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# Keywords

Stable Software Patterns

Software Stability Model

Stable Analysis Patterns

Goals

Enduring Business Themes

Stable Design Patterns

Business Objects

Capabilities to Achieve the Goals

Knowledge Map/Topology

Ontologies

Stable Architectural Patterns

Scalability

Adaptability

Extensibility

Hooks or Extension Points

Hooking

Maintainability

Customizability

Aspects

Integration

Modifications or Changing

Augmenting

Replacing

Accessibility

Tracking

Reusability

Systems of Patterns

Knowledge Patterns

AnyDomain

Independence

Pattern Documentation Template

Scenario Templates

Use Case Templates

CRC Cards Layout

Measurability

Composition

Class/Object

Stable Patterns Classification

Etc.

Traditional Software Patterns

Analysis Patterns

Design Patterns

Architectural Patterns

Software Patterns Classifications

Gang of Four Patterns

Seimens Group Patterns

Others keywords:

Ontology

Topology

Quality Factors

Etc.

Patterns and Pattern Languages in any domain, such as: Organization and development processes Domain-specific software architectures Human/computer interface design Real-time systems Distributed and parallel processing Client/server programming Effective programming practices Simulations Requirement engineering Web development Service-oriented architectures Product-line architectures UML Data mining E-Commerce E-Science E-Government E-Business Networking Data visualization Etc.

Other Type of Patterns

Process Patterns

Organizational Patterns

Anti-Patterns

Business Patterns

Enterprise Software Patterns

Etc.