# George Coulouris Sistemas Distribuidos 3rd Edition

Software legend Capers Jones reveals the tight links between software quality, ROI, and TCO, and help you optimize all three □ □Strong empirical evidence that high quality generates strongly positive ROI and reduced TCO. □Practical ways to prevent defects, and remove them in pre-test, test, and postrelease. □Easy checklists for assessing and improving practice, plus insights into the costs/benefits of intervention. □By renowned software consultant Capers Jones. In this book, world-renowned software management expert Capers Jones and software quality guru Jitendra Subramanyam help development leaders and practitioners quantify and optimize the economic impact of quality throughout the software lifecycle - and then choose the highest value interventions to improve it. The authors introduce powerful empirical and field data on the ability of inspection, static analysis, and test methods to reduce up to 95% of defects, and discuss the business value of improvements of this magnitude. The Economics of Software Quality is based on proven best quality practices in IT departments and at world-leading integrators, embedded software companies, and systems software groups. Jones and Curtis bring together crucial new information on: □ □Identifying and fixing the root causes of short- and long-term software cost inefficiencies. □Predicting and measuring software defects and their quality impacts. □Assessing current practices and identifying the best interventions. □Calculating the ROI of quality during development and maintenance. □Comparing and choosing methods of defect prevention. □Selecting methods of defect removal, such as inspections and static analysis. □Understanding and evaluating more than 20 kinds of software testing. □Best practices for postrelease defect reporting and repair. □Recognizing 'hazardous' metrics and their problems

You've heard the hype about Hadoop: it runs petabyte–scale data mining tasks insanely fast, it runs gigantic tasks on clouds for absurdly cheap, it's been heavily committed to by tech giants like IBM, Yahoo!, and the Apache Project, and it's completely open-source (thus free). But what exactly is it, and more importantly, how do you even get a Hadoop cluster up and running? From Apress, the name you've come to trust for hands–on technical knowledge, Pro Hadoop brings you up to speed on Hadoop. You learn the ins and outs of MapReduce; how to structure a cluster, design, and implement the Hadoop file system; and how to build your first cloud–computing tasks using Hadoop. Learn how to let Hadoop take care of distributing and parallelizing your software—you just focus on the code, Hadoop takes care of the rest. Best of all, you'll learn from a tech professional who's been in the

Hadoop scene since day one. Written from the perspective of a principal engineer with down–in–the–trenches knowledge of what to do wrong with Hadoop, you learn how to avoid the common, expensive first errors that everyone makes with creating their own Hadoop system or inheriting someone else's. Skip the novice stage and the expensive, hard–to–fix mistakes...go straight to seasoned pro on the hottest cloud–computing framework with Pro Hadoop. Your productivity will blow your managers away.

The book is written in a Cookbook format with practical recipes aimed at helping you exploit OpenGL to its full potential. This book is targeted towards intermediate OpenGL programmers. However, those who are new to OpenGL and know an alternate API like DirectX might also find these recipes useful to create OpenGL animations.

A guide to developing network programs covers networking fundamentals as well as TCP and UDP sockets, multicasting protocol, content handlers, servlets, I/O, parsing, Java Mail API, and Java Secure Sockets Extension.

The Economics of Software Quality

Middleware for Communications

Basic English for Computing

Advances in Computational Biology

M2M Communications

Pro Hadoop

This book presents an in-depth study on the recent advances in Wireless Sensor Networks (WSNs). The authors describe the existing WSN applications and discuss the research efforts being undertaken in this field. Theoretical analysis and factors influencing protocol design are also highlighted. The authors explore state-of-the-art protocols for WSN protocol stack in transport, routing, data link, and physical layers. Moreover, the synchronization and localization problems in WSNs are investigated along with existing solutions. Furthermore, cross-layer solutions are described. Finally, developing areas of WSNs including sensor-actor networks, multimedia sensor networks, and WSN applications in underwater and underground environments are explored. The book is written in an accessible, textbook style, and includes problems and solutions to assist learning. Key Features: The ultimate guide to recent advances and research into WSNs Discusses the most important problems and issues that arise when programming and designing WSN systems Shows why the unique features of WSNs – self-organization, cooperation, correlation -- will enable new applications that will provide the end user with intelligence and a better understanding of the environment Provides an overview of the existing evaluation approaches for WSNs including physical testbeds and software simulation environments Includes examples and learning exercises with a solutions manual; supplemented by an accompanying website containing PPT-slides. Wireless Sensor Networks is an essential textbook for advanced students on courses in wireless communications, networking and computer science. It will also be of interest to researchers, system and chip designers, network

