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Covers how to program LEGO
Mindstorms using the Java
Communications Extension API;
the RCXPort Java API; the

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RCXJava API; the leJOS system, programming, tools, and internals; and Jini.

This book teaches beginners how to create well-designed software using Java and prepares them for both the A and AB advanced

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placement tests in Java. With a focus on object-oriented programming, teaching objects first and then writing classes, the authors identify the material, within an introduction to Java and a case study, that will be featured on the

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AP tests. Any student preparing to take the AP test in Java.

Java Software

Solutions Foundations of Program

Design Addison Wesley Longman

Embracing in full the new features of the Java 2 platform as they apply

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to CS1/Introductory Programming topics, the second edition of this leading textbook continues to teach beginning programmers how to design and implement high-quality object-oriented software. A new chapter, "Exceptions and I/O

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Streams" (Chapter 8), has been added, which explains the Keyboard class used in the text and explores other I/O issues such as files, network communication, and object serialization. Applets and applications are intertwined

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throughout the book to demonstrate computing concepts. Applets, introduced in Chapter 2, build on the excitement of the Web, while applications allow students to gain a clear understanding of programming concepts. John Lewis

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and William Loftus have expanded their coverage of classes and objects with this edition to provide more in-depth discussion of methods and parameter passing, object relationships, and class design. Discussion of Swing

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components is also new to this edition, as is the inclusion of new Collection classes. FEATURES Provides an object-oriented approach to Introductory Programming (Chapters 2 and 3 introduce object concepts; Chapter

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4 and beyond show how to design and implement classes) New chapter on I/O familiarizes students with the different facets of user interaction The new, optional Graphics Track throughout the text reinforces the primary themes of

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each chapter by using graphical examples and discussing new graphics material New syntax boxes highlight Java language elements with syntax diagrams, short descriptions, and concise examples Web Bonus sections

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highlight extra information about various CS1 topics that can be found on the WorldWide Web
"NEW" Now includes a CD-ROM containing Java development tools, as well as source code and PowerPoint slides from the text

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On Quality Improvement of
Scientific Software

Foundations of Program Design

Developing Applications with Java
and UML

A Software Architect's Guide to
New Java Workloads in IBM CICS

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Transaction Server

Professional Java JDK 6 Edition

Java Methods, Second AP Edition

The Model Driven

Architecture defines an

approach where the

specification of the

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functionality of a system can be separated from its implementation on a particular technology platform. The idea being that the architecture will be

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able to easily be adapted for different situations, whether they be legacy systems, different languages or yet to be invented platforms. MDA is

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therefore, a significant evolution of the object-oriented approach to system development. Advanced System Design with Java, UML and MDA describes the factors

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involved in designing and constructing large systems, illustrating the design process through a series of examples, including a Scrabble player, a

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jukebox using web streaming, a security system, and others. The book first considers the challenges of software design, before introducing the Unified

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Modelling Language and Object Constraint Language. The book then moves on to discuss systems design as a whole, covering internet systems design, web

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services, Flash, XML, XSLT, SOAP, Servlets, Javascript and JSP. In the final section of the book, the concepts and terminology of the Model Driven Architecture are

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discussed. To get the most from this book, readers will need introductory knowledge of software engineering, programming in Java and basic knowledge of HTML.

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- * Examines issues raised by the Model-Driven Architecture approach to development
- * Uses easy to grasp case studies to illustrate complex concepts
- * Focused on

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the internet
applications and
technologies that are
essential for students
in the online age
Learn how to
successfully implement

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trustworthy computing tasks using aspect-oriented programming
This landmark publication fills a gap in the literature by not only describing the

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basic concepts of trustworthy computing (TWC) and aspect-oriented programming (AOP), but also exploring their critical interrelationships. The

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author clearly demonstrates how typical TWC tasks such as security checks, in-and-out conditions, and multi-threaded safety can be implemented using

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AOP. Following an introduction, the book covers: Trustworthy computing, software engineering, and computer science Aspect-oriented programming and

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Aspect.NET Principles and case studies that apply AOP to TWC Coverage includes Aspect.NET, the AOP framework developed by the author for the

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Microsoft.NET platform, currently used in seventeen countries. The author discusses the basics of Aspect.NET architecture, its advantages compared to

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other AOP tools, and its functionality. The book has extensive practical examples and case studies of trustworthy software design and code using the Aspect.NET

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framework. In addition, the book explores other software technologies and tools for using AOP for trustworthy software development, including Java and AspectJ. This

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book also includes a valuable chapter dedicated to ERATO, the author's teaching method employed in this book, which has enabled thousands of students to

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quickly grasp and apply complex concepts in computing and software engineering, while the final chapter presents an overall perspective on the current state of

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AOP and TWC with a view toward the future.

