

Software Reuse in the Web Era

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The availability of open source assets for almost all imaginable domains has led the software industry to opportunistic design, an approach in which people develop new software systems in an ad hoc fashion by reusing and combining components that were not designed to be used together. This emergent pattern places focus on large scale reuse and developer convenience, with the developers "trawling" for most suitable open source components and modules online. In this talk we investigate this emerging approach and argue that challenges associated with such a development model are different from the traditional software development and more systematic models for software reuse that were introduced some decades earlier.