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Call for Participation



F ESEC E

vienna 2001

Joint
**8th European Software
Engineering Conference (ESEC)**
and
**9th ACM SIGSOFT Symposium on the
Foundations of Software Engineering (FSE-9)**

**Vienna University of Technology, Austria,
September 10-14, 2001**

sponsored by:

TU

TECHNISCHE UNIVERSITÄT WIEN
VIENNA UNIVERSITY OF TECHNOLOGY



Council of European Professional
Informatics Societies



esec.ocg.at

Welcome

We are pleased to invite you to participate in ESEC/FSE 2001, the third joint meeting of the European Software Engineering Conference, and ACM SIGSOFT's Symposium on the Foundations of Software Engineering.

Come to Vienna to share your ideas and results with your academic and industrial colleagues and hear about their experiences. Select from a rich choice of tutorials to hear about the state of the art. Listen to what leading people in the field have to say in the invited talks. Catch the latest research results from the paper presentations. Participate in intensive one-day or two-day workshops on current research topics. And – participate. Make new friends, meet old friends and foster the human relation in our profession.

We also invite you to a city that is worth a trip of its own. Beautifully situated on the Danube river, full of historic sites, majestic views cultural events and shopping facilities. Vienna, the city of music and culture, offers you a rich choice of opportunities.

Whatever your interests are, this conference has something to offer you. So, just do it. Register for ESEC/FSE 2001 now and plan a rewarding trip.

Conference Outline

ESEC/FSE 2001 brings together researchers and practitioners of software engineering to exchange new research results and experience reports related to both traditional and emerging fields of software engineering.

In addition to the technical program, ESEC/FSE 2001 includes a program of tutorials and workshops on current topics in software engineering.

Chairs

General Chair:

A Min Tjoa, Vienna University of Technology, Austria

Program Chair:

Volker Gruhn, University of Dortmund, Germany

Tutorial Chair:

Harald Gall, Vienna University of Technology, Austria

Workshop Chair:

Bashar Nuseibeh, The Open University, United Kingdom

Program Committee

- Israel Ben-Shaul, Israel • Alfred Bröckers, Germany
- Johannes Bumiller, Germany • Christine Choppy, France
- Gianpaolo Cugola, Italy • Premkumar Devanbu, USA
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- David S. Rosenblum, USA • Wilhelm Schäfer, Germany
- Tetsuo Tamai, Japan • Alexander L. Wolf, USA
- Yun Yang, Australia • Pamela Zave, USA

Monday, September 10, 2001

Tutorials F1, F2, H5, H6, H7, H8 (see details on page 4)

Workshop W1 (see details on page 5)

Tuesday, September 11, 2001

Tutorials F3, F4, H9, H10, H11, H12 (see details on page 5)

Workshops W1, W2 (see details on page 5)

18:00 Welcome Reception

Vienna University of Technology

Wednesday, September 12, 2001

Technical Program

8:30 - 8:45 Welcome

8:45 - 10:00 Keynote by Michael Jackson / ACM SIGSOFT Outstanding Research Award Presentation

10:00 - 10:30 Break

10:30 - 12:30 Architecture

André van der Hoek (Univ. of California, Irvine), Marija Rakic, Roshanak Roshandel, Nenad Medvidovic (Univ. of Southern California):
Taming Architectural Evolution

Yoshitomi Morisawa (Nihon Unisys), Koji Torii (Nara Inst.):
An Architectural Style of Product Lines for Distributed Processing Systems, and Practical Selection Method

Michel Wermelinger, Antónia Lopes, José Luiz Fiadeiro (Univ. de Lisboa):
A Graph Based Architectural (Re)configuration Language

Timothy J. Sliski, Matthew P. Billmers, Lori A. Clarke, Leon J. Osterweil (Univ. of Massachusetts, Amherst):
An Architecture for Flexible, Evolvable Process-Driven User-Guidance Environments

12:30 - 13:30 Break

13:30 - 14:30 Distributed Systems

Nima Kaveh, Wolfgang Emmerich (Univ. College London):
Deadlock Detection in Distributed Object Systems

Ramesh Jagannathan, Paolo A.G. Sivilotti (Ohio State Univ.):
Increasing Client-Side Confidence in Remote Component Implementations