planners, technical mangers and other professionals in these fields.
Provides a broad and up-to-date account of the principles and practice of distributed system design.
How to develop powerful mobile Web sites using popular content management systems (CMS) Mobile is the hottest thing going—and developing content for mobile devices and browsers is even hotter than that. This book is your guide to it all—how to design, build, and deploy sites, blogs and services that will work brilliantly for mobile users. You'll learn about the state-of-the-art of mobile web development, the tools available to use, and the best practices for creating compelling mobile user interfaces. Then, using the most popular content management systems, WordPress, Joomla!, and Drupal, you'll learn how to building world-class mobile web sites from existing platforms and content.. The book walks you through each platform, including how to use third-party plug-ins and themes, explains the strategies for writing your own logic, how to switch between mobile and desktop, and much more. Provides a technical review of the mobile landscape and acquaints you with a range of mobile devices and networks Covers topics common to all platforms, including site topologies, switching between mobile and desktop, common user interface patterns, and more Walks you through each content management platform—WordPress, Joomla!, and Drupal—first focusing on standard plug-ins and themes and then exploring advanced techniques for writing your own themes or logic Explains the best practices for testing, deploying, and integrating a mobile web site Also explores analytics, m-commerce, and SEO techniques for mobile Get ahead of the the mobile web development curve with this professional and in-depth reference guide!
A comprehensive introduction to M2M Standards and systems architecture, from concept to implementation Focusing on the latest technological developments, M2M Communications: A Systems Approach is an advanced introduction to this important and rapidly evolving topic. It provides a systems perspective on machine-to-machine services and the major telecommunications relevant technologies. It provides a focus on the latest standards currently in progress by ETSI and 3GPP, the leading standards entities in telecommunication networks and solutions. The structure of the book is inspired by ongoing standards developments and uses a systems-based approach for describing the problems which may be encountered when considering M2M, as well as offering proposed solutions from the latest developments in industry and standardization. The authors provide comprehensive technical information on M2M architecture, protocols and applications, especially examining M2M service architecture, access and core network optimizations, and M2M area networks technologies. It also considers dominant M2M application domains such as Smart Metering, Smart Grid, and eHealth. Aimed as an advanced introduction to this complex technical field, the book will provide an essential end-to-end overview of M2M for professionals working in the industry and advanced students. Key features: First technical book emerging from a standards perspective to respond to this highly specific technology/business segment Covers the main challenges facing the M2M industry today, and proposes early roll-out scenarios and potential optimization solutions Examines the system level architecture and clearly defines the methodology and interfaces to be considered Includes important information presented in a logical manner essential for any engineer or business manager involved in the field of M2M

and Internet of Things Provides a cross-over between vertical and horizontal M2M concepts and a possible evolution path between the two Written by experts involved at the cutting edge of M2M developments

Professional Mobile Web Development with WordPress, Joomla! and Drupal

CONCEPTS AND DESIGN

A Systems Approach

Concepts and Design

Monografías

Distributed Computing

As distributed computer systems become more pervasive, so does the need for understanding how their operating systems are designed and implemented. Andrew S. Tanenbaums Distributed Operating Systems fulfills this need. Representing a revised and greatly expanded Part II of the best-selling Modern Operating Systems, it covers the material from the original book, including communication, synchronization, processes, and file systems, and adds new material on distributed shared memory, real-time distributed systems, fault-tolerant distributed systems, and ATM networks. It also contains four detailed case studies: Amoeba, Mach, Chorus, and OSF/DCE. Tanenbaums trademark writing provides readers with a thorough, concise treatment of distributed systems.

