

Ieee Papers On Java Programming

It is a pleasure to present the proceedings of the 22nd European Conference on Object-Oriented Programming (ECOOP 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 first time, the ECOOP 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 five 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's Champion pattern. PC papers had five reviews and were held at a higher standard.

This book gathers high-quality research papers presented at the Second International Conference on Innovative Computing and Communication (ICICC 2019), which was held at the VSB - Technical University of Ostrava, Czech Republic, on 21-22 March 2019. Highlighting innovative papers by scientists, scholars, students, and industry experts in the fields of computing and communication, the book promotes the transformation of fundamental research into institutional and industrialized research, and the translation of applied research into real-world applications.

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, 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.

The scope of the conference will cover computer science, data science, educational technology, industrial design, etc

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

Numerical computing with IEEE floating point arithmetic

Euro-Par 2010, Parallel Processing Workshops

The Compiler Design Handbook

Real-time Systems and Their Programming Languages

Practical Database Programming with Java

This book constitutes the joint refereed proceedings of six international workshops held as part of OTM 2003 in Catania, Sicily, Italy, in November 2003. The 80 revised full workshop papers presented together with various abstracts and summaries were carefully reviewed and selected from a total of 170 submissions. In accordance with the workshops, the papers are organized in topical main sections on industrial issues, human computer interface for the semantic Web and Web applications, Java technologies for real-time and embedded systems, regulatory ontologies and the modelling of complaint regulations, metadata for security, and reliable and secure middleware.

This is a one-semester, introductory programming textbook in Java that uses game applications as a central pedagogical tool to improve student engagement, learning outcomes, and retention. Game programming is incorporated into the text in a way that does not compromise the amount of material traditionally covered in a basic programming course and permits instructors who are not familiar with game programming and computer graphics concepts to realize the verified pedagogical advantages of game applications. The companion disc includes a game environment that is easily integrated into projects created with the popular Java Development Environments, including Eclipse, NetBeans, and JCreator in a student-friendly way and also includes a set of executable student games to pique their interest by giving them a glimpse into their future capabilities. The material presented in the book is in full compliance with the 2013 ACM/IEEE computer science curriculum guidelines. It has been used to teach programming to students whose majors are within and outside of the computing fields. Ancillaries include a comprehensive instructor's resource disc with programming solutions, slides, quizzes, projects, and more. FEATURES: * Uses an objects-early approach to learning Java * Follows the 2013 ACM/IEEE computer science curriculum guidelines * Integrates game applications as a central pedagogical tool to improve student engagement, learning outcomes, and retention * Includes a companion disc with projects created with the popular Java Development Environments; also includes a set of executable student games, source code, and figures * Uses working programs to illustrate concepts under discussion * Complete instructor's resource package available upon adoption

This book constitutes the refereed proceedings of the 21st European Conference on Object-Oriented Programming, ECOOP 2007, held in Berlin, Germany in July/August 2007. The 25 revised full papers, presented together with 3 invited talks were carefully reviewed and selected from a total of 135 final submissions. The papers are organized in topical sections on types, runtime implementation, empirical studies, programs and predicates, language design, inheritance and derivation, aspects, as well as language about language.

Broad in scope, involving theory, the application of that theory, and programming technology, compiler construction is a moving target, with constant advances in compiler technology taking place. Today, a renewed focus on do-it-yourself programming makes a quality textbook on compilers, that both students and instructors will enjoy using, of even more vital importance. This book covers every topic essential to learning compilers from the ground up and is accompanied by a powerful and flexible software package for evaluating projects, as well as several tutorials, well-defined projects, and test cases.

