

THE FOUR AGENT PERSPECTIVES

PROGRAMMING

1. TRANSLATION TECHNIQUES

TRIDENT ETC.

2. DEPENDENCY AT M/C LEVEL

SCICS HEAPSORT

3. PORTABILITY ISSUES

MODELLING ARCHITECTURES

E.G. SAND.

SOFTWARE DEVELOPMENT

?

SYSTEMS ?

• HAREL STATECHARTS

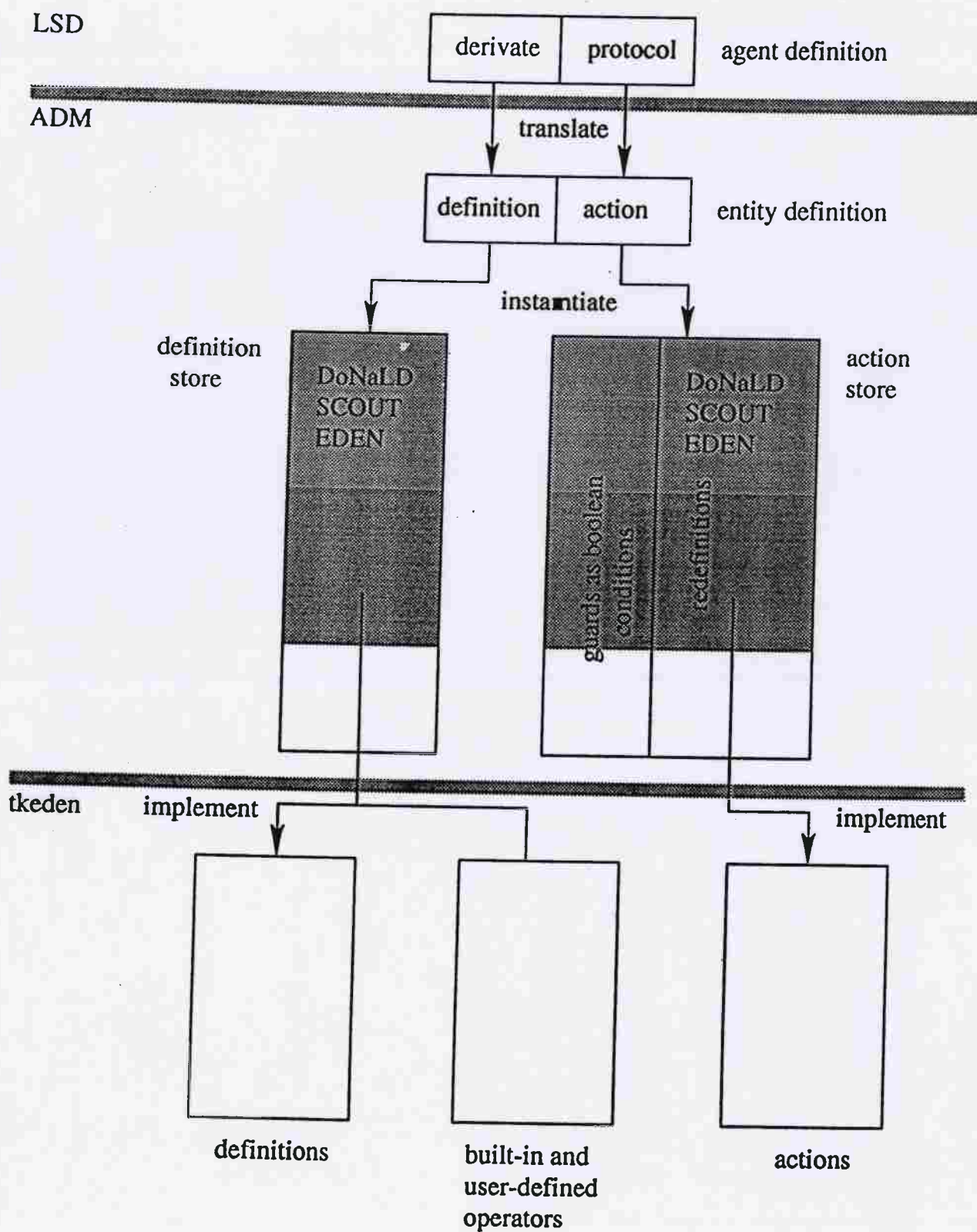
SIT : BUILD + LINK

