Java Distributed Objects Sams Lagout

The ASE conference is the major conference for theory and practice concerned with automating the software development process. Formerly known as Knowledge-Based Software Engineering (KBSE), the conference expanded in order to reach out to other scientific communities concerned with the automation aspects of formal methods, software process, human-computer interaction, requirements engineering, reverse engineering, testing and verification and validation, while still including an active artificial intelligence and knowledge-based research focus.

With chapter summaries, tips, hints and warnings to highlight important information, hundreds of tested examples with line numbers for easy reference from the text, this book gives readers a complete understanding of all the functionality to be gained by using Visual J++. The CD contains source code and example programs from the book.

Describes the features and functions of Apache Hive, the data infrastructure for Hadoop.

Demonstrates intermediate-level Web development techniques, covering dynamic sites, image maps, interactive forms, animations, multimedia, CGI scripts, and Dynamic HTML, XML and SMIL.

Annotation Over the past 10 years, distributed systems have become more fine-grained. From the large multi-million line long monolithic applications, we are now seeing the benefits of smaller self-contained services. Rather than heavy-weight, hard to change Service Oriented Architectures, we are now seeing systems consisting of collaborating microservices. Easier to change, deploy, and if required retire, organizations which are in the right position to take advantage of them are yielding significant benefits. This book takes an holistic view of the things you need to be cognizant of in order to pull this off. It covers just enough understanding of technology, architecture, operations and organization to show you how to move towards finer-grained systems.

A special mention for 2004 is in order for the new Doctoral Symposium Workshop where three young postdoc researchers organized an original setup and formula to bring PhD students together and allow them to submit their research proposals for selection. A limited number of the submissions and their approaches were independently evaluated by a panel of senior experts at the conference, and presented by the students in front of a wider audience. These students also got free access to all other parts of the OTM program, and only paid a heavily discounted fee for the Doctoral Symposium itself. (In fact their attendance was largely sponsored by the other participants!) If evaluated as successful, it is the intention of the General Chairs to expand this model in future editions of the OTM conferences and so draw in an audience of young researchers to the OnTheMove forum.

All three main conferences and the associated workshops share the d- tributed aspects of modern computing systems, and the resulting applicati- pull created by the Internet and the so-called Semantic Web. For DOA 2004, the primary emphasis stayed on the distributed object infrastructure; for ODBASE 2004, it was the knowledge bases and methods required for enabling the use of formalsemantics;andforCoopIS2004themaintopicwastheinteractionofsuch technologies and methods with management issues, such as occurs in networked organizations. These subject areas naturally overlap and many submissions in factalsotreatenvisagedmutualimpactsamongthem.

Ten Strategies of a World-Class Cyber Security Operations Center conveys MITRE's accumulated expertise on enterprise-grade computer network defense. It covers ten key qualities of leading Cyber Security Operations Centers (CSOCs), ranging from their structure and organization, to processes that best enable smooth operations, to approaches that extract maximum value from key CSOC technology investments. This book offers perspective and context for key decision points in structuring a CSOC, such as what capabilities to offer, how to architect large-scale data collection and analysis, and how to prepare the CSOC team for agile, threat-based response. If you manage, work in, or are standing up a CSOC, this book is for you. It is also available on MITRE's website, www.mitre.org.

Intended for experienced Java programmers, a guide to the latest additions to Java and third-party development tools, including JavaBeans, JDBC, and JavaOS, includes expert tips, real-world examples, and a CD-ROM containing twenty Java applications. Original. (Intermediate).

The reader will gain a complete understanding of the functionality to be gained by using Visual J++. He will also learn to create Java applications using Visual J++ as his tool. The CD-ROM contains source code and example programs from the book, plus Microsoft Visual J++ 1.1, Trial Edition.

Java 2.0 makes major improvements in areas that are critical to sophisticated developers. This book includes expert guidance on the basics of Java 2 multithreading, networking, database connectivity, remote objects, JavaBeans, and security.

For courses in Software Engineering, Software Development, or Object-Oriented Design and Analysis at the Junior/Senior or Graduate level. This text can also be utilized in short technical courses or in short, intensive management courses. Shows students how to use both the principles of software engineering and the practices of various object-oriented tools, processes, and products. Using a step-by-step case study to illustrate the concepts and topics in each chapter, Bruegge and Dutoit emphasize learning object-oriented software engineer through practical experience: students can apply the techniques learned in class by implementing a real-world software project. The third edition addresses new trends, in particular agile project management (Chapter 14 Project Management) and agile methodologies (Chapter 16 Methodologies).

Java 2 in 21 DaysSAMS Teach Yourself Java 2 Platform in 21 Days

Providing step-by-step lessons for Java 1.2, this work includes updated coverage of Java Foundation Classes, Java 2D Classes, JavaBeans, and the new security model.

