers, are available as open source projects or published in academic papers, while others are proprietary. Rather than dive into the dark corners of each of these tools, this talk tries to distill key design themes and patterns, which enable these unique capabilities, and can be re-used in other contexts.

**Prerequisites:** a basic understanding of distributed programming

**Level:** Intermediate



**Gregor Hohpe**

is a staff software engineer with Google, Inc. Gregor is a widely recognized thought leader on asynchronous messaging architectures and service-oriented architectures.

He co-authored the seminal book "Enterprise Integration Patterns" and speaks regularly at technical conferences around the world.

## Nmi 1 From Programming to Modeling – and Back Again

18.30-20.00

Is programming = modeling? Are there differences, conceptual and tool-wise? Should there be differences? What if we programmed the way we model? Or vice versa? In this session I explore this question and introduce interesting developments in the space of projectional editing and modern parser technology. This leads to the concept of modular programming languages and a new way of looking at programming. I will demonstrate the idea with tools that are available today, for example TMF Xtext, SDF, JetBrains MPS and Intentional's Domain Workbench.

**Target Audience:** Developers and Architects who have experience with (and are maybe frustrated by) today's "classic" way of modelling



**Markus Völter**

works as an independent consultant and coach for itemis. His focus is on architecture, model-driven software development, domain specific languages and product line engineering. He is a regular speaker at conferences

and (co-) author of several books, patterns and articles.

## Nmi 4 Introduction to Product Line Engineering

18.30-20.00

Software product line engineering is an important approach to successful industrial software development. A number of case studies demonstrated that this approach can achieve significant cost reductions, while reducing time-to-market and even improving quality at the same time.

Key to software product line engineering are four principles:

- Business Orientation
- Variability Management
- Architecture-centric
- Two-Lifecycle Model

We will illustrate product line engineering with experiences from different industrial cases studies.



**Klaus Schmid**

holds a professorship for software engineering at the University of Hildesheim. He is active in the areas of Requirements Engineering and Product Line Engineering since the mid-nineties. Over time he was

involved in numerous research and industrial projects. His specific interests are in value-based product line engineering and the engineering of adaptive systems. He authored numerous refereed papers on these subjects.

Thursday 28. Jan 2010

## Do 2.1 Rethinking Unit Testing in C++

09.00-10.30

C++ continues to be used widely in domains where hardware and performance concerns dominate. However, in spite of its continued popularity and presence, much of the recent thinking on programmer testing has passed C++ by. For reasons of programmer culture and language design, the practice of programmer testing and techniques such as TDD are often not even on the radar of many C++ programmers. This situation is not helped by the limitations of many C++ unit-testing frameworks. Some of the issues are caused by limitations in the language, whereas others are limitations in thinking. This session explores the typical styles used for C++ unit-testing frameworks before going on to look at other possibilities that a more likely to encourage programmer testing and higher quality unit tests.



**Kevin Henney**

is an independent consultant and trainer, based in the UK but consulting and training throughout Europe and further afield. The focus of his work is in programming languages, OO, patterns, software architecture,

and agile processes and practices. He is co-author of A Pattern Language for Distributed Computing and On Patterns and Pattern Languages, two volumes in the Pattern-Oriented Software Architecture series and a current and past columnist for various publications.

## Do 3.1 e4 Preview: CSS Styling and Workbench Modeling

09.00-10.30

The next major version of Eclipse, code name e4, will bring many new and exciting things on the table. One new feature is the capability to use CSS for the UI styling of RCP applications. Kai will show his e4 contacts demo that makes extensive use of CSS styling. He will go into details (like linear and radial gradients) and discuss further challenges and opportunities. Another aspect of an e4 based RCP application is the capability to model the workbench UI. Kai will explain and discuss this feature using his contacts demo.

**Target Audience:** Architects & Software Developers interested in e4

**Prerequisites:** Basic Java & Eclipse knowledge • **Level:** Intermediate



**Kai Tödter**

is a senior software engineer/architect at Siemens Corporate Technology. He has more than 12 years of Java experience and is an internationally renowned expert in the area of rich client platforms. He

represented Siemens in the Java Community Process (JCP). Kai represents Siemens in the Eclipse foundation and is active committer in the e4 project.

Thursday 28. Jan 2010

### Do 6.1 Using Domain-Specific Languages in Product Line Engineering

09.00-10.30

Mainstream PLE uses feature models to describe variability and then maps the variability to source code. DSLs can be a very useful addition here: you can describe variability with DSLs, map feature-based variability to models and add variability to model transformation and code generators. In this session I explain the relationship between PLE and MDD and address the above topics specifically. All concepts will be demonstrated with existing tools, mostly from Eclipse Modeling.

