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| **LCSI** | **Séminaire**<br>**Lundi 03 décembre 2018 à 13H00**<br>**Salle DPGR** |

# Software Product Line Engineering: Concepts, Principles and Research Directions

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## Abstract

Software Product Lines (SPLs) represent one of the most exciting paradigm shift in software development in the two last decades. Multiple approaches have been proposed addressing the different activities of variability design and manipulation, reusable assets implementation or product derivation. In this talk, we introduce in the first part a summary of the research literature related to SPL engineering. In the second part we will present our recent work on what is referred to as SPL re-engineering that consists in extracting SPL from existing legacy systems. The talk will be guided by many demonstrations using open source tools to concretely show the presented concepts. In particular, we will show how SPL can be used to manage variability in the context of a programming game-rich variability system (Robocode). We will also present BUT4Reuse, our platform for SPL re-engineering.

## Shedule

10H00 – 12H00:   Internal lab meeting
13H00 - 15H00: Talk and discussion

## Biography

Tewfik Ziadi is currently an Associate Professor at « Sorbonne Université » and a researcher at « Laboratoire d'Informatique de Paris 6 » (LIP6). He received his Ph.D. from the University of Rennes 1 in 2005 and his habilitation (HDR) in 2016 from UPMC. His main research area of interest is related to Software Product Lines with different contributions published at ASE, SPLC or IST journal. He is a co-developer of the BUT4Reuse platform for Bottom-Up technologies for Reuse. He is the scientific coordinator of the ITEA REVaMP[2] project and the general co-chair of the Systems and Software Product Line Conference (SPLC 2019).