

5th Conference on Object-Oriented Technologies and Systems (COOTS '99)Sponsored by The USENIX Association Conference Web site: <http://www.usenix.org/events/coots99>

May 3-7, 1999

San Diego, California, USA

Important Due DatesPaper submissions: *Nov. 6, 1998*Tutorial submissions: *Nov. 6, 1998*Notification to authors: *Dec. 16, 1998*Camera-ready papers: *March 23, 1999***Conference Organizers****Program Chair**Murthy Devarakonda, *IBM T.J. Watson Research Center***Program Committee**Ken Arnold, *Sun Microsystems, Inc.*Rachid Guerraoui, *Swiss Federal Institute of Technology*Jennifer Hamilton, *Microsoft Corporation*Doug Lea, *SUNY Oswego*Gary Leavens, *Iowa State University*Scott Meyers, *Software Development Consultant*Ira Pohl, *UC Santa Cruz*Rajendra Raj, *Morgan Stanley & Company*Doug Schmidt, *Washington University*Joe Sventek, *Hewlett-Packard Labs*Steve Vinoski, *IONA Technologies, Inc.*Werner Vogels, *Cornell University*Jim Waldo, *Sun Microsystems*Yi-Min Wang, *Microsoft Research*Jack C. Wileden, *University of Massachusetts, Amherst*Shalini Yajnik, *Bell Laboratories, Lucent Technologies***Tutorial Program Chair**Douglas C. Schmidt, *Washington University***Overview**

As the last COOTS before the year 2000, COOTS '99 will focus on "The Object Lessons," our cumulative experiences in building and programming object-oriented systems. We invite you to submit high quality, previously unpublished, original papers on this theme as well as on all topics relating to object-oriented systems.

In addition to experience-centered papers, COOTS '99 accepts papers on a wide range of topics, including but not limited to:

Distributed Objects

Object-oriented systems performance

Security for Distributed Objects

Object services

Mobile objects

Object-oriented design techniques

Component based operating systems

Standard Template Library

Advanced C++ topics/examples

Java and Web programming languages

Container technologies (e.g. Java Beans)

Design patterns

Visual J++ and other development tools

Fault tolerance

New OO programming languages

Object-Oriented database systems

Building distributed applications

Persistent Object Issues

Groupware

Patterns

Major fractures of C++

C++

SmallTalk systems

Commercial toolkits/OBDMs

Platform-independent features of C++

Keynote and Invited Speakers

In the long-standing tradition of USENIX conferences, COOTS '99 will feature two prominent speakers, who combine extraordinary insights, original thinking, creativity, and years of experience to make a difference in the way we build and program computer systems. The first day of the technical sessions will feature a keynote address

by James Gosling of Sun Microsystems, and the second day of the technical sessions will feature an invited talk by Professor Barbara Liskov of MIT.

Tutorials

The COOTS conference will begin with two days of tutorials. We expect tutorial topics to include: Distributed object systems (CORBA, DCOM, RMI, etc.), Java and WWW programming languages, framework design, and object-oriented programming languages.

If you are interested in proposing a tutorial, contact the USENIX tutorial coordinator, Dan Klein, by phone at +1.412.422.0285 or by email to dvk@usenix.org

Technical Sessions

Two days of technical sessions will follow the tutorials. COOTS emphasizes research and advanced engineering aspects of object technology, focusing on experimental systems research. Conference Proceedings will be published by USENIX and provided free to technical session attendees. An award will be given for the best student paper at the conference.

Advanced Topics Workshop

As usual, the conference will conclude with an Advanced Topics Workshop, where a smaller audience can exchange in-depth technical information on a few position papers. The topic for the ATW will be announced several months before the conference.

What to Submit

Full papers should be 10 to 15 pages (around 5,000-6,000 words). All submissions will be judged on originality, relevance, and correctness.

Each submission must include a cover letter stating the paper title, the contact author, email and regular addresses, and a phone number.

The COOTS conference, like most conferences and journals, requires that papers not be submitted simultaneously to another conference or publication and that submitted papers not be previously or subsequently published elsewhere. Additional information and detailed guidelines for submission and examples of extended abstracts can be obtained by sending email to coots99authors@usenix.org or by telephoning USENIX at 510.528.8649.

Where to Submit

Please send one copy of a full paper to the program committee via email (Postscript, PDF, or ASCII) to: coots99papers@usenix.org. All submissions will be acknowledged.

Registration Materials

Materials containing all details of the technical and tutorial programs, registration fees and forms, and hotel information will be available in February 1999. Please go to the conference Web site:

<http://www.usenix.org/events/coots99>

If you would like to receive the program materials in print, contact:

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