14:30 - 15:00 Break

15:00 - 16:30 Specification

Daniel Jackson (MIT):
A Micromodularity Mechanism

Sebastian Uchitel, Jeff Kramer and Jeff Magee (Imperial College):
Detecting Implied Scenarios in Message Sequence Chart Specifications

Peter Wendorff (ASSET GmbH):
A Formal Approach to the Assessment and Improvement of Terminological Models Used in Information Systems Engineering

19:00 Conference Banquet

at the Monastery of Klosterneuburg
(busses depart at 18:00)

Thursday, September 13, 2001

Technical Program

8:30 - 9:30 Keynote II

9:30 - 10:30 Modularity

Yvonne Coady, Gregor Kiczales, Mike Feeley, Greg Smolyn (Univ. of British Columbia):

Using AspectC to Improve the Modularity of Path-Specific Customization in Operating System Code

Kevin Sullivan, Yuanfang Cai, Ben Hallen (Univ. of Virginia) and Willam Griswold (Univ. of California, San Diego):

The Structure and Value of Modularity in Software Design

10:30 - 11:00 Break

11:00 - 12:30 Component Composition

Luca de Alfaro, Thomas A. Henzinger (Univ. of California, Berkeley): Interface Automata

Paola Inverardi, Massimo Tivoli (Univ. of L'Aquila): Automatic Synthesis of Deadlock free connectors for COM/DCOM Applications

L. Davis, R. Gamble, J. Payton, G. Jonsdottir, D. Underwood (Univ. of Tulsa): A Notation for Problematic Architecture Interactions

12:30 - 13:30 Break

13:30 - 14:30 Panel: XML - Lingua Franca of the Web?

14:30 - 15:00 Break

15:00 - 17:00 Verification

Alberto Coen-Portisini (Univ. di Lecce), Giovanni Denaro, Carlo Ghezzi (Politecnico di Milano), Mauro Pezzè (Univ. di Milano-Bicocca):

Using Symbolic Execution for Verifying Safety-Critical Systems

Kathi Fisler (Worcester Polytechnic Inst.), Shriram Krishnamurthi (Brown Univ.): Modular Verification of Layered Software Systems

Yunja Choi, Sanjai Rayadurgam, Mats P.E. Heimdahl (Univ. of Minnesota): Automatic Abstraction for Model Checking Software Systems with Interrelated Numeric Constraints

Norman Ramsey (Harvard Univ.), Elod Csirmaz (Mihaly Fazekas Secondary Grammar School): An Algebraic Approach to File Synchronization

Friday, September 14, 2001

Technical Program

8:30 - 9:00 Keynote III

9:30 - 10:30 Real Time UML

Gregor Engels, Jochen M. Küster (Univ. of Paderborn), Luuk Groenewegen (Leiden Univ.), Reiko Heckel (Univ. of Paderborn):

A Methodology for Specifying and Analyzing Consistency of Object-Oriented Behavioral Models

Luigi Lavazza (CEFRIEL, Politecnico di Milano), Garbiele Quaroni, Matteo Venturelli (TXT e-solutions):

Combining UML and formal notations for modelling real-time systems

10:30 - 11:00 Break

11:00 - 12:30 Components

Chris Lüer, David S. Rosenblum (Univ. of California, Irvine): WREN - An Environment for Component-Based Development

Jens H. Jahnke (Univ. of Victoria): Engineering Component-based Net-Centric Systems for Embedded Applications

Robert Bruce Findler, Mario Latendresse, Matthias Felleisen (Rice Univ.): Behavioral Contracts and Behavioral Subtyping

12:30 - 13:30 Break

13:30 - 15:00 Testing

Jon Edvardsson, Mariam Kamkar (Linköping Univ.): Analysis of the Constraint Solver in UNA Based Test Data Generation

William Dickinson, David Leon, Andy Podgurski (Case Western Reserve Univ.): Pursuing Failure: The Distribution of Program Failures in a Profile Space

Atif M. Memon, Mary Lou Soffa (Univ. of Pittsburgh), Martha E. Pollack (Univ. of Michigan): Coverage Criteria for GUI Testing

15:00 - 15:30 Break

15:30 - 17:00 Experiences and Case Studies

Reidar Conradi (Norwegian Univ. of Science and Technology), Tore Dyba (SINTEF Telecom and Informatics):

An empirical study on the utility of formal routines to transfer knowledge and experience