STATECHARTS \in LSD

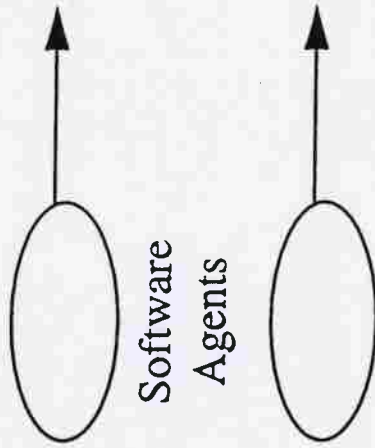
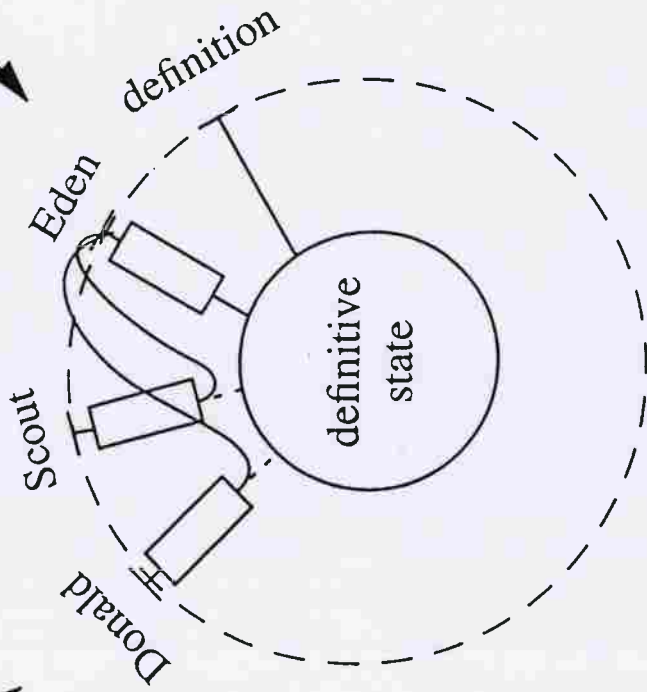
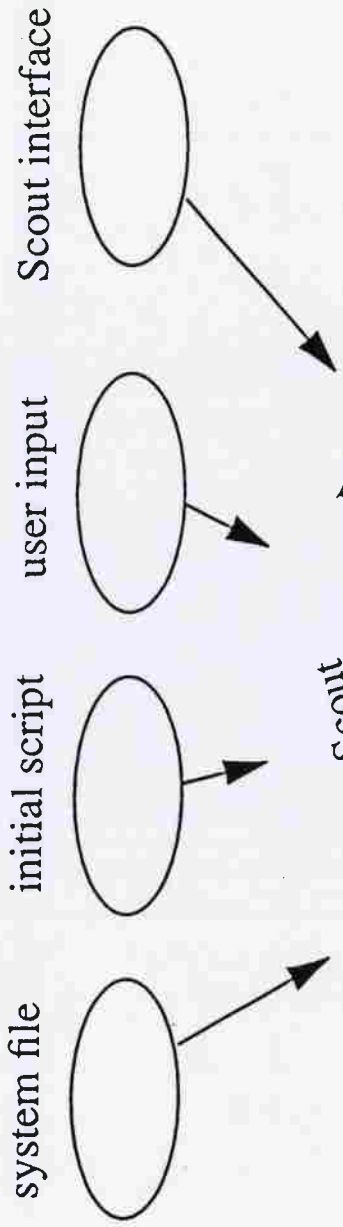
• EMPIRICAL APPROACH

• CONCURRENT ENGINEERING

• COMPOSITIONAL ASPECTS.



using textual entry points



mainly accessing
the definition entry
point

Agent View of the Eden System