

Preface to BP-UML 2006

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The Unified Modeling Language (UML) has been widely accepted as the standard object-oriented (OO) modeling language for modeling various aspects of software and information systems. UML is an extensible language, in the sense that it provides mechanisms to introduce new elements for specific domains if necessary, such as Web applications, database applications, business modeling, software development processes, data warehouses and so on. Furthermore, the latest version of UML 2.0 got even bigger and became more complicated with a higher number of diagrams. Although UML provides different diagrams for modeling different aspects of a software system, not all of them need to be applied in most cases. Therefore, heuristics, design guidelines, and lessons learned from experiences are extremely important for the effective use of UML 2.0 and for avoiding unnecessary complications.

The Second International Workshop on Best Practices of UML (BP-UML 2006) is a sequel to the successful BP-UML 2005 workshop. BP-UML 2006 was held with the 25th International Conference on Conceptual Modeling (ER 2006), and it intends to be an international forum for exchanging ideas on the best and new practices of UML in modeling and system developments. To keep the high quality of the workshops held in conjunction with ER, a strong International Program Committee was organized with extensive experience in UML as well as relevant scientific production in the area.

The workshop attracted papers from 12 different countries from all continents: Australia, Austria, Chile, France, Germany, India, New Zealand, Spain, Tunisia, Turkey, UK, and USA. We received 17 submissions and only 6 papers were selected by the Program Committee, making an acceptance rate of 35%.

The accepted papers were organized in two sessions. In the first one, three papers explained how to apply UML 2.0 for business process modeling. In the second session, one paper focused on modeling interactive systems, and the other two papers discussed how to use transformations within a model-driven development.

We would like to express our gratitude to the Program Committee members and the external referees for their hard work in reviewing papers, the authors for submitting their papers, and the ER 2006 Organizing Committee for all their support. We also would like to thank Miguel Ángel Varó and Jose-Norberto Mazón for their support in the organization of this workshop.