Engineering is "... the art or science of making practical application of knowledge of pure science ..." In that spirit, software engineering is the collection of methods, procedures, tools, and techniques which contribute to the quality of programming and programs.

The Third International Conference on Software Engineering will bring together researchers and practitioners to discuss the state of software engineering and ideas for further progress. Sessions are projected on the following subjects:

### Development Methods
- Requirements/Specifications
- Design Methods and Tools
- Representation Techniques
- Testing and Verification

### Programming
- Formal Approaches
- Language Issues
- Concurrency
- Portability

### Case Studies
- System Software
- Application Systems

### Quality
- Reliability
- Fault Tolerance
- Performance/Security/Integrity

### Management and Education
- Planning Aids
- Curricula

Three tutorials are scheduled for May 9, 1978:

1. **Software Design Techniques**
   Lecturers: Peter Freeman and Anthony J. Wasserman

2. **Quantitative Management: Software Cost Estimating**
   Lecturers: Col. Laurence H. Putnam and Ray W. Wolverton

3. **To be announced.**

Be sure to get a copy of the advance program by writing to Software Engineering, Post Office Box 639, Silver Spring, MD 20901.