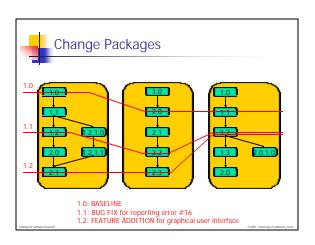
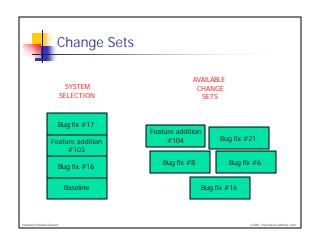
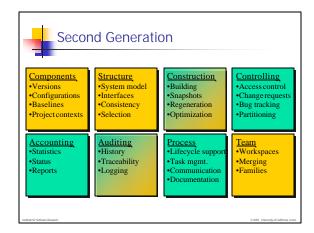


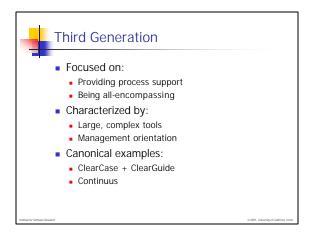
```
Conditional Compilation

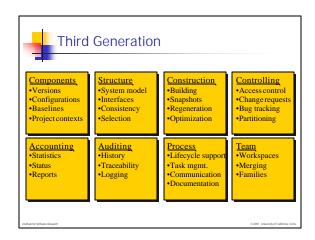
...
#ifdef UNIX
#include < stdio.h>
#endif
#ifdef GRAPHICS
#include < graphics.h>
#ifdef SMARTGRAPHICS
#include < smart.>
#endif
#endif
```

