Abstract

To understand and test a large software product is very challenging task. One way to ease this is program slicing technique that decomposes the large programs into smaller ones and another is model based slicing that decomposes the large software architecture model into smaller models at the early stage of SDLC (Software Development Life Cycle). This literature analysis presents an overview of Model based slicing, including the various general approaches and techniques used to compute slices.

References

Literature Analysis on Model based Slicing


Index Terms

Computer Science
Software Engineering

Keywords
Model Based Slicing  Dependency Graph  UML/OCL Constraints  Feature Based Slicing  Transformation  Model Transformation