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1,000 practice questions with answers and explanations, organized into 10 full-length tests, PLUS 2 practice exams; complements the LPIC-1 Study Guide Linux Servers currently have a 20% market share which continues to grow. The Linux OS market saw a 75% increase from last year and is the third leading OS, behind Windows and MacOS. There has never been a better time to expand your skills, broaden your knowledge, and earn certification from the Linux Professional Institute. LPIC-1: Linux Professional Institute Certification Practice Tests is the must-have complement to the bestselling LPIC-1 Study Guide. Practice tests help you gain confidence and identify the areas in need of more attention. Ten full-length tests, covering the ten objective domains, and two additional 60-question practice exams contain 1000 practice questions, complete with answers and full explanations! Divided into two parts, this volume of practice tests covers Exams 101-500 and 102-500. Part I covers system architecture, Linux installation and Package management, GNU and Unix Commands, and devices, and Linux filesystems and filesystem hierarchy. Part II focuses on shells and shell scripting, user interfaces and desktops, administrative tasks, essential system services, networking, and security. This book: Covers all objective domains of the LPIC-1 exam Provides additional practice questions to supplement the LPIC-1 Study Guide Helps reinforce vital skills and knowledge Includes one year of FREE access to the online test bank LPIC-1: Linux Professional Institute Certification Practice Tests is a must-have resource for network and system administrators studying for the LPIC-1 exams and Linux administrators or IT professionals looking

to update their skillset.

The book starts with the basic concepts of object oriented programming and a concise introduction to Java language and Java architecture. The classes, inheritance and abstract classes are explained with the help of programs. All chapters contain complete programs with outputs. In addition real life problems are stated and complete programs are given. Important points are highlighted and all chapters contain objective type review questions. Key Features Clean and crisp description and explanation Hard to understand concepts are explained through appropriate conceptual diagrams Review questions and exercises for each chapter 204 complete programs 35 programs for real life problems 149 figures and 47 tables

While Apple provides a modicum of documentation for developers just starting with WebObjects, more-skilled WebObjects developers typically learn from each other or via trial and error. Practical WebObjects formalizes this process for the skilled and experienced WebObjects developer with this 100% pragmatic resource. Written by two expert WebObjects developers, Charles Hill and Sacha Mallais, this book features working, world-tested solutions for difficult problems. Endorsed by Global Village, Practical WebObjects includes many topics not covered anywhere else, including localization, validation, and optimization. Practical WebObjects will prove invaluable for WebObjects developers trying to solve specific problems and wanting to increase their overall knowledge of WebObjects. Table of Contents Making Your Code Better EO Modeling Techniques Managing the Object Graph Authentication and Security Input and State Validation of Enterprise Objects The

Secret Life of Components Components and Elements Localization Copying Enterprise Objects WebObjects in a J2EE World XML and WebObjects

Swing is a fully-featured user interface development kit for Java applications. Building on the foundations of the Abstract Window Toolkit (AWT), Swing enables cross-platform applications to use any of several pluggable look-and-feels. Swing developers can take advantage of its rich, flexible features and modular components, building elegant user interfaces with very little code. This second edition of Java Swing thoroughly covers all the features available in Java 2 SDK 1.3 and 1.4. More than simply a reference, this new edition takes a practical approach. It is a book by developers for developers, with hundreds of useful examples, from beginning level to advanced, covering every component available in Swing. All these features mean that there's a lot to learn. Even setting aside its platform flexibility, Swing compares favorably with any widely available user interface toolkit--it has great depth. Swing makes it easy to do simple things but is powerful enough to create complex, intricate interfaces. Java Swing, 2nd edition includes : A new chapter on Drag and Drop Accessibility features for creating a user interface meeting the needs of all users Coverage of the improved key binding infrastructure introduced in SDK 1.3 A new chapter on JFormattedTextField and input validation Mac OS X coverage and examples Coverage of the improved focus system introduced in SDK 1.4 Pluggable Look-and-Feel coverage Coverage of the new layout manager, SpringLayout, from SDK 1.4 Properties tables that summarize important features of each component Coverage of the 1.4 Spinner component Details about us-

ing HTML in components A new appendix listing bound actions for each component A supporting web site with utilities, examples, and supplemental materials Whether you're a seasoned Java developer or just trying to find out what Java can do, you'll find Java Swing, 2nd edition an indispensable guide.

Different professional and academic disciplines have addressed the HIV/AIDS pandemic from a variety of perspectives, using different analytical approaches. By bringing these together in one volume, *Learning from HIV/AIDS* provides a more complete picture of this multi-faceted disease - from the biological and social factors which facilitate HIV transmission - to the powerful cultural and political forces which fuel the pandemic. Chapters from contributors working on the aetiology, treatment and prevention of HIV/AIDS identify how their work has helped predict the spread of HIV and has improved the survival of those infected. Yet interventions to reduce the spread of HIV have had limited success, and few HIV-infected individuals have access to combination drug therapies. Written for students and researchers, and taking an interdisciplinary perspective, this book demonstrates that progress in developing effective and acceptable interventions can only be achieved through collaboration between the biological, medical and social sciences.

