

## Editorial



Dear Readers,

Four of our regular columnists have contributed to this issue plus a column of my own (Educator's Corner). I thank these columnists for their timely and diligent work in sharing their thinking about interesting issues.

I believe you will also enjoy our five full-length papers.

A quick perusal of the summaries of the columns and papers suggests a wide variety of topics of current interest presented in these works. These include the development of test cases, the OCO design pattern, situational applications, use of games for CS 3 projects, translating AUML into Maude specifications, performance of mobile applications, ownership types, pattern-oriented design in multi-agent systems and persistent objects in Timor.

Hope you find these columns and papers useful to you.

Richard Wiener