

Editorial

Maria Cristina F. de Oliveira

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The second issue of JBCS for year 2010 includes three papers on a special section on Global Software Engineering and two regular papers. The special section has been organized by invited editors Rafael Prikladnicki, Erran Carmel, and Jorge Luis Nicolas Audy. In the following pages, they present the motivation for bringing up this special section and introduce the three papers accepted.

As for the regular papers, the first one is also in the software engineering domain. Authors Marco Túlio Valente, Cesar Couto, Jaqueline Faria, and Sérgio Soares present a qualitative and quantitative assessment on the benefits of using aspect-oriented programming, as proposed by the AspectJ programming language, to modularize crosscutting

concerns. They argue that quantification is the key mechanism to abstract out computations associated to crosscutting concerns.

The second contribution, by Alexandre Savaris and Aldo von Wangenheim, presents results from comparing three well-established techniques for static gesture recognition in human computer interaction. For a representative vocabulary of gestures, the authors systematically compare precision and performance of Nearest Neighbor, Neural Networks, and Support Vector Machines as classifiers. They also identify and discuss a set of relevant criteria that must be observed in evaluating and choosing a particular gesture recognition technique.

M.C.F. de Oliveira (✉)
Computer Science Department, ICMC—University of São Paulo,
Av. Trabalhador São-carlense, 400, C.P. 668, 13560-970,
São Carlos, SP, Brazil
e-mail: cristina@icmc.usp.br