

# 1 Uml Tutorial Udg

The excavations at Tell Atchana (Alalakh) are a part of long-range, broadly-based archaeological investigations in the Turkish state of Hatay's Plain of Antioch, today called the Amuq Valley. Tell Atchana is located at the southern center of the valley close to the major westward bend of the Orontes River and was for nearly a thousand years the capital of a small Bronze Age principality called variably Alalakh and Mukish. This volume presents the major new archaeological campaign from 2006-2010, which was designed to revisit the phasing and dating of previously excavated strata, to explore untouched areas of the site, to establish a typology and seriation of local artifact types, and to study local cultural and political history in the dynamic and international Late Bronze II period. The Alalakh Excavations project's ongoing research on chronology, political history, material culture, city landscapes, international relations, and many other topics is beginning to form a coherent picture of ancient Alalakh.

Coming into focus is a small city with ancient roots that dared to play a hard game of territorial checkers with its larger LB II neighbor kingdoms and empires. Today Alalakh continues to engage and amaze as excavations and analyses reveal surprise after surprise. The Alalakh Excavations project has taken great care to include a wide variety of scholarly voices and opinions and to challenge preconceptions and conventional wisdom at every turn. In keeping with the tradition of sound methodology and perseverance begun by Woolley, and the interdisciplinary and international spirit of the Alalakh Excavations project, this volume now proudly presents the excavation results of LB II strata from 2006-2010.

Provides examples, code listings, and sample questions to

prepare for the PHP certification exam.

As part of the UML standard OCL has been adopted by both professionals in industry and by academic researchers and is one of the most widely used languages for expressing object-oriented system properties. This book contains key contributions to the development of OCL. Most papers are developments of work reported at different conferences and workshops. This unique compilation addresses many important issues faced by advanced professionals and researchers in object modeling like e.g. real-time constraints, type checking, and constraint modeling.

This comprehensive guide has been fully revised to cover UML 2.0, today's standard method for modelling software systems. Filled with concise information, it's been crafted to help IT professionals read, create, and understand system artefacts expressed using UML. Includes an example-rich tutorial for those who need familiarizing with the system.

This book discusses various open issues in software engineering, such as the efficiency of automated testing techniques, predictions for cost estimation, data processing, and automatic code generation. Many traditional techniques are available for addressing these problems. But, with the rapid changes in software development, they often prove to be outdated or incapable of handling the software's complexity. Hence, many previously used methods are proving insufficient to solve the problems now arising in software development. The book highlights a number of unique problems and effective solutions that reflect the state-of-the-art in software engineering. Deep learning is the latest computing technique, and is now gaining popularity in various fields of software engineering. This book explores new trends and experiments that have yielded promising solutions to current challenges in software engineering. As such, it offers a valuable reference guide for a broad audience including

systems analysts, software engineers, researchers, graduate students and professors engaged in teaching software engineering.

Ed Yourdan called it a bible for project managers. You'll gain a new perspective on software testing as a life cycle activity, not merely as something that happens at the end of coding. An invaluable aid for the development of testing standards and the evaluation of testing effectiveness.

This volume constitutes the refereed proceedings of the Fourth International Conference on Contemporary Computing, IC3 2010, held in Noida, India, in August 2011. The 58 revised full papers presented were carefully reviewed and selected from 175 submissions.

First published in 1959 by the International Association of Universities (IAU), the International Handbook of Universities provides detailed information on Education Systems and higher education institutions that offer at least a four-year degree or a four-year professional diploma. For Education Systems: Description of the higher education system of each country Stages of studies as well as information on distance education Admission criteria, including information for foreign students Quality assurance and recognition systems Contact details for national bodies For Institutions: Contact details: name, address, telephone, fax, website Historical background, special facilities and publications Degrees and diplomas offered at each level of study Key personnel, including principal academic and administrative officers Description of facilities, schools and departments Valuable information on academic year, admission requirements, academic staff and student numbers

The book is a collection of high-quality peer-reviewed research papers presented in the Second International Conference on Computational

Intelligence in Data Mining (ICCIDM 2015) held at Bhubaneswar, Odisha, India during 5 – 6 December 2015. The two-volume Proceedings address the difficulties and challenges for the seamless integration of two core disciplines of computer science, i.e., computational intelligence and data mining. The book addresses different methods and techniques of integration for enhancing the overall goal of data mining. The book helps to disseminate the knowledge about some innovative, active research directions in the field of data mining, machine and computational intelligence, along with some current issues and applications of related topics.

