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XML-Based Data Management and Multimedia Engineering - EDBT 2002 Workshops - Akmal B. Chaudhri 2002-11-19

This volume comprises papers from the following three workshops that were part of the complete program for the International Conference on Extending Database Technology (EDBT) held in Prague, Czech Republic, in March 2002: XML-Based Data Management (XMLDM) Second International Workshop on Multimedia Data and Document Engineering (MDDE) Young Researchers Workshop (YRWS) Together, the three workshops featured 48 high-quality papers selected from approximately 130 submissions. It was, therefore, difficult to decide on the papers that were to be accepted for presentation. We believe that the accepted papers substantially contribute to their particular fields of research. The workshops were an excellent basis for intense and highly fruitful discussions. The quality and quantity of papers show that the areas of interest for the workshops are highly active. A large number of excellent researchers are working in relevant fields producing research output that is not only of interest to other researchers but also for industry. The organizers and participants of the workshops were highly satisfied with the output. The high quality of the presenters and workshop participants contributed to the success of each workshop. The amazing environment of Prague and the location of the EDBT conference also contributed to the overall success. Last, but not least, our sincere thanks to the

conference organizers - the organizing team was always willing to help and if there were things that did not work, assistance was quickly available.

Enterprise Java with UML - C. T. Arrington 2002-03-14

How to use UML to model Enterprise JavaBeans, Swing components, CORBA, and other popular technologies Enterprise Java with UML is the first comprehensive guide on using UML (Unified Modeling Language) to model Java applications. Written by three well-known members of the UML and Java community, the book presents strategies for developing enterprise systems using Java and related technologies -- XML, Servlets, Enterprise JavaBeans, Swing Components, CORBA, RMI, and others. The authors explain how UML is used as a modeling tool for object-oriented computer systems in the real world, break down common situations that development teams encounter, and discuss the tradeoffs of using different technologies in different combinations. They also explore different products, looking closely at their strengths and weaknesses. Four in-depth studies complete the presentation, showing readers how to make the right decision for their project through examples of both successes and failures.

Technical Report - 2005

Java 2 Developer - Alain Trottier 2003

The fastest way to get certified for the exams CX-310-252A and CX-310-027. This volume contains tips, tricks, and hints on all the content included in these tests.

Domain-driven Design - Eric Evans 2004

Describes ways to incorporate domain modeling into software development.

Get in the Game! - Marc Mencher 2003

Covers the job market, demonstrations, interviews, salary negotiations, r esum es, and networking for readers who would like to get involved in the game industry as designers, programmers, artists, or producers.

Getting Started with CouchDB - MC Brown 2012-01-31

CouchDB is a new breed of database for the Internet, geared to meet the needs of today's dynamic web applications. With this concise introduction, you'll learn how CouchDB's simple model for storing, processing, and accessing data makes it ideal for the type of data and rapid response users now demand from your applications—and how easy CouchDB is to set up, deploy, maintain, and scale. The code-packed examples in this book will help you learn how to work with documents, populate a simple database, replicate data from one database to another, and a host of other tasks. Install CouchDB on Linux, Mac OS X, Windows, or (if you must) from the source code Interact with data through CouchDB's RESTful API, and use standard HTTP operations, such as PUT, GET, POST, and DELETE Use Futon—CouchDB's web-based interface— to manage databases and documents, and to configure replications Learn how to create, update, and delete documents in JSON format, and how to create and delete databases Work with design documents to get the formatting and indexing your application requires *Web Technology & Design* - C. Xavier 2007

This Book Deals With All The Technologies Used In The Design Of Services Over The Web. It Begins With The Principles And Concepts Used In Internet And Worldwide Web. Html Is Explained In Two Chapters. Since Frames And Forms Are Vital Components In Interactive Web Pages, A Separate Chapter Is Dedicated With Several Examples. Javascript, The Popular Scripting Language Used In Client Side Data