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Demonstrates the power of the programming language while explaining how to use Java to spice up a Web page with games, animation, and special effects

This book is a comprehensive guide to Java distributed computing. The book covers networking, distributed computing architectures, advanced Java facilities, security, data managing, and specific distributed computing techniques including sockets, Remote Method Invocation, Java servlets, Microsoft's Distributed Component Model, and the Common Object Request Broker Architecture.

A developer's guide provides a wealth of examples that demonstrate how to create powerful web applications, covering such topics as adding applets to HTML pages, the HotJava browser, and integrating animation and audio. Original. (Intermediate).

Microservices is an architectural style in which large, complex software applications are composed of one or more smaller services. Each of these microservices focuses on completing one task that represents a small business capability. These microservices can be developed in any programming language. This IBM® Redbooks® publication covers Microservices best practices for Java. It focuses on creating cloud native applications using the latest version of IBM WebSphere® Application Server Liberty, IBM Bluemix® and other Open Source Frameworks in the Microservices ecosystem to highlight Microservices best practices for Java.

Sams has assembled a team of experts in web services to provide you with a detailed reference guide on XML, SOAP, USDL and UDDI. Building Web Services with Java is in its second edition and it includes the newest standards for managing security, transactions, reliability and interoperability in web service applications. Go beyond the explanations of standards and find out how and why these tools were designed as they are and focus on practical examples of each concept. Download your source code from the publisher's website and work with a running example of a full enterprise solution. Learn from the best in Building Web Services with Java.

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

This illustrated book teaches kids to write computer programs. Kids will learn basics of programming while creating such computer games as Tic-Tac-Toe, Ping-Pong and others. This book can be useful for three categories of people: kids from 10 to 18 years old, school computer teachers, parents who want to teach their kids programming.

The Unified Modeling Language has become the industry standard for the expression of software designs. The Java programming language continues to grow in popularity as the language of choice for the serious application developer. Using UML and Java together would appear to be a natural marriage, one that can produce considerable benefit. However, there are nuances that the seasoned developer needs to keep in mind when using UML and Java together. Software expert Robert Martin presents a concise guide, with numerous examples, that will help the programmer leverage the power of both development concepts. The author ignores features of UML that do not apply to java programmers, saving the reader time and effort. He provides direct guidance and points the reader to real-world usage scenarios. The overall practical approach of this book brings key information related to Java to the many presentations. The result is an highly practical guide to using the UML with Java.

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

JXTA: Java P2P Programming provides an invaluable introduction to this new technology, filled with useful information and practical examples. It was created by members of the JXTA community, sharing their real-world experience to introduce developers to JXTA. It starts with the fundamentals of P2P and demonstrates how JXTA fulfills the P2P promise, then covers the essentials of JXTA including the protocols, the JXTA Shell, and groups. Later chapters include case studies demonstrating JXTA to synchronize data and to create distributed applications. Includes a foreward by Juan Carlos Soto, Group Marketing Manager for Project JXTA at Sun Microsystems and the jxta.org Open Source Community Manager.

* *PHP has exploded in popularity, and is now starting to make inroads into large-scale business-critical Web systems *So far, little has been written about how to scale PHP applications to the enterprise level *Schlossnagle fills this void, providing the definitive guide to developing PHP applications for performance, stability, and extensibility

Object-Oriented Programming and Java presents two important topics in contemporary software development: object-oriented programming and Java. This book takes a different teaching approach from most available literature, it begins with the description of real-world object interaction scenarios and explains how they can be translated, represented and executed using object-oriented programming paradigm. Principally, Java is an object-oriented programming language. By establishing a solid foundation in the understanding of object-oriented programming concepts and their applications, the book provides readers with the pre-requisites for writing proper object-oriented programs using Java. Object-Oriented Programming and Java covers the latest in Java technologies and is suitable for undergraduate or postgraduate courses on object-oriented technology, particularly those using Java as a programming language for creating object-oriented programs. The book will also give individual professional developers a head-start in learning the language.

Data in all domains is getting bigger. How can you work with it efficiently? Recently updated for Spark 1.3, this book introduces Apache Spark, the open source cluster computing system that makes data analytics fast to write and fast to run. With Spark, you can tackle big datasets quickly through simple APIs in Python, Java, and Scala. This edition includes new information on Spark SQL, Spark Streaming, setup, and Maven coordinates. Written by the developers of Spark, this book will have data scientists and engineers up and running in no time. You'll learn how

to express parallel jobs with just a few lines of code, and cover applications from simple batch jobs to stream processing and machine learning. Quickly dive into Spark capabilities such as distributed datasets, in-memory caching, and the interactive shell Leverage Spark's powerful built-in libraries, including Spark SQL, Spark Streaming, and MLlib Use one programming paradigm instead of mixing and matching tools like Hive, Hadoop, Mahout, and Storm Learn how to deploy interactive, batch, and streaming applications Connect to data sources including HDFS, Hive, JSON, and S3 Master advanced topics like data partitioning and shared variables

