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Guide

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This book is a self-contained,
practical introduction how to use
FeatureIDE for modeling and

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implementing variable systems. In particular, readers learn how to analyze domains using feature models, specify requirements in form of configurations, and how to generate code based on conditional compilation and

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feature-oriented programming. Given the interactive style of the book, readers can directly try out the open-source development environment. All code examples are available in the standard distribution on GitHub and can

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immediately been used for individual modifications. Each part of the book is presented as a step-by-step tutorial and additionally illustrated using an ongoing example of elevator control software written in Java.

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Written by the core development team of FeatureIDE, this book is suitable for students using a tool for deepening the theoretical foundations of variability modeling and implementation, and as a reference for

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practitioners needing a stable and scalable tool for industrial applications. FeatureIDE is the most used open-source tool for feature modeling and has been continuously improved since 2004. The success of

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FeatureIDE is due to being a vehicle for cutting-edge product-line research by still providing an easy-to-use and seamless integration into Eclipse.

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McKay, Mark Kraeling and Robert Oshana. Road map of key problems/issues and references to their solution in the text Review of core methods in the context of how to apply them Examples demonstrating

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timeless implementation details
Short and to- the- point case studies show how key ideas can be implemented, the rationale for choices made, and design guidelines and trade-offs
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Unified Modeling Language (UML) 2.0, this tutorial offers a solid understanding of each topic, covering foundational concepts of object-orientation and an introduction to each of the UML diagram types.

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Java is the preferred language for many of today's leading-edge technologies—everything from smartphones and game consoles to robots, massive enterprise systems, and supercomputers. If you're new to Java, the fourth

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Learning UML 2.0

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project in this compact to-the-point book. It covers how to automate tasks using TEA and focuses on simplifying and aiding the creation of extensions for the Eclipse IDE in a way which makes them accessible both from the IDE's UI and in a headless fashion from

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the command line. Additionally, Eclipse TEA Revealed explores the library of pre-built components included with TEA, mostly in the area of rich client platform (RCP)-based Java application development, for building projects, updating sites,

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dealing with target platforms, and more. After reading and using this book, you'll be up to speed on the fundamentals of Eclipse TEA and ready to use it for more productive Java-based application builds and developments. What You Will Learn

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Eclipse IDE and/or setting up headless environments based on Eclipse.

Java programmers know how finicky Java can be to work with. An omitted semi-colon or the slightest typo will cause the Java command-line compiler to spew pages of annoying error

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messages across your screen. And it doesn't fix them--that's up to you: fix them, compile again, and hope that nothing goes wrong this time. Eclipse, the popular Java integrated development environment (IDE) provides an elegant and powerful

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and how to effectively use JUnit. But the meaty part of the book is its collected unit testing wisdom from people who've been there, done that on production systems for at least 15 years: veteran author and developer Jeff Langr, building on the wisdom of

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of Honeycomb-specific material, from dynamic fragments, to integrating navigation into the action bar, to creating list-based app widgets. It also has a chapter on using NFC, the wireless technology behind Google

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explained and afterwards you have several exercises to practice your learning. You will be guided through all relevant aspects of Eclipse 4 development using an comprehensive example which you continue to extend

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JUnit, created by Kent Beck and Erich Gamma, is an open source framework for

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test-driven development in any Java-based code. JUnit automates unit testing and reduces the effort required to frequently test code while developing it. While there are lots of bits of documentation all over the place, there isn't a go-to-manual that serves as a quick reference for JUnit. This Pocket

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Guide meets the need, bringing together all the bits of hard to remember information, syntax, and rules for working with JUnit, as well as delivering the insight and sage advice that can only come from a technology's creator. Any programmer who has written, or is writing, Java Code will find this book

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valuable. Specifically it will appeal to programmers and developers of any level that use JUnit to do their unit testing in test-driven development under agile methodologies such as Extreme Programming (XP) [another Beck creation].

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