**Target Audience:** Developers and Architects who have a basic knowledge of modelling and product line engineering



**Markus Vöiter**

works as an independent consultant and coach for itemis. His focus is on architecture, model-driven software development, domain specific languages and product line engineering. He is a regular speaker at conferences and (co-) author of several books, patterns and articles.

### Do 8.1 Software Architecture: From Boxes and Lines to Design Decisions

09.00-10.30

Traditionally, software architecture addresses early systems development stages. Alternatively, in the context of agile software development teams, software architecture design is often considered unnecessary. In our experience the primary role of software architecture is during software evolution and for inter- and intra-team coordination. The talk presents the problems associated with traditional views of architecture, introduces the concept of architectural design decisions and finally discusses how architects and teams can use the notion to simplify system and architecture evolution.

**The target audience** is quite diverse range of people involved in software development, ranging from developers and architects to development and product managers. Also, business leader benefit from the presentation as provides an end-to-end perspective, ranging from business strategy to architectural, process and organizational aspects.



**Jan Bosch**

is VP, Engineering Process at Intuit Inc. He received a MSc degree from the University of Twente, The Netherlands, and a PhD degree from Lund University, Sweden. His research activities include compositional software engineering, software architecture design, software product families and software variability management. As a consultant, as a professor and as an employee, Jan has worked with and for many companies on strategic reuse in general and software product lines.

### Do 5.2 Scrum in FDA regulatory environment: How to use Scrum in MedTech projects

11.00-11.45

Scrum is the major agile development approach and has a proven track of success. How to use Scrum (no Scrum butt) in a strongly regulated MedTech environment and deliver on time applications validated by FDA authorities? How can you apply Scrum, experience flow and have a team enjoying the project in such constrained environments? We present success stories of two applications developed for laboratory in vitro diagnostics IVD analysis for the world's main player in the diagnostics market. Lessons learned, and pitfalls will be discussed.

**Target Audience:** Manager, Project Leader, Agile Developer

**Prerequisite:** basis knowledge Scrum

**Level:** intermediate



**Marcel Baumann**

is CTO of bbv Software Services AG and has 20 years of experience in software development in Java and .NET. The last five years he was Scrum master, product owner, and coach in various MedTech projects. He is speaker at technical universities and major events in Switzerland.

### Do 3.3 S.O.L.I.D. - Fifteen Years Later

14.30-15.30

The SOLID principles of OO design, which include the Single Responsibility Principle, the Open-Close Principle and the Liskov Substitution Principle, have been around for fifteen years! What are they? How did they start? How did they evolve? And are they still relevant in today's languages like Ruby, Java and Scala?



**Robert C. Martin (Uncle Bob)**

The SOLID principles of OO design, which include the Single Responsibility Principle, the Open-Close Principle and the Liskov Substitution Principle, have been around for fifteen years! What are they? How did they start? How did they evolve? And are they still relevant in today's languages like Ruby, Java and Scala?

Thursday 28. Jan 2010

### Do 6.3 A Framework for Modeling Software Product Lines

14.30-15.30

Architectural models help to properly exploit the commonality and variability in software product lines. Many architecture modeling notations have been proposed, but few are in use today. In this talk, I will show that these notations have focused almost exclusively on the technological aspects of architecture, and mostly have ignored the application domain and business context within which a software system exists. I will argue that technology, domain, and business together comprise a framework for properly capturing and understanding product line architectures. I will use the framework to evaluate a number of notations, including UML.

**Target Audience:** Architects, software developers, project managers

**Prerequisites:** familiarity with software architecture and UML 2.0

**Level:** Intermediate



**Nenad Medvidovic**

is an Associate Professor of Computer Science at the University of Southern California. He is the director of the USC Center for Systems and Software Engineering and is the Program Co-Chair of the

2011 International Conference on Software Engineering. Nenad is a recipient of several awards and a co-author of a new textbook on software architectures.

### Do 3.4 Locating and Addressing Performance Issues

17.00-18.00

Performance is resurfacing as a problem for developers. In this session we will see how we can locate the source of performance problems and ways to solve them. We will work top-down, looking first on why we might care about performance, where our software spends its time, and how we can identify those trouble spots. Depending on the type of workload we're facing, we will then examine specific tools we can use to drill-down towards the source of the problem and solve it. We will examine areas, include network performance, the overhead of operating system calls, disk input/output, specific program constructs, algorithms, and the memory hierarchy.

