



Creating Components

**Object Oriented, Concurrent,
and Distributed Computing
in Java**



CHARLES W. KANN

Creating Components Object Oriented Concurrent And Distributed Computing In Java

Michael West



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Creating Components Charles W. Kann, 2017-09-11 Concurrency is a powerful technique for developing efficient and lightning fast software For instance concurrency can be used in common applications such as online order processing to speed processing and ensure transaction reliability However mastering concurrency is one of the greatest challenges for both new and veteran programmers Software

Defining and Deploying Software Processes F. Alan Goodman, 2005-09-06 *Defining and Deploying Software Processes* enables you to create efficient and effective processes that let you better manage project schedules and software quality The author's organized approach details how to deploy processes into your company's culture that are enthusiastically embraced by employees and explains how to implement a Web based project

Implementing the IT Balanced Scorecard Jessica Keyes, 2016-04-19 The goals of an IT balanced scorecard include the alignment of IT plans with business objectives the establishment of measures of IT effectiveness the directing of employee efforts toward IT objectives the improved performance of technology and the achievement of balanced results across stakeholder groups CIOs CTOs and other technical managers

Lightweight Enterprise Architectures Fenix Theuerkorn, 2004-06-25 The author developed Lightweight Enterprise Architecture LEA to enable a quick alignment of technology to business strategy LEA's simple and effective framework makes it useful to a wide audience of users throughout an enterprise coordinating resources for business requirements and facilitating optimal adoption of technology Lightweight Enterprise Architectures provides a methodology and philosophy that organizations can easily adopt resulting in immediate value add without the pitfalls of traditional architectural styles This systematic approach uses the right balance of tools and techniques to help an enterprise successfully develop its architecture The first section of the text focuses on how enterprises deploy architecture and how architecture is an evolving discipline The second section introduces LEA detailing a structure that supports architecture and benefits all stakeholders The book concludes by explaining the approach needed to put the framework into practice analyzing deployment issues and how the architecture is involved throughout the lifecycle of technology projects and systems This innovative resource tool provides you with a simpler easily executable architecture the ability to embrace a complex environment and a framework to measure and control technology at the enterprise level

Software Configuration Management Jessica Keyes, 2004-02-24 An effective systems development and design process is far easier to explain than it is to implement A framework is needed that organizes the life cycle activities that form the process This framework is Configuration Management CM Software Configuration Management discusses the framework from a standards viewpoint using the original

Maximizing ROI on Software Development Vijay Sikka, 2004-10-28 *Maximizing ROI on Software Development* explains how to execute best quality software development and testing while maximizing business value It discusses Applied ROI in the context of methodologies such as Agile and Extreme Programming and traditional methodologies including Six Sigma the Capability Maturity Model CMM Total Cost of Ownership TCO and Product Line

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Software Architecture Design Patterns in Java Partha Kuchana,2004-04-27 Software engineering and computer science students need a resource that explains how to apply design patterns at the enterprise level allowing them to design and implement systems of high stability and quality Software Architecture Design Patterns in Java is a detailed explanation of how to apply design patterns and develop software architectures It provides in depth examples in Java and guides students by detailing when why and how to use specific patterns This textbook presents 42 design patterns including 23 GoF patterns Categories include Basic Creational Collectional Structural Behavioral and Concurrency with multiple examples for each The discussion of each pattern includes an example implemented in Java The source code for all examples is found on a companion Web site The author explains the content so that it is easy to understand and each pattern discussion includes Practice Questions to aid instructors The textbook concludes with a case study that pulls several patterns together to demonstrate how patterns are not applied in isolation but collaborate within domains to solve complicated problems

The Debugger's Handbook J.F. DiMarzio,2016-04-19 For today s programmers it is impossible to foresee every input every usage scenario and every combination of applications that can cause errors when run simultaneously Given all of these unknowns writing absolutely bug free code is unachievable But it is possible with the right knowledge to produce nearly bug free code and The Debugger s H

The Art of Software Modeling Benjamin A. Lieberman,2006-12-26 Modeling complex systems is a difficult challenge and all too often one in which modelers are left to their own devices Using a multidisciplinary approach The Art of Software Modeling covers theory practice and presentation in detail It focuses on the importance of model creation and demonstrates how to create meaningful models Presenting three self contained sections the text examines the background of modeling and frameworks for organizing information It identifies techniques for researching and capturing client and system information and addresses the challenges of presenting models

to specific audiences Using concepts from art theory and aesthetics this broad based approach encompasses software practices cognitive science and information presentation The book also looks at perception and cognition of diagrams view composition color theory and presentation techniques Providing practical methods for investigating and organizing complex information The Art of Software Modeling demonstrates the effective use of modeling techniques to improve the development process and establish a functional useful and maintainable software system

Distributed Multimedia Database

Technologies Supported by MPEG-7 and MPEG-21 Harald Kosch,2003-11-24 A multimedia system needs a mechanism to communicate with its environment the Internet clients and applications MPEG 7 provides a standard metadata format for global communication but lacks the framework to let the various players in a system interact MPEG 21 closes this gap by establishing an infrastructure for a distributed multimedia frame

Software Paradigms Stephen H. Kaisler,2005-04-22

Software Paradigms provides the first complete compilation of software paradigms commonly used to develop large software applications with coverage ranging from discrete problems to full scale applications The book focuses on providing a structure for understanding a hierarchy of software development approaches and showing the relationships between the different models Coverage includes paradigms in design patterns software components software architectures and frameworks Chapters within each of these sections include design issues related to building and using the paradigm as well as numerous real world applications A practical overview of the hierarchy of development paradigms Software Paradigms is an excellent teaching tool for undergraduates and graduates and a comprehensive and reliable reference for software engineers

Software Specification and Design Ph.D., John C. Munson,2005-09-26 The rigors of engineering must soon be applied to the software development process or the complexities of new systems will initiate the collapse of companies that attempt to produce them Software Specification and Design An Engineering Approach offers a foundation for rigorously engineered software It provides a clear vision of what occurs at e

Embedded Linux System Design and Development P.

