Problem Decomposition for Reuse

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An approach to software development problems is presented, and illustrated by an example. The approach is based on the ideas of *problem frames* and structuring specifications by *views*. It is claimed that decompositions obtained by this approach result in a more effective separation of concerns, and that the resulting components are more likely to be reusable than those obtained by more conventional approaches. The characteristics of desirable integration mechanisms are discussed, together with some other considerations arising out of the approach presented.

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