Foreword

In the last years the object-oriented paradigm has gained a great popularity among software engineering researchers and it is now well accepted that the notion of object provides good foundations for new challenges of parallel, distributed and open computing. The notions of objects, classes and message passing help in structuring and encapsulation of software modules and enhance the reusability of software components. At the same time these notions are flexible enough to match various granularities of software and hardware architectures. Two workshops, named France Japan Workshop on Object Parallel and Distributed Computation were held in Tokyo 21-23 June 1995 (OBPDC'95) and in Toulouse 15-17 October 1997(OBPDC'97). It provided a forum for researchers from conceptual, theoretical, implementational, and applicational backgrounds, to discuss, and compare their respective proposals and experiences, for developing next-generation object-based parallel and distributed computing systems. Full papers of OBPDC'95 were published in LNCS SV 1107.

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