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Learning Java - Patrick Niemeyer 2002

A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.

**Gradle Beyond the Basics** - Tim Berglund

2013-07-16

If you're familiar with Gradle's basics elements—possibly through the author's previous O'Reilly book, Building and Testing with Gradle—this more advanced guide provides the recipes, techniques, and syntax to help you

master this build automation tool. With clear, concise explanations and lots of ready-to-use code examples, you'll explore four discrete areas of Gradle functionality: file operations, custom Gradle plugins, build lifecycle hooks, and dependency management. Learn how to use Gradle's rich set of APIs and Groovy-based Domain Specific Language to customize build software that actually conforms to your product. By using the techniques in this book, you'll be able to write domain-specific builds that support every other line of code your team creates. Examine Gradle's file API, including copy tasks, pattern matching, content filtering, and the FileCollection interface Understand the process for building and packaging a custom Gradle plug-in Manage build complexity with hook methods and Gradle's rule feature Learn how Gradle handles dependency management natively and through customization Explore Gradle's core plug-ins as well as key examples from the Gradle community

## **Managing Projects with GNU Make** - Robert Mecklenburg 2004-11-19

The utility simply known as make is one of the most enduring features of both Unix and other operating systems. First invented in the 1970s, make still turns up to this day as the central engine in most programming projects; it even builds the Linux kernel. In the third edition of the classic *Managing Projects with GNU make*, readers will learn why this utility continues to hold its top position in project build software, despite many younger competitors. The premise behind make is simple: after you change source files and want to rebuild your program or other output files, make checks timestamps to see what has changed and rebuilds just what you need, without wasting time rebuilding other files. But on top of this simple principle, make layers a rich collection of options that lets you manipulate multiple directories, build different versions of programs for different platforms, and customize your builds in other ways. This edition

focuses on the GNU version of make, which has deservedly become the industry standard. GNU make contains powerful extensions that are explored in this book. It is also popular because it is free software and provides a version for almost every platform, including a version for Microsoft Windows as part of the free Cygwin project. *Managing Projects with GNU make, 3rd Edition* provides guidelines on meeting the needs of large, modern projects. Also added are a number of interesting advanced topics such as portability, parallelism, and use with Java. Robert Mecklenburg, author of the third edition, has used make for decades with a variety of platforms and languages. In this book he zealously lays forth how to get your builds to be as efficient as possible, reduce maintenance, avoid errors, and thoroughly understand what make is doing. Chapters on C++ and Java provide makefile entries optimized for projects in those languages. The author even includes a discussion of the makefile used to build the

book.

*JSON at Work* - Tom Marris 2017-06-19

JSON is becoming the backbone for meaningful data interchange over the internet. This format is now supported by an entire ecosystem of standards, tools, and technologies for building truly elegant, useful, and efficient applications. With this hands-on guide, author and architect Tom Marris shows you how to build enterprise-class applications and services by leveraging JSON tooling and message/document design. *JSON at Work* provides application architects and developers with guidelines, best practices, and use cases, along with lots of real-world examples and code samples. You'll start with a comprehensive JSON overview, explore the JSON ecosystem, and then dive into JSON's use in the enterprise. Get acquainted with JSON basics and learn how to model JSON data. Learn how to use JSON with Node.js, Ruby on Rails, and Java Structure JSON documents with JSON Schema to design and test APIs. Search the

contents of JSON documents with JSON Search tools Convert JSON documents to other data formats with JSON Transform tools Compare JSON-based hypermedia formats, including HAL and jsonapi Leverage MongoDB to store and access JSON documents Use Apache Kafka to exchange JSON-based messages between services

