Abstract

The experiential knowledge needs to be stored in some formalized system for the purpose of its reuse. Such knowledge repositories are referred to as experience bases in software engineering. Though the concept of software engineering knowledge repository is often discussed and advocated by the proponents of knowledge and experience management practices but there are no concrete studies available on how to structure and model such experiences in software engineering environments. Moreover, the critical context associated with software experience is often not captured and stored for the want of the formalization schema to model such context. In this paper, the conceptual schema of the experience repository is described. The paper also explains the components of the critical context and presents a conceptual model in UML class diagram.

References

Index Terms

Computer Science
Emerging Trends in Technology
**Keywords**

Experience Base  Critical Context  Experience Factory