Design of Multithreaded Software

Reflection and Software Engineering

Leveraging Applications of Formal Methods, Verification and Validation

Concurrent and Distributed Computing in Java

First IEEE International Workshop on Source Code Analysis and Manipulation : 10 November 2001, Florence, Italy

HeteroPAR, HPCC, HiBB, CoreGrid, UCHPC, HPCF, PROPER, CCPI, VHPC, Ischia, Italy, August 31 - September 3, 2010, Revised Selected Papers

Concurrent and Distributed Computing in Java addresses fundamental concepts in concurrent computing with Java examples. The book consists of two parts. The first part is for programming in shared-memory based systems. The book covers concepts in Java such as threads, synchronized methods, waits, and notify to expose students to multithreaded programming. It also includes algorithms for mutual exclusion, consensus, atomic objects, and wait-free data structures. The second part of the book deals with a message-passing system. This part covers resource allocation problems, logical clocks, global property detection, leader election, message ordering, agreement algorithms, and message logging. Primarily a textbook for upper-level undergraduates and graduate students, this thorough treatment will also be of interest to professional programmers. A hands-on approach to tasks and techniques in data stream mining and real-time analytics, with examples in MOA, a popular freely available open-source software framework, is presented. Information sources—including sensor networks, financial markets, social networks, and healthcare monitoring—are so-called data streams, arriving sequentially and continuously, and take place in real time, with partial data and without the capacity to store the entire data set. This book presents algorithms and techniques used in data stream mining. Taking a hands-on approach, the book demonstrates the techniques using MOA (Massive Online Analysis), a popular, freely available open-source software framework. The book works out the techniques after reading the explanations. The book first offers a brief introduction to the topic, covering big data mining, basic methodologies for mining data, and an example of MOA. More detailed discussions follow, with chapters on sketching techniques, change, classification, ensemble methods, regression, clustering, and frequent itemsets. Each of these chapters include exercises, an MOA-based lab session, or both. Finally, the book discusses the MOA software, covering the MOA graphical user interface, the MOA API, and the development of new methods within MOA. The book will be an essential reference for readers who want to use data stream mining as a tool, researchers in data stream mining, and programmers who want to create new algorithms for MOA.

This book constitutes the proceedings of the Third International Conference on Blockchain, ICBC 2020, held as part of SCF 2020, during September 18-20, 2020. The conference took place in Honolulu, HI, USA and was changed to a virtual format due to the COVID-19 pandemic. The 14 full paper and 1 short paper presented were carefully reviewed from 100 submissions. They deal with all topics regarding blockchain technologies, platforms, solutions and business models, including new blockchain architecture, platform development and blockchain services technologies as well as standards, and blockchain services innovation lifecycle including enterprise modeling, business consulting, orchestration, services optimization, services management, services marketing, business process integration and management.

This book teaches the reader how to write programs using Java. It does so with a unique approach that combines fundamentals first with objects early. The book starts with a carefully selected set of procedural programming fundamentals to object-oriented fundamentals. During this early transition and beyond, the book emphasizes problem-solving. Chapter 2 is devoted to algorithm development, Chapter 8 is devoted to program design, and problem-solving sections appear throughout the book. Problem-solving is done with the help of an interactive, iterative presentation style: Here's the problem. How can we solve it? How can we improve the solution? Some key features include: -A conversational writing style. -Many executable code examples that clearly and efficiently illustrate key concepts. -Extensive use of UML class diagrams to specify problem organization. -Object-oriented programming early, in an optional standalone graphics track. -Well-identified alternatives for altering the book's sequence to fit individual needs. -Well-developed problem-solving in academic disciplines, with a handy summary. -Detailed customizable PowerPoint™ lecture slides, with icon-keyed hidden notes. Student Resources: Links to compilers, libraries, and other resources.