**Ant in Action** - Erik Hatcher 2007-06-30

This second edition of a Manning bestseller has been revised and re-titled to fit the 'In Action' Series by Steve Loughran, an Ant project committer. Ant in Action introduces Ant and how to use it for test-driven Java application development. Ant itself is moving to v1.7, a major revision, at the end of 2006 so the timing for the book is right. A single application of increasing complexity, followed throughout the book, shows how an application evolves and how to handle the problems of building and testing. Reviewers have praised the book's coverage of large-projects, Ant's advanced features, and the

details and depth of the discussion—all unavailable elsewhere. This is a major revision with the second half of the book completely new, including: How to Manage Big projects Library management Enterprise Java Continuous integration Deployment Writing new Ant tasks and datatypes Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

*Programming JavaScript Applications* - Eric Elliott 2014-06-26

Take advantage of JavaScript's power to build robust web-scale or enterprise applications that are easy to extend and maintain. By applying the design patterns outlined in this practical book, experienced JavaScript developers will learn how to write flexible and resilient code that's easier—yes, easier—to work with as your code base grows. JavaScript may be the most essential web programming language, but in the real world, JavaScript applications often break

when you make changes. With this book, author Eric Elliott shows you how to add client- and server-side features to a large JavaScript application without negatively affecting the rest of your code. Examine the anatomy of a large-scale JavaScript application Build modern web apps with the capabilities of desktop applications Learn best practices for code organization, modularity, and reuse Separate your application into different layers of responsibility Build efficient, self-describing hypermedia APIs with Node.js Test, integrate, and deploy software updates in rapid cycles Control resource access with user authentication and authorization Expand your application's reach through internationalization

Adaptive, Dynamic, and Resilient Systems -  
Niranjan Suri 2014-06-23

As the complexity of today's networked computer systems grows, they become increasingly difficult to understand, predict, and control. Addressing these challenges requires

new approaches to building these systems. Adaptive, Dynamic, and Resilient Systems supplies readers with various perspectives of the critical infrastructure that systems of networked computers rely on. It introduces the key issues, describes their interrelationships, and presents new research in support of these areas. The book presents the insights of a different group of international experts in each chapter. Reporting on recent developments in adaptive systems, it begins with a survey of application fields. It explains the requirements of such fields in terms of adaptation and resilience. It also provides some abstract relationship graphs that illustrate the key attributes of distributed systems to supply you with a better understanding of these factors and their dependencies. The text examines resilient adaptive systems from the perspectives of mobile, infrastructure, and enterprise systems and protecting critical infrastructure. It details various approaches for building adaptive, dynamic, and resilient

systems—including agile, grid, and autonomic computing; multi-agent-based and biologically inspired approaches; and self-organizing systems. The book includes many stories of successful applications that illustrate a diversified range of cutting-edge approaches. It concludes by covering related topics and techniques that can help to boost adaptation and resilience in your systems.

*Java/jee Resume Companion* - Arulkumaran Kumaraswamipillai 2010

### **Software Reuse: Bridging with Social-**

**Awareness** - Georgia M. Kapitsaki 2016-05-20

This book constitutes the refereed proceedings of the 15th International Conference on Software Reuse, ICSR 2016, held in Limassol, Cyprus, in June 2016. The 21 revised full papers presented together with 4 revised short papers were carefully reviewed and selected from 51 submissions. The papers cover different areas of software engineering, where software reuse

plays an important role, such as software product lines, domain analysis and modeling, software tools and business aspects of software. ICSR 2016 has provided a complete view on the advancements in the area of software reuse in the last years for interested researchers and practitioners.

*A Guide to the Project Management Body of Knowledge (PMBOK® Guide) - Seventh Edition and The Standard for Project Management (BRAZILIAN PORTUGUESE)* - Project Management Institute Project Management Institute 2021-08-01

PMBOK® Guide is the go-to resource for project management practitioners. The project management profession has significantly evolved due to emerging technology, new approaches and rapid market changes. Reflecting this evolution, The Standard for Project Management enumerates 12 principles of project management and the PMBOK® Guide &- Seventh Edition is structured around eight project performance

domains. This edition is designed to address practitioners' current and future needs and to help them be more proactive, innovative and nimble in enabling desired project outcomes. This edition of the PMBOK® Guide:

- Reflects the full range of development approaches (predictive, adaptive, hybrid, etc.);
- Provides an entire section devoted to tailoring the development approach and processes;
- Includes an expanded list of models, methods, and artifacts;
- Focuses on not just delivering project outputs but also enabling outcomes; and
- Integrates with PMI standards+™ for information and standards application content based on project type, development approach, and industry sector.

