

Computer Science Java Schneider And Gersting Solutions

Welcome to the proceedings of EC00P 2009! Thanks to the local organizers for working hard on arranging the conference – with the hard work they put in, it was a great success. Thanks to Sophia Drossopoulou for her dedicated work as PC Chair in assembling a ?ne scienti?c program including forward-looking keynotes, and for her e?orts to reduce the environmental impact of the PC meeting by replacing a physical meeting with a virtual meeting. I would also like to thank James Noble for taking the time and e?ort to write up last year’s banquet speech so that it could be included in this year’s proceedings. One of the strong features of EC00P is the two days of workshops preceding the main conference that allows intense interaction between participants. Thanks to all workshop organizers. Last year’s successful summer school tutorials were followed up this year with seven interesting tutorials. Thanks to the organizers and speakers. This year’s Dahl-Nygaard award honored yet another pioneer in the ?eld, namely, David Ungar for his contributions including Self. I appreciate his e?orts in providing us with an excellent award talk. The world is changing and so is EC00P. Please contemplate my short note on the following pages entitled *On Future Trends for EC00P*.

Programming Finite Elements in Java™ teaches the reader how to programme the algorithms of the finite element method (FEM) in Java™. The compact, simple code helps the student to read the algorithms, to understand them and thus to be able to refine them. All of the main aspects of finite element techniques are considered: finite element solution; generation of finite element meshes; and visualization of finite element models and results with Java 3DTM. The step-by-step presentation includes algorithm programming and code explanation at each point. Problems and exercises are provided for each chapter, with Java™ source code and problem data sets available from <http://extras.springer.com/2010/978-1-84882-971-8>.

This book is a collection of the papers presented at the 32nd Communicating Process Architecture conference (CPA), held at the Technical University Eindhoven, the Netherlands, from the 1st to the 4th of November 2009. Concurrency is a fundamental mechanism of the universe, existing in all structures and at all levels of granularity. To be useful in this universe, any computer system has to model and reflect an appropriate level of abstraction. For simplicity, therefore, the system needs to be concurrent - so that this modeling is obvious and correct. Today, the commercial reality of multicore processors means that concurrency issues can no longer be ducked if applications are going to be able to exploit more than an ever-diminishing fraction of their power. This is a second, but very forceful, reason to take this subject seriously. We need theory and programming technology that turns this around and makes concurrency an elementary part of the everyday toolkit of every software engineer. This is what these proceedings are all about. Subjects covered in this volume include: system design and implementation for both hardware and software; tools for concurrent programming languages, libraries and run-time kernels; and formal methods and applications.

It is a pleasure to present the proceedings of the 22nd European Conference on Object-Oriented Programming (EC00P 2008) held in Paphos, Cyprus. The conference continues to serve a broad object-oriented community with a technical program spanning theory and practice and a healthy mix of industrial and academic participants. This year a strong workshop and tutorial program complemented the main technical track. We had 13 workshops and 8 tutorials, as well as the co-located Dynamic Language Symposium (DLS). Finally, the program was rounded out with a keynote by Rachid Guerraoui and a banquet speech by James Noble. As in previous years, two Dahl-Nygaard awards were selected by AITO, and for the ?rst time, the EC00P Program Committee gave a best paper award. The proceedings include 27 papers selected from 138 submissions. The papers were reviewed in a single-blind process with three to ?ve reviews per paper. Preliminary versions of the reviews were made available to the authors a week before the PC meeting to allow for short (500 words or less) author responses. The responses were discussed at the PC meeting and were instrumental in reaching decisions. The PC discussions followed Oscar Nierstrasz’ Champion pattern. PC papers had ?ve reviews and were held at a higher standard.