**Target Audience:** Architects and Software Developers

**Prerequisites:** None

**Level:** all Levels



**Diomidis Spinellis**

is a Professor of Software Engineering, a FreeBSD committer, and the developer of many popular open source packages. He has written the two award-winning "Open Source Perspective" books: "Code Reading" and "Code Quality" as well as dozens of scientific papers. He is a member of the IEEE Software editorial board, authoring the "Tools of the Trade" column. He holds a PhD in Computer Science from Imperial College London and is senior member of the ACM and the IEEE.

### Do 5.4 Modelling in the Age of Agility

17.00-18.00

The practice of modelling is often associated with heavyweight UML diagrams that are drawn up with the best intentions, but often either leave their readers confounded or are simply left to one side while the other activities in development proceed apace. Modelling has been associated with plan-driven approaches and big up-front analysis and design, at odds with the emphasis of agile approaches. There is, however, another side to modelling that deserves the attention of anyone involved in development, whether they adopt an agile mindset or not. Modelling is not the preserve of plan-driven methods, and the problem often lies not with modelling per se but with overdosing on models and failing to use modelling as an opportunity for communication. Models that are drawn up by individuals in isolation from one another are often the culprit. Often the secret to effective modelling is more in the -ing than the model.



**Kevlin Henney**

is an independent consultant and trainer, based in the UK but consulting and training throughout Europe and further afield. The focus of his work is in programming languages, OO, patterns, software architecture, and agile processes and practices. He is co-author of A Pattern Language for Distributed Computing and On Patterns and Pattern Languages, two volumes in the Pattern-Oriented Software Architecture series and a current and past columnist for various publications.

### Do 7.4 Hooking Stuff Together – Coupling, Messaging, and Conversations

17.00-18.00

As monolithic applications are quickly going the way of the mainframe dinosaur (no, not extinct, but relegated to specialized niche applications), we can expect to spend more time connecting services and components than developing new ones. Will this make developers obsolete because business analysts use the latest drag-and-drop tools to wire up components? Is coupling really so bad? Do we need distributed transactions? This talk describes the constraints of connected systems design and presents common design patterns to address some of the challenges.

**Level:** introductory



**Gregor Hohpe**

is a staff software engineer with Google, Inc. Gregor is a widely recognized thought leader on asynchronous messaging architectures and service-oriented architectures. He co-authored the seminal book "Enterprise Integration Patterns" and speaks regularly at technical conferences around the world.

Friday 29. Jan 2010

Fr 1

09.00-12.00 – 13.00-16.00

**09.00-12.00 Domain-Driven Design: The Basics**

Large information systems need a domain model. Development teams know this, yet they often end up with little more than data schemas which do not deliver on the productivity promises for object design. The tutorial will focus on three topics • The conscious use of the ubiquitous language on the project to refine and communicate models and strengthen the connection with the implementation • Forging an effective collaboration with domain experts • Key modeling patterns, such as aggregates, which are often not given enough attention.

**Target audience:** Practitioners, Managers**Prerequisites:** Basic knowledge of object modeling • **Level:** Intermediate**13.00-16.00 Domain Driven Design: Strategy**

Some design decisions have an impact on the trajectory of the whole project. Modeling is most needed in complex circumstances, yet the typical dynamics of large projects too often derail it or disconnect it from the real design. This tutorial will introduce them to a suite of techniques for that purpose. First, distilling a shared vision can focus development effort on real business assets, and tell when to push for excellence and when not. Then, "context mapping" addresses a vital fact of life: different groups model differently.

**Target audience:** Practitioners, Managers**Prerequisites:** Recommended: Experience on a multi-team software project. The primary target is the software development leader, but business leaders are encouraged to participate.**Level:** Advanced**Eric Evans**

is a specialist in domain modeling and design in large business systems. Since the early 1990s, he has worked on many projects developing large business systems with objects and has been deeply involved in applying Agile processes on real projects. Out of this range of experiences emerged the synthesis of principles and techniques shared in the book "Domain-Driven Design," Addison-Wesley 2004. Eric now leads "Domain Language", a consulting group which coaches and trains teams to make their development more productive through effective application of domain modeling and design.

**Hans Dockter**

is founder and CEO of Domain Language Germany. He has long-standing experience with Domain modelling and agile processes. He is also founder and project manager of Gradle.