**Graph Algorithms** - Mark Needham 2019-05-16  
Discover how graph algorithms can help you leverage the relationships within your data to develop more intelligent solutions and enhance your machine learning models. You'll learn how graph analytics are uniquely suited to unfold

complex structures and reveal difficult-to-find patterns lurking in your data. Whether you are trying to build dynamic network models or forecast real-world behavior, this book illustrates how graph algorithms deliver value—from finding vulnerabilities and bottlenecks to detecting communities and improving machine learning predictions. This practical book walks you through hands-on examples of how to use graph algorithms in Apache Spark and Neo4j—two of the most common choices for graph analytics. Also included: sample code and tips for over 20 practical graph algorithms that cover optimal pathfinding, importance through centrality, and community detection. Learn how graph analytics vary from conventional statistical analysis. Understand how classic graph algorithms work, and how they are applied. Get guidance on which algorithms to use for different types of questions. Explore algorithm examples with working code and sample datasets from Spark and Neo4j. See

how connected feature extraction can increase machine learning accuracy and precision Walk through creating an ML workflow for link prediction combining Neo4j and Spark

### **Working Effectively with Legacy Code -**

Michael Feathers 2004-09-22

Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques Michael has used in mentoring to help hundreds of developers, technical managers, and testers bring their legacy systems under control. The

topics covered include Understanding the mechanics of software change: adding features, fixing bugs, improving design, optimizing performance Getting legacy code into a test harness Writing tests that protect you against introducing new problems Techniques that can be used with any language or platform—with examples in Java, C++, C, and C# Accurately identifying where code changes need to be made Coping with legacy systems that aren't object-oriented Handling applications that don't seem to have any structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes. Java Projects - Bpb 2004-11-01

The java projects book enables you to develop java applications using an easy and simple approach. The book is designed for the readers, who are familiar with java programming. The book provides numerous listings and figures for an affective

understanding of java concepts. The book consists of a CD that includes source code for all the java applications. Table of contents: Chapter 1 Creating a calculator applications Chapter 2 Creating analog clock applications Chapter 3 Creating a 9-box puzzle game Chapter 4 Student information management system Chapter 5 Creating a text editor applications Chapter 6 Creating an online test applications Chapter 7 Creating a shopping cart applications Chapter 8 Share trading application Chapter 9 Online banking applications

**Gradle for Android** - Kevin Pelgrims

2015-07-17

Gradle is an open source build automation system that introduces a Groovy-based domain-specific language (DSL) to configure projects. Using Gradle makes it easy for Android developers to manage dependencies and set up the entire build process. This book begins by taking you through the basics of Gradle and how it works with Android Studio. Furthermore, you

will learn how to add local and remote dependencies to your project. You will work with build variants, such as debug and release, paid and free, and even combinations of these things. The book will also help you set up unit and integration testing with different libraries and will show how Gradle and Android Studio can make running tests easier. Finally, you will be shown a number of tips and tricks on the advanced customization of your application's build process. By the end of this book, you will be able to customize the entire build process, and create your own tasks and plugins for your Gradle builds.

Spring Data - Mark Pollack 2012-10-24

You can choose several data access frameworks when building Java enterprise applications that work with relational databases. But what about big data? This hands-on introduction shows you how Spring Data makes it relatively easy to build applications across a wide range of new data access technologies such as NoSQL and Hadoop.