This book is designed to introduce object-oriented programming (OOP) in C++ and Java, and is divided into four areas of coverage: Preliminaries: Explains the basic features of C, C++, and Java such as data types, operators, control structures, storage classes, and array structures. Part I : Covers classes, objects, data abstraction, function overloading, information hiding, memory management, inheritance, binding, polymorphism, class template using working illustrations based on simple concepts. Part II : Discusses all the paradigms of Java programming with ready-to-use programs. Part III : Contains eight Java packages with their full structures. The book offers straightforward explanations of the concepts of OOP and discusses the use of C++ and Java in OOP through small but effective illustrations. It is ideally suited for undergraduate/postgraduate courses in computer science. The IT professionals should also find the book useful.

As an open source tool, Ant is readily available and cost-effective for Java developers to try and use, but only sparse documentation exists. This book will educate those developers in these more advanced topics and help them get more out of this tool.

PLEASE PROVIDE COURSE INFORMATION PLEASE PROVIDE

Java GUI Development covers the Java 2 AWT, JFC, and Swing Toolkit technologies for GUI programming. It provides professional developers and software engineers with 1) a clear understanding of the conceptual framework behind Java 2 GUI tools, 2) descriptions of Java GUI idioms, and 3) practical programming techniques proven to work with these tools. This approach enables developers to solve difficult GUI programming tasks faster, write tighter and faster code, and implement more sophisticated GUI designs.

"Presenting JavaBeans" teaches people about the JavaBeans component architecture and how it will be used to create powerful and exciting new types of applications and Internet interactivity. The CD includes a "JavaBeans Web Tour", an electronic selection of the best Web sites providing resources for JavaBeans developers.

Database access is a leading strategic use of Web technology. This "Database Developer's Guide" teaches the reader how to design, develop, and deploy secure client/server databases that are accessible by clients on Internet and Intranet Web sites using the latest version of Visual Basic and other new key technologies, such as ActiveX and Server Side Scripting. The accompanying CD includes the author's source code and resources such as WebSite, third party ActiveX Control samples, DBGateway, and others.

"Use the FrontPage Editor for Visual InterDev to create content for your Web pages; integrate ActiveX controls and Java applets into your applications; maximize the power of Design-time ActiveX Controls to create robust functionality for your Web-based solutions; create Active Server Pages to produce an interactive experience for your users; and learn to use the power and flexibility of Visual InterDev's Visual Tools to develop database Web applications."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

Offers an updated tutorial for beginners explaining how to use Java to create desktop and Web programs, applications, and web services.

The key to Java 2 Micro Edition (J2ME) Application Development is the clear, concise explanations of the J2ME technology in relation to the existing Java platform. This book assumes proficiency with Java and presents strategies for understanding and deploying J2ME applications. The book presents numerous real-world examples, including health care and financial sector examples from the authors' professional experience.

This example-driven book offers a thorough introduction to Java's APIs for XML Web Services (JAX-WS) and RESTful Web Services (JAX-RS). Java Web Services: Up and Running takes a clear, pragmatic approach to these technologies by providing a mix of architectural overview, complete working code examples, and short yet precise instructions for compiling, deploying, and executing an application. You'll learn how to write web services from scratch and integrate existing services into your Java applications. With Java Web Services: Up and Running, you will: Understand the distinction between SOAP-based and REST-style services Write, deploy, and consume SOAP-based services in core Java Understand the Web Service Definition Language (WSDL) service contract Recognize the structure of a SOAP message Learn how to deliver Java-based RESTful web services and consume commercial RESTful services Know security requirements for SOAP- and REST-based web services Learn how to implement JAX-WS in various application servers Ideal for students as well as experienced programmers, Java Web Services: Up and Running is the concise guide you need to start working with these technologies right away.

Although much has been made of the impact XML is having on Web development, the most significant changes brought about by XML have been in the way distributed systems store and exchange information. XML Distributed Systems Design offers in-depth architectural models for devising open-ended systems and provides templates for complex data interchange and mining theories as related to XML. XML Distributed Systems Design addresses core XML technologies such as XSL, DTD, XML Query, Data Warehouses, Data Mining, Distributed Systems Architecture, Web-based system design, Distributed Systems Framework, SOAP, SAX and using XML enabled tools for development and problem solving. Close attention is given to the way XML changes existing development patters and paradigms. In addition, the book presents the new patterns and strategies emerging in XML system design.

Jaworski, a professional Java developer, gives readers a practical, hands-on book that contains concise descriptions of security theory, complete secure applications, and thousands of lines of proven, real-world, commercial-quality code. Web site features security documentation and sample security policies, as well as code from the book.