Bernd Freimut, Susanne Hartkopf, Peter Kaiser (Fraunhofer IESE), Jyrki Kontio (Helsinki Univ. of Technology), Werner Kobitzsch (Tenovis GmbH&Co KG):

An Industrial Case Study of Implementing Software Risk Management

Forrest Shull (Fraunhofer Center Maryland, Univ. of Maryland), Jeffrey Carver (Univ. of Maryland), Guilherme H. Travassos (Univ. Rio de Janeiro):

An Empirical Methodology for Introducing Software Processes

17:00 - 17:15 Closing

Full-Day Tutorials

Full-Day Tutorial F1

Software Architecture in a Changing World: Developing Design Strategies that Anticipate Change

Robert L. Nord, Daniel J. Paulish, Robert W. Schwanke, and Dilip Soni, Siemens Corporate Research, USA

September 10, 2001, 9:00 - 17:00

One of the few known certainties when designing a new software architecture is that the design and its implementation will likely change over time as market requirements, technologies, and business factors change. Separating software architecture into multiple views helps reduce complexity and supports design trade-off decisions. At Siemens we use four main views, based on best current practice, that address different engineering concerns. This tutorial will teach experienced software engineers, architects, and project managers how global analysis can improve your design, and how to use UML to describe these four views: the conceptual, module, execution, and code architecture views.

Full-Day Tutorial F2

Component Technologies: Java Beans, COM, CORBA, RMI, EJB and the CORBA Component Model

Wolfgang Emmerich, Zuhlke Engineering Ltd, UK
Nima Kaveh, University College London, UK

September 10, 2001, 9:00 - 17:00

This full-day tutorial is aimed at both industrial and academic participants, who wish to get an overview of the local and distributed component technologies that are currently available. We assume that participants are familiar with object-oriented programming concepts. We introduce the idea of component-based development by defining the concept and providing its economic rationale. We describe how object-oriented programming evolved into local component models (e.g. Java Beans) and distributed object technologies (e.g. CORBA, RMI and COM). We then address how these technologies matured into distributed component models (e.g. Enterprise Java Beans and CORBA). We give an assessment of the maturity of each of these technologies and sketch how they are used to build distributed architectures.

Full-Day Tutorial F3

Aspect-Oriented Programming

Gregor Kiczales, University of British Columbia, Canada
Erik Hilsdale, Xerox PARC, USA

September 11, 2001, 9:00 - 17:00

Aspect-oriented programming (AOP) is a technique for improving separation of concerns in software design and implementation. AOP works by providing explicit mechanisms for capturing the structure of crosscutting concerns. Using traditional techniques the implementation of concerns like exception handling, multi-object protocols, synchronization, and resource sharing tends to be spread out across the source code. The lack of modularity for these concerns makes them more difficult to develop and maintain.

This tutorial will show how to use AOP to implement concerns like these in a concise modular way. The effect of using AOP on modularity, extensibility, separate development and overall program comprehensibility will be discussed, as well as issues in the adoption of AOP into existing projects.

Full-Day Tutorial F4

Internet Security

Richard A. Kemmerer, University of California, Santa Barbara, USA

September 11, 2001, 9:00 - 17:00

The growth of the Internet and the World Wide Web (www) during the past few years has been phenomenal. Most every business and government institution has a web page, and the web and web browsing are fast becoming the primary source of information for people of all ages. Unfortunately, the Internet and the web were designed with little or no concern for security. This tutorial introduces some known threats to secure Internet computing and analyzes protection mechanisms and techniques for countering these threats. Example break-in scenarios that combine different protocol attacks and an experience compromising an online banking application will be presented.

Half-Day Tutorials

Half-Day Tutorial H5

Methods of Component-Based Software Engineering: Essential Concepts and Classroom Experience

Kurt Wallnau and Robert Seacord, Software Engineering Institute at CMU, USA

September 10, 2001, 9:00 - 12:30

This tutorial describes fundamental ideas of component based development. The tutorial focuses on two classes of design problem and their associated methods: systems developed from custom-built components, where these components are deployed onto dedicated component platforms; and, systems developed from pre-existing components acquired from commercial sources, where these components are deployed onto operating system platforms. Illustrations will be drawn from classroom as well as industrial projects, and from recently published component-based development methods.

