

SoMeT_04

The 3rd International Workshop on Software Methodologies, Tools and Techniques

22~24 September, 2004

University of Leipzig, Leipzig, Germany

http://www.lyee-project.soft.iwate-pu.ac.jp/somet_04



Workshop aim and objectives:

International workshop on Software Methodologies, Tools and Techniques (SoMeT_04) will take place on September 22-24, 2004, in University of Leipzig, Leipzig, Germany. This event will continue and extend a coming series like the SoMeT_05 (<http://www.lyee.co.jp/>), to be arranged in [Iwate (Japan) October 2005] and others to be specified.

This workshop shows and reflects the new state-of-art on new trends in software methodologies, its case tools and techniques (SoMeT). It also contributes for presenting the results of the Lyee International research project (<http://www.lyee-project.soft.iwate-pu.ac.jp/>), oriented for new software generation techniques based on Lyee technology and sponsored by a major Japanese Industry on software methodologies and technologies.

We invite you to participate in SoMeT_04 to help build a forum for exchanging ideas and experiences in the field of new directions on software development methodologies, and its tools and techniques.

Lyee methodology captures the essence of the innovations, controversies, challenges, and possible solutions of the software industry. This theory born from experience and it is the time through this workshop and its coming series, to stimulate through it the academic research on software science initiated from experience to theory. This workshop is an opportunity for us in the software science community to think about where we are and today and where it has to be.

The area of this workshop, will emphasis on but not limited:

- Requirement engineering and requirement elicitation, and its tools,
- Software methodologies and Lyee oriented software techniques,
- Automatic software generation versus reuse, and legacy systems,
- Software quality and process assessment,
- Intelligent software systems, and software evolution,
- Software optimization and formal methods,
- Static and dynamic analysis on Lyee-oriented software performance model
- End-user programming environment using Lyee,
- Ontology, and philosophy aspect on software science,
- Business software models and other kind of software application models, based on Lyee theory,
- Software Engineering models

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 Catena Corporation,

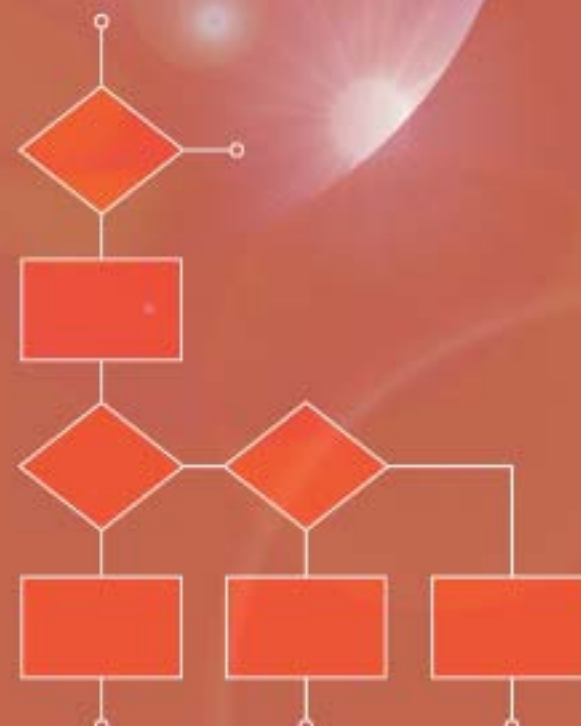
 The Institute of Computer Based Software Methodology and Technology (ICBSMT),

 Iwate Prefectural University,

The paper submission deadline : 15th May 2004

The Acceptance letter date : 15 June 2004

The Final Camera-Ready Copy : 10 July 2004



$$SF = \Phi[\Phi_4(L_4, I_4, R_4) + \Phi_2(I_2, R_2) + \Phi_3(I_3, R_3)]$$