Component Contracts

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Abstract

The recent surge of interest in component technologies, driven at least in part by the desire for easy reconfiguration and substitution, has highlighted the need for proper definition of software component interfaces. Although this need has long been understood in the object community, and many techniques for precise specification have been developed, the larger scale of components brings new factors into play, in particular a consideration of the human roles played in the construction of component-based systems. In this talk John Daniels will challenge the oft-heard and simplistic claim that component contracts are best characterized by "the services provided and required", and look at the many different kinds of contract needed by people playing different roles.