Index

A
abstract aspect, 248-263, 273
 aspect attribute, 252
 aspect methods, 253
abstract pointcuts, 254
accessor operations, 72
accommodating evolution, 45
addCrystals(), 241
adding requirements, 129
advice
 defined, 254
adviceexecution(), 340
allow theme, 326
 initial themes, 318
 grouping themes, 321
 with the enforce theme, 326
AND operator, 215
AND NOT operator, 215
application launch theme, 331
 shared requirements, 328
 with the download theme, 331
 composed using bind[], 333
application registration theme, 323, 341
Application.start() method, 339
aspect, 246
 abstract, 262, 273
 concrete, 258, 267, 278
 identification, 19, 65, 87, 132, 134-144
AspectJ, 77, 246
 abstract aspect, 262
 advice, 254
 aspect attribute, 252
 aspect methods, 253
 interfaces, 251
 pointcuts, 254
 advice, 246
 concrete aspect, 258, 267
 binding to the aspect’s interfaces, 259
 binding to concrete pointcuts, 260
 concrete implementations, 260
 declare precedence, 261
 extending abstract aspect, 259
 intertype declarations, 246, 251-254, 268-272
P2PCommunication theme, 261
pointcuts, 246, 260
thisJoinPoint, 255
track-energy theme, 250
aspect-oriented programming (AOP), 3, 245
aspect-oriented programming (AOP) languages, 245
aspects
  in analysis, 6, 64, 135
  aspect themes, 16
case for, 3
defined, 4, 56, 99
  in the Crystal Game
    challenge theme, 124, 125, 141, 144, 149
    drop theme, 143, 146, 147, 149, 150, 174
    track-energy theme, 125, 136, 137, 141, 144, 149, 185-197, 235-237, 250, 262
in design, 6, 75, 161, 177
designing, overview of, 161
development lifecycle, 6
  identifying, 65, 87, 132, 134-144
  viewing, 70
AspectWerkz, 246, 272
abstract aspect, 273
  advice, 276
  intertype declarations, 273
  pointcuts, 276
concrete aspect, 278
  concrete pointcuts, 278
  concrete intertype declarations, 278
defined, 272
deployment descriptor, 280
  track-energy theme, 273
association
  and dominance, 66, 133
  making, 141
association relationships, 106
asymmetric separation, 7, 22
Audible class, 307
audible theme, 304
  design of concept sharing themes, 304-305
audio-pause theme
  grouping themes, 301
  in identifying aspects, 306
  refining themes, 299
  in split themes, 299
audio-resume theme
  grouping themes, 301
  in identifying aspects, 306
audio-save theme, 299, 306
  grouping themes, 301
  in identifying aspects, 306
  refining themes, 299
  in split themes, 299
audit-based theme, 321
  in a composition, 333
  grouping themes, 321
  initial themes, 318
  with the launch theme, 328
  as a licensing theme, 332
  removing minor themes, 320
  splitting requirements, 323

B
base themes, 16
  analysis, 61, 111, 119, 132
  analysis, theme responsibilities, 132
  design, 72, 158, 165
  designing, overview of, 158
  viewing, 68, 107
base triggers aspect, 133, 138
base triggers aspect rule, 66, 136
begin theme
  in an individual theme view, 153
  initial themes, 115
  unifying themes, 124, 125
behavioral group, 181
bill theme, 327, 330
  identifying aspects, 322
  in initial themes, 318
  with the launch theme, 328
removing minor themes, 320
removing themes, 327
sharing requirements, 327
splitting requirements, 323
in Usage Registration, 330
bind[] tag, 80, 213, 236, 240