Written in clear, accessible prose, the Fourth edition ofComputer Ethics brings together philosophy, law, and technology. The text provides an in-depth exploration and analysis of a broad range of topics regarding the ethical implications of widespread use of computer technology. The approach is normative while also exposing the student to alternative ethical stances.

Faced with the exponential development of Big Data and both its legal and economic repercussions, we are still slightly in the dark concerning the use of digital information. In the perpetual balance between confidentiality and transparency, this data will lead us to call into question how we understand certain paradigms, such as the Hippocratic Oath in medicine. As a consequence, a reflection on the study of the risks associated with the ethical issues surrounding the design and manipulation of this “massive data seems to be essential. This book provides a direction and ethical value to these significant volumes of data. It proposes an ethical analysis model and recommendations to better keep this data in check. This empirical and ethico-technical approach brings together the first aspects of a moral framework directed toward thought, conscience and the responsibility of citizens concerned by the use of data of a personal nature. Defines Big Data applications in health Presents the ethical value of the medical datasphere via the description of a model of an ethical analysis of Big Data Provides the recommendations and steps necessary for successful management and governance of personal health data Helps readers determine what conditions are essential for the development of the study of Big Data

For this third edition of -Distributed Systems, - the material has been thoroughly revised and extended, integrating principles and

paradigms into nine chapters: 1. Introduction 2. Architectures 3. Processes 4. Communication 5. Naming 6. Coordination 7. Replication 8. Fault tolerance 9. Security A separation has been made between basic material and more specific subjects. The latter have been organized into boxed sections, which may be skipped on first reading. To assist in understanding the more algorithmic parts, example programs in Python have been included. The examples in the book leave out many details for readability, but the complete code is available through the book's Website, hosted at www.distributed-systems.net. A personalized digital copy of the book is available for free, as well as a printed version through Amazon.com.

Introduction to Computer Security

SOAP, WSDL, WS-Policy, WS-Addressing, WS-BPEL, WS-Reliable Messaging, and More

The Medical Datasphere

Java 6 Programming Black Book, New Ed

Analyzing the Analyzers

The Miracle Cures of Dr. Aira

*Market_Desc: · Programmers· Developers· Managers· Students in Senior and Graduate-level Computer Science Courses Special Features: · Absolutely the finest book on client/server on the market today. It's got great advice, and is well-written and fun to read. -Richard Finkelstein, Performance Computing, on the first edition Features new chapters on JavaBeans, XML, Dynamic HTML, CORBA 3.0, COM+, Windows 98, NetWare 5.0, data warehouses and mining, and much more· Explores groupware in depth, including Lotus Notes 5.0 and Microsoft Exchange 5.5 About The Book: In Client/Server Survival Guide, Third Edition, one of the industry's most popular author teams reunites for a timely and total update of their classic guide, providing all the information you need on the many new technologies that have emerged in the last two years and entirely changed the face of client/server computing. This new edition includes in-depth coverage of JavaBeans, Dynamic HTML, XML, Windows NT 5.0, Object Transaction Monitors, and more. Featuring the Orfali team's signature writing style, the book offers controversial comparisons of different products, wish lists, suggested improvements, and honest advice on whether it's best to just wait for the next version. CD-ROM contains over 50 Design Patterns in Java.*

*This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Broad and up-to-date coverage of the principles and practice in the fast moving area of Distributed Systems. Distributed Systems provides students of computer science and engineering with the skills they will need to design and maintain software for distributed applications. It will also be invaluable to software engineers and systems designers wishing to understand new and future developments in the field. From mobile phones to the Internet, our lives depend increasingly on distributed systems linking computers and other devices together in a*

