Panel: How to Solve the Reuse Problem
Find Out What Isn't Reusable and Don't Use It

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What Isn't Reusable?

- "It " pertains to all reusable artifacts, tools and reuse techniques.

- It isn't reusable if it doesn't compile, link, and execute as it used to.  
  *Waldo - Java addressing version and configuration space*

- It isn't reusable if you don't understand what it does.  
  *Wadler - functional programming*

- It isn't reusable if it doesn't address the user's problem.  
  *Weiss - program families, Bassett - frames*

- It isn't reusable if it can't interface to existing systems.  
  *Williams - COM/DCOM*
Judging the Technology

- "Magic Bullet" reuse technology meets *all* of the constraints in *all* system development cases.

- Magic Bullet cannot exist. There are always new problem domains, versions, configurations, notations and subsystems. A method is not a solution.

- Software Architect must minimize effect of these changes through the lifetime of the system while still providing the system's functional requirements.