SDK toolkit, Helios's TextPad, Eclipse, NetBeans, and BlueJ. TextPad tutorial. Eclipse tutorials. Textbook errata. All textbook example programs and associated resources. Resources: Customizable PowerPoint lecture slides with hidden notes. Hidden notes provide comments that supplement the displayed text in the lecture slides. For asks a question the hidden notes provide the answer. Exercise solutions. Project solutions. Supplemental Chapters to Accommodate an Objects-Late Approach are a reach the supplemental chapters. ""The authors have done a superb job of organizing the various chapters to allow the students to enjoy programming in Java from impressed with the entire textbook. I would have my students keep this text and use it throughout their academic career as an excellent Java programming source University of Colorado at Colorado Springs" ""The authors have done a great job in describing the technical aspects of programming. The authors have an immensely have an extremely favorable impression of Dean and Dean's proposed text." - Shyamal Mitra, University of Texas at Austin" ""The overall impression of the book was read. I think this is a great strength, simply because students reading it, and especially students who are prone to reading to understand, will appreciate this approach hardcore programming mentality." - Andree Jacobson, University of New Mexico"

Java Number Cruncher

Machine Learning for Data Streams

5th International Symposium, ISoLA 2012, Heraklion, Crete, Greece, October 15-18, 2012, Proceedings, Part I

Proceedings of IEEE Workshop on Programming Languages for Real-time Industrial Applications

Proceedings

Version 3.0

Mak introduces Java programmers to numerical computing. This book contains clear, non-theoretical explanations of practical numerical algorithms, including safely summing numbers, finding roots of equations, interpolation and approximation, numerical integration and differentiation, and matrix operations, including solving sets of simultaneous equations.

A survey of real-time systems and the programming languages used in their development. Shows how modern real-time programming techniques are used in a wide variety of applications, including robotics, factory automation, and control. A critical requirement for such systems is that the software must

Today ' s embedded devices and sensor networks are becoming more and more sophisticated, requiring more efficient and highly flexible compilers. Engineers are discovering that many of the compilers in use today are ill-suited to meet the demands of more advanced computer architectures. Updated to include the latest techniques, The Compiler Design Handbook, Second Edition offers a unique opportunity for designers and researchers to update their knowledge, refine their skills, and prepare for emerging innovations. The completely revised handbook includes 14 new chapters addressing topics such as worst case execution time estimation, garbage collection, and energy aware compilation. The editors take special care to consider the growing proliferation of embedded devices, as well as the need for efficient techniques to debug faulty code. New contributors provide additional insight to chapters on register allocation, software pipelining, instruction scheduling, and type systems. Written by top researchers and designers from around the world, The Compiler Design Handbook, Second Edition gives designers the opportunity to incorporate and develop innovative techniques for optimization and code generation.

The two-volume set, LNCS 8712 and LNCS 8713 constitutes the refereed proceedings of the 19th European Symposium on Research in Computer Security, ESORICS 2014, held in Wroclaw, Poland, in September 2014 The 58 revised full papers presented were carefully reviewed and selected from 234 submissions. The papers address issues such as cryptography, formal methods and theory of security, security services, intrusion/anomaly detection and malware mitigation, security in hardware, systems security, network security, database and storage security, software and application security, human and societal aspects of security and privacy.

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

International Conference on Innovative Computing and Communications

with Practical Examples in MOA

Handbook of Real-Time and Embedded Systems

Computer Security - ESORICS 2014

Teach Yourself Java for Macintosh in 21 Days

This book constitutes thoroughly refereed post-conference proceedings of the workshops of the 16th International Conference on Parallel Computing, Euro-Par 2010, held in Ischia, Italy, in August/September 2010. The papers of these 9 workshops HeteroPar, HPCC, HiBB, CoreGrid, UCHPC, HPCF, PROPER, CCPI, and VHPC focus on promotion and advancement of all aspects of parallel and distributed computing.

Going beyond the traditional field of robotics to include other mobile vehicles, this reference and "recipe book" describes important theoretical concepts, techniques, and applications that can be used to build truly mobile intelligent autonomous systems (MIAS). With the infusion of neural networks, fuzzy logic, and genetic algorithm paradigms for MIAS, it blends modeling, sensors, control, estimation, optimization, signal processing, and heuristic methods in MIAS and robotics, and includes examples and applications throughout. Offering a comprehensive view of important topics, it helps readers understand the subject from a system-theoretic and practical point of view.

