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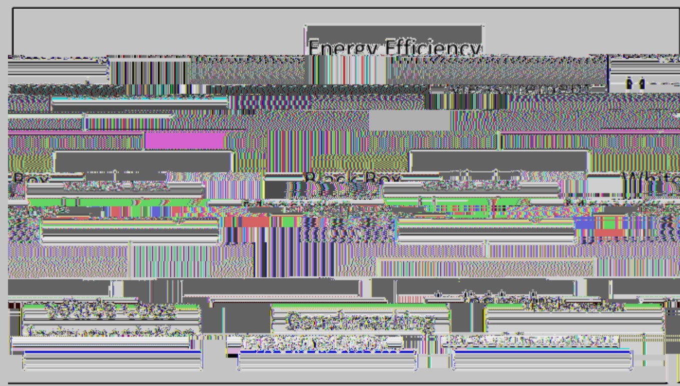

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2.3.1. Black Box Measurement

2.3.2. White Box Measurement

2.4. Energy Efficient Programming Methodologies and Common Problems

2.4.1. Application Software Efficiency

2.4.1.2. Data Efficiency

3.3. Sustainability as a Quality Attribute

4. ESUML-EAF

4.1. Introduction

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4.3. Framework Architecture

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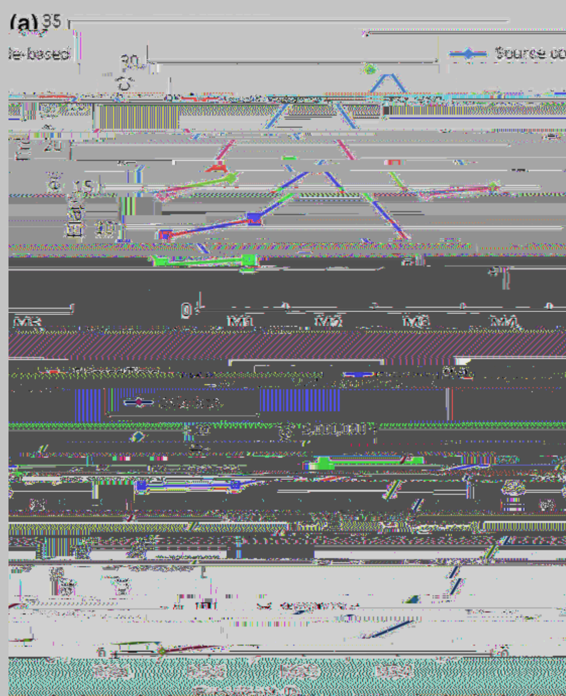

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