Half-Day Tutorial H6

Adapting XP to Complex Application Domains

Martin Lippert, Stefan Roock, University of Hamburg, Germany

September 10, 2001, 9:00 - 12:30

Extreme Programming (XP) works well for small software projects in not too complex application domains. In many of these projects the rather simple requirements engineering of XP (customers write story cards) was suitable. But today we are more often faced with complex application domains in which the classical XP techniques will not suffice. The tutorial shows how to adapt extreme programming to complex application domains and for demanding development tasks. We focus mostly on the requirements engineering part and show how to enhance XP with interviews, scenarios and system visions. We also integrate the management perspective into the planning game reconciling this perspective with users' needs. We propose a set of best-practice methods, we have used in a number of industrial high-risk projects for different complex application domains.

Half-Day Tutorial H7

Engineering of Web Services with XML and XSL

Engin Kirda, Technical University of Vienna, Austria

September 10, 2001, 13:30 - 17:00

The life cycle of a Web service includes the analysis, design, implementation and maintenance stages. Web service engineering covers all phases of the Web service life cycle. The majority of Web tools developed so far only address the implementation phase and lack support for the other stages. This tutorial shows how to design, implement, and manage flexible, XML/XSL based Web services. We discuss our methodology and describe our experiences in maintaining and building the Vienna International Festival Web (www.festwochen.at) service and give an overview of our Web engineering tools. Further, we summarize the lessons learned in designing and managing several large, interactive Web sites and give guidelines for flexible Web service engineering with XML/XSL.

Half-Day Tutorial H8

EasyWinWin: A Groupware-Supported Methodology For Requirements Negotiation

Barry Boehm, University of Southern California, USA
Paul Grünbacher, Johannes Kepler University, Austria

September 10, 2001, 13:30 - 17:00

EasyWinWin is a requirements definition methodology that builds on the win-win negotiation approach and leverages collaborative technology to improve the involvement and interaction of key stakeholders. With EasyWinWin, the stakeholders move through a step-by-step win-win negotiation where they collect, elaborate, and prioritize their requirements, and then surface and resolve issues. This tutorial introduces the EasyWinWin negotiation approach and situates it with respect to other leading requirements determination approaches, and within the spiral model of software development. We explain the objectives and deliverables of each step in the methodology, and offer tips and pitfalls from the field. We give a live demonstration of the collaborative tools and the methodology in action, and demonstrate facilitation techniques that keep the process moving forward. Throughout the tutorial, we will present the highlights from several real-world EasyWinWin projects.

Half-Day Tutorials

Half-Day Tutorial H9 Requirements-Based Product Line Engineering

Michael Mannion, Glasgow Caledonian University, Scotland, UK
Hermann Kaindl, Siemens AG, Austria

September 11, 2001, 9:00 - 12:30

Reuse and requirements are very important for efficient and successful systems development. This tutorial presents a Method for Requirements Authoring and Management (MRAM) and reports on some experiences of applying requirements reuse using the method. MRAM is a method for establishing product line requirements and for selecting from them. A product line is a group of products within the same market segment e.g. mobile phones. TRAM (Tool for Requirements Authoring and Management) supports MRAM, utilising current proven office technology (MS-Word, MS-Access). The tutorial presents the results of applying MRAM/TRAM to Product-Line Engineering of a real-world application.

Half-Day Tutorial H10 From Use Cases to Code – Rigorous Software Development with the UML

Albert Zündorf, Technical University of Braunschweig, Germany

September 11, 2001, 9:00 - 12:30

The Rational Unified Process lacks technical guidance for the development of OO applications. This tutorial fills this gap. We first use UML scenario diagrams to analyze use-cases. Next, we show a method to analyze scenarios and to derive UML class diagrams and UML behavior modeling for active classes and methods. We show how to choose and embed design patterns in a design and how to employ different architectural styles. From such a precise design, smart CASE tools generate fully functional implementations. We explain state-of-the-art code generation concepts for UML and assess current CASE tools for their code generation capabilities and for their support through all software development phases more generally.

Half-Day Tutorial H11 Peer-to-peer information systems: concepts & models, state-of-the-art, and future systems

Karl Aberer, EPFL, Switzerland
Manfred Hauswirth, Technical University of Vienna, Austria

September 11, 2001, 13:30 - 17:00

The limitations of client/server systems become evident in an Internet-scale distributed environment. P2P systems offer an alternative to traditional client/server systems: Every node acts both as a client and a server and pays its participation by providing access to its computing resources. Systems such as Napster and Gnutella have proven their practical applicability. In this tutorial we position the P2P paradigm in the design space of distributed information systems, present underlying models and concepts, and show the structure, protocols, and algorithms of current systems. Then we elaborate on the novel requirements for P2P algorithms (resource discovery, complexity, and scalability) and present future research areas.

