Variation Mechanisms and Multi-view Architecting in Platform-based Product Family Development
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Chapter 2
Overview of the Articles

This chapter gives an overview of the papers that are presented in this thesis. It is divided into three parts, as mentioned in section 1.3:

- Variation Mechanisms in Product Family Architectures
- Multi-view Architecting, Quality Attributes and Design Aspects
- Product Family Development and Evolution

Together with the papers included in this thesis, we also give an overview of related papers in section 2.4.

2.1 Part I: Product Family Architectures and Variation Mechanisms

The papers presented in this part present two ways of dealing with variation within a product family. The papers are based on work that has been performed for two product families at Philips Medical Systems.


2.2 Part II: Multi-view Architecting, Quality Attributes and Design Aspects

The papers presented in this part show how multiple views can be used during the architecting and design of a product family. The focus lies on the quality attributes and design aspects and the relationship between them.


2.3 Part III: Product Family Development and Evolution

The papers presented in this part provide guidance on how to carry out product family development and evolution. This work is based on experience gained with product families of PMS and PKI. Both technical and non-technical topics are addressed.

- **Chapter 8**: Jan Gerben Wijnstra, *Classifying Product Families using Platform Coverage and Variation Mechanisms*, accepted for publication in Software Practice and Experience. [119]

2.4 Related Work

In addition to the six papers that form the content of this thesis, other related work is also available in the form of papers, workshops and tutorials. This work is listed below:

Overview of the Articles

Hawaii International Conference on Software Sciences (HICSS-38), Big Island (USA), January 2005. [92]