C
C++, 35
challenge theme, 124, 125, 141, 144, 149
in the base triggers aspect rule, 138
in chains of crosscutting, 143-144
with the duel theme, 140
initial themes, 113, 115
in large relationship views, 119
in making associations, 141
postponing decisions, 144-145
with the track-energy theme, 137, 141
unifying themes, 124
viewing aspect themes, 153
changeEnergy(), 253
check-def-use theme, 85, 89
in a composed theme, 92
in a composition, 91
designing and composing themes, 90
in finding the themes, 85
in identifying aspects, 87
postponing decisions, 89
in requirements, 84-85
in reworking themes and requirements, 87
checkMethod(), 339
checkModel(), 339
check-style, 85, 89
in a composed theme, 92
in a composition, 91
designing and composing themes, 90
in finding the themes, 85
in identifying aspects, 87
in requirements, 85
checkSyntax() method, 56
check-syntax theme
in concept sharing, 55
in a composed theme, 92
in composition, 91
in crosscutting, 56
in crosscutting composition, 80
in design, 73-74
in evolution, 85
in finding the themes, 59
in identifying aspects, 65-66
identifying themes and entities, 61
postponing decisions, 89
in refining themes, 63, 64
in shared-concept composition, 79
in themes at analysis, design and composition, 54
viewing base themes, 68-70
choosing initial themes, 111
ClassName.*, 215
class-responsibility-collaboration (CRC) cards, 96
composed themes, 81
shared concepts, 81
composite pattern, 39, 243
composition relationship, 22, 78
AND operator, 215
AND NOT operator, 215
bind[] tag, 80, 213, 236, 240
crosscutting composition, 83, 235
dontMatch tag, 222, 225
match[name] tag, 78, 90, 204, 220
merge integration, 206
override integration, 208, 223, 228
prec tag, 233
resolve tag, 234
shared concepts composed, 79, 201, 215
ThemeName[... ] tag, 79
composition specification. See composition relationship
concept sharing, 15
  in the Crystal Game, 165
  in the Phone Features case study, 303
  in the Usage Licensing case study, 330
themes, 54, 78
Concern Manipulation Environment (CME), 246, 281
aspect themes, 286
  composition specification, 290
  standard Java for, 286
base themes, 282
  composition specification, 285
  standard Java for, 283
open framework, 281
concrete aspect, 258, 267, 278
  base themes, 268
concrete pointcuts, 260, 278, 338
control flow, 179
create theme, 124, 125
  initial themes, 113, 115
  unifying themes, 124, 125
crosscutting, 16
  chains of, 143
crosscutting behavior
  binding, 80, 213, 236, 240
  control flow, 179
  invoking rules, 183
  and templates, 178
crosscutting-enough test, 136
crosscutting-relationship view
  abstract concept of, 105-107
  in the Crystal Game, 142
  in the EES, 67
  for grouped themes, 123
  in the Phone Features case study, 303
  in the Theme/Doc analysis process, 109
  tool support for, 102
  in the Usage Licensing case study, 329
crosscutting themes, 56, 61, 242
identifying, 64
crosscutting theme view, 105
Crystal Game, 111, 197, 243, 297, 343
  character types, 344
  game architecture, 167
  game setup, 344
  interaction between players, 347
  interaction with nonplayer characters, 347
  playing the game, 345
  requirement
    nontrivial verbs in, 113
    requirements, 343, 344, 348
  starting the game, 344
  themes, 245
  crystals attribute, Player classes, 234
  crystalsTouched(), 240, 241

decide on the themes activity, 109
decorator pattern, 48, 49
define theme
  with the check-syntax theme, 73
  in composition, 79, 81, 91
  design, 71, 72
  individual theme design, 73
  individual theme view, 69
  initial themes, 61
  refining the set of themes, 64
  re-named to the grammar theme, 89
  reworking themes and requirements, 87-88
defUseCheck() operation, 46
designing base themes, 72, 158, 165
designing themes with Theme/UML
  aspect themes, 75, 161, 177
  base themes, 72, 158, 165
design patterns, 2, 45-50
determine theme
  initial themes, 61
refining themes, 64-65
determine theme responsibilities activity, 109
Dijkstra, Edsger, 3
display theme
in the Crystal Game analysis
with the enter-location theme, 138
initial themes, 113, 114, 115
knowing when you're done, 146-150
postponing decisions, 145
splitting requirements, 130-131
unifying themes, 124
in the EES
in concept sharing, 55-56
identifying aspects, 66
initial themes, 61
with the log theme, 75
refining the themes, 63-64
distribute-crystals theme
in analysis
postponing decisions, 146
splitting themes, 122
table of requirements, 124
unifying themes, 123-125
in design
in base themes, 165-166
individual theme design, 173-174
Distributed Feature Composition (DFC) architecture, 30
distribute theme
initial themes, 115
splitting themes, 121-122
do_energyAction(...) template, 189
do_logged_op(), 77
dominance means association rule, 66,
133, 135, 136
do_moveLocation(...) template, 179
dontMatch tag, 222, 225
download theme, 331, 341
composing themes, 332-334
designing themes, 330, 331-332
grouping themes, 321
identifying aspects, 322
initial themes, 318
postponing requirements, 323
refining themes, 317
as a use case, 314
duel theme
in analysis
with the enter-location theme, 138-140
identifying objects, 151
initial themes, 113, 114, 115
in large relationship views, 119
in the is the aspect crosscutting enough test, 139-141
postponing requirements, 145
requirements table, 140
splitting themes, 119-122
viewing base themes, 152
in composition
in binding to crosscutting themes, 235
in combining integration policies, 231-232
in explicit matching, 217-218
in implicit matching, 221
in a merged container class, 224
in merging operations, 225-226
in override integration, 228-230
in resolving conflicts, 233
in theme precedence, 233
in design
as a base theme, 165-166
design of, 176-177
with the enter-location theme, 168-171
overview of designing base themes, 161
duel theme (cont.)
in implementation
  base themes, 268-271
  in composition specification, 285-286
  in standard Java for base themes, 283-285
duel-V2 theme, 228
drop theme
  associations, 141
  initial themes, 114, 115
  knowing when you’re done, 147-150
  postponements, 145-146
  unifying themes, 123

