1988
EDITORIAL CALENDAR

January
Parallel Programming
Save time and resources by breaking tasks into pieces and processing them concurrently — that's the promise of parallel programming. Explore languages, environments, performance, and algorithms to make it possible.

March
CASE Tools
Can the software development cycle — from requirements to design to programming to maintenance — ever be truly automated? Software engineers are developing programs that integrate a modular approach with graphics and artificial intelligence in an effort to make CASE a reality.

May
Compiling Environments
These environments have integrated compilation with debugging, editing, linking — improving quality and speed. We will examine the state of the art in fast compilers, incremental compilation, user interfaces, reusable component integration, code viewing, and performance evaluation.

July
Fourth-Generation Languages
Power. That's what fourth-generation languages offer. We will examine how you can harness this power with articles on computation models, database query languages, report and I/O handlers, prototyping techniques, and reusable component integration.

September
Open Issue
Article topics include:
- Program-analysis system
- Test-case generation
- Rapid prototyping
- Intelligent life-cycle assistance
- Next-generation operating systems

November
Expert-System Software
Expert systems will help programmers enforce standards, suggest alternative methods, and help create documentation. Expert systems will also become part of traditional software packages, aiding users in more complicated tasks. Because AI's reach extends beyond software, Computer and IEEE Expert will feature related articles.

Note: Article schedules may change.


Article submissions: Send eight double-spaced article submissions to Ted Lewis, Editor-in-Chief, IEEE Software, c/o Computer Science Dept., Oregon State University, Corvallis, OR 97331; Commpmail: t.lewis, CSnet: lewis@oregon-state. Maximum length is 30 double-spaced typed pages (55K bytes), including references, figures, and tables. Maximum number of references is 10. The style should be active, concise, and direct. The aim of the article should be to help software engineers understand and apply the concepts to their work. All articles are peer-reviewed and edited.

Department submissions: Send double-spaced department submissions and press releases (news items, standards reports, product announcements, and conference schedules) to Angela Burgess, Managing Editor, IEEE Software, 10662 Los Vaqueros Cir., Los Alamitos, CA 90720.