Parallel Computing: Software Technology, Algorithms, Architectures & Applications

An Invitation to Computer Science

Volume 40 - Supplement 25 - An Approach to Complexity from a Human-Centered Artificial Intelligence Perspective to The Virtual Workplace

23rd European Conference, Genoa, Italy, July 6-10, 2009, Proceedings

Mathematical Foundations of Computer Science 1999

International Workshop, FIDJI 2002, Luxembourg, Luxembourg, November 28-29, 2002, Revised Papers

EC00P 2008 - Object-Oriented Programming

INVITATION TO COMPUTER SCIENCE is a well-respected text that provides an overview of the computer science field. Using a flexible, non-language specific model, **INVITATION TO COMPUTER SCIENCE** offers a solid foundation for the first course in a Computer Science curriculum. **INVITATION TO COMPUTER SCIENCE, 6TH EDITION** maintains its bestselling, algorithm-driven approach and includes expanded chapter exercises and practice problems, new material on topics such as multicore and parallel systems, cloud computing, wireless communications, embedded computing, agile software development, emerging programming languages (Go and F#), and new models of e-commerce, as well as boxes dedicated to current issues throughout. Online language modules are available in C++, Java, Python, C#, and Ada, allowing the option of incorporating a programming language to expand concepts from the text. **INVITATION TO**

COMPUTER SCIENCE offers an optional CourseMate with study tools such as flashcards, quizzing, and games. CourseMate Activities speak to and engage students while developing abstract thinking and problem solving skills. Also available with INVITATION TO COMPUTER SCIENCE, an optional online Lab Manual containing 20 laboratory projects that map directly to the main text. The Lab Manual and accompanying software provide both visual and hands-on activities, allowing students to experience the fundamentals of computer science. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. In today's world, smart cards play an increasingly important role in everyday life. We encounter them as credit cards, loyalty cards, electronic purses, health cards, and as secure tokens for authentication or digital signature. Their small size and the compatibility of their form with the magnetic stripe card make them the ideal carriers of personal information such as secret keys, passwords, customization profiles, and medical emergency information. This book provides a guide for the rapid development of smart card applications using Java and the OpenCard Framework. It gives you the basic information you need about smart cards and how they work. It shows in detail how to develop applications that use smart cards by guiding you through examples step by step. A smart card provided along with the book will help you to quickly get some first hands-on experience. Das Buch bietet erstmals einen Leitfaden zur Entwicklung von Smartcard-Anwendungen mit Java (JDK ab Version 1.1.6) und OCF 1.1.1 auf dem Computer, sowie zur Entwicklung von Java Applets, die direkt auf einer Karte (Java Card) ausgeführt werden. Der erste Teil führt konzise in Grundlagen, Technologie und Anwendungsmöglichkeiten von Smartcard ein. Im zweiten Teil werden Ziel, Konzept, Architektur und Komponenten des OpenCard Framework detailliert beschrieben. Der dritte Teil demonstriert anhand einfacher Beispiele Aufbau und Design komplexer Anwendungen für den Karten- und den Host-Teil. Mit der beiliegenden Multi Function Card lassen sich die beschriebenen Beispiele leicht ausführen und weiterentwickeln.

This book constitutes the thoroughly refereed joint postproceedings of the 7th International Seminar on Relational Methods in Computer Science and the 2nd International Workshop on Applications of Kleene Algebra held in Bad Malente, Germany in May 2003. The 21 revised full papers presented were carefully selected during two rounds of reviewing and improvement. The papers address foundational and methodological aspects of the calculi of relations and Kleene algebra as well as applications of such methods in various areas of computer science and information processing.

This new edition of Invitation to Computer Science follows the breadth-first guidelines recommended by CC2001 to teach computer science topics from the ground up.

Formal Methods for Distributed Processing

Research and Advanced Technology for Digital Libraries

ECOOP 2009 -- Object-Oriented Programming

On The Move to Meaningful Internet Systems 2003: OTM 2003 Workshops

Foundations of Security Analysis and Design III

Communicating Process Architectures 2009

For more than the last three decades, the security of software systems has been an important area of computer science, yet it is a rather recent general recognition that technologies for software security are highly needed. This book assesses the state of the art in software and systems security by presenting a carefully arranged selection of revised invited and reviewed papers. It covers basic aspects and recently developed topics such as security of pervasive computing, peer-to-peer systems and autonomous distributed agents, secure software circulation, compilers for fail-safe C language, construction of secure mail systems, type systems and multiset rewriting systems for security protocols, and privacy issues as well.