Raghavan,Amol Lad,Sriram Neelakandan,2005-12-21 Based upon the authors experience in designing and deploying an embedded Linux system with a variety of applications Embedded Linux System Design and Development contains a full embedded Linux system development roadmap for systems architects and software programmers Explaining the issues that arise out of the use of Linux in embedded systems the book facilitates movement to embedded Linux from traditional real time operating systems and describes the system design model containing embedded Linux This book delivers practical solutions for writing debugging and profiling applications and drivers in embedded Linux and for understanding Linux BSP architecture It enables you to understand various drivers such as serial I2C and USB gadgets uClinux architecture and its programming model and the embedded Linux graphics subsystem The text also promotes learning of methods to reduce system boot time optimize memory and storage and find memory leaks and corruption in applications This volume benefits IT managers in planning to choose an embedded Linux distribution and in creating a roadmap for OS transition It also describes

the application of the Linux licensing model in commercial products **Advanced Server Virtualization** David Marshall, Wade A. Reynolds, Dave McCrory, 2006-05-17 Presenting practical guidelines and examples Advanced Server Virtualization emphasizes design implementation and management from both a technical and consultative point of view It features step by step guidelines for planning deployment installing configuring and creating virtual servers Covering Microsoft Virtual Server and VMware it addresses platform specific virtualization features such as virtual machines hard drives networking and resource management It offers best practices that allow users to avoid common pitfalls and achieve success faster during server virtualization implementations It also discusses software licensing issues and the cost benefits of deploying virtual servers **Flexible Software Design** Bruce Johnson, Walter W. Woolfolk, Robert Miller, Cindy Johnson, 2005-06-17 A developer's knowledge of a computing system's requirements is necessarily imperfect because organizations change Many requirements lie in the future and are unknowable at the time the system is designed and built To avoid burdensome maintenance costs developers must therefore rely on a system's ability to change gracefully its flexibility Flex Iso 9001 Robert Bamford, William J. Deibler II, 2003-12-18 Executives engineering managers project managers engineers and process improvement experts within engineering organizations need a resource that systematically translates the requirements of ISO 9001 2000 into a usable specification for engineers Understanding ISO 9001 2000 from an engineer's perspective ensures that software hardware and sy Strategic Software Engineering Fadi P. Deek, James A. M. McHugh, Osama M. Eljabiri, 2005-05-26 The pervasiveness of software in business makes it crucial that software engineers and developers understand how software development impacts an entire organization Strategic Software Engineering An Interdisciplinary Approach presents software engineering as a strategic business oriented interdisciplinary endeavor rather than simply a technical Accelerating Process Improvement Using Agile Techniques Deb Jacobs, 2005-12-16 Accelerating Process Improvement Using Agile Techniques explains how agile programming is applied to standard process improvement By applying agile techniques IT organizations can speed up process improvement initiatives minimize the resources these initiatives require and maximize the benefits of process improvement The book details st **Real Process Improvement Using the CMMI** Michael West, 2004-02-24 Real Process Improvement Using the CMMI presents readers with non academic real world approaches to process improvement via CMMI The author provides concepts and techniques for CMMI based process improvement which are as effective as they are innovative Professionals at all levels from system engineers to CEOs will find a wealth *Distributed Computing and Networking* Vijay Garg, Roger Wattenhofer, Kishore Kothapalli, 2009-03-26 people volunteer their time and energy and work in a dedicated fashion to pull everything together each year including our very supportive Steering Committee members led by Sukumar Ghosh However the success of ICDCN is mainly due to the hard work of all those people who submit papers and/or attend the conference We thank you all January 2009 Prasad Jayanti Andrew T Campbell Message from the Technical Program Chairs Welcome to the proceedings of the

10th International Conference on Distributed Computing and Networking ICDCN 2009 As ICDCN celebrates its 10th anniversary it has become an important forum for disseminating the latest research results in distributed computing and networking We received 179 submissions from all over the world including Algeria Australia Canada China Egypt France Germany Hong Kong Iran Italy Japan Malaysia The Netherlands Poland Singapore South Korea Taiwan and the USA besides India the host country The submissions were read and evaluated by the Program Committee which consisted of 25 members for the Distributed Computing Track and 28 members for the Networking Track with the additional help of external reviewers The Program Committee selected 20 regular papers and 32 short papers for inclusion in the proceedings and presentation at the conference We were fortunate to have several distinguished scientists as keynote speakers Andrew Campbell Dartmouth College USA Maurice Herlihy Brown University USA and P R Kumar University of Illinois Urbana Champaign delivered the keynote address Krithi Ramamritham from IIT Bombay India delivered the A K Choudhury Memorial talk

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