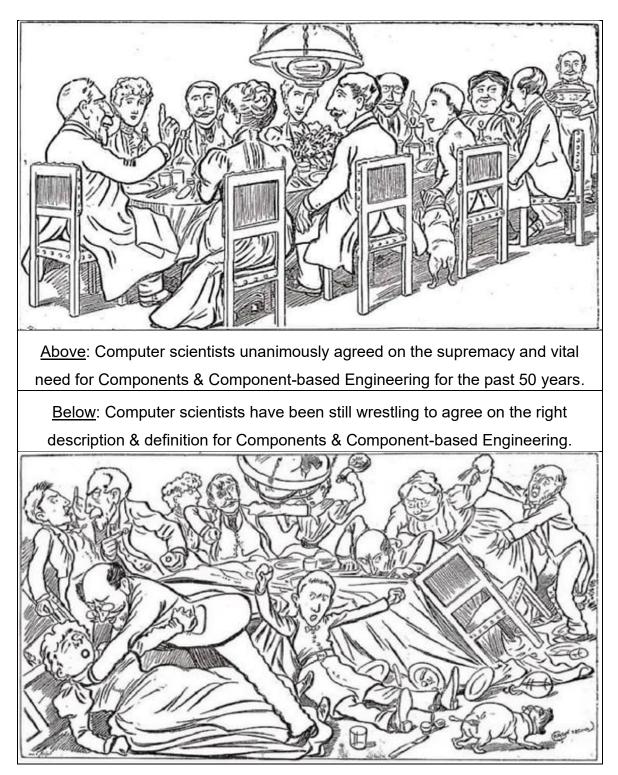
One-Page Abstract & Summary in support of Componentology

It is indisputable that it is a mistake to conduct research in any applied science (e.g., engineering, or medical sciences) based on pseudoscientific nonsense, and it is a mistake to have pseudoscientific hokum as its theoretical foundation for any engineering discipline, including software engineering. Software researchers have been conducting engineering research for so-called software components for so-called CBE (Component-Based Engineering) for software by relying on pseudoscientific hokum, which has been acquired by relying on fifty-five-year-old flawed foundational assumptions (or myths) about so-called software components as core first principles. Many computer scientists and software researchers ostracized me for requesting to conduct a scientific study of physical components for real CBE and physical Component-Based Products (CBPs) to acquire and rely on an objective understanding, necessary scientific theories, insights, and descriptions that are consistent with observations and evidence about them.

One of the most fundamental and indisputable cardinal rules of the scientific method is that objective understanding, scientific insights, theories, and descriptions of physical things and reality such as of animals, trees, chemicals, or components for real-CBE and physical CBPs must be consistent with observations and evidence about them. Pseudoscientific nonsense, such as descriptions, theories, and understandings currently prevalent about so-called software components for so-called CBE, is in clear contradiction with observations and evidence about their physical or real-world counterparts. Computer science must conduct a comprehensive scientific study: *Why Componentology is vital?*

Cartoon to Illustrate the Current State of Software Components



Only Componentology can help computer scientists seek out, test, and validate in

order to scientifically establish and agree on correct descriptions and theories objectively.