Introduce learners to a contemporary overview of today's computer science with the best-selling INVITATION TO COMPUTER SCIENCE, 7E. Using a flexible, non-language-specific model, INVITATION TO COMPUTER SCIENCE provides a solid foundation with an algorithm-driven approach that's ideal for students' first course in Computer Science. Expanded chapter exercises and practice problems, feature boxes and the latest material on emerging topics, such as privacy, drones, cloud computing, and net neutrality, keep learners in touch with today's most current issues. A wealth of effective visual and hands-on activities allow your students to both master and experience the fundamentals of today's computer science. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Where To Download Computer Science Java Schneider And Gersting Solutions

This book constitutes the refereed proceedings of the Second International Conference on Research in Smart Cards, E-smart 2001, held in Cannes, France, in September 2001. The 20 revised full papers presented were carefully reviewed and selected from 38 submissions. Among the topics addressed are biometrics, cryptography and electronic signatures on smart card security, formal methods for smart card evaluation and certification, architectures for multi-applications and secure open platforms, and middleware for smart cards and novel applications of smart cards.

Originally published in 2002, this book presents techniques in the application of formal methods to object-based distributed systems. A major theme of the book is how to formally handle the requirements arising from OO distributed systems, such as dynamic reconfiguration, encapsulation, subtyping, inheritance, and real-time aspects. These may be supported either by enhancing existing notations, such as UML, LOTOS, SDL and Z, or by defining fresh notations, such as Actors, Pi-calculus and Ambients. The major specification notations and modelling techniques are introduced and compared by leading researchers. The book also includes a description of approaches to the specification of non-functional requirements, and a discussion of security issues. Researchers and practitioners in software design, object-oriented computing, distributed systems, and telecommunications systems will gain an appreciation of the relationships between the major areas of concerns and learn how the use of object-oriented based formal methods provides workable solutions.

Programming Languages and Systems

6th European Symposium on Research in Computer Security Toulouse, France, October 4-6, 2000 Proceedings

Invitation to Computer Science Laboratory Manual

OTM Confederated International Workshops, HCI-SWWA, IPW, JTRES, WORM, WMS, and WRSM 2003, Catania, Sicily, Italy, November 3-7, 2003, Proceedings

Modern Software Development Using Java

Data Structures and Algorithms Using Java

9th International Conference, AMAST 2002, Saint-Gilles-les-Bains, Reunion Island, France, September 9-13, 2002. Proceedings

Designed to accompany the Java and C++ versions of Invitation to Computer Science by Schneider and Gersting, this laboratory manual provides students with the opportunity to experiment with fundamental computer science topics. Each copy of the lab manual includes access to custom software that allows students to explore the ideas and concepts presented in the main text. The content of this 5th edition lab manual is unchanged from the 4th edition, with the exception of the cover.

The traditional fortress mentality of system security has proven ineffective to attacks by disruptive technologies. This is due largely to their reactive nature. Disruptive security technologies, on the other hand, are proactive in their approach to attacks. They allow systems to adapt to incoming threats, removing many of the vulnerabilities explo

Invitation to Computer Science Cengage Learning

In a microservices architecture, the whole is indeed greater than the sum of its parts. But in practice, individual microservices can inadvertently impact others and alter the end user experience. Effective microservices architectures require standardization on an organizational level with the help of a platform engineering team. This practical book provides a series of progressive steps that platform engineers can apply technically and organizationally to achieve highly resilient Java applications.

