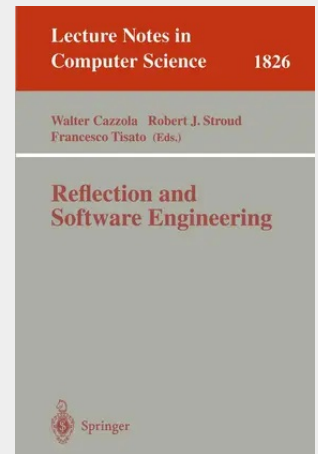


Reflection and Software Engineering

This volume represents a first attempt to bring together ideas from two previously unrelated research areas, namely Software Engineering and Computational Reflection, and to evaluate the benefits that each can bring to the other. Computational reflection, or for short reflection, is quite a young discipline that is steadily attracting attention within the community of object-oriented researchers and practitioners. The properties of transparency, separation of concerns, and extensibility supported by reflection have largely been accepted as useful for software development and design. Reflective features have been included in successful software development technologies such as the Java language. Reflection has proved to be useful in some of the most challenging areas of software engineering, including component-based software development, as demonstrated by extensive use of the reflective concept of introspection in the Enterprise JavaBeans component technology. Nevertheless, there are still cognitive barriers separating reflection from the discipline of software engineering, and, more specifically, object-oriented reflection from object-oriented software engineering. Only a few authors have begun to explore the opportunities offered by the inter-disciplinary application of concepts from reflection and software engineering, that is, from the novel research area of reflective software engineering. It is our belief that current trends in ongoing research in object-oriented reflection and software engineering clearly indicate that an inter-disciplinary approach would be of utmost relevance for both. The overall goal of this volume is to support the circulation of ideas between these disciplines.

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