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Nota di contenuto	Keynote -- Dynamic Software Adaptation: Middleware for Pervasive Computing -- Middleware Services -- Here's Your Lego™ Security Kit: How to Give Developers All Protection Mechanisms They Will Ever Need -- Integration of a Text Search Engine with a Java Messaging Service -- A Common Conceptual Basis for Analyzing Transaction Service Configurations -- Alice: Modularization of Middleware Using Aspect-Oriented Programming -- Ubiquitous Computing -- Service Discovery Protocol Interoperability in the Mobile Environment -- Formally Designing an Event-Based Application for Mobile Collaboration: A Case Study -- Supporting Generalized Context Interactions -- A Middleware Centric Approach to Building Self-adapting Systems -- PlanetSim: A New Overlay Network Simulation Framework -- Towards the Development of Ubiquitous Middleware Product Lines -- Performance and QoS -- Extending Standard Java Runtime Systems for Resource Management -- Modeling Distributed Applications for QoS

Management -- Accuracy of Performance Prediction for EJB Applications: A Statistical Analysis -- Building Distributed Applications -- A Proposal for Evolution Driven Middleware Architecture for eBusiness Process Execution -- Experience with Lightweight Distributed Component Technologies in Business Intelligence Systems -- Integration of Component-Based Development-Deployment Support for J2EE Middleware.

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Sommario/riassunto

Middleware provides an integration framework for multiple and potentially diverse computing platforms. It allows developers to engineer distributed applications more easily, providing abstractions and primitives to handle distribution and coordination. Middleware is constantly facing new challenges. Today's advances in computing, including development of pervasive applications, exacerbates the diversity problem, introducing variations not only in terms of performance, but also in terms of environments and device characteristics. Software engineers are therefore challenged both in the area of the development of new and scalable middleware systems, where open, heterogeneous, component-based platforms should provide richer functionality and services, and in the area of application development, where tools to simplify the use of middleware solutions are necessary. Software Engineering and Middleware is the premier workshop for the research and practice community of software engineering working in both areas to present and discuss new ideas in this field. SEM2004 was the fourth international workshop on software engineering and middleware of the EDO/SEM workshop series. Previous workshops of this series were successfully held in 2002, 2000 and 1999. Most of the proceedings have been published by Springer in the Lecture Notes in Computer Science series.

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