Author Jonathan Schneider covers many effective SRE practices from companies leading the way in microservices adoption. You'll examine several patterns discovered through much trial and error in recent years, complete with Java code examples. Chapters are organized according to specific patterns, including: Application metrics:

Monitoring for availability with Micrometer Debugging with observability: Logging and distributed tracing; failure injection testing Charting and alerting: Building effective charts; KPIs for Java microservices Safe multicloud delivery: Spinnaker, deployment strategies, and automated canary analysis Source code observability:

Dependency management, API utilization, and end-to-end asset inventory Traffic management: Concurrency of systems; platform, gateway, and client-side load balancing

C++ and Java

The Programming Contest Training Manual

Algebraic Methodology and Software Technology

Mext-NSF-JSPS International Symposium, ISSS 2002, Tokyo, Japan, November 8-10, 2002, Revised Papers

FOSAD 2004/2005 Tutorial Lectures

SRE with Java Microservices

12th European Symposium on Programming, ESOP 2003, Held as Part of the Joint European Conferences on Theory and Practice of Software, ETAPS 2003, Warsaw, Poland, April 7-11, 2003, Proceedings

ETAPS 2001 was the fourth instance of the European Joint Conferences on Theory and Practice of Software. ETAPS is an annual federated conference that was established in 199

combining a number of existing and new conferences. This year it comprised ve conferences (FOSSACS, FASE, ESOP, CC, TACAS), ten satellite workshops (CMCS, ETI Day, JOSES, LDTA, MMAABS, PFM, ReIMiS, UNIGRA, WADT, WTUML), seven invited lectures, a debate, and ten tutorials. The events that comprise ETAPS address various aspects of the system development process, including specification, design, implementation, analysis, and improvement. The languages, methodologies, and tools which support these - tivities are all well within scope. Di erent blends of theory and practice are represented, with an inclination towards theory with a practical motivation on one hand and soundly-based practice on the other. issues involved in software design apply to systems in general, including hardware systems, and the emphasis on software is not intended to be exclusive.

This easy-to-follow textbook teaches Java programming from first principles, as well as covering design and testing methodologies. The text is divided into two parts. Each part sup semester module, the first part addressing fundamental programming concepts, and the second part building on this foundation, teaching the skills required to develop more advanced applications. This fully updated and greatly enhanced fourth edition covers the key developments introduced in Java 8, including material on JavaFX, lambda expressions and the Stream API. Topics and features: begins by introducing fundamental programming concepts such as declaration of variables, control structures, methods and arrays; goes on to cover the fundamental object-oriented concepts of classes and objects, inheritance and polymorphism; uses JavaFX throughout for constructing event-driven graphical interfaces; includes advanced topics such as lambda expressions, generics, collection classes and exceptions; explains file-handling techniques, packages, multi-threaded programs, socket programming, remote data access and processing collections using streams; includes self-test questions and programming exercises at the end of each chapter, as well as two illuminating case studies; provides additional resources at its associated website (simply go to springer.com and search for "Java in Two Semesters"), including a guide on how to install and use the NetBeans™ Java IDE. Offering a gentle introduction to the field, assuming no prior knowledge of the subject, Java in Two Semesters is the ideal companion to undergraduate modules in software development and programming.

The aim of the FMICS workshop series is to provide a forum for researchers who are interested in the development and application of formal methods in industry. In particular, the workshops are intended to bring together scientists and practitioners who are active in the area of formal methods and interested in exchanging their experiences in the industrial application of these methods. These workshops also strive to promote research and development for the improvement of formal methods and tools for industrial applications. The topics for which contributions to FMICS 2008 were solicited included, but were not restricted to, the following: - Design, specification, code generation and testing based on formal methods - Verification and validation of complex, distributed, real-time systems and embedded systems - Verification and validation methods that address shortcomings of existing methods with respect to their industrial application (e. g. , scalability and usability issues) - Tools for the development of formal design descriptions - Case studies and experience reports on industrial applications of formal methods, including lessons learned or identification of new research - rections - Impact of the adoption of formal methods on the development process and associated costs - Application of formal methods to standardization and industrial forums The workshop included six sessions of regular contributions in the areas of model checking, testing, software verification, real-time performance analysis, and industrial case studies. There were also three invited presentations, given by Steven Miller, Rance Cleaveland, and Werner Damm, covering the application of formal methods in the avionics and automotive industries.

