

Table of Contents

Objects, Agents, and Features: An Introduction	1
<i>John-Jules Ch. Meyer, Mark D. Ryan, and Hans-Dieter Ehrich</i>	
Coordinating Agents in OO	8
<i>Frank S. de Boer, Cees Pierik, Rogier M. van Eijk, and John-Jules Ch. Meyer</i>	
On Feature Orientation and on Requirements Encapsulation	
Using Families of Requirements	26
<i>Jan Bredereke</i>	
Detecting Feature Interactions: How Many Components Do We Need?	45
<i>Muffy Calder and Alice Miller</i>	
Software Evolution through Dynamic Adaptation of Its OO Design	67
<i>Walter Cazzola, Ahmed Ghoneim, and Gunter Saake</i>	
Modelling and Analysis of Agents' Goal-Driven Behavior	
Using Graph Transformation	81
<i>Ralph Depke and Reiko Heckel</i>	
Giving Life to Agent Interactions	98
<i>Juliana Küster Filipe</i>	
Organising Computation through Dynamic Grouping	117
<i>Michael Fisher, Chiara Ghidini, and Benjamin Hirsch</i>	
Adding Features to Component-Based Systems	137
<i>Maritta Heisel and Jeanine Souquieres</i>	
Components, Features, and Agents in the ABC	154
<i>Tiziana Margaria</i>	
Towards a Formal Specification for the AgentComponent	175
<i>Philipp Meier and Martin Wirsing</i>	
Policies: Giving Users Control over Calls	189
<i>Stephan Reiff-Marganiec</i>	
Agents and Coordination Artifacts for Feature Engineering	209
<i>Alessandro Ricci</i>	
Author Index	227