Ideal for the introductory programming course, An Introduction to Programming Using Java covers all recommended topics put forth by the ACM/IEEE curriculum guidelines in a concise format that is perfect for the one-term course. An integrated lab manual enhances the learning process by providing real-world, hands-on projects. This unique approach allows readers to test their understanding of the key material at hand. Sample exams urge readers to assess their progress through

the course and are ideal study aids for in-class testing. The author's innovative, accessible approach engages and excites students on the capabilities of programming using Java! TuringsCraft CodeLab access is available for adopting professors. Custom CodeLab: CodeLab is a web-based interactive programming exercise service that has been customized to accompany this text. It provides numerous short exercises, each focused on a particular programming idea or language construct. The student types in code and the system immediately judges its correctness, offering hints when the submission is incorrect. See CodeLab in action! A Jones & Bartlett Learning demonstration site is available online at jblearning.turingscraft.com. Look to the Samples and Additional Resources section below to review sample chapters! Key Features:

- Covers all recommended topics put forth by the ACM/IEEE curriculum guidelines in a concise format that is perfect for the one-term course.
- An integrated lab manual enhances the learning process with hands-on projects.
- Uses a computer in lab exercises to teach students some of the finer points of Java
- Introduces Objects early (Ch.1)
- Explains abstract classes and interfaces in the context of generic programming. With this approach, students quickly grasp the conceptual and technical aspects of these constructs.

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.

Guide to the Software Engineering Body of Knowledge (Swebok(r))

Introduction to Programming with Java

Programming Essentials Using Java

2021 16th International Conference on Computer Science and Education (ICCSE)

The Entity-Life Modeling Approach

Twenty-third Annual International Computer Software and Applications Conference

The two-volume set LNCS 7609 and 7610 constitutes the thoroughly refereed proceedings of the 5th International Symposium on Leveraging Applications of Formal Methods, Verification and Validation, held in Heraklion, Crete, Greece, in October 2012. The two volumes contain papers presented in the topical sections on adaptable and evolving software for eternal systems, approaches for mastering change, runtime verification: the application perspective, model-based testing and model inference, learning techniques for software verification and validation, LearnLib tutorial: from finite automata to register interface programs, RERS grey-box challenge 2012, Linux driver verification, bioscientific data processing and modeling, process and data integration in the networked healthcare, timing constraints: theory meets practice, formal methods for the development and certification of X-by-wire control systems, quantitative modelling and analysis, software aspects of robotic systems, process-oriented geoinformation systems and applications, handling heterogeneity in formal development of HW and SW Systems.

This book presents the state of the art of research and development of computational reflection in the context of software engineering. Reflection has attracted considerable attention recently in software engineering, particularly from object-oriented researchers and professionals. The properties of transparency, separation of concerns, and extensibility supported by reflection have largely been accepted as useful in software development and design; reflective features have been included in successful software development technologies such as the Java language. The book offers revised versions of papers presented first at a workshop held during OOPSLA'99 together with especially solicited contributions. The papers are organized in topical sections on reflective and software engineering foundations, reflective software adaptability and evolution, reflective middleware, engineering Java-based reflective languages, and dynamic reconfiguration through reflection.

The Mining Software Repositories (MSR) conference is the premier conference for data science, machine learning, and artificial intelligence in software engineering. The goal of the conference is to improve software engineering practices by uncovering interesting and actionable information about software systems and projects using the vast amounts of software data such as source control systems, defect tracking systems, code review repositories, archived communications between project personnel, question and answer sites, CI build servers, and run time telemetry. Mining this information can help to understand software development and evolution, software users, and runtime behavior support the maintenance of software systems improve software design reuse empirically validate novel ideas and techniques

support predictions about software development and exploit this knowledge in planning future development

Real-time and embedded systems are essential to our lives, from controlling car engines and regulating traffic lights to monitoring plane takeoffs and landings to providing up-to-the-minute stock quotes. Bringing together researchers from both academia and industry, the Handbook of Real-Time and Embedded Systems provides comprehensive coverage

2021 IEEE ACM 18th International Conference on Mining Software Repositories (MSR)

(is JAVA the Future?)

