SoMeT_06

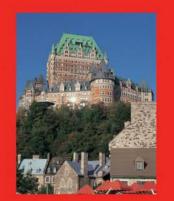


The 5th International Workshop on Software Methodologies, Tools and Techniques

25~27 October, 2006

Québec, Canada

http://www.somet.soft.iwate-pu.ac.jp/somet_06



Workshop aim and objectives:

International workshop on Software Methodologies, Tools and Techniques (SoMeT_06) will take place on October 25-27, 2006, at Chateau Frontenac , Québec, Canada. This event will continue and extend a coming series like the SoMeT_07, to be arranged in [Rome (Italy) October 2007] .

This conference 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, oriented for new software generation techniques based on Lyee technology and sponsored by a major Japanese Industry.

We invite you to participate in SoMeT_06 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.

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

- ©Requirement engineering, especially for high-assurance system, and requirement elicitation,
- **○**Software methodologies, and tools for robust, reliable, non-fragile software design.
- ©Lyee oriented software developments techniques, and Lyee legacy systems
- OAutomatic software generation versus reuse, and legacy systems, source code analysis and manipulation,
- OSoftware quality and process assessment for business enterprise models,
- OIntelligent software systems design, and software evolution techniques,
- OSoftware optimization and formal methods for software design,
- Static and dynamic analysis on software performance model, and software maintenance,
- Software security tools and techniques, and related Software Engineering models,
- ©Formal techniques for software representation, software testing and validation,
- OSoftware reliability, and software diagnosis systems,
- \bigcirc Mobile code security tools and techniques,
- Software design through interaction, and precognitive software techniques for interactive software entertainment applications,

for more details refer to conference home page.

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The Acceptance notification: 20 June 2006
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