### what is a feature?

a qualitative study of features in industrial software product lines

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# Professor, what is a feature?



# we found 35 definitions of "feature"



## features in industry



# long-term goals

develop a model of what features are

design a feature prediction model

provide a more operational definition



# we qualitatively study real features

research questions

RQ1. What reasons cause companies to perceive a feature as typical, atypical, good or bad?RQ2. What are important characteristics of features?

subjects

three companies, six interviewees

selected 23 features typical, atypical (outlier), good, bad

interviews (~1.5h) and analysis guided by feature facets



feature name and description

### 20 feature facets guided interviews and analysis

**description** (rationale, nature, representation, position in hierarchy)

organization (level, responsibility)

**implementation** (scope, architectural responsibility, dependencies, implementation and deployment, inclusion/exclusion, binding time)

usage (use, evolution, metrics)

**process** (definition and approval, lifecycle purpose, testing, quality and performance)

# **SUBJECT COMPANIES**

# Keba









clone-and-own reuse

ecosystem with internal and external developers

diverse feature representations

- product maps
- configuration tools
- code-level mechanisms

# **Opel (General Motors)**



Gears

feature level



# Danfoss



# interviewees

	part.1	role	exp. <sup>2</sup>	features
Keba	А	developer	12	LIN_Movement, Oscilloscope, Euromap, Silent_Mode
	В	product manager	19	ProfiNet_Slave, Wizard, Manual_Configuration, User_Guidance
	С	developer	3	Language_Translation, Production_Overview, DataManager, Heat-Up_Optimization
Opel	D	team lead/ architect	5	Lane_Keeping, Park_Assist, Emergency_Braking
<b>OSS</b>	Е	architect	4	Torque, Cascade_Controller, Product_G, Power-Up_FastFuncs
Danf	F	team lead	8.5	Wobbler, Field_Bus, Reset_Fix, Board-Support_Package
	<sup>1</sup> participa	unt (interviewee)	<sup>2</sup> exper	ience with the product line in years

participant (interviewee)

experience with the product line in years

selection of

# RESULTS

classification rationales

# **GOOD AND BAD FEATURES**

# individual features



good feature

popular with customers popular with developers well implemented error-free thoroughly tested architecture-conform distinct functionality bad feature

customer complaints duplicate features workaround ("hack") defect features test challenges optional feature highly volatile



selection of results

# **CROSS-CASE ANALYSIS**

# distinct functionality

What is problematic is when it's too little specific.

graspable / distinct features are good features

vague features are bad features

Customers did not know what to expect.

position in hierarchy

interviewees preferred to talk about leaf or top-level features

## outlier features

O1: Features do not only address functional or non-functional concerns that end up in a product. Features are also used for atypical purposes, such as supporting a system's lifecycle.

target dedicated lifecycle purpose (build, startup, QA)

incomplete process sufficient

restricted to some organizational levels

coordinated by subset of roles (responsibility)

# examples of outliers

We didn't really know how to improve it.

### Keba.UserGuidance

placeholder for future functionality (usability improvement)



### Danfoss.BoardSupportPackage

improve maintainability of Hardware Abstraction Layer

### Danfoss.PowerUpFastFuncs

move functions from flash to RAM



# features and parameters

O2: Parameters are not treated in the same way as features.

### nature of features

almost every feature came with configuration parameters

large parameter databases exist

parameters have no process attached no architectural responsibility no dedicated responsible role

# cross-cutting features

O3: Scattered feature implementations do not necessarily lead to problematic features.

scope of a feature is not a differentiator between good and bad half of the studied features were cross-cutting

There can be good reasons for a scattered feature implementation.

O5: Scattered features that have to be tested are problematic.

cross-cutting features problematic with manual testing processes only testable at integration time potentially require hardware

Passos, Padilla, Berger, Apel, Czarnecki, Valente, "Feature scattering in the large: A longitudinal study of linux kernel device drivers," MODULARITY, 2015.

## immature features

O4: A rushed development process causes problematic features.

observed a diversity of different processes

process is not a differentiator between good and bad

but usually time pressure

There was an extreme pressure from the customer side.

Keba.ManualConfiguration

Danfoss' time-boxing experiment

We were told not to think, just to implement.

# nature and use of features

We need that for the [...] controlling.

features are primarily a unit of functionality used for communication among developers and customers used for scoping and creating awareness for software reuse

can serve as a unit of variability when necessary

*It rather felt like it's a bug from the perspective of the customer.* 

### Keba.DataManager

introduced to provide low-level machine-data access making it optional caused significant effort



It went back and forth: it's a bug, it's a feature, it's a bug, it's a feature; and then we said OK it's a bug.

#### future work

study feature lifecycles create a model of what features are design a prediction model study other companies

### we studied 23 real features

elicited key characteristics (facets) studied good and bad practices theory-building from cases

contributions for practitioners and researchers

# thanks for your time!



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