An implementation of hypercode using generative programming techniques

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The research presented here takes place in the context of the EC Funded ArchWare project which focuses on innovative architecture-centric languages, frameworks and tools for engineering evolvable software systems. Of particular interest are complex and dynamic systems characterised by the need to evolve to meet changing requirements without total shutdown or the loss of state information. The ArchWare approach uses the unique combination of a pi-calculus based architecture description language, persistence and hypercode. Hypercode provides the essential base technology for composing and decomposing system components without losing state. The contribution of this work is an implementation of hypercode using generative programming techniques to produce different hypercode visualisations.