Patterns of Data ModelingCRC Press

It is a pleasure to offer you this book containing papers about ICT and education from the World Computer Congress 2006 (WCC 2006), held in Santiago, Chile and sponsored by the International Federation for Information Processing (IFIP). A lot of people worked very hard to make this event happen and to produce this book. The programme committee with IFIP members from around the world issued a call for papers inspiring almost 80 people to submit papers, posters, demonstrations, and workshops to the IFIP TC3 (Technical Committee on Education) sub-conference of WCC 2006. The submitted papers were reviewed by a large group of referees to select the papers to be presented at the

conference. What is really amazing is that all these people freely contributed their time and effort to do all this work. The TC3 sub-conference of WCC 2006 has two themes: Informatics Curricula, TEaching Methods and best practice (ICTEM II), and Teaching and Learning with ICT: Theory, Policy and Practice. These themes represent many of the broad range of interests of the Working Groups of IFIP TC3. Two kinds of papers are included in this book: full papers and short papers. Full papers are standard papers that are appropriate for an international conference on ICT and informatics education. Of the 64 full paper submissions, 28 (44%) were accepted. A short paper represents work in progress, opinion, a proposal, work with untested results, or an experience report.

This is the first International Conference on Advances in Computing (ICAdC-2012). The scope of the conference includes all the areas of New Theoretical Computer Science, Systems and Software, and Intelligent systems. Conference Proceedings is a culmination of research results, papers and the theory related to all the three major areas of computing mentioned above. Helps budding researchers, graduates in the areas of Computer Science, Information Science, Electronics, Telecommunication, Instrumentation, Networking to take forward their research work based on the reviewed results in the paper by mutual interaction

through e-mail contacts in the proceedings.

Cleanroom software engineering is a process for developing and certifying high-reliability software. Combining theory-based engineering technologies in project management, incremental development, software specification and design, correctness verification, and statistical quality certification, the Cleanroom process answers today's call for more reliable software and provides methods for more cost-effective software development. Cleanroom originated with Harlan D. Mills, an IBM Fellow and a visionary in software engineering. Written by colleagues of Mills and some of the most experienced developers and practitioners of Cleanroom, *Cleanroom Software Engineering* provides a roadmap for software management, development, and testing as disciplined engineering practices. This book serves both as an introduction for those new to Cleanroom and as a reference guide for the growing practitioner community. Readers will discover a proven way to raise both quality and productivity in their software-intensive products, while reducing costs.

Highlights Explains basic Cleanroom theory Introduces the sequence-based specification method Elaborates the full management, development, and certification process in a Cleanroom Reference Model (CRM) Shows how the Cleanroom process dovetails with the SEI's Capability Maturity Model for Software (CMM)

Includes a large case study to illustrate how Cleanroom methods scale up to large projects. The contributed volume aims to explicate and address the difficulties and challenges that of seamless integration of the two core disciplines of computer science, i.e., computational intelligence and data mining. Data Mining aims at the automatic discovery of underlying non-trivial knowledge from datasets by applying intelligent analysis techniques. The interest in this research area has experienced a considerable growth in the last years due to two key factors: (a) knowledge hidden in organizations' databases can be exploited to improve strategic and managerial decision-making; (b) the large volume of data managed by organizations makes it impossible to carry out a manual analysis. The book addresses different methods and techniques of integration for enhancing the overall goal of data mining. The book helps to disseminate the knowledge about some innovative, active research directions in the field of data mining, machine and computational intelligence, along with some current issues and applications of related topics.