Validation Is Then Explained With Adequate Object Oriented Style. The Server Side Code Is Explained With Jsp.The Whole Of Jsp Is Explained And Illustrated Using Several Examples. Jsp Is Used With Jdbc For Accessing Databases. Java Database Connectivity Is Given Due Importance And Simple Web Applications Have Been Developed. Java Servlet Is Fully Explained With Several Examples. Four Minor Projects On Design And Application Are Given In The Last Four Chapters. These Projects Are Fully Explained According To The Software Development Life Cycle. The Complete Set Of Design Documents, Code And Testing Strategies Are Explained. This Book Will Serve As A Complete Textbook For Various Graduate And Postgraduate Courses.

Design Patterns - Erich Gamma 1995

Software -- Software Engineering.

Documenting Software Architectures - Paul Clements 2010-10-05

Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development. Practitioners have increasingly discovered that close attention to a software system's architecture pays valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. Documenting Software Architectures, Second Edition, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition:

Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models
Guidance for documentation in an Agile development environment
Deeper treatment of documentation of rationale, reflecting best industrial practices
Improved templates, reflecting years of use and feedback, and more documentation layout options
A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system
Reference guides for three important architecture documentation languages: UML, AADL, and SysML

Introduction to Software Design with Java - Martin P. Robillard
2019-07-12

This textbook provides an in-depth introduction to software design, with a focus on object-oriented design, and using the Java programming language. Its goal is to help readers learn software design by discovering the experience of the design process. To this end, a narrative is used that introduces each element of design know-how in context, and explores alternative solutions in that context. The narrative is supported by hundreds of code fragments and design diagrams. The first chapter is a general introduction to software design. The subsequent chapters cover design concepts and techniques, which are presented as a continuous narrative anchored in specific design problems. The design concepts and techniques covered include effective use of types and interfaces, encapsulation, composition, inheritance, design patterns, unit testing, and many more. A major emphasis is placed on coding and experimentation as a necessary complement to reading the text. To support this aspect of the learning process, a companion website with practice problems is provided, and three sample applications that capture numerous design decisions are included. Guidance on these sample applications is provided in a section called "Code Exploration" at the end of each chapter. Although the Java language is used as a means of conveying design-related ideas, the book's main goal is to address concepts and techniques that are applicable in a host of technologies. This book is intended for readers who have a minimum of programming experience and want to move from writing small programs and scripts to

tackling the development of larger systems. This audience naturally includes students in university-level computer science and software engineering programs. As the prerequisites to specific computing concepts are kept to a minimum, the content is also accessible to programmers without a primary training in computing. In a similar vein, understanding the code fragments requires only a minimal grasp of the language, such as would be taught in an introductory programming course.

Encyclopedia of Computer Science and Technology - Harry Henderson 2009

Presents an illustrated A-Z encyclopedia containing approximately 600 entries on computer and technology related topics.

The Java Tutorial - Sharon Biocca Zakhour 2013-02-27

The Java® Tutorial, Fifth Edition, is based on Release 7 of the Java Platform Standard Edition. This revised and updated edition introduces the new features added to the platform, including a section on NIO.2, the new file I/O API, and information on migrating legacy code to the new API. The deployment coverage has also been expanded, with new chapters such as "Doing More with Rich Internet Applications" and "Deployment in Depth," and a section on the fork/join feature has been added to the chapter on concurrency. Information reflecting Project Coin developments, including the new try-with-resources statement, the ability to catch more than one type of exception with a single exception handler, support for binary literals, and diamond syntax, which results in cleaner generics code, has been added where appropriate. The chapters covering generics, Java Web Start, and applets have also been updated. In addition, if you plan to take one of the Java SE 7 certification exams, this guide can help. A special appendix, "Preparing for Java Programming Language Certification," lists the three exams available, details the items covered on each exam, and provides cross-references to where more information about each topic appears in the text. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date.