*seamless and transparent way. The fifth edition of this best-selling text continues to provide a comprehensive source of material on the principles and practice of distributed computer systems and the exciting new developments based on them, using a wealth of modern case studies to illustrate their design and development. The depth of coverage will enable readers to evaluate existing distributed systems and design new ones.*

*Both authors have taught the course of "Distributed Systems" for many years in the respective schools. During the teaching, we feel strongly that "Distributed systems" have evolved from traditional "LAN" based distributed systems towards "Internet based" systems. Although there exist many excellent textbooks on this topic, because of the fast development of distributed systems and network programming/protocols, we have difficulty in finding an appropriate textbook for the course of "distributed systems" with orientation to the requirement of the undergraduate level study for today's distributed technology. Specifically, from - to-date concepts, algorithms, and models to implementations for both distributed system designs and application programming. Thus the philosophy behind this book is to integrate the concepts, algorithm designs and implementations of distributed systems based on network programming. After using several materials of other textbooks and research books, we found that many texts treat the distributed systems with separation of concepts, algorithm design and network programming and it is very difficult for students to map the concepts of distributed systems to the algorithm design, prototyping and implementations. This book intends to enable readers, especially postgraduates and senior undergraduate level, to study up-to-date concepts, algorithms and network programming skills for building modern distributed systems. It enables students not only to master the concepts of distributed network system but also to readily use the material introduced into implementation practices.*

*The highly praised book in communications networking from IEEE Press, now available in the Eastern Economy Edition.This is a non-mathematical introduction to Distributed Operating Systems explaining the fundamental concepts and design principles of this emerging technology. As a textbook for students and as a self-study text for systems managers and software engineers, this book provides a concise and an informal introduction to the subject.*

*CLIENT/SERVER SURVIVAL GUIDE, 3RD ED*

*Distributed Operating Systems*

*Sendmail*

*HyperProgramming*

*Building Interactive Programs with HyperCard*

*Planning Learner Support and Activity Design*

***Blended learning provides the flexibility to accommodate the varied requirements of pedagogies, disciplines and levels of course, together with the needs of a wide variety of learners. However, anyone concerned with the integration of online tutoring to support students appropriately may***

*need to reassess current practice. This book adopts a pragmatic and common-sense approach to blended learning by situating the use of online media within a well-grounded teaching and learning strategy. It provides practical ideas for the successful implementation of blended strategies, including good practice in both asynchronous and synchronous tutoring, appropriate assessment design for developing successful blended learners, and innovative approaches to professional development for distance tutors. It is illustrated with a wide variety of examples and comments from students and practitioners in both distance and campus-based environments in 13 different countries. Since the first edition was published in 2006, there has been great interest in Web 2.0 technologies and their potential for use in an educational environment. This second edition has therefore incorporated many new examples of good practice, making use of a combination of tried and tested tools as well as blogs and wikis for supporting students. There has also been a recent rise in the use of activity-based learning and interest in its potential for supporting students in distance and online environments. The new edition incorporates many new exemplars of learning activity design in Part Three, to illustrate approaches to the development of critical, independent learners.*

*Designing distributed computing systems is a complex process requiring a solid understanding of the design problems and the theoretical and practical aspects of their solutions. This comprehensive textbook covers the fundamental principles and models underlying the theory, algorithms and systems aspects of distributed computing. Broad and detailed coverage of the theory is balanced with practical systems-related issues such as mutual exclusion, deadlock detection, authentication, and failure recovery. Algorithms are carefully selected, lucidly presented, and described without complex proofs. Simple explanations and illustrations are used to elucidate the algorithms. Important emerging topics such as peer-to-peer networks and network security are also considered. With vital algorithms, numerous illustrations, examples and homework problems, this textbook is suitable for advanced undergraduate and graduate students of electrical and computer engineering and computer science. Practitioners in data networking and sensor networks will also find this a valuable resource. Additional resources are available online at www.cambridge.org/9780521876346.*

*Business models are regarded as a main emerging topic in the management area for opportune science-driven practical conceptions and applications. They represent how organizations are proposed and planned, as well as how they establish a market and social relations, manage strategic resources, and make decisions. However, companies must produce new solutions for strategic sustainability, performance*