This book constitutes the refereed proceedings of the 13th International Conference on Formal Engineering Methods, ICFEM 2011, held in Durham, UK, October 2011. The 40 revised full papers together with 3 invited talks presented were carefully reviewed and selected from 103 submissions. The

papers address all current issues in formal methods and their applications in software engineering. They are organized in topical sections on formal models; model checking and probability; specification and development; security; formal verification; cyber physical systems; event-B; verification, analysis and testing; refinement; as well as theorem proving and rewriting.

The International Conference on Sustainability and Resilience is the second of the series of conferences and provides an international forum for presentations and discussion of research in all areas of engineering, business and science involving the design, planning and construction of sustainable built environments The first conference was held at Art Rotana Amwaj in 2018, and the second will be held at the e Learning Center, University of Bahrain There will be rigorous plenary talks by invited speakers as well as contributed talks

Best-selling author and database expert with more than 25 years of experience modeling application and enterprise data, Dr. Michael Blaha provides tried and tested data model patterns, to help readers avoid common modeling mistakes and unnecessary frustration on their way to building effective data models. Unlike the typical methodology book, Patterns of Data Modeling provides advanced techniques for those who have mastered the basics. Recognizing that database representation sets the

path for software, determines its flexibility, affects its quality, and influences whether it succeeds or fails, the text focuses on databases rather than programming. It is one of the first books to apply the popular patterns perspective to database systems and data models. It offers practical advice on the core aspects of applications and provides authoritative coverage of mathematical templates, antipatterns, archetypes, identity, canonical models, and relational database design.

This book includes a selection of papers from the 2018 World Conference on Information Systems and Technologies (WorldCIST'18), held in Naples, Italy on March 27-29, 2018. WorldCIST is a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and the challenges of modern information systems and technologies research together with their technological development and applications. The main topics covered are: A) Information and Knowledge Management; B) Organizational Models and Information Systems; C) Software and Systems Modeling; D) Software Systems, Architectures, Applications and Tools; E) Multimedia Systems and Applications; F) Computer Networks, Mobility and Pervasive Systems; G) Intelligent and Decision Support Systems; H) Big Data Analytics and Applications; I) Human–Computer Interaction; J)

Ethics, Computers & Security; K) Health Informatics; L) Information Technologies in Education; M) Information Technologies in Radiocommunications; N) Technologies for Biomedical Applications.

"Having been born a freeman, and for more than thirty years enjoyed the blessings of liberty in a free State—and having at the end of that time been kidnapped and sold into Slavery, where I remained, until happily rescued in the month of January, 1853, after a bondage of twelve years—it has been suggested that an account of my life and fortunes would not be uninteresting to the public." -an excerpt

Written and edited by four members of the Zend Education Board who also helped create the actual Zend Engineering Certification Exam, this book contains 200 questions on every topic that is part of the exam. (Computer Books - General Information) This book presents 10 chapters on various aspects of intelligent information agents contributed by members of the respective AgentLink special interest group. The papers are organized in three parts on agent-based information systems, adaptive information agents, and coordination of information agents. Also included are a comprehensive introduction and surveys for each of the three parts. This book constitutes the thoroughly refereed post-proceedings of the international conference NetObjectDays 2002, held in Erfurt, Germany, in October 2002. The 26 revised full papers presented

were carefully selected during two rounds of reviewing and revision. The papers are organized in topical sections on embedded and distributed systems; components and MDA; Java technology; Web services; aspect-oriented software design; agents and mobility; software product lines; synchronization; testing, refactoring, and CASE tools.

