

Table of Contents

| | |
|---|----|
| DAO Dispatcher Pattern: A Robust Design of the Data Access Layer <i>Pavel Micka and Zdenek Kouba</i> | 1 |
| Android Passive MVC: a Novel Architecture Model for the Android Application Development <i>Karina Sokolova, Marc Lemercier, and Ludovic Garcia</i> | 7 |
| Project Planning Add-In based on Knowledge Reuse with Product Patterns <i>Fuensanta Medina-Dominguez, Maria-Isabel Sanchez-Segura, Arturo Mora-Soto, and Antonio Amescua Seco</i> | 13 |
| Comparing Two Architectural Patterns for Dynamically Adapting Functionality in Online Software Products <i>Jaap Kabbedijk, Tomas Salfischberger, and Slinger Jansen</i> | 20 |
| Using Patterns to Move the Application Data Layer to the Cloud <i>Steve Strauch, Vasilios Andrikopoulos, Uwe Breitenbuecher, Santiago Gomez Saez, Oliver Kopp, and Frank Leymann</i> | 26 |
| A Factor Model Capturing Requirements for Generative User Interface Patterns <i>Stefan Wendler, Danny Ammon, Ilka Philippow, and Detlef Streitferdt</i> | 34 |
| Three Patterns for Autonomous Robot Control Architecting <i>Carlos Hernandez, Julita Bermejo-Alonso, Ignacio Lopez, and Ricardo Sanz</i> | 44 |
| A Method for Directly Deriving a Concise Meta Model from Example Models <i>Bastian Roth, Matthias Jahn, and Stefan Jablonski</i> | 52 |
| Remodeling to Powertype Pattern <i>Matthias Jahn, Bastian Roth, and Stefan Jablonski</i> | 59 |
| Developing Patterns Step-by-Step: A Pattern Generation Guidance for HCI Researchers <i>Alina Krischkowsky, Daniela Wurhofer, Nicole Perterer, and Manfred Tscheligi</i> | 66 |
| An Analysis Model for Generative User Interface Patterns <i>Stefan Wendler and Detlef Streitferdt</i> | 73 |