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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Research Papers -- Sotograph – A Pragmatic Approach to Source Code Architecture Conformance Checking -- Formal Analysis of Architectural Patterns -- Architectural Modelling in Product Family Context -- Reflection-Based, Aspect-Oriented Software Architecture -- Software Architecture Evolution through Dynamic AOP -- On the Role of Architectural Style in Model Driven Development -- UML 1.4 versus UML 2.0 as Languages to Describe Software Architectures -- From Acme to CORBA: Bridging the Gap -- Constraints of Behavioural Inheritance -- Experience Papers -- Software Architectures for Designing Virtual Reality Applications -- Generation and Enactment of Controllers for Business Architectures Using MDA -- Formalization of an HCI Style for Accelerator Restart Monitoring -- Experiences Using Viewpoints for Information Systems Architecture: An Industrial Experience Report -- Position Papers -- Software Architecture: The Next Step -- Using Architectural Models at Runtime: Research Challenges -- Maintainability through Architecture Development -- An Architecture Description Language for Mobile Distributed Systems --

Model Checking for Software Architectures -- Distilling Scenarios from Patterns for Software Architecture Evaluation – A Position Paper -- Invited Papers: European Projects in Software Architecture -- Towards an MDA-Based Development Methodology -- Correct Development of Embedded Systems -- Expressing Domain Variability for Configuration -- ArchWare: Architecting Evolvable Software -- The FABRIC Project.

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Sommario/riassunto

The last decade has been one of great progress in the field of software architecture research and practice. Software architecture has emerged as an important subdiscipline of software engineering. A key aspect of the design of any software system is its architecture, i. e. the fundamental organization of a system embodied in its components, their relationships to each other, and to the environment, and the principles guiding its design and evolution (as defined in the Recommended Practice for Architectural Description of Software-Intensive Systems -- IEEE Std 1471-2000). - The First European Workshop on Software Architecture (EWSA 2004) provided an international forum for researchers and practitioners from academia and industry to discuss a wide range of topics in the area of software architecture, and to jointly formulate an agenda for future research in this field. EWSA 2004 distinguished among three types of papers: research papers (which describe authors' novel research work), experience papers (which describe real-world experiences related to software architectures), and position papers (which present concise arguments about a topic of software architecture research or practice). The Program Committee selected 19 papers (9 research papers, 4 experience papers, and 6 position papers) out of 48 submissions from 16 countries (Australia, Brazil, Canada, Chile, Finland, France, Germany, Italy, Japan, Korea, The Netherlands, Spain, Switzerland, Turkey, UK, USA). All submissions were reviewed by three members of the Program Committee.

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