

Concept

		E
0	S	E
		0

Educational Objectives

- an excursus on modern operating-system design *and* implementation
 - focusing on system-software flexibility, portability, and scalability
- the use of software-engineering techniques in system-software design
 - feature modeling [3]
 - program families [5]
 - object orientation [8]
 - aspect-oriented programming [4]
- an inauguration into the secrets and a rationale of PURE [1]

Subject Matter

introduction	a first problem analysis
fundamentals	domain analysis, program families, and object orientation
case study	design and development of TAL, a <i>threads abstraction layer</i>
discussion	things nice to have and not to have
revision	aspect orientation
conclusion	lessons learned

Prerequisites

- structured computer organization, **operating systems**
- C/C++, assembler
- enjoy system-level programming
- no fear of stuff hard to digest
- some sort of **staying power**

Syllabus

- one **lecture** per week, two hours each 2 SWS
 - subject presentation
- one **seminar** per week, two hours each 2 SWS
 - subject consolidation
 - practice discussion
- computer **practice** N hours per week, $0 < N \leq 164$ 0 SWS

Achievement Control

- practice

- *pass* in case of successful elaboration of all exercises
- *consultation* in case of unsuccessful elaboration of one exercise
- *fail* otherwise, or enjoy

- **examination** on lecture *and* seminar stuff

Academic Staff

- Wolfgang Schröder-Preikschat.....professor
– <http://www4.informatik.uni-erlangen.de/~wosch>
- Olaf Spinczyk.....assistant
– <http://www4.informatik.uni-erlangen.de/~spinczyk>

Suggested Reading

- [1] D. Beuche, A. Guerrouat, H. Papajewski, W. Schröder-Preikschat, O. Spinczyk, and U. Spinczyk. The PURE Family of Object-Oriented Operating Systems for Deeply Embedded Systems. In *Proceedings of the 2nd IEEE International Symposium on Object-Oriented Real-Time Distributed Computing (ISORC'99)*, St Malo, France, May 1999.
- [2] J. O. Coplien. *Multi-Paradigm Design for C++*. Addison-Wesley, 1999. ISBN 0-201-82467-1.
- [3] K. Czarnecki and U. W. Eisenecker. *Generative Programming—Methods, Tools, and Applications*. Addison-Wesley, 2000. ISBN 0-201-30977-7.
- [4] G. Kiczales, J. Lamping, A. Mendhekar, C. Maeda, J.-M. Loingtier, and J. Irwin. Aspect-Oriented Programming. In M. Aksit and S. Matsuoaka, editors, *Proceedings of the 11th European Conference on Object-Oriented Programming (ECOOP '97)*, volume 1241 of *Lecture Notes in Computer Science*, pages 220–242. Springer-Verlag, June 1997.
- [5] D. L. Parnas. Designing Software for Ease of Extension and Contraction. *IEEE Transactions on Software Engineering*, SE-5(2):128–138, 1979.
- [6] W. Schröder-Preikschat. *The Logical Design of Parallel Operating Systems*. Prentice Hall International, 1994. ISBN 0-13-183369-3.
- [7] W. Schröder-Preikschat. Operating-System Engineering. <http://www4.informatik.uni-erlangen.de>, 2002.
- [8] P. Wegner. Classification in Object-Oriented Systems. *ACM, SIGPLAN Notices*, 21(10):173–182, 1986.