Scaling BPM Adoption: From Project to Program with IBM

Business Process Manager - Lisa Dyer 2012-10-04

Your first Business Process Management (BPM) project is a crucial first step on your BPM journey. It is important to begin this journey with a philosophy of change that allows you to avoid common pitfalls that lead to failed BPM projects, and ultimately, poor BPM adoption. This IBM® Redbooks® publication describes the methodology and best practices that lead to a successful project and how to use that success to scale to enterprise-wide BPM adoption. This updated edition contains a new chapter on planning a BPM project. The intended audience for this book includes all people who participate in the discovery, planning, delivery, deployment, and continuous improvement activities for a business process. These roles include process owners, process participants, subject matter experts (SMEs) from the operational business, and technologists responsible for delivery, including BPM analysts, BPM solution architects, BPM administrators, and BPM developers.

Web Information Systems and Technologies - Alessandro Bozzon 2020-11-02

This book constitutes revised selected papers from the 15th International Conference on Web Information Systems and Technologies, WEBIST 2019 held in Vienna, Austria, in September 2019. The 10 full papers presented in this volume were carefully reviewed and selected from originally 87 paper submissions. They contribute to the understanding of relevant trends of current research on Web Information Systems and Technologies, including Big Data and Connected Services; Web Performance; Context-aware and Adaptive Web Applications; Human Robot Collaboration and Multi-Agent Systems; Web Application Operating Systems and Platforms; Social Media Advertising and Enhancing Purchase Intentions; Natural Language Query Interfaces and Semantic Web; and Human-computer Interaction and Dynamic Web Pages.

Andrew Rollings and Ernest Adams on Game Design - Andrew Rollings 2003

The authors discuss the four main tasks of game design--imagining a game, defining how it works, describing its internal elements, and

explaining it to others.

Pro XML Development with Java Technology - Ajay Vohra 2007-02-01
XML is the logical choice for a powerful data medium transferable across applications and platforms. This book takes a streamlined approach, giving the reader all they need to hit the ground running, without making them trawl through hundreds of pages of syntax. The book is also thoroughly up-to-date, covering the newest XML standards (DOM 3.0, XSLT 2.0, XPath 2.0) and Java tools (including JAXB, Xerces2-j, JAXP, XML Beans, and many more,) and the relevant new features of Java 5 and 6. In short, the book gives readers all they need to master cutting edge XML development with Java.

Guide to Efficient Software Design - David P. Voorhees 2020-01-01

This classroom-tested textbook presents an active-learning approach to the foundational concepts of software design. These concepts are then applied to a case study, and reinforced through practice exercises, with the option to follow either a structured design or object-oriented design paradigm. The text applies an incremental and iterative software development approach, emphasizing the use of design characteristics and modeling techniques as a way to represent higher levels of design abstraction, and promoting the model-view-controller (MVC) architecture. Topics and features: provides a case study to illustrate the various concepts discussed throughout the book, offering an in-depth look at the pros and cons of different software designs; includes discussion questions and hands-on exercises that extend the case study and apply the concepts to other problem domains; presents a review of program design fundamentals to reinforce understanding of the basic concepts; focuses on a bottom-up approach to describing software design concepts; introduces the characteristics of a good software design, emphasizing the model-view-controller as an underlying architectural principle; describes software design from both object-oriented and structured perspectives; examines additional topics on human-computer interaction design, quality assurance, secure design, design patterns, and persistent data storage design; discusses design concepts that may be applied to many types of software development projects; suggests a

template for a software design document, and offers ideas for further learning. Students of computer science and software engineering will find this textbook to be indispensable for advanced undergraduate courses on programming and software design. Prior background knowledge and experience of programming is required, but familiarity in software design is not assumed.

Computerworld - 2004-04-12

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.