Half-Day Tutorial H12 Fundamental Concepts for Practical Software Architecture

Alexander Ran, Nokia Research Center, USA

September 11, 2001, 13:30 - 17:00

Architecture of software is a collection of design decisions that are expensive to change. These include the architecturally significant requirements (ASR), the conceptual model, system structures, and replicated microstructure or texture of software. We introduce a system of concepts useful in order to understand, design, and evaluate architecture of software intensive systems and system families. Our approach is based on a model that relates architectural decisions to goals of system stakeholders. We utilize multiple software structures in order to control important system qualities related to its development, performance, and evolution. This tutorial should be useful to engineers and technical managers involved in construction or evaluation of complex software.

Workshops

W1: International Workshop on Principles of Software Evolution – IWPSE 2001

Contact: T. Tamai, University of Tokyo, Japan
(iwpse2001@jaist.ac.jp)
esec.ocg.at/workshops

September 10-11, 2001

Scope:

The international workshop on software evolution, IWPSE 2001, is organized for discussing and presenting papers on the theory and experience of software evolution. Software evolution generally means that software changes itself according to the change of its specification/requirements or its operating environment. It is widely recognized as one of the most important problems in software engineering. Although a significant amount of work has been done so far and most of the modern software concepts are essential for software evolution, it is still a challenging problem to be attacked.

This is due to its inherent complexity and to the lack of theoretical foundation and empirical studies of software evolution. IWPSE 2001 is intended to provide a forum to discuss a wide range of topics of software evolution:

- Theory of software evolution
- Evolution of requirements and environments
- Architecture for evolution and evolution of architecture
- Software process for evolution and evolution of software process
- Methodology for evolutionary design and development
- Testing and verification of evolution
- Metrics of evolution
- Configuration and change management for evolution
- Development support environment for evolutionary
- Experience and lessons learned from evolutionary software systems

W2: Workshop on Composition Languages – WCL 2001

Contact: Jean-Guy Schneider, Swinburne University of Technology, Australia (schneidr@it.swin.edu.au)
Markus Lumpe, Iowa State University of Science and Technology, USA (lumpe@cs.iastate.edu)
esec.ocg.at/workshops

September 11, 2001

Scope:

The aim of WCL 2001 is to provide a forum to address problems concerning the design and implementation of higher-level languages for component-based software development. The main focus of the workshop will be on language aspects, and not on component-based systems in general. Besides a discussion of theoretical and practical issues related to composition languages, we hope that this workshop also results in an outline of collaborative topics relevant for both researchers and practitioners as well as a list of areas for further exploration.

In contrast to similar workshops in the area of component-based software, WCL 2001 aims to particularly address specific problems related to composition systems and environments. More precisely, we would like to emphasize important issues of

- the design and implementation of higher-level languages for component-based software development,
- the definition of new paradigms for the specification of reusable architectural assets, and
- expressing applications as compositions of software components (i.e. scripting).

ESEC/FSE 2001 at a Glance

	8:30	9:00	9:30	10:00	10:30	11:00	11:30	12:00	12:30	13:00	13:30	14:00	14:30	15:00	15:30	16:00	16:30	17:00	17:30	18:00	18:30	19:00	
Mon., Sept. 10, 2001		F1: Software Architecture in a Changing World: Developing Design Strategies that Anticipate																					
		F2: Component Technologies: Java Beans, COM, CORBA, RMI, EJB and the CORBA Component Model																					
		H5: Methods of Component-Based Software Engineering									H7: Engineering of Web Services with XML and XSL												
		H6: Adapting XP to Complex Application Domains									H8: EasyWinWin: A Groupware-Supported Methodology ...												
		W1: International Workshop on Principles of Software Evolution – IWPSE 2001																					
Tue., Sept. 11, 2001		F3: Aspect-Oriented Programming																					
		F4: Internet Security																					
		H9: Title: Requirements-Based Product Line Engineering									H11: Peer-to-peer information systems												
		H10: From Use Cases to Code – Rigorous Software Development with the UML									H12: Fundamental Concepts for Practical Software Architecture												
		W1: International Workshop on Principles of Software Evolution – IWPSE 2001																					
		W2: Workshop on Composition Languages																					
Wed., Sept. 12, 2001	Welcome	Keynote I: M. Jackson			Architecture					Distributed Systems				Specification				19:00 Conference Banquet (busses depart at 18:00)					
Thu., Sept. 13, 2001	Keynote II		Modularity			Component Composition					Panel: XML				Verification								
Fri., Sept. 14, 2001	Keynote III		Real Time UML			Components					Testing				Experiences and Case Studies				Closing				