Field Programmable Logic and Applications

19th European Symposium on Research in Computer Security, Wroclaw, Poland, September 7-11, 2014. Proceedings, Part II

Proceedings of ICICC 2019, Volume 2

Blockchain - ICBC 2020

This title provides an easily accessible yet detailed discussion of IEEE Std 754-1985, arguably the most important standard in the computer industry. The result of an unprecedented collaboration between academic computer scientists and the cutting edge of industry, it is supported by virtually every modern computer. Other topics include the floating point architecture of microprocessors and a discussion of programming language support for the standard.

This book constitutes the refereed proceedings of the 16th International Conference on Runtime Verification, RV 2016, held in Madrid, Spain, in September 2016. The 18 revised papers presented together with 4 short papers, 3 tool papers, 2 tool demonstration papers, and 5 tutorials, were carefully reviewed and selected from 72 submissions. The RV conference focuses on all aspects of monitoring and analysis of hardware, software and more general system executions. Runtime verification techniques are lightweight techniques to assess correctness and robustness; these techniques are significantly more powerful and versatile than conventional testing, and more practical than exhaustive formal verification.

* Covers low-level networking in Python —essential for writing a new networked application protocol. * Many working examples demonstrate concepts in action -- and can be used as a starting point for new projects. * Networked application security is demystified. * Exhibits and explains multitasking network servers using several models, including forking, threading, and non-blocking I/O.

* Features extensive coverage of Web and E-mail. Describes Python's database APIs.

In the Guide to the Software Engineering Body of Knowledge (SWEBOK(R) Guide), the IEEE Computer Society establishes a baseline for the body of knowledge for the field of software engineering and the work supports the Society's responsibility to promote the advancement of both theory and practice in this field. It should be noted that the Guide does not purport to be a comprehensive body of knowledge but rather to serve as a compendium and guide to the knowledge that has been developing and evolving over the past four decades. Now in Version 3.0, the Guide's editors summarize generally accepted topics and list references for detailed information. The editors for Version 3.0 of the SWEBOK(R) Guide are Pierre Bourque (Ecole de technologie supérieure, Université du Québec) and Richard E. (Dick) Fairley (Software and Systems Engineering Associates (S2EA)).

Third International Conference, Held as Part of the Services Conference Federation, SCF 2020, Honolulu, HI, USA, September 18-20, 2020, Proceedings

Collective Wisdom from the Experts

ECOOP - Object-Oriented Programming

2019 27th National Conference with International Participation (TELECOM)

21th European Conference, Berlin, Germany, July 30 - August 3, 2007, Proceedings

Introduction to Software Design with Java

2019 2nd International Conference on Artificial Intelligence and Big Data (ICAIBD 2019) will take place on May 25-28, 2019 in Chengdu, China. It is sponsored by Sichuan Province Computer Federation and technically assisted by many local and international universities. This conference provides you an opportunity to meet with academicians as well as practitioners in the fields of Artificial Intelligence and Big Data from all over the world, and get the latest insights from every area of Artificial Intelligence and Big Data theory and practice.