Through several sample projects, you'll learn how Spring Data provides a consistent programming model that retains NoSQL-specific features and capabilities, and helps you develop Hadoop applications across a wide range of use-cases such as data analysis, event stream processing, and workflow. You'll also discover the features Spring Data adds to Spring's existing JPA and JDBC support for writing RDBMS-based data access layers. Learn about Spring's template helper classes to simplify the use of database-specific functionality Explore Spring Data's repository abstraction and advanced query functionality Use Spring Data with Redis (key/value store), HBase (column-family), MongoDB (document database), and Neo4j (graph database) Discover the GemFire distributed data grid solution Export Spring Data JPA-managed entities to the Web as RESTful web services Simplify the development of HBase applications, using a lightweight object-mapping framework Build example big-

data pipelines with Spring Batch and Spring Integration

**Library & Information Science Abstracts - 2006**

*Client-Server Web Apps with JavaScript and Java* - Casimir Saternos 2014-03-28

As a Java programmer, how can you tackle the disruptive client-server approach to web development? With this comprehensive guide, you'll learn how today's client-side technologies and web APIs work with various Java tools. Author Casimir Saternos provides the big picture of client-server development, and then takes you through many practical client-server architectures. You'll work with hands-on projects in several chapters to get a feel for the topics discussed. User habits, technologies, and development methods have drastically altered web app design in recent years. But the Web itself hasn't changed. This book shows you how to build apps that conform to the web's

underlying architecture. Learn the advantages of using separate client and server tiers, including code organization and speedy prototyping Explore the major tools, frameworks, and starter projects used in JavaScript development Dive into web API design and REST style of software architecture Understand Java's alternatives to traditional packaging methods and application server deployment Build projects with lightweight servers, using jQuery with Jython, and Sinatra with Angular Create client-server web apps with traditional Java web application servers and libraries

Designing Data-Intensive Applications - Martin Kleppmann 2017-03-16

Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and

message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

**Project-Management in Practice** - M. Daud  
Alam 2016-11-12

This practice-oriented book explores a variety of cross-project topics and specific aspects of different project phases. It also offers tips, examples, templates and checklists, and discusses concrete problems and solutions from project practice in IT and the automotive industry. The authors combine their extensive practical experience in years of project work with relevant project-management theory. Each chapter begins with a list of the learning objectives and concludes with a summary of the insights provided. Accordingly, the book offers a valuable resource for: Beginners wishing to acquire basic project management skills Participants in more advanced project management training who are looking for instructional material Project management experts who want to learn about further aspects, and to employ templates and checklists for even more successful projects

*Java EE and .NET Interoperability* - Marina  
Fisher 2006-04-21

Java EE and .NET Interoperability addresses issues encountered during the integration process, such as a diverse technology set, incompatible APIs, and disparate environment maintenance. The experienced authors outline strategies, approaches, and best practices, including messaging, Web services, and integration-related frameworks and patterns. The book also introduces readers to Service Oriented Architecture (SOA), the building block for scalable and reliable enterprise integration solutions. This indispensable book provides the Java EE and .NET developer community with multiple strategies to integrate between Java EE and .NET platforms that save developers time and effort. Applying proven interoperability solutions significantly reduces the application development cycle. Coverage includes · Effective Java EE—.NET integration strategies and best practices · Detailed enterprise coverage, as well

as standalone Java EE component integration with .NET · SOA as a building block for Java EE—.NET interoperability · Interoperability security issues and risk mitigation · Managing reliability, availability, and scalability for Web services built on Java EE and .NET · The latest interoperability standards and specifications, including Web SSO MEX and WS-Management · Current interoperability technologies, such as Windows Communication Foundation, WSE 3.0, JAX-WS, and Enterprise Service Bus  
*Distributed Database Management Systems* - Saeed K. Rahimi 2010-07-16

This book addresses issues related to managing data across a distributed database system. It is unique because it covers traditional database theory and current research, explaining the difficulties in providing a unified user interface and global data dictionary. The book gives implementers guidance on hiding discrepancies across systems and creating the illusion of a single repository for users. It also includes three

sample frameworks—implemented using J2SE with JMS, J2EE, and Microsoft .Net—that readers can use to learn how to implement a distributed database management system. IT and development groups and computer sciences/software engineering graduates will find this guide invaluable.

