throughout said environment and comprising the steps of

creating models representative of said modules, each of said models containing object pointers comprising a unique name of the module, a unique identifier descriptive of the chronological updating of its current version, information as to a module's dependencies on other modules in the software program and a pathname representative of the residence storage means where the module resides,

monitoring the editor facilities of said computers to determine when a module is being edited to form an updated version thereof,

altering the model to reflect said updated version upon completion of editing.

5. The method of claim 4 which includes the steps of

retrieving and recompiling said modules corresponding to the models altered, and

loading the recompiled modules and their dependent modules into said computers.

6. The method of claim 4 which includes the step of caching model object pointers that do not change to avoid discerning and parsing of said object pointers each time a model is altered.

* * * * *