Database Technology Beyond Object-Relational p. 1
Towards a Unified Model of Untyped Object Stores: Experience with the Tycoon Store Protocol p. 1
Modeling Facilities for the Component-based Software Development Method p. 2
On Harmonically Combining Active, Object-Oriented, and Deductive Databases p. 2
Databases Evolution: A Metaobject Approach p. 3
Semantic Rules of Propagate Versions in Object-Oriented Databases p. 3
User Modelling for Conceptual Database Design Based on an Extended Entity Relationship Model: A Preliminary Study p. 4
Objects and their Computational Framework p. 4
Designing Databases Using the Activity Paradigm p. 5
SLDMagic - An Improved Magic Set Technique p. 5
Disjunctive Rules and Null Values: Logic Programs with Incomplete Information p. 6
Migration Data-Oriented Applications to a Relational Database Management System p. 6
A Distributed Architecture for Integrated Access to Legacy Database Systems p. 7
A Transaction Model For Handling Composite Events p. 7
Value-serializability and an Architecture for Managing Transactions in Multiversion Objectbase Systems p. 8
Key Integrity for Cooperative Database Environments with Stationary and Mobile Hosts p. 8
Type Associations Identified to Support Information Resource Reuse in Megaprogramming p. 9
Interfacing of Object Analysis and Design Methods with the Method for Interoperable Information Systems Design p. 9
An Indexing Algorithm for Text Retrieval p. 10
Perfect Encoding: a Signature Method for Text Retrieval p. 10
Extending the Gemstone Smalltalk Interface Debugger to Cope with Active Database Components p. 11
Table of Contents provided by Blackwell's Book Services and R.R. Bowker. Used with permission.