Technology Made Simple for the Technical Recruiter - Obi Ogbanufe 2010

This guidebook for technical recruiters is an essential resource for those who are serious about keeping their skills up-to-date in the competitive field of technical resource placement. Recruiting can be challenging with little background in technology, technology roles, or an understanding of how the two interact. In this book, you will learn the fundamentals of technology from basic programming terms, to database vocabulary, network lingo, operating system jargon, and other crucial skill sets. Topics covered include: - What questions to ask candidates - How to determine when someone is embellishing his or her skills - Types of networks and operating systems - Software development strategies - Software testing - Database job roles - And much more! Armed with indispensable information, the alphabet soup of technology acronyms will no longer be intimidating, and you will be able to analyze client and candidate requirements with confidence. Written in clear and concise prose Technology Made Simple for the Technical Recruiter is an indispensable resource for any technical recruiter.

Practical Enterprise Software Development Techniques - Edward Crookshanks 2015-03-03

This expanded and updated edition of "Practical Enterprise Software Development Techniques" includes a new chapter which explains what

makes enterprise scale software development different from other development endeavors. Chapter 4 has been expanded with additional coverage of code review, bug tracker systems and agile software applications. The chapter order has been changed in response to feedback from readers and instructors who have taught classes using the previous version (which was also published by Apress). This book provides an overview of tools and techniques used in enterprise software development, many of which are not taught in academic programs or learned on the job. This is an ideal resource containing lots of practical information and code examples that you need to master as a member of an enterprise development team. This book aggregates many of these "on the job" tools and techniques into a concise format and presents them as both discussion topics and with code examples. The reader will not only get an overview of these tools and techniques, but also several discussions concerning operational aspects of enterprise software development and how it differs from smaller development efforts. For example, in the chapter on Design Patterns and Architecture, the author describes the basics of design patterns but only highlights those that are more important in enterprise applications due to separation of duties, enterprise security, etc. The architecture discussion revolves has a similar emphasis - different teams may manage different aspects of the application's components with little or no access to the developer. This aspect of restricted access is also mentioned in the section on logging. Theory of logging and discussions of what to log are briefly mentioned, the configuration of the logging tools is demonstrated along with a discussion of why it's very important in an enterprise environment.

Pro Flex on Spring - Chris Giametta 2009-05-01

This is the first book covering the use of the Spring Framework and integrating the Flex Framework so that enterprise Java developers can now add a Rich Internet Application front end to their "back end."

Encyclopedia Of Information Technology - Atlantic 2007-06-13
Information Technology Is Defining Today S World. This New Reality Has Invaded Every Possible Sphere Of Our Existence. Encyclopedia Of Information Technology Is A Comprehensive Reference Material

Comprising The A-Z Of The It Industry. Well-Defined Emerging Technologies And Terms, Concepts, Devices, Systems, And Tools Are Graphically Represented With Annotations. Its Easy-To-Read Format Makes This Handy Book Ideal For The New Learner Explaining Rudimentary Terms Like Ampere , Hard Disk Drive , And Giga . Its Complex Programs, Products, And Applications Like Hypermedia Design Method (Hdm), Hybrid Online Analytical Processing (Hoap), And Memory Card Meets The Needs Of The Hardcore Computer Geek And The New Age Consumer. A Must-Have For Students And Professionals Alike; The Encyclopedia Of Information Technology Truly Gives An In-Depth Insight Into Today S Ever-Changing Information Technology World.

Human-Computer Interaction. User Interface Design,

Development and Multimodality - Masaaki Kurosu 2017-06-28

The two-volume set LNCS 10271 and 10272 constitutes the refereed proceedings of the 19th International Conference on Human-Computer Interaction, HCII 2017, held in Vancouver, BC, Canada, in July 2017. The total of 1228 papers presented at the 15 colocated HCII 2017 conferences was carefully reviewed and selected from 4340 submissions. The papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. They cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The papers included in this volume cover the following topics: HCI theory and education; HCI, innovation and technology acceptance; interaction design and evaluation methods; user interface development; methods, tools, and architectures; multimodal interaction; and emotions in HCI.