[The Victorian Internet](#) - Tom Standage  
2014-02-25

A new paperback edition of the first book by the bestselling author of *A History of the World in 6 Glasses*—the fascinating story of the telegraph, the world's first "Internet," which revolutionized the nineteenth century even more than the Internet has the twentieth and twenty first.

**z/OS Version 1 Release 11 Implementation** - Paul Rogers 2010-04-07

This IBM® Redbooks® publication positions the new z/OS® Version 1 Release 11 for migration by discussing many of the new functions that are available. The goal for the z/OS platform is to eliminate, automate, and simplify tasks without

sacrificing z/OS strengths, and to deliver a z/OS management facility that is easy to learn and use. z/OS is a highly secure, scalable, high-performance enterprise operating system on which to build and deploy Internet- and JavaTM-enabled applications, providing a comprehensive and diverse application execution environment.

This book describes the following new and changed functions: - IBM z/OS Management Facility - Allocation enhancements in z/OS V1R11 - BCPii function enhancements in z/OS V1R11 - JES2 and JES3 enhancements - zFS file sharing enhancements - Extended access volume enhancements - Choosing whether to run zAAP work on zIIP processors - System REXX enhancements in V1R11 - RRS global panel options - Service aids enhancements in V1R11 - GRS ENQ contention notification enhancements and analysis for GRS latches - Basic HyperSwap® support enhancement - Message Flood Automation enhancements - Program Management new Binder IEWPARMS -

Predictive failure analysis (PFA) - SMF enhancements in V1R11 - System Logger enhancements - XCF/XES enhancements in V1R11 - AutoIPL support - Displaying PDSE caching statistics - ISPF enhancements - IBM Health Checker for z/OS enhancements

### **Documentation Abstracts - 2002**

#### Developing Multi-Agent Systems with JADE -

Fabio Luigi Bellifemine 2007-03-13

Learn how to employ JADE to build multi-agent systems! JADE (Java Agent DEvelopment framework) is a middleware for the development of applications, both in the mobile and fixed environment, based on the Peer-to-Peer intelligent autonomous agent approach. JADE enables developers to implement and deploy multi-agent systems, including agents running on wireless networks and limited-resource devices. Developing Multi-Agent Systems with JADE is a practical guide to using JADE. The text will give an introduction to agent technologies

and the JADE Platform, before proceeding to give a comprehensive guide to programming with JADE. Basic features such as creating agents, agent tasks, agent communication, agent discovery and GUIs are covered, as well as more advanced features including ontologies and content languages, complex behaviours, interaction protocols, agent mobility, and the in-process interface. Issues such as JADE internals, running JADE agents on mobile devices, deploying a fault tolerant JADE platform, and main add-ons are also covered in depth.

*Developing Multi-Agent Systems with JADE: Comprehensive guide to using JADE to build multi-agent systems and agent orientated programming. Describes and explains ontologies and content language, interaction protocols and complex behaviour. Includes material on persistence, security and a semantics framework. Contains numerous examples, problems, and illustrations to enhance learning. Presents a case study demonstrating the use of*

JADE in practice. Offers an accompanying website with additional learning resources such as sample code, exercises and PPT-slides. This invaluable resource will provide multi-agent systems practitioners, programmers working in the software industry with an interest on multi-agent systems as well as final year undergraduate and postgraduate students in CS and advanced networking and telecoms courses with a comprehensive guide to using JADE to employ multi agent systems. With contributions from experts in JADE and multi agent technology.

