Designing An Iam Framework With Oracle Identity And Access Management Suite Oracle Press

This book presents three distinct pillars for analysis, design, and planning: urban water cycle and variability as the state of water being; landscape architecture as the medium for built-by-design; and total systems as the planning approach. The increasing demand for water and urban and industrial expansions have caused myriad environmental, social, economic, and political predicaments. More frequent and severe floods and droughts have changed the resiliency and ability of water infrastructure systems to operate and provide services to the public. These concerns and issues have also changed the way we plan and manage our water resources. Focusing on urban challenges and contexts, the book provides foundational information regarding water science and engineering while also examining topics relating to urban stormwater, water supply, and wastewater infrastructures. It also addresses critical emerging issues such as simulation and economic modeling, flood resiliency, environmental visualization, satellite data applications, and digital data model (DEM) advancements. Features: Explores various theoretical, practical, and real-world applications of system analysis, design, and planning of urban water infrastructures Discusses hydrology, hydraulics, and basic laws of water flow movement through natural and constructed environments Describes a wide range of novel topics ranging from water assets, water economics, systems analysis, risk, reliability, and disaster management Examines the details of hydrologic and hydrodynamic modeling and simulation of conceptual and data-driven models Delineates flood resiliency, environmental visualization, pattern recognition, and machine learning attributes Explores a compilation of tools and emerging techniques that elevate the reader to a higher plateau in water and environmental systems management Water Systems Analysis, Design, and Planning: Urban Infrastructure serves as a useful resource for advanced undergraduate and graduate students taking courses in the areas of water resources and systems analysis, as well as practicing engineers and landscape professionals.

Transform the way you deliver IT resources digitally to connect to people and businesses. KEY FEATURES ? Extensive demonstration of service and deployment models with related use-cases. ? Includes wide and deep practical scenarios to explore the real cloud platform. ? Broad perspective to manage resources and disaster recovery. ? Infers various security standards and IAM with numerous examples. DESCRIPTION The book 'Building Cloud and Virtualization Infrastructure' covers the designing of a private cloud using various components and tools on various platforms such as AWS and OpenNebula. This book includes network virtualization and integrated technologies such as the Internet of Things and how to create web servers/instances on Amazon Web Services and OpenNebula. The readers will gain a better understanding of the concept of resource management, which offers benefits such as cost savings and improved manageability after reading this book. They will also learn disaster recovery, techniques, and tools to support virtualization, as well as the security challenges inherent in cloud platforms, the various IAM roles and their associated security, and various security standards. WHAT YOU WILL LEARN ? Understand the fundamentals of cloud concepts. ? Explore the knowledge of virtualization through different virtualization tools. ? Understand economic considerations to launch businesses online. ? Create your private cloud as per business needs. ? Learn to choose the right services to grow rapidly in the market. WHO THIS BOOK IS FOR This book is intended for students, researchers, and anyone interested in learning about designing, configuring, and deploying cloud-based applications. The readers should have a basic understanding of networking concepts, but not necessarily of the cloud. TABLE OF CONTENTS 1. Introduction to Cloud 2. Cloud Service Models 3. Cloud Deployment Models 4. Introduction to Hypervisor 5. Introduction to Virtualization 6. Virtualization on IT Assets 7. Experimental Part: Installation and Configuration 8. Practical Approach and Experiments 9. Resource Management in Cloud 10. Security in Cloud

UNISCON 2009 (United Information Systems Conference) was the third conf- ence in the series that is based on the idea to pool smaller but highly interesting scienti?c events on information systems into one large conference. Here, people from di?erent scienti?c backgrounds can present their research results, share their ideas and discuss future trends in these various areas. UNISCON 2009 was held in Sydney, Australia in the University of Western Sydney, Campbelltown Campus. In 2009 the following scienti?c events were held under the umbrella of UNISCON 2009: th – 8 International Conference on Information Systems Technology and Its Applications (ISTA 2009) th – 8 International Workshop on Conceptual Modelling Approaches for e- Business (eCOMO 2009) – Second Workshop on Model-Based Software and Data Integration (MBSDI 2009) We received 115 papers for the three events. Papers were submitted from over 25 countries. After a rigorous review process, 39 papers were accepted as full papers and 14 papers as short papers for presentation at the conference and published in these proceedings. In addition to the above three events, we also organized a Doctoral Cons- tium to provide a forum for doctoral students to get feedback from experts in the area about their research projects.