*measurement, and overall managerial conditions for these business models to be implemented effectively. The Handbook of Research on Business Models in Modern Competitive Scenarios depicts how business models contribute to strategic competition in this new era of technological and social changes as well as how they are conceptualized, studied, designed, implemented, and in the end, how they can be improved. Featuring research on topics such as creating shared value, global scenarios, and organizational intelligence, this book provides pivotal information for scientific researchers, business decision makers, strategic planners, consultants, managers, and academicians.*

*Introduction to Computer Security is appropriateforuse in computer-security courses that are taught at the undergraduate level and that have as their sole prerequisites an introductory computer science sequence. It is also suitable for anyone interested in a very accessible introduction to computer security. A Computer Security textbook for a new generation of IT professionals Unlike most other computer security textbooks available today, Introduction to Computer Security, does NOT focus on the mathematical and computational foundations of security, and it does not assume an extensive background in computer science. Instead it looks at the systems, technology, management, and policy side of security, and offers students fundamental security concepts and a working knowledge of threats and countermeasures with "just-enough" background in computer science. The result is a presentation of the material that is accessible to students of all levels. Teaching and Learning Experience This program will provide a better teaching and learning experience-for you and your students. It will help: Provide an Accessible Introduction to the General-knowledge Reader: Only basic prerequisite knowledge in computing is required to use this book. Teach General Principles of Computer Security from an Applied Viewpoint: As specific computer security topics are covered, the material on computing fundamentals needed to understand these topics is supplied. Prepare Students for Careers in a Variety of Fields: A practical introduction encourages students to think about security of software applications early. Engage Students with Creative, Hands-on Projects: An excellent collection of programming projects stimulate the student's creativity by challenging them to either break security or protect a system against attacks. Enhance Learning with Instructor and Student Supplements: Resources are available to expand on the topics presented in the text.*

*CD-ROM.*

*Wireless Sensor Networks*

*Computer Ethics*

*Notes from the Leyden Museum*

*Distributed Network Systems*

### *OpenGL Development Cookbook*

**The debut of small, inexpensive, yet powerful portable computers has coincided with the exponential growth of the Internet, making it possible to access computing resources and information at nearly any location at almost any time. This new trend, mobile computing, is poised to become the main technology driver for a decade to come. There are many Recent advancements in data collection will affect all aspects of businesses, improving and bringing complexity to management and demanding integration of all resources, principles, and processes. The interpretation of these new technologies is essential to the advancement of management and business. The Handbook of Research on Expanding Business Opportunities With Information Systems and Analytics is a vital scholarly publication that examines technological advancements in data collection that will influence major change in many aspects of business through a multidisciplinary approach. Featuring coverage on a variety of topics such as market intelligence, knowledge management, and brand management, this book explores new complexities to management and other aspects of business. This publication is designed for entrepreneurs, business managers and executives, researchers, business professionals, data analysts, academicians, and graduate-level students seeking relevant research on data collection advancements.**

**Short fiction about a doctor who has a gift for making miracles and who is not deterred by his archenemy, Dr. Actyn, who is constantly trying to prove he is a charlatan.**

**Although LEGO MINDSTORMS NXT allows anyone to build complex inventions, there are limits to what you can do with what comes inside the box. This book shows you how to advance the NXT with more than 45 exciting projects that include creating a cool magic wand that writes words in thin air, building a remotely guided vehicle, and constructing sophisticated robots that can sense color, light, temperature, and more. All projects are explained with easy-to-follow, step-by-step instructions, so you'll be able to create them successfully whether you're a novice or an expert. This book also shows you how to expand the programming software and use the alternative language NXC. New input devices—such as keypads, sensors, and even the human body—are covered, along with fun games such as surfing, PONG, and SIMON. On the serious side, there are**

