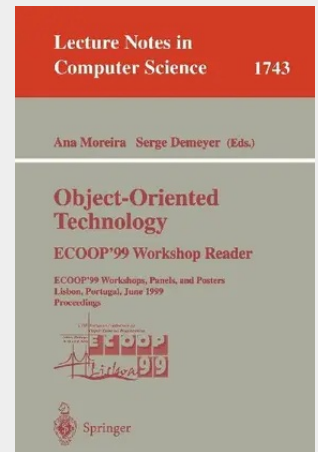


Object-Oriented Technology. ECOOP'99 Workshop Reader

ECOOP'99 Workshops, Panels, and Posters, Lisbon, Portugal, June 14-18, 1999
Proceedings

The 13th European Conference on Object-Oriented Programming (ECOOP'99) brought some 500 participants to Lisbon from June 14th to June 18th, 1999. As usual, the workshops took place during the first two days of the conference and gave authors and participants an opportunity to present and discuss the most topical and innovative ideas in object-oriented technology. The importance of the workshops within the context of ECOOP is becoming increasingly recognised; for the first time in the history of the conference, the number of workshop proposals for ECOOP'99 actually exceeded the slots available and some had to be refused. In addition to the usual conference proceedings, Springer-Verlag has also undertaken, for the past two years, the publication of a Workshop Reader, which brings together the results of the workshops, panels, and posters held during the conference. This book, the 4th ECOOP Workshop Reader, differs from previous editions in two significant ways. Firstly, instead of simply reproducing the position papers, it presents an overview of the main points made by the authors as well as a summary of the discussions that took place. Secondly, to make the text more uniform and readable, all chapters have been written in a common format (using LaTeX L^AT_EX style). This book was only possible thanks to the effort of each workshop organiser in particular, and each workshop, poster, and panel participant in general. The innovations introduced in this book implied additional work for the workshop organisers in terms of recording and summarising the discussions as well as adapting the written presentations to a common format. This extra effort will certainly be appreciated by the readers.

Object Interoperability.- Object-Orientation and Operating Systems.- UML Semantics
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Time Critical Applications.- Interactive System Design and Object Models.- Aspect-
Oriented Programming.- Semantics of Objects As Processes (SOAP).- Quantitative
Approaches in Object-Oriented Software Engineering.- Introducing OO Design and
Programming with Special Emphasis on Concrete Examples.- Panel Session: Object
Technology and Systematic Reuse.- Poster Session.



53,49 €
49,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9783540669548
Medium: Buch
ISBN: 978-3-540-66954-8
Verlag: Springer
Erscheinungstermin: 22.12.1999
Sprache(n): Englisch
Auflage: Erscheinungsjahr 1999
Serie: Lecture Notes in Computer Science
Produktform: Kartoniert
Gewicht: 1280 g
Seiten: 434
Format (B x H): 155 x 235 mm