What we make, makes us. This is the central tenet of Artful Design, a photorealistic comic book that examines the nature, purpose, and meaning of design. A call to action and a meditation on art, authenticity, and social connection in a world disrupted by technological change, this book articulates a fundamental principle for design: that we should design not just from practical needs but from the values that underlie those needs. Artful Design takes readers on a journey through the aesthetic dimensions of technology. Using music as a universal phenomenon that has evolved alongside technology, this book breaks down concrete case studies in computer-mediated toys, tools, games, and instruments, including the best-selling app Ocarina. Every chapter elaborates a set of general design principles and strategies that illuminate the essential relationship between aesthetics and engineering, art and design. Ge Wang implores us to both embrace and confront technology, not purely as a means to an end, but in its potential to enrich life. Technology is never a neutral agent, but through what we do with it—through what we design with it—it provides a mirror to our human endeavors and values. Artful Design delivers an aesthetic manifesto of technology, accessible yet uncompromising.

Cloud computing has become integrated into all sectors, from business to quotidian life. Since it has revolutionized modern computing, there is a need for updated research related to the architecture and frameworks necessary to maintain its efficiency. The Handbook of Research on End-to-End Cloud Computing Architecture Design provides architectural design and implementation studies on cloud computing from an end-to-end approach, including the latest industrial works and extensive research studies of cloud computing. This handbook enumerates deep dive and systemic studies of cloud computing from architecture to implementation. This book is a comprehensive publication ideal for programmers, IT professionals, students, researchers, and engineers.

These proceedings contain the papers presented at the 5th IFAC Symposium on Automated Systems Based on Human Skill, held in Berlin, Germany, 26-28 September 1995. The

symposium, like previous ones in the series, brought together researchers, developers and users of complex human-machine systems. Discussions covered manufacturing, process control, aircraft and air traffic control, and administrative processes with an emphasis on how to design such systems and integrate both developers and users into the design process. The main issues addressed, therefore, were the joint engineering of production processes, information technology and work organisation and the possibility that this may lead to the re-definition of human operators in process automation.

There is now widespread agreement that innovation holds the key to future economic and social prosperity in developed countries. Experts studying contemporary capitalism also agree that the battle against unemployment and relocations can only be won through innovation. But what kind of innovation is required and what is the best way to manage, steer and organize it? Grounded on experiences of innovative firms and based on recent design theories, this book argues that instead of relying on traditional R&D and project management techniques, the strategic management of innovation must be based on innovative design activities. It analyses and explains new management principles and techniques that deal with these activities, including innovation fields, lineages, C-K (Concept-Knowledge) diagrams and design spaces. The book is ideal for advanced courses in innovation management in industrial design schools, business schools, engineering schools, as well as managers looking to improve their practice.

Develop and Implement an End-to-End IAM Solution Maintain a high-performance, fully integrated security foundation across your enterprise using the detailed information in this Oracle Press guide. Designing an IAM Framework with Oracle Identity and Access Management Suite explains how to reduce risk exposure by effectively managing your full spectrum of users. Learn how to create and provision accounts, employ strong authentication and authorization, integrate legacy applications, and handle regulatory compliance. The latest performance-testing, self-auditing, and business intelligence reporting techniques are also covered in this comprehensive resource. Establish company requirements and develop implementation plans Build and execute your identity business case Set up accounts, roles, and provisioning workflows using Oracle Identity Manager and Analysis Authenticate and authorize users with Oracle Access Manager Enact strong authorization policies using Oracle Entitlements Server Identify anomalous behavior and create proactive fraud prevention rules with Oracle Adaptive Access Manager Enforce regulatory compliance and generate audit-ready reports Learn about latest additions from the acquired Sun stack

With the widespread knowledge and use of e-government, the intent and evaluation of e-government services continues to focus on meeting the needs and satisfaction of its citizens. E-Government Services Design, Adoption, and Evaluation is a comprehensive collection of research on assessment and implementation of electronic/digital government technologies in organizations. This book aims to supply academics, practitioners and professionals with the understanding of e-government and its applications and impact on organizations around the world.

