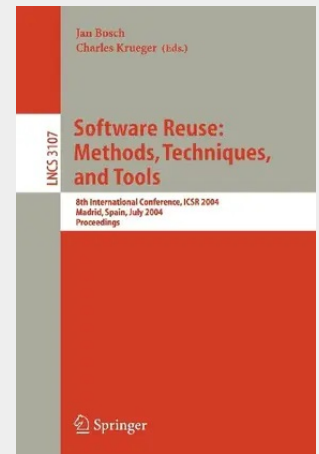


Software Reuse: Methods, Techniques, and Tools

8th International Conference, ICSR 2004, Madrid, Spain, July 5-9, 2004, Proceedings

After three decades of research and practice, reuse of existing software artefacts remains the most promising approach to decreasing effort for software development and evolution, increasing quality of software artefacts and decreasing time to market of software products. Over time, we have seen impressive improvements, in extra-organizational reuse, e.g. COTS, as well as in intra-organizational reuse, e.g. software product families. Despite the successes that we, as a community, have achieved, several challenges remain to be addressed. The theme for this eighth meeting of the premier international conference on software reuse is the management of software variability for reusable software. All reusable software operates in multiple contexts and has to accommodate the differences between these contexts through variation. In modern software, the number of variation points may range in the thousands with an even larger number of dependencies between these points. Topics addressing the theme include the representation, design, assessment and evolution of software variability. The proceedings that you are holding as you read this report on the current state-- the-art in software reuse. Topics covered in the proceedings include software variability, testing of reusable software artefacts, feature modeling, aspect-oriented software development, composition of components and services, model-based approaches and several other aspects of software reuse. May 2004 Jan Bosch Charles Krueger Organizing Committee General Chair Kyo C. Kang, Pohang University of Science and Technology, Korea Program Co-chairs Jan Bosch, University of Groningen, The Netherlands Charles Krueger, BigLever Software, Inc., U.S.A.

Software Variability: Requirements.- Supporting Software Variability by Reusing Generic Incomplete Models at the Requirements Specification Stage.- Business Users and Program Variability: Bridging the Gap.- An Approach to Develop Requirement as a Core Asset in Product Line.- Testing Reusable Software.- Towards Generating Acceptance Tests for Product Lines.- TTCN-3 Language Characteristics in Producing Reusable Test Software.- Software Reuse and the Test Development Process: A Combined Approach.- Feature Modelling.- Feature Dependency Analysis for Product Line Component Design.- Enhancements - Enabling Flexible Feature and Implementation Selection.- XML-Based Feature Modelling.- Aspect-Oriented Software Development.- Aspects for Synthesizing Applications by Refinement.- Framed Aspects: Supporting Variability and Configurability for AOP.- An Evaluation of Aspect-Oriented Programming as a Product Line Implementation Technology.- Component and Service Composition.- Variability and Component Composition.- Concern-Based Composition and Reuse of Distributed Systems.- Reusable Web Services.- Code Level Reuse.- Quantifying COTS Component Functional Adaptation.- Reuse Variables: Reusing Code and State in Timor.- Decoupling Source Trees into Build-Level Components.- Libraries, Classification, and Retrieval.- Attribute Ranking: An Entropy-Based Approach to Accelerating Browsing-Based Component Retrieval.- Software Reuse as Ontology Negotiation.- Component-Extraction-Based Search System for Object-Oriented Programs.- Model-Based Approaches.- A Metamodel-Based Approach for the Dynamic Reconfiguration of Component-Based Software.- A Multiple-View Meta-modeling Approach for Variability Management in Software Product Lines.- Validating Quality of Service for Reusable Software Via Model-Integrated Distributed Continuous Quality Assurance.- Transformation and Generation.- Implementing Tag-Driven Transformers with Tango.- Developing Active Help for Framework Instantiation Through Case-Based Reasoning.- Requirements.- Requirements-Reuse Using GOPCSD: Component-Based Development of Process Control Systems.- Reuse, Standardization, and Transformation of Requirements.



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