Artificial Intelligence for Customer Relationship Management -

Boris Galitsky 2021-01-08

This research monograph brings AI to the field of Customer Relationship Management (CRM) to make a customer experience with a product or service smart and enjoyable. AI is here to help customers to get a refund for a canceled flight, unfreeze a banking account or get a health test result. Today, CRM has evolved from storing and analyzing customers'

data to predicting and understanding their behavior by putting a CRM system in a customers' shoes. Hence advanced reasoning with learning from small data, about customers' attitudes, introspection, reading between the lines of customer communication and explainability need to come into play. Artificial Intelligence for Customer Relationship Management leverages a number of Natural Language Processing (NLP), Machine Learning (ML), simulation and reasoning techniques to enable CRM with intelligence. An effective and robust CRM needs to be able to chat with customers, providing desired information, completing their transactions and resolving their problems. It introduces a systematic means of ascertaining a customers' frame of mind, their intents and attitudes to determine when to provide a thorough answer, a recommendation, an explanation, a proper argument, timely advice and promotion or compensation. The author employs a spectrum of ML methods, from deterministic to statistical to deep, to predict customer behavior and anticipate possible complaints, assuring customer retention efficiently. Providing a forum for the exchange of ideas in AI, this book provides a concise yet comprehensive coverage of methodologies, tools, issues, applications, and future trends for professionals, managers, and researchers in the CRM field together with AI and IT professionals.

Integration-Ready Architecture and Design - Jeff Zhuk 2004-07-26

What would you do if your IT job was no longer performed in your country? Your survival does not lie in limiting global collaborative engineering. IT workers will survive and prosper because of their ability to innovate, to quickly learn and change directions, and to evolve from Information Technology into Distributed Knowledge Marketplace. You have no choice but to be pro-active, learn to stay current, even run ahead of the game. Integration-Ready Architecture and Design bridges the gap for a new generation of wired and wireless software technologies and teaches a set of skills that are demanded by fast moving software evolution. This up-to-date textbook integrates theory and practice, going from foundations and concepts to specific applications. Through deep insights into almost all areas of modern CIS and IT, Zhuk provides an entry into the new world of integrated knowledge and software

engineering. Readers will learn the 'what's, why's, and how's' on: J2EE, J2ME, .NET, JSAPI, JMS, JMF, SALT, VoiceXML, WAP, 802.11, CDNA, GPRS, CycL, XML, and multiple XML-based technologies including RDF, DAML, SOAP, UDDI, and WDSL. Students, architects, designers, coders, and even management benefit from innovative ideas and detailed examples for building multi-dimensional worlds of enterprise applications and creating distributed knowledge marketplace.

[Real-World Software Development](#) - Raoul-Gabriel Urma 2019-12-02

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

Information Systems Development - Chris Barry 2008-12-09

Information Systems Development (ISD) progresses rapidly, continually creating new challenges for the professionals involved. New concepts, approaches and techniques of systems development emerge constantly in this field. Progress in ISD comes from research as well as from practice. This conference will discuss issues pertaining to information systems development (ISD) in the inter-networked digital economy. Participants will include researchers, both experienced and novice, from industry and academia, as well as students and practitioners. Themes will include methods and approaches for ISD; ISD education; philosophical, ethical, and sociological aspects of ISD; as well as specialized tracks such as: distributed software development, ISD and knowledge management, ISD and electronic business / electronic government, ISD in public sector

organizations, IOS.

