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# Software Reuse: Methods, Techniques, and Tools

8th International Conference, ICSR 2004  
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Proceedings

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# Preface

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-of-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

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