Software engineers, architects, developers, programmers, and students should all turn to this book to learn

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this tested and proven method to create more secure, private, and reliable computing. Currently used at many colleges, universities, and high schools, this

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hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java,

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but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a

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means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as

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recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you

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practice what you've
learned. Learn one
concept at a time:
tackle complex topics in
a series of small steps
with examples Understand
how to formulate

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problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for

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you, and practice the
important skill of
debugging Learn
relationships among
input and output,
decisions and loops,
classes and methods,

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strings and arrays Work
on exercises involving
word games, graphics,
puzzles, and playing
cards

This IBM® Redbooks®
publication discusses

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IBM System Storage Open Systems Tape Encryption solutions. It specifically describes Tivoli Key Lifecycle Manager (TKLM) Version 2, which is a Java

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software program that manages keys enterprise-wide and provides encryption-enabled tape drives with keys for encryption and decryption. The book

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explains various methods of managing IBM tape encryption. These methods differ in where the encryption policies reside, where key management is performed,

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whether a key manager is required, and if required, how the tape drives communicate with it. The security and accessibility characteristics of

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encrypted data create considerations for clients which do not exist with storage devices that do not encrypt data. Encryption key material must be

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kept secure from disclosure or use by any agent that does not have authority to it; at the same time it must be accessible to any agent that has both the

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authority and need to use it at the time of need. This book is written for readers who need to understand and use the various methods of managing IBM tape

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encryption.

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modern approach to
architecting and
implementing DDD-

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inspired solutions to
transform abstract
business ideas into
working software across
the entire spectrum of
the software development
life cycle Key Features

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to build simple,
effective, and well-
factored solutions Use
lightweight modeling
techniques to arrive at
a common collective

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understanding of the
problem domain Decompose
monolithic applications
into loosely coupled,
distributed components
using modern design
patterns Book

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Description Domain-Driven Design (DDD) makes available a set of techniques and patterns that enable domain experts, architects, and developers to work

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together to decompose
complex business
problems into a set of
well-factored,
collaborating, and
loosely coupled
subsystems. This

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practical guide will
help you as a developer
and architect to put
your knowledge to work
in order to create
elegant software designs
that are enjoyable to

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work with and easy to
reason about. You'll
begin with an
introduction to the
concepts of domain-
driven design and
discover various ways to

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apply them in real-world scenarios. You'll also appreciate how DDD is extremely relevant when creating cloud native solutions that employ modern techniques such

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as event-driven
microservices and fine-
grained architectures.
As you advance through
the chapters, you'll get
acquainted with core
DDD's strategic design

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concepts such as the ubiquitous language, context maps, bounded contexts, and tactical design elements like aggregates and domain models and events.

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You'll understand how to apply modern, lightweight modeling techniques such as business value canvas, Wardley mapping, domain storytelling, and event

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storming, while also learning how to test-drive the system to create solutions that exhibit high degrees of internal quality. By the end of this software

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design book, you'll be able to architect, design, and implement robust, resilient, and performant distributed software solutions. What you will learn Discover

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how to develop a shared
understanding of the
problem domain Establish
a clear demarcation
between core and
peripheral systems
Identify how to evolve

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and decompose complex
systems into well-
factored components
Apply elaboration
techniques like domain
storytelling and event
storming Implement EDA,

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CQRS, event sourcing,
and much more Design an
ecosystem of cohesive,
loosely coupled, and
distributed
microservices Test-drive
the implementation of an

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event-driven system in
Java Grasp how non-
functional requirements
influence bounded
context decompositions
Who this book is for
This book is for

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intermediate Java
programmers looking to
upgrade their software
engineering skills and
adopt a collaborative
and structured approach
to designing complex

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software systems. Specifically, the book will assist senior developers and hands-on architects to gain a deeper understanding of domain-driven design and

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implement it in their organization.

Familiarity with DDD techniques is not a prerequisite; however, working knowledge of Java is expected.