The four-volume set LNCS 11583, 11584, 11585, and 11586 constitutes the proceedings of the 8th International Conference on Design, User Experience, and Usability, DUXU 2019, held as part of the 21st International Conference, HCI International 2019, which took place in Orlando, FL, USA, in July 2019. The total of 1274 papers and 209 posters included in the 35 HCII 2019 proceedings volumes was carefully reviewed and selected from 5029 submissions. DUXU 2019 includes a total of 167 regular papers, organized in the following topical sections: design philosophy; design theories, methods, and tools; user requirements, preferences emotions and personality; visual DUXU; DUXU for novel interaction techniques and devices; DUXU and robots; DUXU for AI and AI for DUXU; dialogue, narrative, storytelling; DUXU for automated driving, transport, sustainability and smart cities; DUXU for cultural heritage; DUXU for well-being; DUXU for learning; user experience evaluation methods and tools; DUXU practice; DUXU case studies.

A study peeling back the layers of biblical geology.

As the cellular world and the Internet converge, mobile networks are transitioning from circuit to packet and the Internet Protocol (IP) is now recognized as the fundamental building block for all next-generation communication networks. The all-IP vision provides the flexibility to deliver cost-effective services and applications that meet the evolving needs of mobile users. RF engineers, mobile network designers, and system architects will be expected to have an understanding of IP fundamentals and how their role in delivering the end-to-end system is crucial for delivering the all-IP vision that makes the Internet accessible anytime, anywhere. IP Design for Mobile Networks discusses proper IP design theory to effectively plan and implement your next-generation mobile network so that IP integrates all aspects of the network. The book outlines, from both a standards and a design theory perspective, both the current and target state of mobile networks, and the technology enablers that will assist the migration. This IP transition begins with function-specific migrations of specific network domains and ends with an end-to-end IP network for radio, transport, and service delivery. The book introduces many concepts to give you exposure to the key technology trends and decision points affecting today's mobile operators. The book is divided into three parts: Part I provides an overview of how IP is being integrated into mobile systems, including radio systems and cellular networks. Part II provides an overview of IP, the technologies used for transport and connectivity of today's cellular networks, and how the mobile core is evolving to encompass IP technologies. Part III provides an overview of the end-to-end services network based on IP, including context awareness and services. Presents an overview of what mobile networks look like today–including protocols used, transport technologies, and how IP is being used for specific functions in mobile networks Provides an all-inclusive reference manual for IP design theory as related to the broader application of IP for mobile networks Imparts a view of upcoming trends in mobility standards to better prepare a network evolution plan for IP-based mobile networks This book is part of the Networking Technology Series from Cisco Press®, which offers networking professionals valuable information for constructing efficient networks, understanding new technologies, and building successful careers. ciscopress.com

This book provides a useful overall guide to the state of the art in theory and practice of services. It can also serve as a reference book for researchers in various fields, including

engineering, marketing, economics, and other disciplines. Advanced works presented here were selected from the proceedings of the Second International Conference on Serviceology (ICServ2014), held September 14–16, 2014. This book helps readers to understand serviceology, which tackles with a broad range of services, the globalization of the economy and also enhances the quality of life of local residents.

Get started with designing your serverless application using optimum design patterns and industry standard practices Key Features Learn the details of popular software patterns and how they are applied to serverless applications Understand key concepts and components in serverless designs Walk away with a thorough understanding of architecting serverless applications Book Description Serverless applications handle many problems that developers face when running systems and servers. The serverless pay-per-invocation model can also result in drastic cost savings, contributing to its popularity. While it's simple to create a basic serverless application, it's critical to structure your software correctly to ensure it continues to succeed as it grows. Serverless Design Patterns and Best Practices presents patterns that can be adapted to run in a serverless environment. You will learn how to develop applications that are scalable, fault tolerant, and well-tested. The book begins with an introduction to the different design pattern categories available for serverless applications. You will learn the trade-offs between GraphQL and REST and how they fare regarding overall application design in a serverless ecosystem. The book will also show you how to migrate an existing API to a serverless backend using AWS API Gateway. You will learn how to build event-driven applications using queuing and streaming systems, such as AWS Simple Queuing Service (SQS) and AWS Kinesis. Patterns for data-intensive serverless application are also explained, including the lambda architecture and MapReduce. This book will equip you with the knowledge and skills you need to develop scalable and resilient serverless applications confidently. What you will learn Comprehend the popular design patterns currently being used with serverless architectures Understand the various design options and corresponding implementations for serverless web application APIs Learn multiple patterns for data-intensive serverless systems and pipelines, including MapReduce and Lambda Architecture Learn how to leverage hosted databases, queues, streams, storage services, and notification services Understand error handling and system monitoring in a serverless architecture a serverless architecture Learn how to set up a serverless application for continuous integration, continuous delivery, and continuous deployment Who this book is for If you're a software architect, engineer, or someone who wants to build serverless applications, which are non-trivial in complexity and scope, then this book is for you. Basic knowledge of programming and serverless computing concepts are assumed.

