

# Part I Overview

---

---

Software development continues to be, as always, a difficult and fascinating mixture of art, science, black magic, engineering, and hype. Major advancements have been proposed in the past, and not all of them have delivered what was promised. Object technology, open distributed systems, component technology, and rapid iterative development are all current approaches. Catalysis defines an approach that covers all of them.

Chapter 1, *A Tour of Catalysis*, provides an abbreviated tour of the method, touching on all of its key points. If you read anything in this book, read this chapter. It explains the basic modeling constructs, the scope of problems to which they apply, and the method's underlying principles. It also walks through an example of applying the method.

Subsequent sections discuss in detail the individual modeling constructs, techniques for factoring and composing models and designs, and process guidelines.