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Applying patterns	in embedded	systems ·	design for	managing	quality	attributes	and	their
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## Stellingen

behorende bij het proefschrift

## Applying Patterns in Embedded Systems Design for managing Quality Attributes and their Trade-offs

van

## Daniel Feitosa

- 1. Apart from improving the structure of a software system, the use of design patterns can also promote quality attributes such as correctness, performance, and security.
- 2. Classes that do not participate in GoF design patterns instances are more probable to violate good coding practices that impact runtime quality attributes.
- 3. Classes that participate in single pattern instances exhibit higher levels of quality compared to classes that participate in coupled pattern instances.
- 4. The structural complexity and change-proneness of a pattern-participating class are inversely correlated with their quality as expressed through the number of violations of good coding practices.
- 5. The use of design patterns does not necessarily incur greater energy consumption. Design solutions that are more complex in terms of lines of code and method invocation may consume as much or even less energy than an equivalent non-pattern solution.
- 6. In industrial software systems, pattern grime accumulates in a linear fashion. Factors such as the type of pattern, the type of project and the developers themselves can influence the rate of grime accumulation.
- 7. The levels of correctness, performance and security are correlated with the deterioration of design pattern instances through pattern grime.
- 8. Quality attributes that are not of paramount importance to critical embedded systems, such as reusability, are more commonly compromised in favor of critical quality attributes, such as correctness, performance and security.
- 9. Perspective is a powerful tool for a researcher; or any person. The essential problem and involved variables do not change, but finding an appropriate point of view to work with them may make the difference between halt and accomplishment.