This book contains the papers presented at the 9th International Workshop on Field Programmable Logic and Applications (FPL'99), hosted by the University of Strathclyde in Glasgow, Scotland, August 30 – September 1, 1999. FPL'99 is the ninth in the series of annual FPL workshops. The FPL'99 programme committee has been fortunate to have received a large number of high-quality papers addressing a wide range of topics. From these, 33 papers have been selected for presentation at the workshop and a further 32 papers have been accepted for the poster sessions. A total of 65 papers from 20 countries are included in this volume. FPL is a subject area that attracts researchers from both electronic engineering and computer science. Whether we are engaged in research into software or hardware seems to be primarily a question of perspective. What is unquestionable is that the interaction of groups of researchers from different backgrounds results in stimulating and productive research. As we prepare for the new millennium, the premier European forum for researchers in field programmable logic remains the FPL workshop. Next year the FPL series of workshops will celebrate its tenth anniversary. The contribution of so many overseas researchers has been a particularly attractive feature of these events, giving them a truly international perspective, while the informal and convivial atmosphere that pervades the workshops have been their hallmark. We look forward to preserving these features in the future while continuing to expand the size and quality of the events.

2021 16th International Conference on Computer Science and Education (ICCSE)

Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

16th International Conference, RV 2016, Madrid, Spain, September 23–30, 2016, Proceedings

Foundations of Python Network Programming

2019 2nd International Conference on Artificial Intelligence and Big Data (ICAIBD)

Runtime Verification

Programming Fundamentals Using JAVA

ECOOP 2008 - Object-Oriented Programming

SANER is a research conference on the theory and practice of recovering information from existing software and systems It explores innovative methods of extracting the many kinds of information that can be recovered from software, software engineering documents, and systems artifacts, and examines innovative ways of using this information in system renovation and program understanding SANER promotes discussion and interaction among researchers and practitioners about the development of maintainable systems, and the improvement, evolution, migration, and reengineering of existing systems It also explores innovative methods of extracting information from existing systems and designs, and examines innovative ways of using this information in system renovation and program understanding SANER closes in its 27th year of offerings, and has contributed over these years significantly to the advancement of the field of Software Maintenance and Reengineering

This book assumes familiarity with threads (in a language such as Ada, C#, or Java) and introduces the entity-life modeling (ELM) design approach for certain kinds of multithreaded software. ELM focuses on "reactive systems," which continuously interact with the problem environment. These "reactive systems" include embedded systems, as well as such interactive systems as cruise controllers and automated teller machines. Part I covers two fundamentals: program-language thread support and state diagramming. These are necessary for understanding ELM and are provided primarily for reference. Part II covers ELM from different angles. Part III positions ELM relative to other design approaches.

If you want to push your Java skills to the next level, this book provides expert advice from Java leaders and practitioners. You'll be encouraged to look at problems in new ways, take broader responsibility for your work, stretch yourself by learning new techniques, and become as good at the entire craft of development as you possibly can. Edited by Kevlin Henney and Trisha Gee, 97 Things Every Java Programmer Should Know reflects lifetimes of experience writing Java software and living with the process of software development. Great programmers share their collected wisdom to help you rethink Java practices, whether working with legacy code or incorporating changes since Java 8. A few of the 97 things you should know: "Behavior Is Easy, State Is Hard"—Edson Yanaga "Learn Java Idioms and Cache in Your Brain"—Jeanne Boyarsky "Java Programming from a JVM Performance Perspective"—Monica Beckwith "Garbage Collection Is Your Friend"—Holly K Cummins "Java's Unspeakable Types"—Ben Evans "The Rebirth of Java"—Sander Mak "Do You Know What Time It Is?"—Christin Gorman

TELECOM is an annual national scientific technical conference with international participation, covering a wide range of issues in communication systems and state of the art networks from the theoretical research, to the latest innovations and technical achievements, and successful practical implementations The aim of the Conference is to create opportunities and help experts and specialists in different telecommunication fields to exchange new research, knowledge and technical expertise The discussions will contribute to the creation of new ideas and trends in the development of telecommunications in Bulgaria

