



33rd International Conference on Software Engineering

Waikiki, Honolulu, Hawaii
May 21-28, 2011



1st Workshop on Developing Tools as Plug-Ins

- **Website:** <http://topi2011.inf.puc-rio.br/>
- **Workshop Date:** May 28th, 2011
- **All accepted submissions to be published in the ICSE Workshops Volume, in the ACM DL**
- **Best papers will be invited for full submission at Software Practice and Experience.**

OVERVIEW

Our knowledge as to how to solve software engineering problems is increasingly being encapsulated in tools. These tools are at their strongest when they operate in a pre-existing development environment that can provide integration with existing elements such as compilers, debuggers, profilers and visualizers. Some also exist beyond development time and work with the runtime. A further challenge is to develop tools that can span different – and future – development environments and runtimes. The purpose of TOPI is to provide a forum for discussing research, ongoing work, ideas, concepts, challenges, and critical questions related to the engineering of software tools as plug-ins for IDEs, runtimes and browsers.

GOALS

The workshop wants to address the following themes:

- identify recent successful tools as plug-ins
- categorize the characteristics of good plug-ins
- understand interoperability requirements to making tools available across platforms
- list which tools lend themselves best to the plug-in approach
- specify the medium and long term challenges of tools as plug-ins

Thus we are more concerned in this workshop with understanding the characteristics and creation of tools as plug-ins, than of the tools themselves. Attendees should have a working knowledge of an IDE such as Visual Studio 2010, Eclipse or MonoDevelop, and experience or interest in tool development.

TOPICS

- Computer supported cooperative work
- Empirical software engineering
- Engineering secure software
- Mining software repositories
- Programming languages and design
- Software dependability, safety, and reliability
- Software engineering education
- Software processes
- Software requirements engineering
- Software testing and analysis
- Software verification
- Static analysis and bug-finding

SUBMISSION GUIDELINES

We invite position papers, up to 4 pages long, addressing research, ongoing work, ideas, concepts, and critical questions related to the engineering of software tools and plug-ins. We are looking for research results, case studies, position papers and/or technology prototypes clearly identified by the workshop goals.

Every submission will be reviewed by at least three members in the program committee and accepted on merit. All accepted papers will be published in ICSE Workshops Volume. Some authors will also be invited to submit a full version of their paper for inclusion in **Software Practice and Experience**.

Please upload your contributions through **Easy Chair** at: <http://easychair.org/conferences/?conf=topi2011>

ORGANIZATION

Program Co-chairs:

Judith Bishop, Microsoft Research, USA
Karin Breitman, PUC-Rio, Brazil
David Notkin, University of Washington, USA

Program Committee:

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Nikolai Tillmann, Microsoft Research, USA
Tiziana Margaria-Steffen, University of Potsdam, Germany

IMPORTANT DATES

Submission deadline: **January 21, 2011**
Author notification: February 21, 2011
Camera-ready copy: March 10, 2011
Workshop date: May 28, 2011

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