Welcome to the proceedings of the 2006 International Conference on High- Performance Computing and Communications (HPCC 2006), which was held in Munich, Germany, September 13–15, 2006. This year's conference marks the second edition of the HPCC conference series, and we are honored to serve as the Chairmen of this event with the guidance of the HPCC Steering Chairs, Beniamino Di Martino and Laurence T. Yang. With the rapid growth in computing and communication technology, the past decade has witnessed a proliferation of powerful parallel and distributed systems and an ever-increasing demand for the practice of high-performance computing and communication (HPCC). HPCC has moved into the mainstream of computing and has become a key technology in future research and development activities in many academic and industrial branches, especially when the solution of large and complex problems must cope with very tight time constraints. The HPCC 2006 conference provides a forum for

engineers and scientists in academia, industry, and government to address all resulting profound challenges and to present and discuss their new ideas, research results, applications, and experience on all aspects of HPCC. There was a very large number of paper submissions (328), not only from Europe, but also from Asia and the Pacific, and North and South America. This number of submissions represents a substantial increase of contributions compared to the first year of HPCC, which clearly underlines the importance of this domain. All submissions were reviewed by at least three Program Committee members or external reviewers. It was extremely difficult to select the presentations for the conference because there were so many excellent and interesting submissions.

More than ever, mission-critical and business-critical applications depend on object-oriented (OO) software. Testing techniques tailored to the unique challenges of OO technology are necessary to achieve high reliability and quality. "Testing Object-Oriented Systems: Models, Patterns, and Tools" is an authoritative guide to designing and automating test suites for OO applications. This comprehensive book explains why testing must be model-based and provides in-depth coverage of techniques to develop testable models from state machines, combinational logic, and the Unified Modeling Language (UML). It introduces the test design pattern and presents 37

patterns that explain how to design responsibility-based test suites, how to tailor integration and regression testing for OO code, how to test reusable components and frameworks, and how to develop highly effective test suites from use cases. Effective testing must be automated and must leverage object technology. The author describes how to design and code specification-based assertions to offset testability losses due to inheritance and polymorphism. Fifteen micro-patterns present oracle strategies--practical solutions for one of the hardest problems in test design. Seventeen design patterns explain how to automate your test suites with a coherent OO test harness framework. The author provides thorough coverage of testing issues such as: The bug hazards of OO programming and differences from testing procedural code How to design responsibility-based tests for classes, clusters, and subsystems using class invariants, interface data flow models, hierarchic state machines, class associations, and scenario analysis How to support reuse by effective testing of abstract classes, generic classes, components, and frameworks How to choose an integration strategy that supports iterative and incremental development How to achieve comprehensive system testing with testable use cases How to choose a regression test approach How to develop expected test results and evaluate the post-test state of an object How to

automate testing with assertions, OO test drivers, stubs, and test frameworks Real-world experience, world-class best practices, and the latest research in object-oriented testing are included. Practical examples illustrate test design and test automation for Ada 95, C++, Eiffel, Java, Objective-C, and Smalltalk. The UML is used throughout, but the test design patterns apply to systems developed with any OO language or methodology.

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This Festschrift volume, published in honor of Ugo Montanari on the occasion of his 65th birthday, contains 43 papers, written by friends and colleagues, all leading scientists in their own right, who congregated at a celebratory symposium held on June 12, 2008, in Pisa. The volume consists of seven sections, six of which are dedicated to the main research areas to which Ugo Montanari has contributed: Graph Transformation; Constraint and Logic Programming; Software Engineering; Concurrency; Models of Computation; and Software Verification. Each of these six sections starts with an introductory paper giving an account of Ugo Montanari's contribution to the area and describing the papers in the section. The final section consists of a number of papers giving a laudation of Ugo Montanari's numerous achievements.

This book constitutes the refereed proceedings of the 8th International Conference on ICT in Education, Research, and Industrial Applications, held in Kherson, Ukraine, in June 2012. The 14 revised full papers were carefully reviewed and selected from 70 submissions. This book begins with an invited contribution presenting the substance of one of ICTERI 2012 invited talks. The chapter deals with the issues

of abstraction and verification of properties in real-time Java programs. The rest of the volume is structured in four topical parts: ICT Frameworks, Infrastructures, Integration, and Deployment; Formal Logic and Knowledge-Based Frameworks; ICT-Based Systems Modeling, Specification, and Verification: ICT in Teaching and Learning.