ECDL2000, the Fourth European Conference on Research and Advanced Technology for Digital Libraries, is being held this year in Lisbon, Portugal, following previous events in Pisa (1997), Heraklion (1998), and Paris (1999). One major goal of the ECDL conference series has been to draw information professionals, stakeholders, and user communities from both the research world and from industry into a discussion of the alternative technologies, policies, and scenarios for global digital libraries. The success of previous conferences makes them a hard act to follow. The field of digital libraries draws on a truly diverse set of scientific and technical disciplines. In the past three years, moreover, global cooperation on research and development in this field has emerged as an urgent priority, particularly in the new European Framework Programme and in the Digital Library Initiative in the United States. Because of this diversity, the field is presently struggling for an identity. But this struggle for identity is itself a source of energy and creativity. Participants in this field feel themselves to be part of a special community, with special interests. Each of us may claim expertise on a narrow issue, with specific projects, but the choices we make and the methods we use in local solutions can have unforeseen impacts within a global universe of interconnected resources.

Scientific Engineering for Distributed Java Applications

International Conference on Research in Smart Cards, E-smart 2001, Cannes, France, September 19-21, 2001. Proceedings

Software Security -- Theories and Systems

WoTUG-30 : Proceedings of the 30th WoTUG Technical Meeting, 8-11 July 2007, University of Surrey, Guildford, United Kingdom

7th IFIP WG 6.1 International Conference, FMOODS 2005, Athens, Greece, June 15-17, 2005, Proceedings

Java in Two Semesters

Invitation to Computer Science: Java Version

There are many distinct pleasures associated with computer programming. Craftsmanship has its quiet rewards, the satisfaction that comes from building a useful object and making it work. Excitement arrives with the flash of insight that cracks a previously intractable problem. The spiritual quest for elegance can turn the hacker into an artist. There are pleasures in parsimony, in squeezing the last drop of performance out of clever algorithms and tight coding. The games, puzzles, and challenges of problems from international programming competitions are a great way to experience these pleasures while improving your algorithmic and coding skills. This book contains over 100 problems that have appeared in previous programming contests, along with discussions of the theory and ideas necessary to attack them. Instant online grading

for all of these problems is available from two WWW robot judging sites. Combining this book with a judge gives an exciting new way to challenge and improve your programming skills. This book can be used for self-study, for teaching innovative courses in algorithms and programming, and in training for international competition. The problems in this book have been selected from over 1,000 programming problems at the Universidad de Valladolid online judge. The judge has ruled on well over one million submissions from 27,000 registered users around the world to date. We have taken only the best of the best, the most fun, exciting, and interesting problems available.

This volume contains the proceedings of AMAST 2002, the 9th International Conference on Algebraic Methodology and Software Technology, held during September 9-13, 2002, in Saint-Gilles-les-Bains, Réunion Island, France. The major goal of the AMAST conferences is to promote research that may lead to setting software technology on a firm mathematical basis. This goal is achieved through a large international cooperation with contributions from both academia and industry. Developing a software technology on a mathematical basis produces software that is: (a) correct, and the correctness can be proved mathematically, (b) safe, so that it can be used in the implementation of critical systems, (c) portable, i. e. , independent of computing platforms and language generations, (d) evolutionary, i. e. , it is self-adaptable and evolves with the problem domain. All previous AMAST conferences, which were held in Iowa City (1989, 1991), Twente (1993), Montreal (1995), Munich (1996), Sydney (1997), Manaus (1999), and Iowa City (2000), made contributions to the AMAST goals by reporting and disseminating academic and industrial achievements within the AMAST area of interest. During these meetings, AMAST attracted an international following among researchers and practitioners interested in software technology, programming methodology, and their algebraic, and logical foundations.

Deals with Computer Science and models of Concurrency. This title emphasizes on hardware/software co-design and the understanding of concurrency that results from these systems. It includes a range of papers on this topic, from the formal modeling of buses in co-design systems through to software simulation and development environments.

his book presents the refereed proceedings of the 6th European Symposium on Research in Computer Security, ESORICS 2000, held in Toulouse, France in October 2000. The 19 revised full papers presented were carefully reviewed and selected from a total of 75 submissions. The papers are organized in sections on personal devices and smart cards, electronic commerce protocols, access control, protocol verification, Internet security, security property analysis, and mobile agents.