*Building Bioinformatics Solutions - Conrad Bessant 2014-01-16*

Bioinformatics encompasses a broad and ever-changing range of activities involved with the management and analysis of data from molecular biology experiments. Despite the diversity of activities and applications, the basic methodology and core tools needed to tackle bioinformatics problems is common to many

projects. This unique book provides an invaluable introduction to three of the main tools used in the development of bioinformatics software - Perl, R and MySQL - and explains how these can be used together to tackle the complex data-driven challenges that typify modern biology. These industry standard open source tools form the core of many bioinformatics projects, both in academia and industry. The methodologies introduced are platform independent, and all the examples that feature have been tested on Windows, Linux and Mac OS. Building Bioinformatics Solutions is suitable for graduate students and researchers in the life sciences who wish to automate analyses or create their own databases and web-based tools. No prior knowledge of software development is assumed. Having worked through the book, the reader should have the necessary core skills to develop computational solutions for their specific research programmes. The book will also help the reader overcome the inertia

associated with penetrating this field, and provide them with the confidence and understanding required to go on to develop more advanced bioinformatics skills.

**Electronic Library Management System (ELMS)** - Alikira Richard 2012

Project Report from the year 2012 in the subject Library Science, Information- / Documentation Science, printed single-sided, grade: -, Kampala International University - Dar-es-salaam College (computer studdies), course: none, language: English, comment: I undertook this project together with my student and friend mwadawa sadallar. She was very supportive especially in the design of the system. Finally she graduated with a degree of IT. i have a degree in computer science, masters of MIS, and am currently pursuing a PhD of information systems. Am a lecturer of Artificial intelligence, compiler construction, programing and information systems., abstract: For many years, universities & colleges have used file based / manual system

to manage library use. Whereas this was quite efficient for some time, due to the expansion of the library and increase in the number of students, the system wastes a lot of time especially when searching for a particular book or resource. In response to this problem, more librarians have been added (employed), and this has escalated the cost of managing the library. This inefficiency, led to the study that was aimed at automating the book keeping function of the library. A study was carried out at Kampala International University Dar salaam Campus and it was discovered that the manual system had inefficiencies ranging from time wastage, high cost of operation in terms of human resources, long search time, data redundancy among others. A computer based library management system was developed using visual studio. The new system allows the user to add books into the system, search for books from the system database, track member information, manage borrowing among others. By automating library

operations, the university will enjoy the advantages of using databases and transaction processing systems.

**Systems Analysis and Design** - Alan Dennis  
2020-11-17

Systems Analysis and Design: An Object-Oriented Approach with UML, Sixth Edition helps students develop the core skills required to plan, design, analyze, and implement information systems. Offering a practical hands-on approach to the subject, this textbook is designed to keep students focused on doing SAD, rather than simply reading about it. Each chapter describes a specific part of the SAD process, providing clear instructions, a detailed example, and practice exercises. Students are guided through the topics in the same order as professional analysts working on a typical real-world project. Now in its sixth edition, this edition has been carefully updated to reflect current methods and practices in SAD and prepare students for their future roles as

systems analysts. Every essential area of systems analysis and design is clearly and thoroughly covered, from project management, to analysis and design modeling, to construction, installation, and operations. The textbook includes access to a range of teaching and learning resources, and a running case study of a fictitious healthcare company that shows students how SAD concepts are applied in real-life scenarios.

**Distributed Cooperative Laboratories: Networking, Instrumentation, and Measurements** - Franco Davoli 2006-07-02

This book is devoted to the investigation of the main issues related to the sustainable realization of tele-laboratories, where real and virtual instrumentation can be shared and used in a collaborative environment. The book contains peer reviewed chapters and each presents a self-contained treatment within a framework providing an up-to-date picture of the state-of-the-art and of the most recent developments of

this multi-faceted topic.

**Code Reading** - Diomidis Spinellis 2003  
CD-ROM contains cross-referenced code.  
Component Deployment - Judith Bishop  
2002-06-14