As a developer, you need to build software in a secure way. But you can't spend all your time focusing on security. The answer is to use good design principles, tools, and mindsets that make security an implicit result - it's secure by design. Secure by Design teaches developers how to use design to drive security in software development. This book is full of patterns, best practices, and mindsets that you can directly apply to your real world development. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Can a system be considered truly reliable if it isn't fundamentally secure? Or can it be considered secure if it's unreliable? Security is crucial to the design and operation of scalable systems in production, as it plays an important part in product quality, performance, and availability. In this book, experts from Google share best practices to help your organization design scalable and reliable systems that are fundamentally secure. Two previous O'Reilly books from Google—Site Reliability Engineering and The Site Reliability Workbook—demonstrated how and why a commitment to the entire service lifecycle enables organizations to successfully build, deploy, monitor, and maintain software systems. In this latest guide, the authors offer insights into system design, implementation, and maintenance from practitioners who specialize in security and reliability. They also discuss how building and adopting their recommended best practices requires a culture that's supportive of such change. You'll learn about secure and reliable systems through: Design strategies Recommendations for coding, testing, and debugging practices Strategies to prepare for, respond to, and recover from incidents Cultural best practices that help teams across your organization collaborate effectively

"The software engineering community has advanced greatly in recent years and we currently have numerous defined items of knowledge, such as standards, methodologies, methods, metrics, techniques, languages, patterns, knowledge related to processes, concepts, etc.The main objective of this book is to give a unified and global vision about Micro-Architectural Design Knowledge, analyzing the main techniques, experiences and methods"--Provided by publisher.

Learn the many design decisions that must be made before starting to build a large Oracle Application Express (APEX) application for the cloud or enterprise. One of APEX's key strengths is the fact that it is a Rapid Application Development (RAD) tool. This is also a major weakness when it tempts developers to start coding too soon. Small applications that consist of tens of pages can be coded without a lot of design work because they can be re-factored quickly when design flaws are discovered. Design flaws in large cloud and enterprise applications that consist of hundreds or thousands of pages are not so easy to re-factor due to the time needed to redevelop and retest the application, not to mention the risk of breaking functionality in subtle ways. Designing a large application before coding starts is a profitable exercise because a thoughtful design goes a long way in mitigating cost overruns and schedule slippage while simultaneously enhancing quality. This book takes into account perspectives from other non-developer stakeholders such as maintenance developers, business analysts, testers, technical writers, end users, and business owners. Overlooking these perspectives is one of the chief causes of expensive rework late in the development cycle. Oracle Application Express by Design illustrates APEX design principles by using architecture diagrams, screen shots, and explicit code snippets to guide developers through the many design choices and complex interrelationship issues that must be evaluated before embarking on large APEX projects. This book: Guides you through important, up-front APEX design decisions Helps you to optimize your design by keeping all stakeholders in mind Explicit code examples show how design impacts cost, schedule, and quality What You Will Learn Pick and choose from the list of designs before coding begins Bake optimal quality into the underlying fabric of an APEX application Think and design from outside the developer's narrow perspective Optimize APEX application designs to satisfy multiple stakeholder groups Evaluate design options through hands-on, explicit code examples Define and measure success for large cloud and enterprise APEX applications