As corroborated by the never-sagging and even increasing interest within the last decade, the intuitive attraction of "True 3D" in geodata presentation is well worth covering its current status and recent developments in a compendium like the present one. It covers most aspects of (auto-) stereoscopic representation techniques of both topographic and thematic geodata, be they haptic or not. Theory is treated as well as are many fields of concrete applications. Displays for big audiences and special single-user applications are presented, well-established technologies like classical manual fabrication of landscape reliefs contrast with cutting-edge developments David A. Sykes is a member of Wofford College's faculty.

This proceedings book gives a new vision and real progress towards more difficult problems resolution. In trying to solve the problems we face every day in the complex world we are living, we are constantly developing artificial systems and increasingly complex middleware. Indeed, the research works contained in this book address a large spread of nowadays topics like IoT architectures, communication and routing protocols, smart systems, software defined networks (SDNs), natural language processing (NLP), social media, health systems, machine intelligence and data science, soft computing and optimization, and software technology. This book, which is a selective collection of research papers accepted by the international program committee of the 6th International Symposium on Modelling and Implementation of Complex Systems (MISC 2020), considers intelligence (CI) more as a way of thinking about problems. It includes a mix of

old efficient (Fuzzy, NN, GA) and modern AI techniques (deep learning and CNN). The whole complex systems research community finds in this book an appropriate way to approach problems that have no algorithmic solution and finds many well-formulated technical challenges. .

Learn to write apps for some of today's hottest technologies, including the iPhone and iPad (using iOS), as well as the Mac (using OS X). It starts with Objective-C, the base language on which the native iOS software development kit (SDK) and the OS X are based. Learn Objective-C on the Mac: For OS X and iOS, Second Edition updates a best selling book and is an extensive, newly updated guide to Objective-C. Objective-C is a powerful, object-oriented extension of C, making this update the perfect follow-up to Dave Mark's bestselling Learn C on the Mac. Whether you're an experienced C programmer or you're coming from a different language such as C++ or Java, leading Mac experts Scott Knaster and Waqar Malik show how to harness the power of Objective-C in your apps! A complete course on the basics of Objective-C using Apple's newest Xcode tools An introduction to object-oriented programming Comprehensive coverage of new topics like blocks, GCD, ARC, class extensions, as well as inheritance, composition, object initialization, categories, protocols, memory management, and organizing source files An introduction to building user interfaces using what is called the UIKit A primer for non-C programmers to get off the ground even faster

This book constitutes the refereed proceedings of the 15th International Conference on Web-Based Learning, ICWL 2016, held in Rome, Italy, in October 2016. The 19 revised full papers presented together with 10 short papers and 4 poster papers were carefully reviewed and selected from 110 submissions. The papers are organized in topical sections on design for learning; education and teaching; massive open

online courses; mobile learning; modeling for learning; serious games; social-collaborative learning; and support for learning.

Over the last few years, Linux has grown both as an operating system and a tool for personal and business use. Simultaneously becoming more user friendly and more powerful as a back-end system, Linux has achieved new plateaus: the newer filesystems have solidified, new commands and tools have appeared and become standard, and the desktop--including new desktop environments--have proved to be viable, stable, and readily accessible to even those who don't consider themselves computer gurus.

Whether you're using Linux for personal software projects, for a small office or home office (often termed the SOHO environment), to provide services to a small group of colleagues, or to administer a site responsible for millions of email and web connections each day, you need quick access to information on a wide range of tools. This book covers all aspects of administering and making effective use of Linux systems. Among its topics are booting, package management, and revision control. But foremost in Linux in a Nutshell are the utilities and commands that make Linux one of the most powerful and flexible systems available. Now in its fifth edition, Linux in a Nutshell brings users up-to-date with the current state of Linux. Considered by many to be the most complete and authoritative command reference for Linux available, the book covers all substantial user, programming, administration, and networking commands for the most common Linux distributions. Comprehensive but concise, the fifth edition has been updated to cover new features of major Linux distributions. Configuration information for the rapidly growing commercial network services and community update services is one of the subjects covered for the first time. But that's just the beginning. The book covers editors, shells, and

LILO and GRUB boot options. There's also coverage of Apache, Samba, Postfix, sendmail, CVS, Subversion, Emacs, vi, sed, gawk, and much more. Everything that system administrators, developers, and power users need to know about Linux is referenced here, and they will turn to this book again and again.