Responsible Design, Implementation and Use of Information and Communication Technology - Marié Hattingh 2020-04-06

This two-volume set constitutes the proceedings of the 19th IFIP WG 6.11 Conference on e-Business, e-Services, and e-Society, I3E 2020, held in Skukuza, South Africa, in April 2020.* The total of 80 full and 7 short papers presented in these volumes were carefully reviewed and selected from 191 submissions. The papers are organized in the following topical sections: Part I: block chain; fourth industrial revolution; eBusiness; business processes; big data and machine learning; and ICT and education Part II: eGovernment; eHealth; security; social media; knowledge and knowledge management; ICT and gender equality and development; information systems for governance; and user experience and usability *Due to the global COVID-19 pandemic and the consequential worldwide imposed travel restrictions and lockdown, the I3E 2020 conference event scheduled to take place in Skukuza, South Africa, was unfortunately cancelled.

WebSphere Application Server V7: Competitive Migration Guide - Santos Bento da Silva Joao Emilio 2010-08-20

This IBM® Redbooks® publication helps you plan and execute the migration of J2EE applications developed for Oracle WebLogic Server, JBoss, GlassFish, and Apache Tomcat, so that they run on WebSphere® Application Server V7. This book provides detailed information to plan migrations, suggested approaches for developing portable applications, and migration working examples for each of the platforms from which we migrated. It is not our intention to provide a feature-by-feature comparison of these application servers versus WebSphere Application Server V7, or to argue the relative merits of the products, but to produce practical technical advice for developers who have to migrate applications from these vendors to WebSphere Application Server V7. The book is intended as a migration guide for IT specialists who are working on migrating applications written for other application servers to WebSphere Application Server V7.

ACE the IT Resume : Resumes and Cover Letters to Get You Hired

- Paula Moreira 2007-06-22

Create a first-rate resume that will get you hired in IT Stand out in a crowd of IT job applicants by creating and submitting a winning resume and cover letter with help from this practical guide. Fully revised and updated for the latest trends, technologies, and in-demand jobs, Ace the IT Resume, Second Edition reveals how to best showcase your IT skills and experience. You'll get tips for adapting your resume for different formats, using the right keywords, and getting your resume in the hands of the hiring manager. With an encyclopedia of sample resumes, job descriptions, and resume strategies, this is your must-have guide to landing a great IT job. Present your skills, experience, and education in the most effective format Optimize your online resume Customize your resume based on the job you're seeking Write compelling and relevant cover letters Avoid common pitfalls and analyze your resume for errors Discover ways to quickly get hands-on experience Network with IT professionals to make connections

Java Game Development with LibGDX - Lee Stemkoski 2018-01-17

Learn to design and create video games using the Java programming language and the LibGDX software library. Working through the examples in this book, you will create 12 game prototypes in a variety of popular genres, from collection-based and shoot-em-up arcade games to side-scrolling platformers and sword-fighting adventure games. With the flexibility provided by LibGDX, specialized genres such as card games, rhythm games, and visual novels are also covered in this book. Major updates in this edition include chapters covering advanced topics such as alternative sources of user input, procedural content generation, and advanced graphics. Appendices containing examples for game design documentation and a complete JavaDoc style listing of the extension classes developed in the book have also been added. What You Will Learn Create 12 complete video game projects Master advanced Java programming concepts, including data structures, encapsulation, inheritance, and algorithms, in the context of game development Gain practical experience with game design topics, including user interface design, gameplay balancing, and randomized content Integrate third-

party components into projects, such as particle effects, tilemaps, and gamepad controllers Who This Book Is For The target audience has a desire to make video games, and an introductory level knowledge of basic Java programming. In particular, the reader need only be familiar with: variables, conditional statements, loops, and be able to write methods to accomplish simple tasks and classes to store related data.

