

Greetings!

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*F*ive years is said to be a milestone in the life of a journal, and while we are just beginning the fifth volume, the staff has just completed five years of work. It certainly doesn't seem like a lustrum (or semi-decade). My sincere thanks to all the staff, readers, and authors who have contributed to our success.

This issue finds C++ in the headlines again. Our first paper deals with the difficult problem of understanding a complex program. J. Grass introduces *software archaeology* for C++ and illustrates the tools and techniques she has developed by taking us on a field trip exploring the *Interviews* GUI class library. Design recovery tools such as these are an important aid, both for programmers maintaining existing systems and those reimplementing new versions of existing systems. We hope this paper inspires other to contribute ideas to this new area of Software Engineering.

Our second paper by Markku Sakkinen originally arrived as another contribution to our *Controversy* series on multiple inheritance in C++. The reviewers, however, strongly encouraged the author to amplify and expand several points raised in the original version. The paper you see in this volume takes a fair broader view, presenting an in-depth critique of the structure of types, classes and inheritance and their subtle interactions. Markku presents insightful and thought-provoking criticism as well as several proposals for potential improvements. Lively formal criticism and debate is an important part of science and we are pleased to present the latest chapter in this important discussion.

That does it for this issue. We hope to have several surprises in store in upcoming issues, so stay tuned. In the meantime, write something!