This book constitutes the refereed proceedings of the 5th International Conference on Web Engineering, ICWE 2005, held in Sydney, Australia in July 2005. The 33 revised full papers, 36 revised short papers, and 17 poster and demo papers presented together with abstracts of 4 invited keynotes were carefully reviewed and selected from 180 submissions. The papers are organized in topical sections on Web engineering milieu, evaluation and verification, non-functional requirements and testing, query and retrieval, applications, ontologies and XML, semantics and semantic Web, Web security, Web services and application design, and miscellaneous.

This volume constitutes the refereed proceedings of the 23rd EuroSPI conference, held in Graz, Austria, in September 2016. The 15 revised full papers presented together with 14 selected key notes and workshop papers were carefully reviewed and selected from 51 submissions. They are organized in topical sections on SPI and the ISO/IEC 29110 standard; communication and team issues in SPI; SPI and assessment; SPI in secure and safety critical environments; SPI initiatives; GamifySPI;

functional safety; supporting innovation and improvement.

Most of the articles in this volume are revised versions of papers presented during the 1st GROOM-Workshop on the Unified Modeling Language (UML). GROOM (Grundlagen objektorientierter Modellierung) is a working group of the Gesellschaft für Informatik (GI), the German Society of Computer Science. The workshop took place at the University of Mannheim (Germany) in October 1997; the local organizers were Martin Schader and Axel Korthaus, Department of Information Systems. The scientific program of the workshop included 21 talks, presented in German language on Friday, Oct. 10th, and Saturday, Oct. 11th, 1997. Researchers and practitioners interested in object-oriented software development, analysis and design of software systems, standardization efforts in the field of object technology, and particularly in the main topic of the workshop: "Applications, State of the Art, and Evaluation of the Unified Modeling Language" had the opportunity to discuss recent developments and to establish cooperation in these fields. The workshop owed much to its sponsors and supporters - University of Mannheim - Faculty of Business Administration, University of Mannheim - Sun Microsystems GmbH - Apcon Professional Concepts GmbH. Their generous support is gratefully acknowledged. In the present proceedings volume,

papers are presented in three chapters as follows. This book constitutes the refereed proceedings of the First German Conference on Multiagent System Technologies, MATES 2003, held in Erfurt, Germany, in September 2003. The 18 revised full papers presented together with an invited paper were carefully reviewed and selected from 49 submissions. The papers are organized in topical sections on engineering agent-based systems, systems and applications, models and architectures, the semantic Web and interoperability, and collaboration and negotiation.

Internet of Things Applications aims to provide a broad overview of various topics of Internet of Things (IoT) from the research, innovation, and development priorities to enabling technologies, nanoelectronics, cyber physical systems, architecture, interoperability, and industrial applications. It is intended to be a standalone book in a series that covers the IoT activities of the Internet of Things European Research Cluster (IERC) from technology to international cooperation and the global "state of play." The book builds on the ideas put forward by the IERC Strategic Research Agenda and presents global views and state-of-the-art results on the challenges the research, development, and deployment of IoT face at the global level. IoT is creating a revolutionary new paradigm with opportunities in every industry,

including Health Care, Pharmaceuticals, Food and Beverage, Agriculture, Computer, Electronics Telecommunications, Automotive, Aeronautics, Transportation Energy, and Retail, to apply the massive potential of the IoT to achieving real-world solutions. The beneficiaries will include semiconductor companies, device and product companies, infrastructure software companies, application software companies, consulting companies, and telecommunication and cloud service providers. IoT will create new revenues annually for these stakeholders and potentially create substantial market share shakeups due to increased technology competition. The IoT will fuel technology innovation by creating the means for machines to communicate several different types of information with one another. At the same time, it will contribute to the increased value of information created by the number of interconnections among things and the transformation of the processed information into knowledge shared in the Internet of Everything. The success of IoT depends strongly on enabling technology development, market acceptance, and standardization, which provides interoperability, compatibility, reliability, and effective operations on a global scale. The connected devices are part of ecosystems connecting people, processes, data, and things which are communicating in the cloud, using the increased