Web-Based Training - Margaret Driscoll 2010-04-15

This all-new edition of Web-Based Training is filled with practical charts, tables, and checklists that shows you how to design winning training programs for delivering instruction on the Web. Well grounded in the time-tested principles of great instructional design and adult education, Web-Based Training takes a step back from the whirlwind of technical guides and offers a extensively-researched handbook. For everyone seeking to learn more about the subject, Driscoll gives you illustrative examples from a wide range of organizations large and small. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Better, Faster, Lighter Java - Bruce Tate 2004-05-28

Sometimes the simplest answer is the best. Many Enterprise Java developers, accustomed to dealing with Java's spiraling complexity, have fallen into the habit of choosing overly complicated solutions to problems when simpler options are available. Building server applications with "heavyweight" Java-based architectures, such as WebLogic, JBoss, and WebSphere, can be costly and cumbersome. When you've reached the point where you spend more time writing code to support your chosen framework than to solve your actual problems, it's time to think in terms of simplicity. In Better, Faster, Lighter Java, authors Bruce Tate and Justin Gehtland argue that the old heavyweight architectures are unwieldy, complicated, and contribute to slow and buggy application code. As an alternative means for building better applications, the authors present two "lightweight" open source architectures: Hibernate--a persistence framework that does its job with a minimal API and gets out of the way, and Spring--a container that's not invasive, heavy or complicated. Hibernate and Spring are designed to be fairly simple to

learn and use, and place reasonable demands on system resources. Better, Faster, Lighter Java shows you how they can help you create enterprise applications that are easier to maintain, write, and debug, and are ultimately much faster. Written for intermediate to advanced Java developers, Better, Faster, Lighter Java, offers fresh ideas--often unorthodox--to help you rethink the way you work, and techniques and principles you'll use to build simpler applications. You'll learn to spend more time on what's important. When you're finished with this book, you'll find that your Java is better, faster, and lighter than ever before.

Learning Couchbase - Henry Potsangbam 2015-11-23

Design documents and implement real world e-commerce applications with Couchbase About This Book Get acquainted with Couchbase architecture and design your document-based data schema Implement full text search using industry standard elastic search plugins Develop critical and high performance applications using this hands-on tutorial guide Who This Book Is For If you are new to the NoSQL document system or have little or no experience in NoSQL development and administration and are planning to deploy Couchbase for your next project, then this book is for you. It would be helpful to have a bit of familiarity with Java. What You Will Learn Get acquainted with the concept of NoSQL databases and configure your Couchbase database cluster Maintain Couchbase effectively using the web-based administrative console with ease Enable partition capabilities by making use of Buckets Analyze important design considerations for maintaining relationship between various documents Use Couchbase SDK Java API to store and retrieve document Write views using map/reduce to retrieve documents efficiently Get familiar with N1QL and how to use it in Java applications Integrate Couchbase with Elasticsearch to implement full text search Configure XDCR for disaster recovery and develop ecommerce application using Couchbase In Detail NoSQL database systems have changed application development in terms of adaptability to dynamics schema and scalability. Compared with the currently available NoSQL database systems, Couchbase is the fastest. Its ease of configuration and powerful features for storing different schema

structures, retrieval using map reduce and inbuilt disaster recovery by replicating document across the geographical region, make it one of the most powerful, scalable and comprehensive NoSQL in the market. Couchbase also introduces smart client API for various programming language to integrate the database with the application easily, yet providing very complex features like cluster health awareness. This book achieves its goal by taking up an end-to-end development structure, right from understanding NOSQL document design to implementing full fledged eCommerce application design using Couchbase as a backend. Starting with the architecture of Couchbase to get you up and running, this book quickly takes you through designing a NoSQL document and implementing highly scalable applications using Java API. You will then be introduced to document design and get to know the various ways to administer Couchbase. Followed by this, learn to store documents using bucket. Moving on, you will then learn to store, retrieve and delete documents using smart client base on Java API. You will then retrieve documents using SQL like syntax call N1QL. Next, you will learn how to write map reduce base views. Finally, you will configure XDCR for disaster recovery and implement an eCommerce application using Couchbase. Style and approach The book starts from absolute basics and slowly moves to more advanced topics ensuring at every step that all concepts and terms are understood by the reader to have complete understanding at every stage. Technical and complex terms are explained in clear and simple language, thus making this book a perfect companion for those who have started their journey to NoSQL using Couchbase

Software Reuse Techniques - Carma L. McClure 1997

McClure takes software reuse beyond "good intentions", by presenting specific reuse techniques that have repeatedly helped companies lower costs and improve quality.