Who This Book Is For APEX developers and development teams

Create highly efficient design patterns for scalability, redundancy, and high availability in the AWS Cloud Key Features Build highly robust systems using the cloud infrastructure Make web applications resilient against scheduled and accidental downtime Explore and apply Amazon-provided services in unique ways to solve common design problems Book Description Whether you're just getting your feet wet in cloud infrastructure or already creating complex systems, this book will guide you through using the patterns to fit your system needs. Starting with patterns that cover basic processes such as source control and infrastructure-as-code, the book goes on to introduce cloud security practices. You'll then cover patterns of availability and scalability and get acquainted with the ephemeral nature of cloud environments. You'll also explore advanced DevOps patterns in operations and maintenance, before focusing on virtualization patterns such as containerization and serverless computing. In the final leg of your journey, this book will delve into data persistence and visualization patterns. You'll get to grips with architectures for processing static and dynamic data, as well as practices for managing streaming data. By the end of this book, you will be able to design applications that are tolerant of underlying hardware failures, resilient against an unexpected influx of data, and easy to manage and replicate. What you will learn Implement scaling policies on schedules, influxes in traffic, and deep health checks Make complete use of highly available and redundant storage Design content delivery networks to improve user experience Optimize databases through caching and sharding Apply patterns to solve common problems Implement repeatable processes for deploying systems Who this book is for If you're an architect, solution provider, or DevOps community member looking to implement repeatable patterns for deploying and maintaining services in the Amazon cloud infrastructure, this book is for you. You'll need prior experience of using AWS understand key concepts covered in the book, as it focuses on the patterns rather than the basics of using AWS.

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

"This book explores important and emerging advancements in digital identity and access management systems, providing innovative answers to an assortment of problems as system managers are faced with major organizational, economic and market changes"--Provided by publisher.

With over 100,000 iPhone applications and 125,000 registered iPhone developers, is it still possible to create a top-selling app that stands apart from the six-figure crowd? Of course, but you'll need more than a great idea and flawless code—an eye-catching and functional user interface design is essential. With this book, you'll get practical advice on user interface design from 10 innovative developers who, like you, have sat wondering how to best utilize the iPhone's minimal screen real estate. Their stories illustrate precisely why, with more apps and more experienced, creative developers, no iPhone app can succeed without a great user interface. Whatever type of iPhone project you have in mind—social networking app, game, or reference tool—you'll benefit from the information presented in this book. More than just tips and pointers, you'll learn from the authors' hands-on experiences, including: Dave Barnard of App Cubby on how to use Apple's user interface conventions and test for usability to assure better results Joachim Bondo, creator of Deep Green Chess, beats a classic design problem of navigating large dataset results in the realm of the iPhone Former Apple employee Dan Burcaw tailors user interfaces and adds the power of CoreLocation, Address Book, and Camera to the social networking app, Brightkite David Kaneda takes his Basecamp project management client, Outpost, from a blank page (literally) to a model of dashboard clarity Craig Kemper focuses on the smallest details to create his award-winning puzzle games TanZen and Zentomino Tim Novikoff, a graduate student in applied math with no programming experience, reduces a complex problem to simplicity in Flash of Genius: SAT Vocab Long-time Mac developer Chris Parrish goes into detail on the creation of the digital postcard app, Postage, which won the 2009 Apple Design Award Flash developer Keith Peters provides solutions for bringing games that were designed for a desktop screen to the small, touch-sensitive world of the iPhone Jürgen Siebert, creator of FontShuffle, outlines the anatomy of letters and how to select the right fonts for maximum readability on the iPhone screen Eddie Wilson, an interactive designer, reveals the fine balance of excellent design and trial-by-fire programming used to create his successful app Snow Report Combined with Apress' best-selling Beginning iPhone 3 Development: Exploring the iPhone SDK, you'll be prepared to match great code with striking design and create the app that everyone is talking about.

Designing an IAM Framework with Oracle Identity and Access Management SuiteMcGraw Hill Professional

In today's business world, competitiveness defines the industrial leading edge. Organizations and businesses of all sizes are adopting Lean manufacturing practices to increase efficiency and address worries about their bottom lines. In a detailed review of this staple of Lean manufacturing, Cellular Manufacturing: Mitigating Risk and Uncertainty outlines how cellular manufacturing can do just that. It demonstrates how this approach can help you and your teams build a variety of products with as little waste as possible. The book begins by presenting a survey of the current state of existing methods that can best be used in the handling of the bottleneck machines and parts problem, which results from the cellular manufacturing system design. It then explores how decision making under risk is used to help the designer select the best cell arrangement in case of probabilistic production volume and maximize the profit imposed by resource capacity constraints. The author then presents a method for the system design of a manufacturing cell that aims for profit maximization over a certain period of time. He also discusses robust design, illustrated with a real application. Put simply, cellular manufacturing integrates machinery and a small team of staff, directed by a team leader, so all the work on a product or part can be accomplished in the same cell eliminating resources that do not add value to the product. A concise yet unique reference, this book incorporates decision making under risk into cellular manufacturing. The text makes the link that ties cellular manufacturing to the bottom line. It helps you recognize savings opportunities from elimination of downtime between operations, decreased material handling costs, decreased work-in-progress inventory and associated costs, reduced opportunity for handling errors, decreased downtime spent waiting for supplies or materials, and reduced losses from defective or obsolete products.

