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Building Blocks for  
Scientific Computing Code Development

by

Richard Barrett  
*Research Liaison, ARSC*

ABSTRACT

Constructing applications that execute accurately, consistently, and efficiently on a variety of increasingly complex computing platforms often introduces tasks outside the areas of expertise or interests of the code developer. The use of externally developed work (libraries, components, subroutines, programs, frameworks, etc.) can significantly reduce development times. However, determining what, how, and when to use these building blocks can present difficulties as well.

Friday, September 17, 2004  
Globe Room, Elvey Bldg  
3:45 pm