1.a Invocation and reuse

data/code

- JUMP into, out of code
  - collect & reuse common code sequences
- TRANSFER EXECUTION control
  - subroutines with shared data in memory
- CALL statements
  - subroutines with parameters
- SQL to retrieve data from database services
  - shared historical data
- C++ CALLs with hidden domain structures
  - predefined domains & solution methods
- Information Services that mediate
  - Ex: *YaaHoo, Harvest, Price-Waterhouse K-10*