# Table of Contents

**Introduction** ................................................................. iii
**Thank you** ................................................................. ix
**Table of Contents** .......................................................... x

**Social Interaction**

**Andreas Fießer:** *A Pattern Language for Film Production* .......................... 1
**Marty Kauhanen, Chris Eaket, Robert Biddle:**  
*Patterns for Story Authoring Tools* ............................................. 19
**Axel Schmolitzky:** *Patterns for Teaching Software in Classroom* .............. 37
**Marina Haase, Marco Miedl:** *Patterns for Leading Effective and Efficient Meetings – Part Two* ......................................................... 53
**Till Schümmer, Peter Tandler:** *Patterns for Technology Enhanced Meetings* 97
**Amir Raveh, Ofra Homsky:** *Pattern Language for Online Communities* ...... 121
**Mayank Chaturvedi:**  
*Team where People Matters – A Project Management Pattern* .................... 149

**Business, Processes, and Services**

**Michael Weiss:** *In Bed with the Enemy* ........................................ 159
**Allan Kelly:** *More patterns for Software Companies Product development* .... 173
**Stefan Holtel:** *Strategies towards a Semantics-Driven Software Architecture* .. 203
**Carsten Hentrich, Uwe Zdun:** *Service Integration Patterns for Invoking Services from Business Processes* ........................................... 235
**Volker Gruhn, Ralf Laue:**  
*Good and Bad Excuses for Unstructured Business Process Models* ............ 279
**Jürgen Salecker:** *Patterns for Configuration Management* ......................... 291
**Osorio Abath Neto, Jacques Sauvé, Ayla Dantas:**  
*Patterns for Scripted Acceptance Test-Driven Development* ....................... 309

**Human Computer Interaction**

**Christian Kohls, Tobiam Windbrake:**  
*Moving objects – More patterns for a pattern language of interactive information graphics* .... 321
<table>
<thead>
<tr>
<th>Authors</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>Birgit Zimmermann, Christoph Rensing, Ralf Steinmetz</td>
<td>Patterns towards Making Web Material Accessible</td>
</tr>
<tr>
<td>Andreas Rüping</td>
<td>Software Architectures for Web Content Management – The Big Picture</td>
</tr>
<tr>
<td>Stephan Lukosch, Till Schümmer, Thomas Jarmer</td>
<td>There’s more than just a LOGIN – Five patterns that make connecting to a collaborative system more convenient</td>
</tr>
<tr>
<td>Nicole Schadewitz, Timothy Jachna</td>
<td>Design Patterns for Cross-Cultural Computer-Supported Collaboration</td>
</tr>
<tr>
<td>James Siddle</td>
<td>An Example of the Retrospective Patterns-Based Documentation of a Software System</td>
</tr>
<tr>
<td>Klaus Marquardt</td>
<td>Overthreading</td>
</tr>
<tr>
<td>Klaus Meffert, Ilka Philippow</td>
<td>Configuration Provider: A Pattern for Configuring Threaded Applications</td>
</tr>
<tr>
<td>Dietmar Schütz</td>
<td>Coping with Variability in Software Development</td>
</tr>
<tr>
<td>Birte Böhm, Norbert Gewald, Gerold Herold, Dieter Wißmann</td>
<td>Decoupling of Data Resources with Indirection</td>
</tr>
<tr>
<td>Leon Welicki</td>
<td>Patterns for Factoring Responsibilities when Working with Objects and Relational Databases</td>
</tr>
<tr>
<td>Tim Wellhausen</td>
<td>Object Prefetch Filter – A Pattern for Improving the Performance of Object Retrieval of Object-Relational Mapping Tools</td>
</tr>
<tr>
<td>Lotte De Rore, Monique Snoeck, Guido Dedene</td>
<td>A pattern language for reconciliation</td>
</tr>
<tr>
<td>Hans Wegener, Robert Marti</td>
<td>Slowly Changing Dimensions: A Pattern Language for Coping with Change in Analytical Information Processing</td>
</tr>
<tr>
<td>Diethelm Bienhaus</td>
<td>Patterns for Unique Product Identification</td>
</tr>
<tr>
<td>Michael Pont, Susan Kurian, Huiyan Wang, Teera Phatrapornnant</td>
<td>Selecting an appropriate scheduler for use with time-triggered embedded systems</td>
</tr>
</tbody>
</table>

Hvatum/Schümmer (Hg.), EuroPLoP 2007
Copyright by UVK 2008
Huiyan Wang, Michael Pont, Susan Kurian: Patterns which help to avoid conflicts over shared resources in time-triggered embedded systems which employ a pre-emptive scheduler ...............................................................619

Sachin Bammi: A generic real time data acquisition pattern language for embedded applications involving interrupt driven I/O ........................................643

Jorge L. Ortega Arjona: Design Patterns for Communication Components of Parallel Programs ......671

Ed Fernandez, Michael VanHilst: Patterns for WiMax security .......................707

Juan C. Pelaez, Ed Fernandez, Christian Wieser: Patterns for VoIP Signaling Protocol Architectures ..................................................721

Programming Languages and Aspects
Arno Haase: Patterns for the design of Programming Languages ...............735

Isabelle Côté, Denis Hatebur, Maritta Heisel, Holger Schmidt, Ina Wentzlaff: A Systematic Account of Problem Frames ........................................749

James Noble, Arno Schmidmeier, David J. Pearce, Andrew P. Black: Patterns of Aspect-Oriented Design ..........................................................769

Marc Bartsch, Rachel Harrison: Design Patterns with Aspects: A Case Study ..................................................................................797

Arno Schmidmeier: Aspect Team and other patterns for effective adoption of AOP .................811

Focus Group Reports
Andreas Rüping: Focus Group Report: Ajax – The big new thing or the big new bubble? ......831

Andy Longshaw, Kevlin Henney: Focus Group Report: "That Works for Me!" – The role of context in the successful application of software development practices ..................................837