The perimeter defenses guarding your network perhaps are not as secure as you think. Hosts behind the firewall have no defenses of their own, so when a host in the "trusted" zone is breached, access to your data center is not far behind. That's an all-too-familiar scenario today. With this practical book, you'll learn the principles behind zero trust architecture, along with details necessary to implement it. The Zero Trust Model treats all hosts as if they're internet-facing, and considers the entire network to be compromised and hostile. By taking this approach, you'll focus on building strong authentication, authorization, and encryption throughout, while providing compartmentalized access and better operational agility. Understand how perimeter-based defenses have evolved to become the broken model we use today Explore two case studies of zero trust in production networks on the client side (Google) and on the server side (PagerDuty) Get example configuration for open source tools that you can use to build a zero trust network Learn how to migrate from a perimeter-based network to a zero trust network in production

Taking a unique approach to systems analysis and design, this insightful book provides learners with a critical personal framework for considering and developing knowledge and practice of systems analysis and design. Each chapter begins by highlighting what can be learned on its completion and ends with a critical skills development section containing activities, tasks and discussion questions. Chapters cover: * systems analysis and design in concept and action * structured data modelling * making systems analysis and design inclusive. Although the discussion and examples in this text are drawn primarily from business information systems, the lessons apply to both government and healthcare information systems and to systems development in general. Critical Systems Analysis and Design makes a complex area

of study accessible and relevant and as such is an indispensable textbook for both advanced students and professionals concerned with the innovation of information systems.

Rapid One-of-a-kind Product Development discusses research in the development of new enabling technologies for small and medium companies. Scientific advancements presented include a novel product data modelling scheme to model product design, manufacturability and knowledge under a common data object; customised product development in a distributed environment; and new adaptive scheduling methods for the optimal production of a wide variety of customised products, taking into consideration all of the possible changes from customers and the uncertainties in manufacturing. The book also includes research towards a computer aided customer interface, which allows customer requirements and changes to be processed and integrated with technical designs in real time; adaptive and concurrent CAD methods and algorithms; and product modelling and system integration technologies. The reader will learn how to: • translate customer requirements to technical attributes; • develop new and innovative products to meet customer requirements and expectations; • evaluate and optimise a project design; • design production systems and use them efficiently; and • manage a variety of customised products. Rapid One-of-a-kind Product Development demonstrates how to develop new methods, tools and algorithms to address the problems in a mass customisation environment. It is a valuable source of information for researchers and engineers in the fields of design and manufacturing.

This book presents over 100 papers from the 3rd Engineering & Product Design Education International Conference dedicated to the subject of exploring novel approaches in product design education. The theme of the book is "Crossing Design Boundaries" which reflects the editors' wish to incorporate many of the disciplines associated with, and integral to, modern product design and development pursuits. Crossing Design Boundaries covers, for example, the conjunction of anthropology and design, the psychology of design products, the application of soft computing in wearable products, and the utilisation of new media and design and how these can be best exploited within the current product design arena. The book includes discussions concerning product design education and the cross-over into other well established design disciplines such as interaction design, jewellery design, furniture design, and exhibition design which have been somewhat under represented in recent years. The book comprises a number of sections containing papers which cover highly topical and relevant issues including Design Curriculum Development, Interdisciplinarity, Design Collaboration and Team Working, Philosophies of Design Education, Design Knowledge, New Materials and New Technologies in Design, Design Communication, Industrial Collaborations and Working with Industry, Teaching and Learning Tools, and Design Theory.

