Preface
WETSoDA 2017

Software design and architecture is an important ingredient in software development, and this activity links the problem to solution domains. Many processes, approaches, and techniques have been proposed to support this activity. The workshop aims to provide researchers and practitioners an international forum to discuss the issues, challenges, and emerging trends in software design and architecture. Further, the overall goal of the workshop is to identify the research opportunities and tackle the specific challenges in this area.

We seek research and experience from both academia and industry that address the questions like:

• What is the state-of-the-practice of software design and architecting methods?
• How do software design and architecture address the emerging and evolving software driven world?
• What are the challenges of adopting software design and architecting methods in practice?
• What are the limitations and opportunities of the existing methods in software design and architecting?

We finally accepted 7 papers after a rigorous peer review, and the main topics of the accepted papers are (a full list of the accepted papers is provided at https://wetsoda2017.github.io/):

• Architecture change and recovery
• UML modeling in design
• Interface design in code
• Self-adaptive and service-oriented system design

We hope that the collective set of work with a keynote speech by Ian Gorton and panel discussion will help to stimulate and inspire more research in this area.

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WETSoDA 2017 Workshop Organizers