The increased complexity associated with large-scale deployments requires an increase in the sophistication of the methodology used to manage these deployments. Tasks and techniques within the full life-cycle of object-oriented methodology, OPEN, are described in detail with emphasis on the more advanced contributions made by OPEN to the state-of-the-art in object technology.

In this presentation, the overall architecture of OPEN and its underlying meta-model will be described and highlights of its more advanced Tasks and Techniques included. Tasks are grouped into:

- User interaction and business issues
- Large-scale architecture
- Project management
- Quality
- Reuse
- Database
- Distribution
- Modeling/building the system

This tutorial will describe each of these task groupings (Henderson-Sellers et al., 1997), with particular emphasis on those tasks relevant to reuse and project management.

Techniques for object-oriented software development range from well established (such CRC cards, scenario analysis and object/class modeling) to newer developments. In this tutorial will be included some of the more recent developments within OPEN (Henderson-Sellers and Graham, 1997). These are likely to be selected from, for example, distributed computing, roles, rule modeling, project management, and patterns.

The tutorial provides sufficient information for the methodology to be tested in a business environment by the tutorial participants as well as providing a rationale why convergence of methodologies provides a more robust platform for the development of object-oriented systems in an industrial context.
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