Deployment is the act of taking components and readying them for productive use. There may be steps following deployment, such as installation or management related functions, but all decisions about how to configure and compose/assemble a component are made at the deployment stage. This is therefore the one opportunity in the software lifecycle to bridge the gap between what the component developer couldn't know about the deployment environment and what the environment's developer couldn't know about the open set of deployable components. It is not surprising that deployment as a dedicated step gains importance when addressing issues of system-wide qualities, such as coping with constrained resources or preparing for component

adaptation and system evolution. Yet, component deployment is still a discipline in its infancy: it became mainstream practice only in the mid 1990s. Much of the best practice impulse originated in products like Microsoft's Transaction Server and its approach to attribute-based programming and later products like Enterprise JavaBeans and now the Corba Component Model. All these address the specific needs of enterprise application servers. However, the potential of the deployment concept goes far beyond this. Deployment can and should touch effectively all truly component-based solutions. The proceedings of Component Deployment 2002 represent a good cross-section of the gamut of deployment issues. From customization to address - source constraints to reconfiguration of deployed systems and from architecture to design to languages, the avid reader will find some contribution.

[Remote Instrumentation Services on the e-Infrastructure](#) - Franco Davoli 2010-11-19

The book focuses on all aspects related to the effective exploitation of remote instrumentation and to the building of complex virtual laboratories on top of real devices and infrastructures. These include service oriented architecture (SOA) and related middleware, high-speed networking in support of Grid applications, wireless Grids for acquisition devices and sensor networks, Quality Service (QoS) provisioning for real-time control, measurement instrumentation and methodology, as well as metrology issues in distributed systems.

**Beginning ASP.NET 2.0 with C#** - Chris Hart  
2006-04-20

ASP.NET 2.0 is an amazing technology that allows you to develop web sites and applications with very little hassle, and its power and depth enable it to host even the most complex applications available. Using code examples in C#, this invaluable beginner's guide shows you how to program web applications in ASP.NET

2.0 and see dynamic results with minimal effort. Through detailed explanations and working C# code examples, this popular author team eases you into the world of ASP.NET development and gradually introduces you to all sorts of interesting ASP.NET tricks and tools. You'll quickly see how ASP.NET 2.0 is designed to ensure a significant reduction in the amount of code you have to write--and, in turn, to make your life easier. What you will learn from this book Why Visual Web Developer is an ideal environment for building feature-rich ASP.NET 2.0 applications with C# How to secure web sites, providing login functionality and role-based access to content Useful techniques for safely updating data, using ASP.NET 2.0's built-in data handling capabilities How centralized site design can be easily achieved How to add e-commerce functionality to a site Methods for enhancing an application's performance Who this book is for This book is for anyone new to web programming who wants to program

dynamic, feature-rich web applications in ASP.NET 2.0. It will also be ideal for programmers seeking to upgrade their ASP 3 knowledge to ASP.NET, or programmers from non-Microsoft web disciplines who need to learn ASP.NET 2.0. Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think, providing a structured, tutorial format that will guide you through all the techniques involved.

*Jump Start Your Career in Library and Information Science* - Priscilla K. Shontz 2002 "Priscilla Shontz presents advice and anecdotes gathered from research and interviews with more than seventy information professionals in a variety of library-related careers. The modular format allows a reader to peruse any chapter on its own and to read the chapters in his or her preferred order. Seven broad topics are covered: career planning, job searching, gaining experience and education, developing interpersonal and leadership skills, networking,

mentoring, and writing for publication. Related readings, as well as helpful Web sites, are included."--BOOK JACKET.

### **Quality Software Project Management -**

Robert T. Futrell 2002

Drawing on best practices identified at the Software Quality Institute and embodied in bodies of knowledge from the Project Management Institute, the American Society of Quality, IEEE, and the Software Engineering Institute, *Quality Software Project Management* teaches 34 critical skills that allow any manager to minimize costs, risks, and time-to-market.

Written by leading practitioners Robert T. Futrell, Donald F. Shafer, and Linda I. Shafer, it addresses the entire project lifecycle, covering process, project, and people. It contains extensive practical resources-including downloadable checklists, templates, and forms.

*Web Database Applications with PHP and MySQL* - Hugh E. Williams 2002

Combines language tutorials with application

design advice to cover the PHP server-side scripting language and the MySQL database engine.

