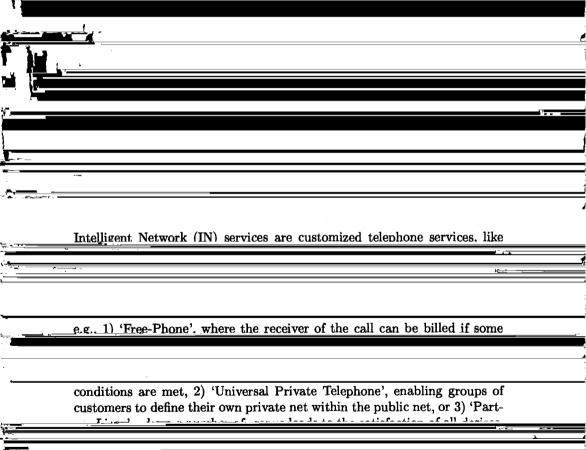
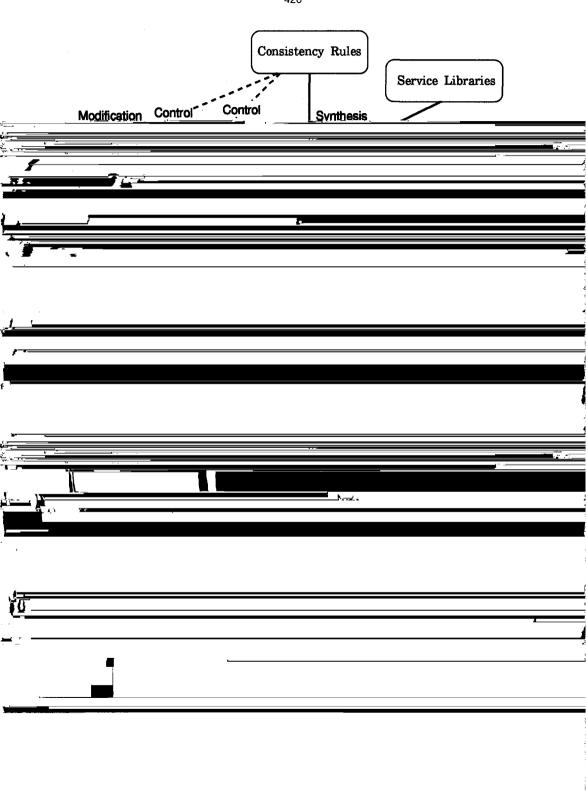
A Constraint-Oriented Service Creation Environment

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Andreas Claßen*, Volker Braun*,



· >	Our environment is used for the reliable, aspect-driven creation of tele-	
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	phone services in a 'divide and conquer' fashion: initial prototypes are suc-	
7	phone services in a divide and conquer Tashion: initial brolownes are suc-	
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	very flexible access control mechanism, by allowing designers and se	
	providers the definition of customer specific views with restricted n	aodi-
	fication potential. Views provide in fact a natural division of the ce	ntral
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	design process (2nd step) into levels. In particular this allows us to t	ailor
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