**classic engineering challenges such as controlling an inverted pendulum, making a robot that follows a wall, and building several light-seeking vehicles. Some projects are just entertaining, such as the Etch-A-NXT; others are useful, such as a motorized camera mount that takes panoramic photographs. This second edition accounts for the important changes found in the next generation NXT, and it also covers the original concepts in greater depth. Details are presented for practically unlimited expansion of the NXT inputs and outputs by using the I2C communications bus, and several power amplifier designs allow the NXT outputs to drive bigger motors. Instructions are also included for adapting LEGO Power Functions motors to work directly with the NXT.**

**DISTRIBUTED OPERATING SYSTEMS**

**Distributed Systems**

**Extending the LEGO MINDSTORMS NXT to the Next Level, Second Edition**

**Mobile Computing Handbook**

**Introduction to Computing**

**Design and Implementation**

This volume compiles accepted contributions for the 2nd Edition of the Colombian Computational Biology and Bioinformatics Congress CCBCOL, after a rigorous review process in which 54 papers were accepted for publication from 119 submitted contributions. Bioinformatics and Computational Biology are areas of knowledge that have emerged due to advances that have taken place in the Biological Sciences and its integration with Information Sciences. The expansion of projects involving the study of genomes has led the way in the production of vast amounts of sequence data which needs to be organized, analyzed and stored to understand phenomena associated with living organisms related to their evolution, behavior in different ecosystems, and the development of applications that can be derived from this analysis.
Details descriptions of the principles associated with each layer and presents many examples drawn the Internet and wireless networks.
Despite the excitement around "data science," "big data," and "analytics," the ambiguity of these terms has led to poor communication between data scientists and organizations seeking their help. In this report, authors Harlan Harris, Sean Murphy, and Marck Vaisman examine their survey of several hundred data science practitioners in mid-2012, when they asked respondents how they viewed their skills, careers, and experiences with prospective employers. The results are striking. Based on the survey data, the authors found that data scientists today can be clustered into four subgroups, each with a different mix of skillsets. Their purpose is to identify a new, more precise vocabulary for data science roles, teams, and career paths.

This report describes: Four data scientist clusters: Data Businesspeople, Data Creatives, Data Developers, and Data Researchers Cases in miscommunication between data scientists and organizations looking to hire Why "T-shaped" data scientists have an advantage in breadth and depth of skills How organizations can apply the survey results to identify, train, integrate, team up, and promote data scientists

Reliable, flexible, and configurable enough to solve the mail routing needs of any web site, sendmail has withstood the test of time, but has become no less daunting in its complexity. Even the most experienced system administrators have found it challenging to configure and difficult to understand. For help in unraveling its intricacies, sendmail administrators have turned unanimously to one reliable source--the bat book, or sendmail by Bryan Costales and the creator of sendmail, Eric Allman. Now in its third edition, this best-selling reference will help you master the most demanding version of sendmail yet.The new edition of sendmail has been completely revised to cover sendmail 8.12--a version with more features and fundamental changes than any previous version of the Unix-based email routing program. Because the latest version of sendmail differs so significantly from earlier versions, a massive rewrite of this best-selling reference was called for.The book begins by guiding you through the building and installation of sendmail and its companion programs, such as vacation and makemap. These additional programs are pivotal to sendmail's daily operation. Next, you'll cover the day-to-day administration of sendmail. This section includes two entirely new chapters, "Performance Tuning" to help you make mail delivery as efficient as possible, and "Handling Spam" to deal with sendmail's rich anti-spam features. The next section of the book tackles the sendmail configuration file and debugging. And finally, the book wraps up with five appendices that provide more detail about sendmail than you may ever need. Altogether, versions 8.10 through 8.12 include dozens of new features, options, and macros, and this greatly expanded edition thoroughly addresses each, and provides and advance look at sendmail version 8.13 (expected to be released in 2003).With sendmail, Third Edition in hand, you will be able to configure this challenging but necessary utility for whatever needs your system requires. This much anticipated revision is essential reading for sendmail administrators.