This book constitutes the refereed proceedings of the 13th International Workshop on Enterprise and Organizational Modeling and Simulation, EOMAS 2017, held in Essen, Germany, in June 2017. The main focus of EOMAS is on the role, importance, and application of modeling and simulation within the extended organizational and enterprise context. The 12 full papers presented in this volume were carefully reviewed and selected from 26 submissions. They were organized in topical sections on formal methods, conceptual modeling, and enterprise engineering.

Identity management is the concept of providing a unifying interface to manage all aspects related to individuals and their interactions with the business. It is the process that enables business initiatives by efficiently managing the user life cycle (including identity/resource provisioning for people (users)), and by integrating it into the required business processes. Identity management encompasses all the data and processes related to the representation of an individual involved in electronic transactions. This IBM® Redbooks® publication provides an approach for designing an identity management solution with IBM Tivoli® Identity Manager Version 5.1. Starting from the high-level, organizational viewpoint, we show how to define user registration and maintenance processes using the self-registration and self-care interfaces as well as the delegated administration capabilities. Using the integrated workflow, we automate the submission/approval processes for identity management requests, and with the automated user provisioning, we take workflow output and automatically implement the administrative requests on the environment with no administrative intervention. This book is a valuable resource for security administrators and architects who wish to understand and implement a centralized identity management and security infrastructure.

A water supply system is an interconnected collection of sources, pipes, and hydraulic control elements delivering consumers prescribed water quantities at desired pressures and water qualities. This book incorporates selected topics on theory, revision, and practical application models for water supply systems analysis, including: guidelines for transient analysis, sustainable management of regional water supply systems, infrastructure asset management, optimal pump scheduling, demand uncertainty, errors in water meter measuring, and indicators for water mains rehabilitation.

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

No doubt learning is a subject that has been addressed by many books and workshops, with the core interest mostly revolving around the content and how to make it unique, relevant, concise, etc. Other books and courses would rather introduce new/creative techniques for better engaging or getting the best of the training. So where does this book stand? This book stands in the learner's shoes! It is standing as a cornerstone for a different approach, having an eye for every detail that might reflect on the learner's experience; hence the name, "Learner eXperience Facilitation". Who is this book for? This book is for learning facilitators and designers, so to get introduced to a new perspective and to learn new framework where the learner is the center of the whole process. This is considered a sound tool for professionals who work hard to leave an impact through trainings and face to face learning sessions. It targets both independent professionals and those working for specific organizations, teachers and education professionals. This book introduces FIRST framework, research based framework, which is holistic and backed by theories from different basic sciences like, educational psychology, neuroscience, cognitive psychology, design thinking; among others. These disciplines are combined together so to create an engaging framework; leading to creating positive Active Deep learner experience, and hence, positive change in mindset and behaviors. If you are a learning facilitator and you feel the need of a creative and innovative framework to highly influence trainees, then this book is for you; through which you add the active deep learning techniques to your facilitation style. FIRST framework This book introduces FIRST framework, which includes five main domains, and 15 principles. These principles act together and integrate together; creating the Active Deep Learner eXperience. FIRST framework is a holistic one; it is based on other models and theories, such as: experiential learning by Kolb and John Dewey; cooperative learning by Kagan; Carl Rogers' facilitation skills, Roy's 6Ds and learning transfer; as well as positive psychology principles. FIRST is also inspired by the spirit of group coaching, which aims at promoting deep

change and is focused on the future. It is a scientific and research based framework, developed through our experience in learning and development field; as well as measuring the impact of implementing the model via SeGa or our learners. FIRST framework is not only aiming to create active learning experience, it also targets transforming learning into performance, because incorporating both active and deep strategies creates engagement and impact. The five domains of FIRST act as layers each of them build on the previous domain and add to it, all the principles integrate with each other to form the active deep learner experience. "The end result is a proven, practical, and priceless model with five domains and fifteen principles that you can use yourself in staging active deep learning experiences." B. Joseph Pine II. Author, The Experience Economy. "FIRST framework provides important insights, principles, and practical advice for doing so a travel guide, if you will, that will help you on your own learning journey and those on which you lead others." Roy V.H. Pollock, DVM, PhD. Author, The Six Disciplines of Breakthrough Learning

As online courses and digital learning enable more people from more places to learn together, it is crucial for instructional design to incorporate diverse cultural perspectives. Culturally Inclusive Instructional Design provides a framework for thinking about culture in digital learning, offering insight into how to build inclusive online communities that encourage reflection and growth, regardless of content domain. Chapters cover the foundation, components, and implementation of the authors' Wisdom Communities (WisCom) framework, which enables learners from global backgrounds to experience long-lasting, transformative learning through real-world problem-solving. This book is a timely, resourceful guide to building truly collaborative, inquiry-based online learning experiences.