Conference Venue

The conference will be held at the Vienna University of Technology, Vienna, Austria. The conference venue is very near to the underground junction Karlsplatz.

Vienna is a museum paradise and one of the richest in art in Europe. Home to the world famous Vienna Philharmonic Orchestra, the Vienna State Opera, the Vienna Boy's Choir and the Spanish Riding School. The Museum of Fine Arts is considered one of the best in the world. You can visit the former Palaces of Schonbrunn and Belvedere, now beautiful museums. Or just relax at one of the historic coffee houses and be tempted by the array of delicious pastries.

The surrounding landscape is legendary. The Vienna Woods are said to have inspired Beethoven and Kafka, among others. The romantic Wachau region on the Danube showcases many castles and vineyards. The Alpine foothills are within easy reach. September is a beautiful time in Vienna. Be sure to make your hotel reservations early.

Detailed information about Vienna is available at www.info.wien.at

Conference Agent

Registration, hotel reservation, payment, and excursions are handled by the agency Nethotels in Vienna, a professional congress and tour organizer. If you have any special wishes or requirements concerning accommodation or excursions, please contact Nethotels.

NetHotels Vienna
Neulinggasse 31,
1030 Vienna,
Austria

Phone +43 1 710 1919
Fax +43 1 710 19 20
Email: office@nethotels.com
vienna.nethotels.com

Sightseeing Tours

Detailed information about the half-day and full-day tours offered for ESEC/FSE 2001 participants can be obtained at: www.viennasightseeingtours.com

Questions?

Send mail to esec@ocg.at

For the latest information
about ESEC/FSE 2001
check

esec.ocg.at

**ESEC/FSE 2001 10th – 14th Sept. 2001
REGISTRATION AND HOTEL RESERVATION FORM**

**8th European Software Engineering Conference (ESEC) and
9th ACM SIGSOFT International Symposium on the
Foundations of Software Engineering (FSE-9)**

Please return this form by **August 10, 2001** to:
NetHotels Vienna
Neulinggasse 31, 1030 Vienna, Austria
Phone +43 1 710 1919,
Fax +43 1 710 19 20
Email: office@nethotels.com

DELEGATE One conference delegate per form, type or use capital letters.

First name	Surname	Title
Name as preferred on badge:		Position
Organisation/Institution		
Address		
Postal code/Zip	City	State/Country
Phone	Fax	E-mail
I am a member of : <input type="checkbox"/> OCG <input type="checkbox"/> ACM <input type="checkbox"/> GI <input type="checkbox"/> CEPIS <input type="checkbox"/> IFIP <input type="checkbox"/> SI		Membership Nr. :
Special requests concerning presentation requirements		

REGISTRATION

	Code	Before July 31, 2001			After July 31, 2001			Sub-Total
		Member*	Non-Member	Student**	Member*	Non-Member	Student**	
ESEC/FSE 2001 Conference		Euro 460	Euro 510	Euro 150	Euro 510	Euro 560	Euro 170	Euro
Tutorial: Full-Day or 2 Half-Day		Euro 350	Euro 450	Euro 150	Euro 400	Euro 500	Euro 170	Euro
Tutorial: Half-Day		Euro 200	Euro 275	Euro 100	Euro 250	Euro 325	Euro 120	Euro
Workshop: 1-Day (W2)		Euro 150	Euro 200	Euro 75	Euro 150	Euro 200	Euro 95	Euro
Workshop: 2-Day (W1)		Euro 250	Euro 350	Euro 125	Euro 300	Euro 400	Euro 145	Euro
Additional conference banquet ticket		Euro 60	Euro 60	Euro 60	Euro 60	Euro 60	Euro 60	Euro

ESEC/FSE 2001 Conference Fee includes entry to all technical sessions, nutrition breaks, welcome reception, conference dinner, and one copy of the conference proceedings. Additional proceedings can be bought at the registration desk at a special discount rate. Included in the tutorial fee are the tutorial notes and coffee/tee. The organizers retain the right to cancel tutorials when there are less than seven participants.