*Self-Managing Distributed Systems* - Germany) IEEE International Workshop on Distributed Systems: Operations and Management (14th : 2003 : Heidelberg 2003-10-13

This book constitutes the refereed proceedings of the 14th IFIP/IEEE International Workshop on Distributed Systems: Operations and Management, DSOM 2003, held in Heidelberg, Germany in October 2002. The 20 revised full papers and 6 revised short papers presented together with a keynote paper were carefully reviewed and selected from a total of 105 submissions. The papers are organized in topical sections on self-configuration, peer-to-peer management, self-optimization and performance management, utility management, self-protection and access control, manageability and instrumentation, and context-awareness.

**Java Projects** - Peter Verhas 2018-08-31

Learn how to build scalable, resilient, and effective applications in Java that suit your software requirements. Key Features Explore advanced technologies that Java 11 delivers such as web programming and parallel computing Discover modern programming paradigms such as microservices, cloud computing and enterprise structures Build highly responsive applications with this practical introduction to Reactive programming Book Description Java is one of the most commonly used software languages by programmers and developers. In this book, you'll learn the new features of Java 11 quickly and experience a simple and powerful approach to software development. You'll see how to use the Java runtime tools, understand the Java environment, and create a simple namesorting Java application. Further on, you'll learn about advanced technologies that Java delivers, such as web programming and parallel computing, and will develop a mastermind game. Moving on, we provide more simple examples, to

build a foundation before diving into some complex data structure problems that will solidify your Java 11 skills. With a special focus on the features of new projects: Project Valhalla, Project Panama, Project Amber, and Project Loom, this book will help you get employed as a top-notch Java developer. By the end of the book, you'll have a firm foundation to continue your journey toward becoming a professional Java developer. What you will learn Compile, package, and run a program using a build management tool Get to know the principles of test-driven development Separate the wiring of multiple modules from application logic Use Java annotations for configuration Master the scripting API built into the Java language Understand static versus dynamic implementation of code Who this book is for This book is for anyone who wants to learn the Java programming language. No programming experience required. If you have prior experience, it will help you through the book

more easily.

Real-World Software Development - Raoul-Gabriel Urma 2019-12-02

Explore the latest Java-based software development techniques and methodologies through the project-based approach in this practical guide. Unlike books that use abstract examples and lots of theory, Real-World Software Development shows you how to develop several relevant projects while learning best practices along the way. With this engaging approach, junior developers capable of writing basic Java code will learn about state-of-the-art software development practices for building modern, robust and maintainable Java software. You'll work with many different software development topics that are often excluded from software develop how-to references. Featuring real-world examples, this book teaches you techniques and methodologies for functional programming, automated testing, security, architecture, and distributed systems.

**Programming Language Explorations** - Ray Toal 2017-08-09

Programming Language Explorations is a tour of several modern programming languages in use today. The book teaches fundamental language concepts using a language-by-language approach. As each language is presented, the authors introduce new concepts as they appear, and revisit familiar ones, comparing their implementation with those from languages seen in prior chapters. The goal is to present and explain common theoretical concepts of language design and usage, illustrated in the context of practical language overviews. Twelve languages have been carefully chosen to illustrate a wide range of programming styles and paradigms. The book introduces each language with a common trio of example programs, and continues with a brief tour of its basic elements, type system, functional forms, scoping rules, concurrency patterns, and sometimes, metaprogramming facilities. Each

language chapter ends with a summary, pointers to open source projects, references to materials for further study, and a collection of exercises, designed as further explorations. Following the twelve featured language chapters, the authors provide a brief tour of over two dozen additional languages, and a summary chapter bringing together many of the questions explored throughout the text. Targeted to both professionals and advanced college undergraduates looking to expand the range of languages and programming patterns they can apply in their work and studies, the book pays

attention to modern programming practice, covers cutting-edge languages and patterns, and provides many runnable examples, all of which can be found in an online GitHub repository. The exploration style places this book between a tutorial and a reference, with a focus on the concepts and practices underlying programming language design and usage. Instructors looking for material to supplement a programming languages or software engineering course may find the approach unconventional, but hopefully, a lot more fun.