Edinburgh Language Technology Group (LTG), 113
encapsulation, 2, 13, 53
end-game theme, 127
in analysis
  with the drop theme, 143
  with the duel theme, 140
  grouping themes, 125-127
  postponing requirements, 145
  in design
    in base themes, 165-166
energyAction(..), 235
energyAction pointcut, 254
energyAction(..) template, 182, 188
EnergyEntityI interface, 253, 273
enforce theme
in analysis
  dividing behavioural responsibilities, 322
  grouping themes, 321
  initial requirements, 318
  with the launch theme, 328
  postponing requirements, 323
  shared requirements of, 325-326
  as a use case, 315
  in composition, 337, 338
  in design, 330
    as a licensing theme, 334-336
  in implementation, 339-341
enter-input theme
in analysis
  grouping themes, 127
  splitting themes, 120, 122
  unifying themes, 125-126
  in design
    in base themes, 165-166
enter-location theme, 120, 136, 137, 141, 168, 174, 215, 236, 271
in analysis
  in the base triggers aspect rule, 138-140
  in chains of crosscutting, 143
  in the dominance means association rule, 136-137
  identifying objects, 151, 152
  making the association, 141,143
  postponing requirements, 145
  requirements table, 138
  splitting themes, 120, 122
in composition
  in binding to crosscutting themes, 236
  in combining integration policies, 231-232
  in composing game themes, 216
  in explicit matching, 217-218
  in implicit matching, 221
  in matching design elements, 217
  in a merged container class, 224
  in merging operations, 225
  in theme precedence, 233
in design
  in base themes, 165-166
  design of, 168-171
with the **distribute-crystals** theme, 174
with the **start** theme, 172
in referencing template structure and behavior, 185
in implementation
in base themes, 268-271
in composition specification, 286
in standard Java for base themes, 283-285
**enter** theme, 120
in dealing with large relationship views, 119
initial themes, 113, 114, 115
splitting themes, 120, 122
**entities**
potential, identifying, 61
**evaluate** theme, 61, 63, 64, 69
in analysis
identifying aspects, 66
individual theme view, 70
initial themes, 61
refining the themes, 62, 64
in design, 71, 72
design of, 74-75
in relating themes that crosscut, 80-81
in relating themes that share domain concepts, 78-79
in specifying relationships between themes, 78
evolution, 84
object-oriented approach, 50
with Theme, 84
Expression.asString() method, 80, 84
Expression.check() method, 80, 84
Expression class, 56, 78, 90
expression entity, 61
Expression.evaluate() method, 80, 84
expression evaluation system (EES), 35, 59
applying object-oriented principles to designing, 35
applying Theme approach to, 54-92
evolving with OO design, 45
evolving with Theme, 84
expressions example. See expression evaluation system
**extend** theme
grouping themes, 321
initial themes, 318
**extreme programming (XP)**, 96

**F**
facilities, 30
facility, 29
feature-driven development (FDD), 94
feature-oriented domain analysis (FODA), 30
features, 29
Fowler, Martin, 23
functions, 29

