The International Conference on Software Reuse (ICSR) is the premier event in the field of software reuse research and technology. The main goal of ICSR is to present the most recent advances and breakthroughs in the area of software reuse and to promote an intensive and continuous exchange among researchers and practitioners.

ICSR 2017 will be held on May 29-31 2017 in Salvador, Brazil.

Topics

We invite submissions on new and innovative research results and industrial experience reports in all areas related to software reuse.

As every year ICSR will have a guiding theme. This year's theme will be *Mastering Scale and Complexity in Reuse*. This can, for instance, include work that (i) addresses scale and complexity from a *technical* point of view, e.g., by providing performant mechanisms or (ii) aims at *cognitive* complexity, e.g., by providing tools that support humans in complex reuse tasks.

In general, topics of interest include but are not limited to:

- Domain analysis and modelling
- Search-based approaches and retrieval in reuse
- · Architecture-centric reuse approaches
- · Component-based reuse
- · Service-oriented architectures
- COTS-based development and reuse of open source assets
- Generative development
- · Domain-specific languages
- Software composition and modularization
- Model-driven development, reuse in MDE
- Reuse beyond code, e.g., reuse of models, specifications, and tests
- · Reengineering for reuse
- Reuse for families of similar systems, software product line techniques
- Quality assurance for software reuse, such as testing and verification
- Reuse of processes, practices, experience
- · Economic models of reuse
- Benefit and risk analysis, scoping
- · Legal and organizational aspects of reuse
- · Transition from improvised to systematic reuse
- · Agile and light-weight reuse approaches
- · Software evolution and reuse
- · Reuse for mobile and ubiquitous applications
- Reuse in domains with particular quality requirements

Submissions

We invite novel and well-founded work in the wider area of software reuse. *Theoretical work* should describe innovative ideas and be based on a sound theoretical basis. *Empirical work* that reports on, for instance, case studies, experiments, and other empirical evidence is also highly welcome.

In addition, we explicitly encourage submissions linking academic research to *software reuse in industrial practice*. This can, for instance, include reports on practical experience and technology transfer to industry or work that provides insights on obstacles and success factors for the adaptation of reuse approaches.

Submissions must conform to <u>Springer's LNCS format</u> and be written in English. Page limit is 16 pages for full papers and 8 pages for short papers. Please use <u>EasyChair</u> to submit your paper.

Evaluation Criteria

Each submission will be reviewed by at least three members of the program committee. Submissions must not have been previously published or concurrently submitted elsewhere. Submissions will be evaluated based on their novelty, significance of contribution, applicability, relevance for the ICSR audience, and quality of the presentation. Moreover, claims of novelty should be supported by references to the relevant literature.

Accepted Submissions

Accepted papers will be published in Springer's highly visible LNCS series. Please note that a full conference (not a student) registration is required for a technical paper to be published.

We intend to organize a special journal issue, for which the authors of selected papers from the conference will be invited to submit an extended version of their papers.

Important Dates

Submission: 28 November 2016 Notification: 25 January 2017 Camera Ready: 10 February 2017

More information is available at http://icsr2017.ufba.br/

See next page for details on the program committee.

ICSR 2017 Program Committee

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