## **Preface**

This volume contains contributed papers from participants in the Generic Programming Seminar held 27 April – 1 May 1998 at the Dagstuhl Conference Center in Wadern, Germany.

Generic programming is a sub-discipline of computer science that deals with finding abstract representations of efficient algorithms, data structures, and other software concepts, and with their systematic organization. The goal of generic programming is to express algorithms and data structures in a broadly adaptable, interoperable form that allows their direct use in software construction. Among the most obvious achievements of this relatively new programming paradigm are new libraries of software components, both in areas of fundamental and broadly used algorithms and data structures – the Standard Template Library – and in more specialized areas such as computer algebra, graph theory, and computational geometry. As useful as such components may be, however, they are probably less important than the overall generic programming methodology being developed. The papers collected here are reports from the field on the major problems and emerging solutions of generic programming methodology.

June 2000 Mehdi Jazayeri Rüdiger Loos David Musser

## Organization

The Generic Programming Seminar was held 27 April – 1 May 1998 at the Conference Center of the Schloß Dagstuhl, located in Wadern, Germany (near Saarbrücken). There were forty nine attendees from ten countries. The formal program of the meeting included thirty seven lectures, a panel session on software library standardization, and a discussion of open problems and projects. Many informal discussions also took place, one of the many benefits of the Dagstuhl setting. The traditional Dagstuhl social event was at this meeting a Baroque concert held in the chapel of the Schloß.

## **Organizers**

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## Attendees

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