Web Services Platform Architecture

Analyzing Information Technology

An Introspective Survey of Data Scientists and Their Work

Bibliografía española

Handbook of Research on Expanding Business Opportunities With Information Systems and Analytics

Operating Systems

The chapters in this new edition have been revised and updated. New material includes coverage of large-scale applications, fault modelling and fault tolerance, models of system execution, object orientation and distributed multimedia systems.

This book is a one time reference and a solid introduction, written from the programmer s point of view

that contains hundreds of examples covering every aspect of Java 6. It helps you master the entire spectrum of Java 6 from Generics to Security enhancements; from new applet deployment enhancemer to Networking; from Servlets to XML; from Sound and Animation to database handling; from Java Naming from Internationalization to Dynamic Scripting and Groovy and much more.

This is a practical manual on operating systems, which describes a small UNIX-like operating system, demonstrating how it works and illustrating the principles underlying it. The relevant sections of the MINIX source code are described in detail, and the book has been revised to include updates in MINIX, which initially started as a v7 unix clone for a floppy-disk only 8088. It is now aimed at 386, 486 and pentium machines, and is based on the international posix standard instead of on v7. Versions of MINIX are now also available for the Macintosh and SPARC.

Broad and up-to-date coverage of the principles and practice in the fast moving area of Distributed Systems. Distributed Systems provides students of computer science and engineering with the skills the will need to design and maintain software for distributed applications. It will also be invaluable to software engineers and systems designers wishing to understand new and future developments in the field. From mobile phones to the Internet, our lives depend increasingly on distributed systems linking computers and other devices together in a seamless and transparent way. The fifth edition of this best-selling text continues to provide a comprehensive source of material on the principles and practice of distributed computer systems and the exciting new developments based on them, using a wealth of modern case studies to illustrate their design and development. The depth of coverage will enable students to evaluate existing distributed systems and design new ones.

Handbook of Research on Business Models in Modern Competitive Scenarios

Proceedings of the 2nd Colombian Congress on Computational Biology and Bioinformatics (CCBCOL)

Big Data and Ethics

Computer Networks

Java Network Programming

Principles, Algorithms, and Systems

A guide to Web services covers such topics as service orientation, UDDI, transactions, security, BPEL, and WS-MetadataExchange.

The new edition of this bestselling title on Distributed Systems has been thoroughly revised throughout to reflect the state of the art in this rapidly developing field. It emphasizes the principles used in the design and construction of distributed computer systems based on networks of workstations and server computers.

A state-of-the-art guide to middleware technologies, and their pivotal role in communications networks. Middleware is about integration and interoperability of applications and services running on heterogeneous computing and communications devices. The services it provides - including identification, authentication, authorization, soft-switching, certification and security - are used in a vast range of global appliances and systems, from smart cards and wireless devices to mobile services and e-Commerce. Qusay H. Mahmoud has created an invaluable reference tool that explores the origins and current uses of middleware (highlighting the importance of such technologies as CORBA, J2EE and JMS) and has thus compiled the roadmap to future research in this area. Middleware for Communications: discusses the emerging fields of Peer-to-Peer (P2P) and grid middleware detailing middleware platforms such as JXTA and the Globus middleware toolkit. shows how Middleware will play a significant role in mobile computing. presents a Platform Supporting Mobile Applications (PLASMA) - a middleware platform that consists of components for location, event, and profile handling of Location-Based Services. introduces middleware

security focusing on the appropriate aspects of CORBA, J2EE, and .NET and demonstrates how to realize complex security capabilities such as role-based access control (RBAC) and mandatory access control (MAC). discusses how Quality of Service (QoS) component middleware can be combined with Model Driven Architecture (MDA) technologies to rapidly develop, generate, assemble and deploy flexible communications applications. This incomparable overview of middleware for communications is suitable for graduate students and researchers in communications and computing departments. It is also an authoritative guide for engineers and developers working on distributed systems, mobile computing and networked appliances.

Extreme NXT

Blended Learning and Online Tutoring

From Concepts to Implementations

International Edition