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

An Introduction to Programming Using Java

Optimizations and Machine Code Generation, Second Edition

The Java Programmer's Guide to Numerical Computing

Mobile Intelligent Autonomous Systems

A Game Application Approach

Designed as a Java-based textbook for beginning programmers, this book uses game programming as a central pedagogical tool to improve student engagement, learning outcomes, and retention. The new edition includes updating the GUI interface chapters from Swing based to FX based programs. The game programming is incorporated into the text in a way that does not compromise the amount of material traditionally covered in a basic programming or advanced Java programming course, and permits instructors who are not familiar with game programming and computer graphic concepts to realize the pedagogical advantages of using game programming. The book assumes the reader has no prior programming experience. The companion files are available to eBook customers by emailing the publisher info@merclearning.com with proof of purchase. FEATURES: Features content in compliance with the latest ACM/IEEE computer science curriculum guidelines Introduces the basic programming concepts such as strings, loops, arrays, graphics, functions, classes, etc Includes updating the GUI interface chapters (Chapters 11 and 12) from Swing based to FX based Contains material on programming of mobile applications and several simulations that graphically depict unseen runtime processes 4 color throughout with game demos on the companion files Instructor ' s resources available upon adoption

Covers fundamental and advanced Java database programming techniques for beginning and experienced readers This book covers the practical considerations and applications in database programming using Java NetBeans IDE, JavaServer Pages, JavaServer Faces, and Java Beans, and comes complete with authentic examples and detailed explanations. Two data-action methods are developed and presented in this important resource. With Java Persistence API and plug-in Tools, readers are directed step by step through the entire database programming development process and will be able to design and build professional data-action projects with a few lines of code in mere minutes. The second method, runtime object, allows readers to design and build more sophisticated and practical Java database applications. Advanced and updated Java database programming techniques such as Java Enterprise Edition development kits, Enterprise Java Beans, JavaServer Pages, JavaServer Faces, Java RowSet Object, and JavaUpdatable ResultSet are also discussed and implemented with numerous example projects. Ideal for classroom and professional training use, this

textalso features: A detailed introduction to NetBeans Integrated DevelopmentEnvironment Java web-based database programming techniques (webapplications and web services) More than thirty detailed, real-life sample projects analyzedvia line-by-line illustrations Problems and solutions for each chapter A wealth of supplemental material available for download fromthe book's ftp site, including PowerPoint slides, solution manual,JSP pages, sample image files, and sample databases Coverage of two popular database systems: SQL Server 2008 andOracle This book provides undergraduate and graduate students as wellas database programmers and software engineers with the necessarytools to handle the database programming issues in the JavaNetBeans environment. To obtain instructor materials please send an email to:pressbooks@ieee.org

Papers from a November 2001 workshop present the work of researchers and practitioners working on theory, techniques, and applications that concern analysis and manipulation of the source code of computer systems. Specific topics include application maintenance using software agents, a source-to-source compiler for generating dependable software, detecting dead statements for concurrent programs, finding code on the World Wide Web, and identifying clones in the Linux Kernel. Other subjects include measurement and analysis of runtime profiling data for Java programs, preserving the documentary structure of source code in language-based transformation tools, and type infeasible call chains. This work lacks a subject index. c. Book News Inc.

The October 1999 conference emphasized emerging applications such as e-commerce, and important societal issues such as software engineering licensing, the future of software engineering education, and software manpower issues. Twenty sessions separate 74 papers that cover software development techniques, formal software engineering techniques, network engineering and network security, web-based applications, information systems and information retrieval. Topics include architectural evolution of legacy systems, validating software specifications against user claims, a method for controlling errors in two-class classification, tracking personal processes in group projects, and detecting null pointer violations in Java programs. There are also 17 short papers from the nine panel sessions on such topics as the future of software engineering education. No subject index. Annotation c. Book News, Inc., Portland, OR (booknews.com).

9th International Workshops, FPL'99, Glasgow, UK, August 30 - September 1, 1999, Proceedings

2020 IEEE 27th International Conference on Software Analysis, Evolution and Reengineering (SANER)

97 Things Every Java Programmer Should Know

Compiler Construction Using Java, JavaCC, and Yacc