Modeling Change as a First-Class Entity

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Abstract

Software Systems must change to remain useful. Current programming languages and support environments, however, treat software systems as though they were static, unchanging, and globally consistent. We argue in favour of a more dynamic approach in which complex software systems can seen as a set of overlapping and constantly changing contexts. We report on some initial research activities pointing in this direction, and we lay out our vision for modeling and managing change as a first-class entity.