Programming Challenges

7th International Seminar on Relational Methods in Computer Science and 2nd International Workshop on Applications of Kleene Algebra, Bad Malente, Germany, May 12-17, 2003, Revised Selected Papers

A Survey of Object-Oriented Approaches

Proceedings of the International Conference ParCo2003, Dresden, Germany

Encyclopedia of Computer Science and Technology

Approaches to Intelligent Agents

Featuring JavaFX

Attacks against computer systems can cause considerable economic or physical damage. High-quality development of security-critical systems is difficult, mainly because of the trade-off between development costs and verifiable correctness. Jürjens presents the UML extension UMLsec for secure systems development. It uses the standard UML extensions and can be employed to evaluate UML specifications for vulnerabilities using a formal semantics of a simplified fragment of UML. Established rules of security engineering are encapsulated and hence made available even to developers who are not specialists in security. As one example, Jürjens uncovers a flaw in the Common Electronic Purse and proposes and verifies a correction. With a clear separation between the general description of his approach and its mathematical foundations, the book is ideally suited for researchers and graduate students in UML or formal methods and security, and for advanced professionals writing critical applications.

Discover a contemporary overview of today's computer science with Schneider/Gersting's best-selling INVITATION TO COMPUTER SCIENCE, 8E. This flexible, non-language-specific approach provides a solid foundation in computer science using an algorithm-centered approach that's ideal for the reader's first introduction to the field. Measurable objectives and an easy-to-follow hierarchy guide readers through algorithms, hardware, virtual machines, software development, applications of computing, and social issues. The book connects the dots as the book emphasizes real-life context throughout each chapter. Updates introduce the latest developments concerning privacy, drones, cloud computing, and net neutrality. Visual and hands-on activities let readers experience the fundamentals of today's computer science. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

An Approach to Complexity from a Human-Centered Artificial Intelligence Perspective to The Virtual Workplace

This textbook for a one-semester introductory course in computer science for non-majors broadly covers algorithms, hardware, operating systems, software, compilers

networks, artificial intelligence, and social and legal issues.

Java Version

WoTUG-32

Smart Card Application Development Using Java

Formal Methods for Components and Objects

Formal Methods for Open Object-Based Distributed Systems

Secure Systems Development with UML

Programming Finite Elements in Java™

This volume contains papers selected for presentation during the 24th International Symposium on Mathematical Foundations of Computer Science held on September 6-10, 1999 in Szklarska Poręba, Poland. The symposium, organized alternately in the Czech Republic, Slovakia, and Poland, focuses on theoretical aspects and mathematical foundations of computer science. The scientific program of the symposium consists of five invited talks given by Martin Dyer, Dexter Kozen, Giovanni Manzini, Sergio Rajsbaum, and Mads Tofte, and 37 accepted papers chosen out of 68 submissions. The volume contains all accepted contributed papers, and three invited papers. The contributed papers have been selected for presentation based on their scientific quality, novelty, and interest for the general audience of MFCS participants. Each paper has been reviewed by at least three independent referees — PC members and/or sub-referees appointed by them. The papers were selected for presentation during a fully electronic virtual meeting of the program committee on May 7, 1999. The virtual PC meeting was supported by software written by Artur Zgoda, Ph.D. student at the University of Wrocław. The entire communication and access to quite a sensitive database at PC headquarters in Wrocław was secured by cryptographic protocols based on technology of certificates.

Large and complex software systems provide the necessary infrastructure in all industries today. In order to construct such large systems in a systematic manner, the focus in the development methodologies has switched in the last two decades from functional issues to structural issues: both data and functions are encapsulated into software units that are integrated into large systems by means of various techniques supporting reusability and modifiability. This encapsulation principle is essential to both the object-oriented and the more recent component-based software engineering paradigms.