**G**
gain theme, 125
with the **base triggers aspect** rule, 138
in chains of crosscutting, 143
with the **dominance means association** rule, 136-138
grouping themes, 125-127
initial themes, 113, 115
splitting themes, 120
unifying themes, 127
viewing aspect themes, 153
GameAdmin class, 171, 293
GameAdmin.join(..), 238
Game class, 225
GameComms class, 262
GameI interface, 273
game-setup theme, 132
  in analysis
    attaching requirements to themes, 132
  in design
    in base themes, 165-166
game theme, 217, 236, 237, 239, 240, 301, 303
  in composition
    binding to crosscutting themes, 236-240
    matching design elements, 217
  in implementation
    in composition specification, 291
    in standard java for base themes, 283
generic license model theme, 334, 335, 339
getEnergy() method, 253, 255
getOperand(), 72
goal-oriented requirements engineering, 31
grammar theme, 90
  gray nodes in individual aspect theme views, 190
  grouping sets of themes, 119, 321
  grouping themes, 125
H
  hegemony of the dominant decomposition, 3
HighPriority class, 306
I
  identifying aspects, 65, 87, 132, 134-144
  implementation, 25, 245
  individual view
    abstract description of, 107
  for aspect themes, 70, 153
  for base themes, 68-69, 152
  for displaying grouped themes, 123
  for incorporating new requirements, 130
  for planning design, 151, 159-166
  in the Theme/Doc analysis process, 109
  tool support for, 102
  initial themes, 318
initiate theme
  initial themes, 115
    with the start theme, 135
    unifying themes, 125
Interfaces, 34
intertype declarations, 246, 251-253, 268-272, 273, 278
J
Java, 35
joinGame pointcut, 254, 262
joinGame(. ) template, 182, 238
joinGame() template operation, 195
joinpoints, 340
L
launch theme, 328, 337, 342
  in composition, 337, 338
  design of, 335
    with the download theme, 331
    initial themes, 318
    with the licensing themes, 332-334
    requirements shared with other themes, 328
    in splitting requirements, 323
  licensing models, 317
Loan class, 10, 11
Location class, 293
LogFile.write() method, 77, 84
LoggedClass, 84
LoggedClass.loggedOp(..), 76
LoggedClass.loggedOp(..).
    loggedOp(..), 80
Logger.afterInvoke(), 42, 44, 47
Logger.beforeInvoke(), 42, 47
Logger class, 42
logging, 4, 5
    in the Crystal Game discussion, 136-137
    in the EES, 39, 42-44, 46-50, 56, 66, 68, 70, 75-77, 80, 81, 87
    in usage licensing, 318-320, 334, 336, 337
log theme
    in the Crystal Game analysis 56, 61, 63, 66, 68, 80, 136-137, 318
    in the Crystal Game design, 75, 77
    in the EES
crosscutting theme, 56
    in designing themes, 71, 72, 75-77
    in evolved requirements, 84
    initial themes, 61
    identifying aspects, 66, 87
    in relating themes that crosscut, 80
    refining themes, 63-64
    in viewing aspect themes, 70
    in viewing base themes, 68
    in the Usage License case study initial themes, 318
loseEnergy(), 252, 253
lose-energy theme, 125
    grouping themes, 127
    in an individual theme view, 187
    splitting themes, 122
lose-game theme, 125
    grouping themes, 125-127
    splitting themes, 122
1StateChange() template operation sequence diagram, 193

M
matched structural elements, 206
match[name] tag, 78, 90, 204, 220
media player theme, 301, 303
    in designing concept sharing themes, 303
    grouping themes, 301
    identifying crosscutting themes, 301-302
    with the preempt theme, 307
meet-character themes, 124, 135, 143, 144
meet-sage theme, 124, 125
    in analysis
    in attaching requirements to themes, 125
    in chains of crosscutting, 144
    splitting requirements, 135
    splitting themes, 122
    in design base themes, 165-166
meet theme, 122
    in dealing with large relationship views, 119
    initial themes, 113-115
    splitting themes, 120-122
meet-warrior theme, 125
    in analysis
    in attaching requirements to themes, 125
    in chains of crosscutting, 144
    splitting requirements, 135
    splitting themes, 122
    in design base themes, 165-166
meet-wizard theme, 124, 125, 131
    in analysis
    in attaching requirements to themes, 125
    in chains of crosscutting, 144
    splitting requirements, 131, 135
    splitting themes, 122
meet-wizard theme (cont.)
in design base themes, 165-166
menu-start theme, 299
menu theme, 147, 301, 303, 304
in composition, 305
designing concept sharing themes, 303-304
grouping themes, 301
identifying aspects, 301
refining themes, 299-300
splitting themes, 299
merge concerns, 206
with CME, 286
with intertype declarations, 268
merge theme designs, 206, 223, 231
metatag, 215
method calls theme, 136
minus entity, 62
MinusOperator, 37
minusoperator entity, 62
mix-and-match, 85, 89, 90
Model.check(…) method, 340, 341
modularization, 2, 9, 21, 22, 25, 28, 32, 40,
43, 44, 199, 262
moveLocation(…), 235
moveLocation pointcut, 254
moveLocation(…) template, 179-181

