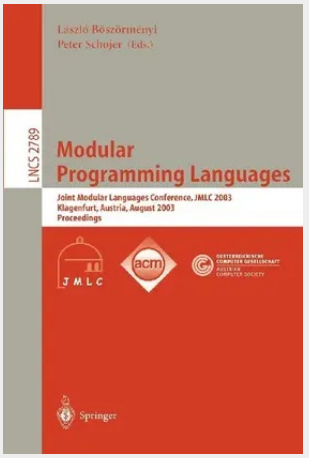
Böszörményi / Schojer

Modular Programming Languages

Joint Modular Languages Conference, JMLC 2003, Klagenfurt, Austria, August 25-27, 2003, Proceedings



This book constitutes the refereed proceedings of the international Joint Modular Languages Conference, JMLC 2003, held in Klagenfurt, Austria in August 2003. The 17 revised full papers and 10 revised short papers presented together with 5 invited contributions were carefully reviewed and selected from 47 submissions. The papers are organized in topical sections on architectural concepts and education, component architectures, language concepts, frameworks and design principles, compilers and tools, and formal aspects and reflective programming.

Invited Talks.- The Essence of Programming Languages.- Safe Code - It's Not Just for Applets Anymore.- Computing with Distributed Resources.- The Verifying Compiler: A Grand Challenge for Computing Research.- Evolving a Multi-language Object-Oriented Framework: Lessons from .NET.- Architectural Concepts and Education.- The KITE Application Server Architecture.- Compiler Support for Reference Tracking in a Type-Safe DSM.- Caste: A Step Beyond Object Orientation.- Distributed XML Objects.- Programming Education: A Russian Perspective.- Component Architectures.- Towards an Adaptive Distributed Multimedia Streaming Server Architecture Based on Service-Oriented Components.- A Layered Type System for Re-entrance Control.- A Practical Approach to Software Portability Based on Strong Typing and Architectural Stratification.- Object Life-Cycle Management in a Highly Flexible Middleware System.- Fighting Class Name Clashes in Java Component Systems.- Language Concepts.- Real-Time Systems Development Using Hierarchical State Machines.- Classboxes: A Minimal Module Model Supporting Local Rebinding.- Zonnon for .NET - A Language and Compiler Experiment.- Safely Extending Procedure Types to Allow Nested Procedures as Values.- Frameworks and Design Principles.- Leveraging Managed Frameworks from Modular Languages.- Systems - Components + Languages: Building a Flexible Real-Time Simulation and Test Environment.- Event Library: An Object-Oriented Library for Event-Driven Design.- Controlling Access to Distributed Object Frameworks.- Architectural Aspects of a Thread-Safe Graphical Component System Based on Aos.- Compilers and Tools.- LL(1) Conflict Resolution in a Recursive Descent Compiler Generator.- Graph Coloring vs. Optimal Register Allocation for Optimizing Compilers.- ASource-To-Source Architecture for User-Defined Optimizations.- An Oberon Linker for an Imperfect World - More Notes on Building Your Own Tools.- Formal Aspects and Reflective Programming.- Language Definition in the Schütz Semantic Editor.- Demand-Driven Specification Partitioning.- Source-to-Source Transformation in the Large.- Metaprogramming Library for the C# Programming Language.

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