storage and computing power and pushing for standardization of communication and metadata. In this context, product manufacturers have to address security, privacy, safety, and trust through the life cycle of their products, from design to the support processes. The IoT developments address the whole IoT spectrum - from devices at the edge to cloud and datacentres on the backend and everything in between - through ecosystems created by industry, research, and application stakeholders that enable real-world use cases to accelerate the IoT and establish open interoperability standards and common architectures for IoT solutions. Enabling technologies such as nanoelectronics, sensors/actuators, cyber-physical systems, intelligent device management, smart gateways, telematics, smart network infrastructure, cloud computing, and software technologies will create new products, services, and interfaces by creating smart environments and smart spaces with applications ranging from Smart Cities, smart transport, buildings, energy, and grid to smart health and life. Technical topics discussed in the book include: \* Introduction \* Internet of Things Strategic Research and Innovation Agenda \* Internet of Things in the industrial context: Time for deployment. \* Integration of heterogeneous smart objects, applications and services \* Evolution from device to semantic and business interoperability \* Software

define and virtualization of network resources \*  
Innovation through interoperability and  
standardisation when everything is connected  
anytime at anyplace \* Dynamic context-aware  
scalable and trust-based IoT Security, Privacy  
framework \* Federated Cloud service management  
and the Internet of Things \* Internet of Things  
Applications

Two new chapters on Swing, Java's web application  
framework Previous editions have sold more than  
130,000 copies in the U.S. and hundreds of  
thousands internationally Three books in one: a rich  
tutorial, a language reference, and an advanced  
programming guide

eHealth 2008, the First International Conference on  
Electronic healthcare for the twenty-first century, was  
held in City University, London, during September  
8–9, 2008. The conference was organized as a  
meeting point for telecare product vendors, policy  
makers, government ministers, academics, clinicians  
and all those involved in electronic and mobile  
health, to examine and to share ideas contributing to  
the advancement of electronic healthcare into the  
twenty-first century. The conference had a huge  
success with a large number of paper submissions.  
Ninety-seven papers were submitted, of which 32  
were selected for presentation. Each paper was  
carefully reviewed blindly by a minimum of three  
referees from the respective field. A special thanks

should go to the Technical Program Committee for their hard and efficient work in the review process. In addition to the submitted contributions, the conference included a business presentation track with 12 invited talks by key people in the world of eHealth. The business presentation track was chaired by Sir Jonathan Michael (Deputy Director, BT Health). The success of this conference is to be credited to the contribution of many people.

As of 2009, the discipline of Web engineering is a well-established and mature field of research within the software engineering, database, information technology, and other related communities. By its very nature, Web engineering is, therefore, a multidisciplinary field that is beginning to establish ties even outside the domain of computer science. As a discipline, Web engineering systematically applies the knowledge of Web science to the development and evolution of Web-based applications and systems. This volume contains the proceedings of the 9th International Conference on Web Engineering (ICWE 2009), which was held in San Sebastián, Spain in June 2009.

The ICWE conferences are among the most essential events of the Web engineering community. This fact is manifested both by the number of accomplished researchers that support the conference series with their work and contributions as well as by the continuing patronage of several international

organizations dedicated to promoting research and scientific progress in the field of Web engineering. ICWE 2009 followed conferences in Yorktown Heights, NY, USA; Como, Italy; Palo Alto, CA, USA; Sydney, Australia; Munich, Germany; Oviedo, Spain; Santa Fe, Argentina; and Cáceres, Spain. With San Sebastián as this year's venue, the conference series visits the country where it was originally launched in 2001 for the third time. This year's call for papers attracted a total of 90 submissions from 33 countries spanning all continents of the world with a good coverage of all the different aspects of Web engineering.

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