N
named-user license theme
initial themes, 318
postponing requirements, 325
newCrystals(), 241
newGame() request, 171
newLocation(…) event, 169
noncrosscutting themes, 56
non-gray behavioral nodes in individual views, 162
non-gray structural nodes in individual views, 162
notifyAfter(), 47
notifyBefore(), 47
NumberExpression, 37
numberexpression entity, 61

O
object-oriented design, 38
object-oriented software paradigm, 27
object-oriented units, 32
objects, 2, 33
comparing requirements to, 34
describing, 32
observer pattern, 47, 49, 239
observer theme, 239, 240
OORam model, 93
operating on requirements, 128
operating on themes, 119
override concerns, 208
with CME, 286
override designs, 208, 228, 231
overview of composing themes, 199
overview of designing with Theme/UML, 157
overview of the Theme/Doc process, 108

P
P2PCommunication theme, 190, 237,
239, 261, 267, 293
abstract aspect, 261
CME composition specification, 294
composition specification, 237
concrete aspect, 267
design, 190
structure, 196
pause theme, 299
pay-per-use theme, 319, 328
in composition, 333
initial themes, 318
with the launch theme, 328
with the licensing themes, 332
in removing minor themes, 320
splitting themes, 323

**phone theme**
in composition, 308, 310
as a product of a merge, 305

**plan for design** activity, 109
planning for design, 151
identifying objects, 151
viewing aspect themes, 153
viewing base themes, 152
Player class, 217, 225, 232, 283, 293
Player.crystalsTouched(), 241
Player.set, 215
plus entity, 62
PlusOperator, 37
plusoperator entity, 61
pointcut, 247, 254, 260, 276, 278
abstract pointcut, 254, 276
concrete pointcut, 260, 278

**populate theme**, 123, 125
initial themes, 115
unifying themes, 123
postponing requirements, 89, 106, 128,
131, 132, 133, 144, 145, 301
when examining shared requirements, 86
in knowing when you’re done, 145-147
as a requirement operation, 62
in the Usage Licensing case study, 323, 325

prec tag, 233
Preempted class, 306

**preempt theme**
in designing crosscutting themes, 306,
308, 310
grouping themes, 301
in identifying aspects, 301-302
individual theme view, 307, 309
refining themes, 299-300
print() method, 225

**prompt theme**
grouping themes, 127
initial themes, 113, 114, 115
pStateChange() template operation
sequence diagram, 193

**R**
RandomNumberGenerator class, 174
refactoring, 95
referencing template structure and
behavior, 183
relationship view, 103
in agile processes, 94—96
in the Crystal Game, 111-132
in the EES, 63
large relationship views, 119
in the Phone Features case study, 299-300
in the Theme/Doc analysis process,
109
tool support for, 102
in the Usage Licensing case study, 319-
327
requirements
attaching to themes, 125, 131, 132
comparing objects to, 34
describing, 28
new requirements
incorporating, 130
operating on, 128
postponing, 128, 144
shared, splitting, 134
splitting, 130, 134
requirements gathering processes, 31
requirements specification, 32
requirements units, 29
resolve tag, 234
reuse, 2, 28
re-user-oriented models, 30
runnable interface, Java, 252
save theme, 299
Savings class, 10, 11
scattering and tangling effect, 44
with design patterns, 49
scatter theme, 123, 125
scroll theme, 299
send theme, 320
separated themes, 242
sequence diagrams, 214
server contact theme, 323, 330
services, 29, 30
setChangeAmount(), 253
setOperand(), 72
setup-NPC.Location class, 223
setup NPC theme, 148, 175, 218, 221
setup player theme, 148
shared requirements, 19, 115, 154, 328
associating, 106
postponements of associations, 106
short messaging service (SMS), 297
show theme, 124
signal theme, 299
Singleton design pattern, 42
sms, 301
SMS theme, 297, 303
software development and the object-oriented paradigm, 1
software licensing. See usage requirements case study
split themes, 119
splitting requirements, 130
splitting up doesn’t work rule, 66
standard UML, 7, 178, 181
start-game theme, 132
start theme, 124, 141, 146, 171, 215, 226, 232, 299
stealCrystals(), 241
styleCheck() operation, 46
stylized Theme/Doc view, 18
symmetric separation, 9, 22
synchronization code, 4