The workshop fee includes coffee/tea. As the workshops are organized independently, the Conference Organization Committee takes no further responsibility for the workshops.

* The member rates are applicable for members of OCG, ACM, ACM SIGSOFT and of all CEPIS and IFIP societies (e.g. GI, SI). Authors of accepted papers, tutorial speakers and program committee members are also eligible for member rates.

Participants claiming the member discount should be able to produce a proof of membership when registering at the conference site.

** In order to claim the student discount, students must include a proof of full-time student status with their registration. The registration fee for students includes the conference proceedings, coffee/tea, and the Welcome Reception.

Tutorials	<input type="checkbox"/> F1	<input type="checkbox"/> F2	<input type="checkbox"/> F3	<input type="checkbox"/> F4	<input type="checkbox"/> H5	<input type="checkbox"/> H6	<input type="checkbox"/> H7	<input type="checkbox"/> H8	<input type="checkbox"/> H9	<input type="checkbox"/> H10	<input type="checkbox"/> H11	<input type="checkbox"/> H12
Workshops	<input type="checkbox"/> W1 (two-day)		<input type="checkbox"/> W2 (one-day)									

Please name any accompanying persons who are registering as guests for the social program only.

Name:	Special Requirements
Name:	Special Requirements:

SOCIAL EVENTS

<input type="checkbox"/> Welcome Reception	September 11, 2001, 18:00	Vienna University of Technology
<input type="checkbox"/> Conference Banquet	September 12, 2001, 19:00	Monastery of Klosterneuburg (incl. bus transfer)

ACCOMMODATION (with special discount) More hotels available via NetHotels Vienna <http://vienna.nethotels.com>

Hotel Renaissance ***** with Underground-Line U4: approx. 10 min. to conference venue (5 stations)	<input type="checkbox"/> Single room € 141,71/night
	<input type="checkbox"/> Double room € 152,61/night
Hotel Ananas **** with Underground-Line U4: approx. 6 min. to conference venue (2 stations)	<input type="checkbox"/> Single room € 101,71/night
	<input type="checkbox"/> Double room € 143,46/night
Hotel Atlas *** with Underground-Line U2: approx. 8 min. to conference venue (2 stations)	<input type="checkbox"/> Single room € 56,00/night
	<input type="checkbox"/> Double room € 76,00/night

Hotel deposit:

To guarantee your hotel reservation, a deposit of an amount equal to 1 night's accommodation is required and should be included together with your registration fee. The deposit will be credited to your final room account when checking out.

SubTotal of deposit in Euro:
I share double room with
Special requests concerning accommodation

Date of arrival (dd/mm)	/	<input type="checkbox"/> Late arrival (after 6 p.m.)
Date of departure (dd/mm)	/	

Please turn!

HALF DAY TOURS	Number of people	Weekday	Departure	Duration	Rate / person
<input type="checkbox"/> Tour 1s: Historical City Tour with Schönbrunn Palace Ring – Schönbrunn Palace (visit) – Belvedere		daily	9.30 a.m. 10.30 a.m. 14.30 p.m.	3,5 h	Euro 29,07
<input type="checkbox"/> Tour 1b: Panoramic City Tour with Boat-cruise Danube - UN-Buildings - Hundertwasser House		daily	9.30 a.m. 14.30 p.m.	4 h	Euro 30,52
<input type="checkbox"/> Tour 2: "Following Sisi's Footsteps" Spanish Riding School - Hofburg - St. Stephan's Cathedral		Tue-Fri	9.30 a.m.	3 h	Euro 30,52
<input type="checkbox"/> Tour 4: Vienna Woods - Mayerling Heiligenkreuz - Subterranean Lake		daily	9.30 a.m., 14.30 p.m.	4 h	Euro 37,79