Fr 3

09.00-12.00

13.00-16.00

**Development Infrastructure: Tooling with Open Source Software**

The tools we use to build software can have a dramatic impact on our productivity. Development infrastructure is an area where open source software excels. The availability of sophisticated open source development tools provides enterprises, big and (more importantly) small, with best-of-breed solutions in areas such as version control, build management, testing, performance measurement, issue tracking, code inspection, documentation, and visualization. Most open-source tools also use open standards and protocols. We can therefore easily combine tools together tailoring them to our environment and processes. The tutorial demonstrates such uses through numerous real-life examples. We developers can also participate as active stakeholders in the community building the tools we use. By voting with our code we can improve our everyday environment, interact as equals with respected professionals throughout the world, and learn valuable process and coding practices from well-engineered software.

**Target Audience:** Software Developers and Technical Managers**Prerequisites:** Familiarity with the Unix command-line interface**Level:** Beginner, Intermediate**Diomidis Spinellis**

is a Professor of Software Engineering, a FreeBSD committer, and the developer of UMLGraph and other open-source software packages, libraries, and tools. He has written the two award-winning "Open Source Perspective" books: "Code Reading" and "Code Quality" as well as dozens of scientific papers. He is a member of the IEEE Software editorial board, authoring the regular "Tools of the Trade" column. He holds an MEng in Software Engineering and a PhD in Computer Science, both from Imperial College London. Dr. Spinellis is senior member of the ACM and the IEEE.

Fr 4

09.00-12.00

13.00-16.00

**A 1-Day Crash Course in Test Design Methods**

Starting from a risk-based testing strategy an adequate test design is the key for effective and efficient testing. This tutorial explains first who should care about and use test design methods (these are not only the testers!). Next it presents a unique approach to foster the usage of test design methods in practice by delivering a systematic, structured and categorized overview about the different test design methods. Furthermore several of the test design methods will be explained and discussed in more detail; there especially combinatorial testing methods will be illustrated in-depth.

After this tutorial participants will not only understand the big picture of test design methods but they will be able to directly use this approach in their projects to improve effectiveness and efficiency in test case design.

**Target audience:** Test Designers, Test Engineers, Test Managers, Developers, Architects, Quality Engineers, Project Leaders**Prerequisites:** Basic knowledge about test design is assumed.**Level:** Intermediate**Peter Zimmerer**

is a Principal Engineer at Siemens AG, Corporate Technology. He has been working in the field of software testing for more than 18 years. At Siemens he performs consulting and training on testing strategies, testing methods, testing processes, test automation, and testing tools in real-world projects and drives research and innovation in this area. He is an ISTQB Certified Tester Full Advanced Level and regular speaker at international testing conferences in Europe, Canada, and USA.

Friday 29. Jan 2010

Fr 7

**Beyond the Gang of Four**09.00-12.00  
13.00-16.00

When software developers mention design patterns, the chances are that they are talking about Design Patterns, the classic book by the Gang of Four, rather than design patterns in general. Even when they are talking about the pattern concept, as opposed to specific patterns, they often think in terms of the form and idea presented in GoF, and rarely beyond. However, the practice of software design is a far larger space than can be covered by a modest vocabulary of 23 patterns.

This talk revisits the GoF patterns, reflects on them, deconstructs them, and re-evaluates them from the practitioner's perspective: why creational patterns such as Abstract Factory and Builder are missing a vital ingredient to be proper parts of an architectural vocabulary; why Singleton decreases a system's flexibility and testability; why Iterator is not always the best solution for traversing aggregates; and what you can do about it.

**Target Audience:** Architects and Software Developers

**Prerequisites:** Basic familiarity with patterns

**Level:** Intermediate

**Frank Buschmann**

is a Principal Engineer at Siemens Corporate Technology in Munich, Germany, where he leads a team of architects doing research in software architecture and design technologies and supporting development organizations in applying these technologies to develop innovative software products.

**Kevin Henney**

is an independent consultant and trainer. The focus of his work is in programming languages, OO, patterns, software architecture, and agile processes and practices. He is co-author of A Pattern Language for Distributed Computing and On Patterns and Pattern Languages and a current and past columnist for various publications.

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	14:00 - 14:45	<input type="checkbox"/> Di 1.2	<input type="checkbox"/> Di 2.2	<input type="checkbox"/> Di 3.2	<input type="checkbox"/> Di 4.2	<input type="checkbox"/> Di 5.2	<input type="checkbox"/> Di 6.2	<input type="checkbox"/> Di 7.2	<input type="checkbox"/> Di 8.2
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