takeCrystals(), 240, 241
tangling, 44
with design patterns, 49
tap theme, 125
templates
listing for a theme, 181-183
as parameters, 76, 180
test-driven development (TDD), 95
theme approach
applying, 17
goal for, 132
theme design, 157
Theme/Doc, 17, 57, 72, 199, 236, 310
analyzing requirements with, 17
view-generation tool, 110
Theme/Doc requirements, 111
Theme/Doc requirements analysis process, 108
choose-carefully-up-front approach, 112
combining approaches, 114
identify crosscutting themes, 64
initial set of themes, 59, 111-115
refining the themes, 62
prepare for design, 67
start-with-everything approach, 113
Theme/Doc views and tool support. See views in Theme/Doc
time identification activity, 19
ThemeName, 203, 216, 305
theme-orthogonality, 99
theme process overview, 57
theme-relationship view, 63, 115
large relationship views, 119
theme responsibilities, 132
themes
at analysis, design, and composition, 54
attaching requirements to, 125, 131, 132
composed, 81
composing, 77
composition, 89
collection sharing, 54, 78
crosscutting, 56, 61
defined, 13, 53
deleting unwanted themes, 127
design, 89
designing, 71
extreme programming (XP), 96
feature-driven development (FDD), 94
finding, 59, 85
  choosing initial themes, 85
  examining shared requirements, 86
fitting into existing development
  process, 23, 93
  agile processes, 94
  iterative approach, 93
  waterfall approach, 93
grouping, 119, 123
operating on, 119
potential, identifying, 61
refining the set of, 62
relationships between, 15, 54
relating themes that share domain
  concepts, 78
size, 92
specify relationship between, 78
structure and relationships of, 53
splitting 119
test-driven development (TDD), 95
unifying, 123
Theme/UML, 17, 25, 57, 90, 157, 199, 243, 330, 331
composing themes. See composition
  relationship
designing aspect themes, 75, 161, 177
designing base themes, 72, 158, 165
and maximum/minimum size for
  themes, 262
overview, 21, 71
specifying relationships. See composition
  relationship
traceability, 44
track-energy individual-theme view, 153
track-energy theme, 125, 136, 137, 141, 144, 185-197, 235-237, 250, 262
in analysis
  with the base triggers aspect rule, 138
  in chains of crosscutting, 143-144
  with the crosscutting enough test, 141
  with the dominance means association
    rule, 136-137
with the enter-location theme, 138
grouping themes, 125-127
in identifying objects, 151-152
individual view for, 153
in making associations, 141, 143
theme requirements table, 137
in viewing aspect themes, 153
in composition
  in binding to crosscutting themes, 235-236
  composition specification, 235
in design
  in crosscutting behavior templates, 179
design of, 185-190
in listing templates for a theme, 182
in implementation
abstract aspect, 250, 273
CME composition specification, 287
correspondence aspect, 258, 277
methods for tracking energy, 253
pointcuts, 254
transaction management, 4
triggers
  control flow restrictions on, 179

U
UnaryMinusOp, 37
unaryminusop entity, 62
UnaryOperator, 39
UnaryPlusOp, 37
unaryplusop entity, 62
unified software development process, 29
unifying themes, 123
units
  motivation for choosing, 34
unlimited-usage theme, 318, 326
unmatched elements, 206
usage registration theme
  in composition, 334
  designing themes, 330-331
  initial themes, 318
  postponing requirements, 325
usage requirements case study, 330, 332
  dividing behavioral responsibilities, 323, 325, 327, 328
licensing themes, 332
looking at code, 338
refining the set of themes, 317, 321
registration/download themes, 330, 331
system requirements, 315
use cases, 29
user-oriented models, 30
user registration theme, 325

V
VariableExpression, 37
variableexpression entity, 61
views in Theme/Doc
  crosscutting view, 67, 102, 105-107, 109, 123, 142, 329
  individual view, 67-70, 102, 109, 123, 130, 151, 153, 159-166
  relationship view, 63, 94-96, 102, 103, 109, 119, 111-132, 299-300, 303
visitor pattern, 46, 49
voice call theme
  designing concept sharing themes, 303
  designing crosscutting themes, 306, 308-310
grouping themes, 301
identifying aspects, 301-302
initial themes, 299, 300

W
win-game theme
  grouping themes, 125, 127
  splitting themes, 122
win theme
  initial themes, 113, 114, 115
  splitting themes, 122