FULL DAY TOURS

<input type="checkbox"/> Tour 8: Romantic Danube Valley		daily	9.30 a.m.	8 h	Euro 59,59
<input type="checkbox"/> Tour 10: Puszta - Bird Paradise at Lake Neusiedl Burgenland - Concert - Boat Ride - Gypsy Music		Tue, Fri	9.30 a.m.	8 h	Euro 61,05
<input type="checkbox"/> Tour 14: Salzburg Mozart - Festival Town - Sound of Music		Tue, Thu, Sat, Sun	7.30 a.m.	1 day	Euro 98,84
<input type="checkbox"/> Tour 17: Budapest One day tour to Budapest		daily	8.00 a.m.	1 day	Euro 98,84
<input type="checkbox"/> Tour 19: Prague - The Golden City		Wed, Fri	7.00 a.m.	1 day	Euro 98,84

TERMS OF PAYMENT

<input type="checkbox"/> Visa	<input type="checkbox"/> Eurocard/Mastercard
<input type="checkbox"/> American Express	<input type="checkbox"/> Diners Club
Card Number	Expires
Cardholder's name	
TOTAL in EURO	
Date	Signature

Bank Transfer

Bank Austria AG 20151/
Account: 697250900
NetHotels Vienna-ESEC/FSE
2001 Conference

The **name of the delegate**
and "**ESEC/FSE 2001**" are
requested on the bank
transfer.

Cheque

Payable to NetHotels Vienna/
ESEC/FSE 2001 Conference
Swift-Code: BKAUATWW

Personal cheques are not
accepted. Remittance on
participant's own risk.
ESEC/FSE 2001 organizers
are not responsible for any
loss of cheques.

Registration And Payment

Your registration will become effective only after receipt of your payment. To register, simply complete the enclosed registration form and forward it to NetHotels Vienna, Neulinggasse 31, A-1030 Vienna Austria, or by Fax on +43 1 710 19 20 or by e-mail: office@vienna.nethotels.com
Please ensure that **your name and "ESEC / FSE 2001"** are clearly legible in order to assist in prompt processing of your registration. Payment should be free of bank handling charges and should be submitted together with the completed registration form. We accept the following forms of payment:

Credit cards: Visa, EuroCard, MasterCard, American Express and Diners Club are accepted. Indicate clearly card type, card number, expiry date and the total sum on the registration form.

Bank: Bank Austria AG, Vienna-Austria. Swift code: BKAUATWW. Account: 697250900; Routing Code: 20151 NetHotels Vienna-ESEC/FSE 2001.

Check: Confirmation will be forwarded to you once funds have been cleared to NetHotels Vienna. Please include all items (registration fee, hotel deposit, tour fees) on the same cheque. Due to Austrian regulations, all confirmations will be forwarded to you in both Austrian Schillings (ATS) and Euro (€).

IMPORTANT NOTICE! Due to Austrian regulations your credit card payment will be charged in EURO (1 EURO equaled USD 0,89 when the registration started in April 2001). The amount will be converted to EURO by using the daily exchange rates as confirmed by the Bank of Austria. Due to currency fluctuations there might be a slight difference between the original amount in USD and your actual charge from your own credit card company. The confirmation/receipt will be written in ATS and EURO.

Cancellation Policy

Alterations or cancellations of all reservations should be addressed to NetHotels Vienna, Neulinggasse 31, A-1030 Vienna. Fax. + 43 1 710 19 20., E-mail. office@nethotels.com.

Hotel payment will be refunded in full, less a handling charge of ATS 590 (EURO 43~USD 40), provided that cancellation is received by NetHotels Vienna by 10 Aug., 2001. Thereafter, the cost of the hotel deposit will be charged. "No shows" are not refundable and are liable for the full registration fee.

If cancellation of tours and excursions is received before 10 Aug., 2001 the payment, except for a cancellation fee of ATS 290 (EURO 21~USD 30) will be refunded. Thereafter no refund will be issued.

We have done our best in preparing ESEC/FSE 2001. However, neither the ESEC/FSE 2001 chairs nor the ESEC steering committee nor NetHotels can take any responsibility for any damage, loss or inconvenience participants might incur in connection with the conference. We also cannot be held responsible for the correctness or appropriateness of the contents of talks and papers included in this conference. In particular, changes to the published conference program or cancellations of parts thereof do not entitle to a refund of the conference fee or parts thereof. Names and addresses of participants will be electronically processed and will be included in a list of participants that will be distributed/posted during and in connection with the conference.

Please make sure that you have signed this registration form. Also ensure that you have read and agree to the payment conditions and cancellation policies contained in this document.

Date	Signature
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