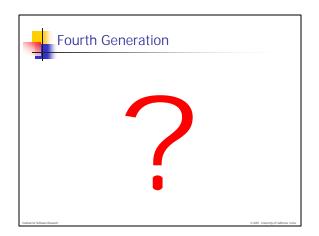


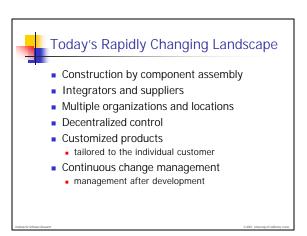


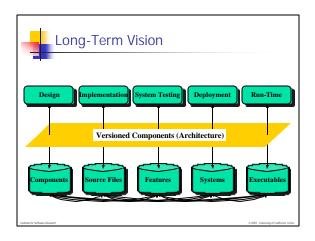


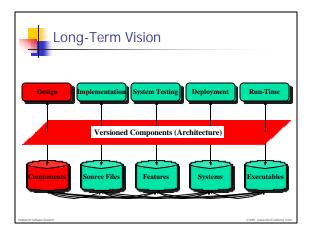


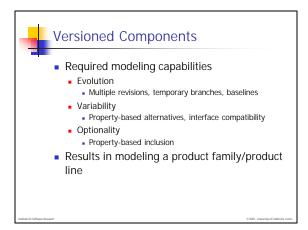


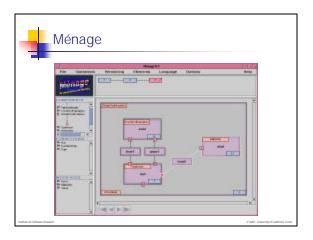


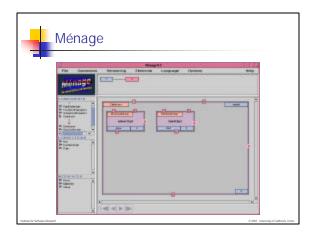


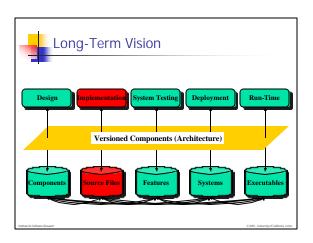


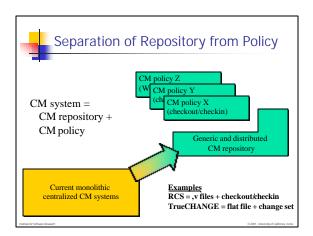




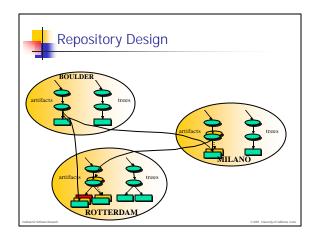


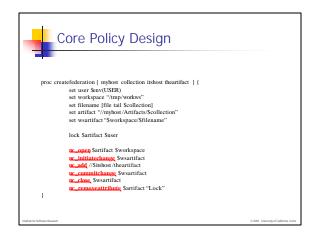


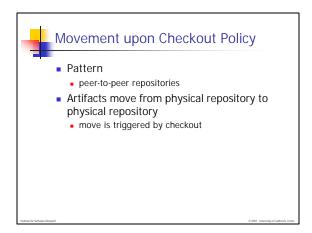


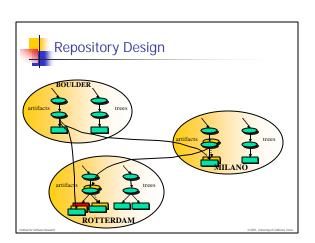


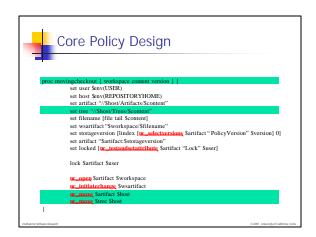


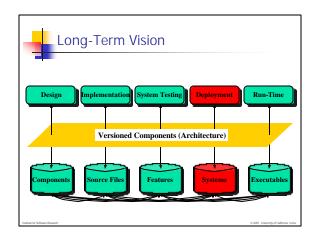


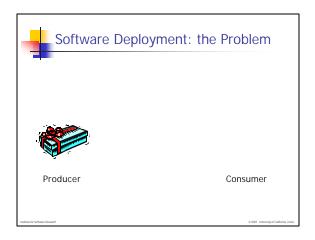


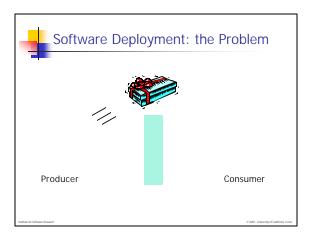


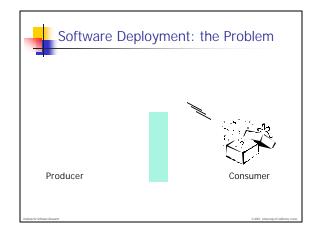


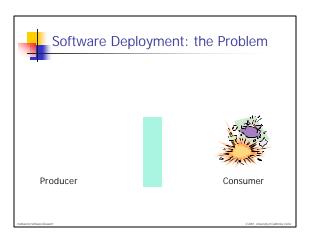


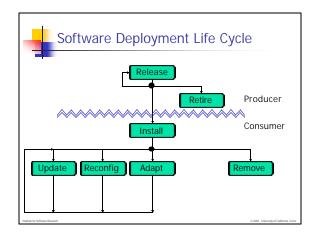


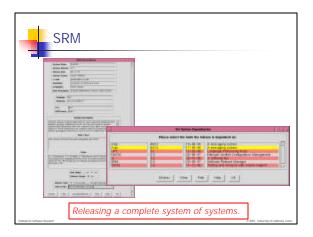


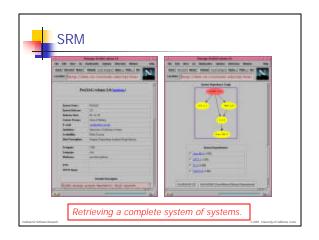


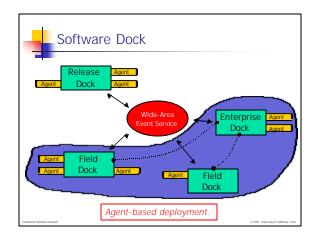


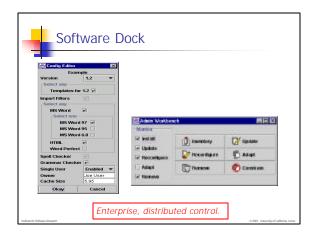


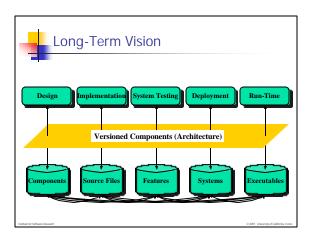














Conclusion

- CM as a discipline is changing
 - Broader scope
 - Wide-ranging responsibility
 - Intermingling with other disciplines
- CM tools will be vastly different
 - Component -based
 - Design, development, deployment, and run-time
 Not just implementation
- Much research remains to be done

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