Formal methods have been applied successfully to the verification of medium-sized programs in protocol and hardware design. However, their application to large systems requires the further development of specification and verification techniques supporting the concepts of reusability and modifiability. In order to bring together researchers and practitioners in the areas of software engineering and formal methods, we organized the 1st International Symposium on Formal Methods for Components and Objects (FMCO) in Leiden, The Netherlands, November 5–8, 2002. The program consisted of invited tutorials and more technical presentations given by leading experts in the fields of Theoretical Computer Science and Software Engineering. The symposium was attended by more than 100 people. This volume contains the contributions of the invited speakers to FMCO 2002. We believe that the presented material provides a unique combination of ideas on software engineering and formal methods which we hope will be an inspiration for those aiming at further bridging the gap between the theory and practice of software engineering.

Data Structures & Theory of Computation

FIDJI 2002 was an international forum for researchers and practitioners interested in the advances in, and applications of, software engineering for distributed application development. Concerning the technologies, the workshop focused on “Java-related” technologies. It was an opportunity to present and observe the latest research, results, and ideas in these areas. All papers submitted to this workshop were reviewed by at least two members of the International Program Committee. Acceptance was based primarily on the originality and contribution. We selected for these postworkshop proceedings 16 papers amongst 33 submitted, two tutorials, and two keynotes. FIDJI 2002 was aimed at promoting a scientific approach to software engineering. The scope of the workshop included the following topics: – design of distributed Java applications – Java-related technologies – software and system architecture engineering and development methodologies – development methodologies for UML – development methodologies for reliable distributed systems – component-based development methodologies – management of evolutions/iterations in the analysis, design, implementation, and test phases – dependability support during system lifecycle – managing inconsistencies during application development – atomicity and exception handling in system development – software architectures, frameworks, and design patterns for developing distributed systems – integration of formal techniques in the development process – formal analysis and grounding of modeling notation and techniques (e. g.

Formal Methods for Industrial Critical Systems

Smart Card Programming and Security

Invitation to Computer Science with Java

Relational and Kleene-Algebraic Methods in Computer Science

Disruptive Security Technologies with Mobile Code and Peer-to-Peer Networks

22nd European Conference Paphos, Cyprus, July 7-11, 2008, Proceedings

13th International Workshop, FMICS 2008, L'Aquila, Italy, September 15-16, 2008, Revised Selected Papers

Intelligent agents will be the necessity of the coming century. Software agents will pilot us through the vast sea of information, by communicating with other agents. A group of cooperating agents may accomplish a task which cannot be done by any subset of them. This volume consists of selected papers from PRIMA'99, the second Pacific Rim International Workshop on Multi-Agents, held in Kyoto, Japan, on December 2-3, 1999. PRIMA constitutes a series of workshops on autonomous agents and multi-agent systems, integrating the activities in Asia and the Pacific rim countries, such as MACC (Multiagent Systems and Cooperative Computation) in Japan, and the Australian Workshop on Distributed Artificial Intelligence. The first workshop, PRIMA'98, was held in conjunction with PRICAI'98, in Singapore. The aim of this

workshop is to encourage activities in this field, and to bring together researchers from Asia and Pacific rim working on agents and multiagent issues. Unlike usual conferences, this workshop mainly discusses and explores scientific and practical problems as raised by the participants. Participation is thus limited to professionals who have made a significant contribution to the topics of the workshop. Topics of interest include, but are not limited to: - multi-agent systems and their applications - agent architecture and its applications - languages for describing (multi-)agent systems - standard (multi-)agent problems - challenging research issues in (multi-)agent systems - communication and dialogues - multi-agent learning - other issues on (multi-)agent systems We received 43 submissions to this workshop from more than 10 countries.

Includes 21 separate Java-based lab activities that enable students to explore the ideas and concepts presented in the text; source code for all labs will be posted for downloading on the Brooks/Cole Web Site.

Now updated for the latest release of Java, the Second Edition of Modern Software Development Using Java continues to blaze a new path for today's CS2 students. Tymann and Schneider's contemporary approach focuses on what students need to learn in the CS2 course in order to appreciate what is truly important today in the areas of software design and development. This text covers such current software development ideas as object-oriented design, UML, data structure libraries, net-centric programming, threads, and GUIs, all presented in a way that is fully accessible and motivating. The new edition has been fully revised to take advantage of the new features in Java 5.0, and all material is Java 6.0 compliant.