Identity and Access Management: Business Performance Through Connected Intelligence provides you with a practical, in-depth walkthrough of how to plan, assess, design, and deploy IAM solutions. This book breaks down IAM into manageable components to ease systemwide implementation. The hands-on, end-to-end approach includes a proven step-by-step method for deploying IAM that has been used successfully in over 200 deployments. The book also provides reusable templates and source code examples in Java, XML, and SPML. Focuses on real-word implementations Provides end-to-end coverage of IAM from business drivers, requirements, design, and development to implementation Presents a proven, step-by-step method for deploying IAM that has been successfully used in over 200 cases Includes companion website with source code examples in Java, XML, and SPML as well as reusable templates

This book contains extended and revised versions of the best papers presented at the 28th IFIP WG 10.5/IEEE International Conference on Very Large Scale Integration, VLSI-SoC 2020, held in Salt Lake City, UT, USA, in October 2020.* The 16 full papers included in this volume were carefully reviewed and selected from the 38 papers (out of 74 submissions) presented at the conference. The papers discuss the latest academic and industrial results and developments as well as future trends in the field of System-on-Chip (SoC) design, considering the challenges of nano-scale, state-of-the-art and emerging manufacturing technologies. In particular they address cutting-edge research fields like low-power design of RF, analog and mixed-signal circuits, EDA tools for the synthesis and verification of heterogenous SoCs, accelerators for cryptography and deep learning and on-chip Interconnection system, reliability and testing, and integration of 3D-ICs. *The conference was held virtually.

With their rapidly changing architecture and API-driven automation, cloud platforms come with unique security challenges and opportunities. This hands-on book guides you through security best practices for multivendor cloud environments, whether your company plans to move legacy on-premises projects to the cloud or build a new infrastructure from the ground up. Developers, IT architects, and security professionals will learn cloud-specific techniques for securing popular cloud platforms such as Amazon Web Services, Microsoft Azure, and IBM Cloud. Chris Dotson—an IBM senior technical staff member—shows you how to establish data asset management, identity and access management, vulnerability management, network security, and incident response in your cloud environment.

This volume discusses pleasurable design — a part of the traditional usability design and evaluation methodologies. The book emphasizes the importance of designing products and services to maximize user satisfaction. By combining this with traditional usability methods it increases the appeal of products and use of services.

This book constitutes the refereed proceedings of the 12th IFIP WG 8.9 Working Conference on Research and Practical Issues of Enterprise Information Systems, CONFENIS 2018, held as part of the World Computer Congress, WCC 2018, in Poznan, Poland, in September 2018. The 12 full papers presented in this volume were carefully reviewed and selected from 28 submissions. They were organized in topical sections named: EIS management and case studies; data management and applications for EIS; collaborative and social interaction; and data access, security, and privacy.

Learner-Centered Theory and Practice in Distance Education: Cases From Higher Education brings the voice of the learning sciences to the study and design of distance learning. The contributors examine critical issues in the design of theoretically and pedagogically based distance education programs. Eight distance education programs are described in enough detail to allow readers with different interests to understand the pedagogical approaches and the implications of implementing those approaches. Issues of theory, pedagogy, design, assessment, communities of practice, collaboration, and faculty development are discussed. Each section of the book includes: *a primary chapter written by an author or authors involved with a distance education program that reflects learner-centered principles; *a formal reaction to the chapter by a specialist from the learning sciences, educational evaluation and policy, administration, or the corporate sector with expertise in issues of distance learning; and *an edited transcript of the authors' discussion of the primary chapter held at a symposium at the Asilomar Conference Center. A final "summing up" section offers two perspectives--from leading scholars outside the fields of instructional design, evaluation, and the learning sciences--on the approaches and thinking reflected in the rest of the book. This book is essential for researchers, as well as all those engaged in delivering, supporting, or administrating distance education programs at the post-secondary level. The descriptions, strategies, and principles will inform the design of continuing education, as well as degree-based education and corporate education and training, and distance education programs for adults.

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