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This book provides an object-oriented approach that progresses naturally in a way that beginning programmers easily understand by first using objects,

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then writing classes.
The book is also known
for providing an
introduction to
programming practices
that leads to well-
designed software

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solutions. The use of graphical user interfaces and event processing is covered in optional, self-contained Graphics Track sections at the end of each

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code. Afterward you should be armed with the knowledge required to feel confident in learning more. You should have general computer skills before

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you get started. After this you'll know what it takes to at least look at java program without your head spinning. Java is a popular general purpose programming

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language and computing platform. It is fast, reliable, and secure. According to Oracle, the company that owns Java, Java runs on 3 billion devices

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worldwide. Considering the number of Java developers, devices running Java, and companies adapting it, it's safe to say that Java will be around for

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many years to come. Like any programming language, the Java language has its own structure, syntax rules, and programming paradigm. The Java

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language's programming paradigm is based on the concept of Object Oriented Programming, which the language's features support. What You Will Learn in This

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Introduction CHAPTER 2)
Getting Started &
Setting Programming
Environment CHAPTER 3)
Basic JAVA Programming
Terms CHAPTER 4) Basic

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object-oriented designs
using classes and
interfacesManage operating
system processesCreate a
modular application with
clear dependenciesBuild*

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to make their applications
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set of composable
application modules, and
configurable functional
capabilities that are*

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expected from a comprehensive enterprise business application software suite. In most cases, companies that adopt SAP software remain heterogeneous enterprises

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running both SAP and non-SAP systems to support their business processes. Regardless of the specific scenario, in heterogeneous enterprises most SAP implementations must be

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***integrated with a variety
of non-SAP enterprise
systems: Portals Messaging
infrastructure Business
process management (BPM)
tools Enterprise Content
Management (ECM) methods***

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***and tools Business
analytics (BA) and
business intelligence (BI)
technologies Security
Systems of record Systems
of engagement The tooling
included with SAP software***

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addresses many needs for creating SAP-centric environments. However, the classic approach to implementing SAP functionality generally leaves the business with a

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rigid solution that is difficult and expensive to change and enhance. When SAP software is used in a large, heterogeneous enterprise environment, SAP clients face the

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dilemma of selecting the correct set of tools and platforms to implement SAP functionality, and to integrate the SAP solutions with non-SAP systems. This IBM®

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Redbooks® publication explains the value of integrating IBM software with SAP solutions. It describes how to enhance and extend pre-built capabilities in SAP

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software with best-in-class IBM enterprise software, enabling clients to maximize return on investment (ROI) in their SAP investment and achieve a balanced enterprise

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***architecture approach.
This book describes IBM
Reference Architecture for
SAP, a prescriptive
blueprint for using IBM
software in SAP solutions.
The reference architecture***

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is focused on defining the use of IBM software with SAP, and is not intended to address the internal aspects of SAP components. The chapters of this book provide a specific

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reference architecture for many of the architectural domains that are each important for a large enterprise to establish common strategy, efficiency, and balance.

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The majority of the most important architectural domain topics, such as integration, process optimization, master data management, mobile access, Enterprise Content

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Management, business intelligence, DevOps, security, systems monitoring, and so on, are covered in the book. However, there are several other architectural

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domains which are not included in the book. This is not to imply that these other architectural domains are not important or are less important, or that IBM does not offer a

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*solution to address them.
It is only reflective of
time constraints,
available resources, and
the complexity of
assembling a book on an
extremely broad topic.*

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Although more content could have been added, the authors feel confident that the scope of architectural material that has been included should provide

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organizations with a fantastic head start in defining their own enterprise reference architecture for many of the important architectural domains, and

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it is hoped that this book provides great value to those reading it. This IBM Redbooks publication is targeted to the following audiences: Client decision makers and solution

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*architects leading
enterprise transformation
projects and wanting to
gain further insight so
that they can benefit from
the integration of IBM
software in large-scale*

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problems using computer-
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newcomers and advanced
computer scientists and
chemists. In addition to*

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and play--integrating with
third-party tools Written
by a former lead architect
on the design of said
systems at Merck & Co.,
Inc., this text not only***

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also shares the author's
experiences and advice on
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developing a Spring-MVC-based application Learn how to efficiently build and implement microservices in Spring, and how to use Docker and Mesos to push the boundaries and explore new possibilities Who This Book Is For This course is intended for Java developers interested in building

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*the Spring Application Development
Environment Configure Spring
Container and manage Spring beans
using XML and Annotation Practice
Spring AOP concepts such as Aspect,
Advice, Pointcut, and Introduction
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validation Use error handling and*

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paradigm. The Java language's programming paradigm is based on the concept of Object Oriented Programming, which the language's features support. Table of Contents:

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