This book constitutes the refereed proceedings of the 12th European Symposium on Programming, ESOP 2003, held in Warsaw, Poland, in April 2003. The 25 revised full papers presented together with two invited papers were carefully reviewed and selected from 99 submissions. Among the topics addressed are programming paradigms and their integration, program semantics, calculi of computation, security, advanced type systems, program analysis, program transformation, and practical algorithms based on theoretical developments.

Communicating Process Architectures 2007

4th European Conference, ECDL 2000, Lisbon, Portugal, September 18-20, 2000 Proceedings

Computer Security - ESORICS 2000

Second Pacific Rim International Workshop on Multi-Agents, PRIMA'99, Kyoto, Japan, December 2-3, 1999 Proceedings

Invitation to Computer Science

First International Symposium, FMCO 2002, Leiden, The Netherlands, November 5-8, 2002, Revised Lectures

10th European Symposium on Programming, ESOP 2001 Held as Part of the Joint European Conferences on Theory and Practice of Software, ETAPS 2001 Genova, Italy, April 2-6, 2001 Proceedings

missions in fact also treat an envisaged mutual impact among them. As for the 2002 edition in Irvine, the organizers wanted to stimulate this cross-pollination with a program of shared famous keynote speakers (this year we got Sycara, -ble, Soley and Mylopoulos!), and encouraged multiple attendance by providing authors with free access to another conference or workshop of their choice. We received an even larger number of submissions than last year for the three conferences (360 in total) and the workshops (170 in total). Not only can we therefore again claim a measurable success in attracting a representative volume of scientific papers, but such a harvest allowed the program committees of course to compose a high-quality cross-section of worldwide research in the areas covered. In spite of the increased number of submissions, the Program Chairs of the three main conferences decided to accept only approximately the same number of papers for presentation and publication as in 2002 (i. e. , around 1 paper out of every 4-5 submitted). For the workshops, the acceptance rate was about 1 in 2. Also for this reason, we decided to separate the proceedings into two volumes with their own titles, and we are grateful to Springer-Verlag for their collaboration in producing these two books. The reviewing process by the respective program committees was very professional and each paper in the main conferences was reviewed by at least three referees.

Advances in Parallel Computing series presents the theory and use of parallel computer systems, including vector, pipeline, array, fifth and future generation computers and neural computers. This volume features original research work, as well as accounts on practical experience with and techniques for the use of parallel computers.

This volume contains the proceedings of FMOODS 2005, the 7th IFIP WG6.1 International Conference on Formal Methods for Open Object-Based Distributed Systems. The conference was held in Athens, Greece on June 15 -17, 2005.

The increasing relevance of security to real-life applications, such as electronic commerce and Internet banking, is attested by the fast-growing number of - search groups, events, conferences, and summer schools that address the study of foundations for the analysis and the design of security aspects. The "International School on Foundations of Security Analysis and Design" (FOSAD, see <http://www.sti.uniurb.it/events/fosad/>) has been one of the foremost events - tablished with the goal of disseminating knowledge in this critical area, especially for young researchers approaching the field and graduate students coming from less-favoured and non-leading countries. The FOSAD school is held annually at the Residential Centre of Bertinoro (<http://www.ceub.it/>), in the fascinating setting of a former convent and ep- copal fortress that has been transformed into a modern conference facility with computing services and Internet access. Since the first school, in 2000, FOSAD has attracted more than 250 participants and 50 lecturers from all over the world. A collection of tutorial lectures from FOSAD 2000 was published in Springer's LNCS volume 2171. Some of the tutorials given at the two successive

schools (FOSAD 2001 and 2002) are gathered in a second volume, LNCS 2946. To continue this tradition, the present volume collects a set of tutorials from the fourth FOSAD, held in 2004, and from FOSAD 2005.

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