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I. Introduction

Context-aware systems [1] are systems that adapt their behavior dynamically when sensing changes in the surrounding environment in which they run. These changes may come from changing user preferences, external sensors (weather, localisation), or internal sensors (battery, memory) of the device. The paradigm of context-oriented programming [2], [3] provides dedicated programming language abstractions to adapt the behaviour of a software system dynamically upon changing contexts. In context-oriented programming (COP), contexts and behavioural adaptations are first-class language entities. The behavioural adaptations get (de)activated in the code whenever their corresponding contexts become (de)activated. Many different COP languages exist [4]–[14]. We also proposed our own specific programming framework [15], RubyCOP, to implement context-oriented systems in which we explicitly separate the notions of contexts and features. This clear separation promotes a better maintainability and reusability in developping such systems. Our RubyCOP programming framework is part of a more complete approach to feature-based context-oriented software development, which also consists of an architecture [16], a supporting development methodology and two visualisation tools [17], [18]. This presentation will focus only on the programming framework.

II. Feature-based context-oriented programming

Feature-based context-oriented programming (FBCOP) builds upon context-oriented programming [3], feature modelling [19] and dynamic software product lines [20]. In this new programming paradigm, contexts and features are clearly separated and modelled in terms of a feature diagram to represent, respectively, a context model and feature model. Such models are tree-like structures where the nodes represent the contexts or features and the edges represent the constraints between the different nodes. A context-feature mapping then expresses what contexts trigger what features in order to adapt the system behaviour when contexts change.

III. RubyCOP

Following the underlying principles of FBCOP, we built an application programming framework on top of the *Ruby* programming language. This programming framework provides native buildings blocks to declare contexts and features as first-class citizens. It also provides dedicated abstractions and language constructs to define the context model, the feature model and the mapping between the context and feature model. In addition it offers specific language constructs to implement the adaptive behaviour of the features (code of the features that adapts or refines the system behaviour). Some of these dedicated language constructs are listed in Table I.

TABLE I
RubyCOP's Language Constructs for Feature Definitions.

can_adapt	Declares what application classes may be adapted by a given feature part.
set_prologue	Defines what code of a feature part should be executed automatically after the activation of a feature.
set_epilogue	Defines what code of a feature part should be executed automatically before the deactivation of a feature.
proceed	Calls the previous adaptation or default behaviour of a given method.

Finally, our programming framework also abstracts the entire process from the (de)activation of contexts to the deployment of features in the system behaviour, via the selection of features and their (de)activation. This includes the attempt to (de)activate the contexts and features according to the constraints imposed by their corresponding models, and their commits or rollbacks if the models are valid or not (i.e., if all model constraints are satisfied).

IV. Assessing the framework with programmers

To assess whether our programming framework is understandable, useful and usable, we conducted two user studies with programmers. It is important to assess such properties with developers because a too complex or unusable framework would never be used in the future to conceive such highly dynamic systems. In the presentation we will discuss a first user study with 41 students who played the role of programmers of FBCOP applications.

While they appreciated the framework's expressiveness to build context and feature models, they lacked some expressiveness to implement feature definitions. They also found the framework to be complex, despite of the supporting methodology and visualisation tools. This could be explained by the steep learning curve of the full FBCOP approach and a lack of documentation of the framework. But also by the intrinsic complexity of building context-aware systems that can adapt their behaviour dynamically to many different contexts.

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