InfoWorld - 2003-04-28

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Hands-On Software Architecture with Java - Giuseppe Bonocore
2022-03-16

Build robust and scalable Java applications by learning how to implement every aspect of software architecture

Key Features

- Understand the fundamentals of software architecture and build production-grade applications in Java
- Make smart architectural decisions with comprehensive coverage of various architectural approaches from SOA to microservices
- Gain an in-depth understanding of deployment considerations with cloud and CI/CD pipelines

Book Description

Well-written software architecture is the core of an efficient and scalable enterprise application. Java, the most widespread technology in current enterprises, provides complete toolkits to support the implementation of a well-designed architecture. This book starts with the fundamentals of architecture and takes you through the basic components of application architecture. You'll cover the different types of software architectural patterns and application integration patterns and learn about their most widespread implementation in Java. You'll then explore cloud-native architectures and best practices for enhancing existing applications to better suit a cloud-enabled world. Later, the book highlights some cross-cutting concerns and the importance of monitoring and tracing for planning the evolution of the software, foreseeing predictable maintenance, and troubleshooting. The book concludes with an analysis of the current status of software architectures in Java programming and offers insights into transforming your architecture to reduce technical debt. By the end of this software architecture book, you'll have acquired some of the most valuable and in-demand software architect skills to progress in your career. What you will learn

- Understand the importance of requirements engineering, including functional versus non-functional requirements
- Explore design techniques such as domain-driven design, test-driven development (TDD), and behavior-driven development
- Discover the mantras of selecting the right architectural patterns for modern applications
- Explore different integration patterns
- Enhance existing applications with essential cloud-native patterns and recommended practices
- Address cross-cutting

considerations in enterprise applications regardless of architectural choices and application type

Who this book is for

This book is for Java software engineers who want to become software architects and learn everything a modern software architect needs to know. The book is also for software architects, technical leaders, vice presidents of software engineering, and CTOs looking to extend their knowledge and stay up to date with the latest developments in the field of software architecture.

[Understanding LDAP - Design and Implementation](#) - Steven Tuttle
2006-07-19

The implementation and exploitation of centralized, corporate-wide directories are among the top priority projects in most organizations. The need for a centralized directory emerges as organizations realize the overhead and cost involved in managing the many distributed micro and macro directories introduced in the past decade with decentralized client/server applications and network operating systems. Directories are key for successful IT operation and e-business application deployments in medium and large environments. IBM understands this requirement and supports it by providing directory implementations based on industry standards at no additional cost on all its major platforms and even important non-IBM platforms. The IBM Directory Server implements the Lightweight Directory Access Protocol (LDAP) standard that has emerged quickly in the past years as a result of the demand for such a standard. This IBM Redbooks publication will help you create a foundation of LDAP skills, as well as install and configure the IBM Directory Server. It is targeted at security architects and specialists who need to know the concepts and the detailed instructions for a successful LDAP implementation.

[Novel Approaches to Information Systems Design](#) - Prakash, Naveen
2020-01-03

Though traditionally information systems have been centralized, these systems are now distributed over the web. This requires a re-investigation into the way information systems are modeled and designed. Because of this new function, critical problems, including security, never-fail systems, and quality of service have begun to emerge.

Novel Approaches to Information Systems Design is an essential publication that explores the most recent, cutting-edge research in information systems and exposes the reader to emerging but relatively mature models and techniques in the area. Highlighting a wide range of

topics such as big data, business intelligence, and energy efficiency, this publication is ideally designed for managers, administrators, system developers, information system engineers, researchers, academicians, and graduate-level students seeking coverage on critical components of information systems.