Public and situated display technologies can have an important impact on individual and social behaviour and present us with particularly interesting new design considerations and challenges. While there is a growing body of research exploring these design considerations and social impact this work remains somewhat disparate, making it difficult to assimilate in a coherent manner. This book brings together the perspectives of key researchers in the area of public and situated display technology. The chapters detail research representing the social, technical and interactional aspects of public and situated display technologies. The underlying concern common to these chapters is how these displays can be best designed for collaboration, coordination, community building and mobility. Presenting them together allows the reader to examine everyday display activities within the context of emerging technological possibilities.

Enhancing Enterprise Intelligence: Leveraging ERP, CRM, SCM, PLM, BPM, and BI takes a fresh look at the benefits of enterprise systems (ES), focusing on the fact that ES collectively contribute to enhancing the intelligence quotient of an enterprise. The book

provides an overview of the characteristic domains (i.e., business functions, processes, and activities) addressed by the various categories of ES, namely, ERP, CRM, SCM, PLM, BPM, and BI. The book begins with an overview of agile enterprises and dimensions of intelligent enterprises. The middle chapters detail CRM's decisive concept of customer centricity, SCM's differentiating concept of customer responsiveness, and PLM's stupendous transformative potential for renewing the enterprise along with the establishment of a collaborative enterprise with BPM and enterprise BPM methodology. The latter chapters deal with the realization of an informed enterprise with BI coupled with the novel concept of decision patterns. The author highlights the fact that any end-user application's effectiveness and performance can be enhanced by transforming it from a bare transaction to one clothed by a surrounding context formed from an aggregate of all relevant past decision patterns. The final chapter examines various aspects relating to a successful ES implementation project, and the appendix provides an overview of the SAP Business Suite to give you a practical context to the discussions presented in the book.

This book provides a balanced and integrated presentation of modelling and simulation activity for both Discrete Event Dynamic Systems (DEDS) and Continuous Time Dynamic Systems (CYDS). The authors establish a clear distinction between the activity of modelling and that of simulation, maintaining this distinction throughout. The text offers a novel project-oriented approach for developing the modelling and simulation methodology, providing a solid basis for demonstrating the dependency of model structure and granularity on project goals. Comprehensive presentation of the verification and validation activities within the modelling and simulation context is also shown.

Here is a concise and practical guide to help researchers and engineers who are new to Visual Basic gain a firm grasp of the topics that are most relevant to their programming needs.

This updated edition introduces the basics of Java and everything necessary to get up to speed on the new 1.4 version quickly. CD contains the Java 2 SDK for Windows, Linux and Solaris.

* J2ME or Wireless Java development platform is a topic of interest, and is still a hot topic for shows like JavaOne. * Empowered by info on GUI graphics, sound, and music; enables a beginning wireless Java developer to build games for cell phone and other wireless devices. * Easy-to-read style with lots of practical, hand-

s-on code examples.

This book provides an introduction to the complex field of ubiquitous computing Ubiquitous Computing (also commonly referred to as Pervasive Computing) describes the ways in which current technological models, based upon three base designs: smart (mobile, wireless, service) devices, smart environments (of embedded system devices) and smart interaction (between devices), relate to and support a computing vision for a greater range of computer devices, used in a greater range of (human, ICT and physical) environments and activities. The author details the rich potential of ubiquitous computing, the challenges involved in making it a reality, and the prerequisite technological infrastructure. Additionally, the book discusses the application and convergence of several current major and future computing trends. Key Features: Provides an introduction to the complex field of ubiquitous computing Describes how current technology models based upon six different technology form factors which have varying degrees of mobility wireless connectivity and service volatility: tabs, pads, boards, dust, skins and clay, enable the vision of ubiquitous computing Describes and explores how the three core designs (smart devices, environments and interaction) based upon current technology models can be applied to, and can evolve to, support a vision of ubiquitous computing and computing for the future Covers the principles of the following current technology models, including mobile wireless networks, service-oriented computing, human computer interaction, artificial intelligence, context-awareness, autonomous systems, micro-electromechanical systems, sensors, embedded controllers and robots Covers a range of interactions, between two or more UbiCom devices, between devices and people (HCI), between devices and the physical world. Includes an accompanying website with PowerPoint slides, problems and solutions, exercises, bibliography and further reading Graduate students in computer science, electrical engineering and telecommunications courses will find this a fascinating and useful introduction to the subject. It will also be of interest to ICT professionals, software and network developers and others interested in future trends and models of computing and interaction over the next decades.

Internet of Things (IoT) is a recent technology paradigm that creates a global network of machines and devices that are capable of communicating with each other. Security cameras, sensors, vehi-

cles, buildings, and software are examples of devices that can exchange data between each other. IoT is recognized as one of the most important areas of future technologies and is gaining vast recognition in a wide range of applications and fields related to smart homes and cities, military, education, hospitals, homeland security systems, transportation and autonomous connected cars, agriculture, intelligent shopping systems, and other modern technologies. This book explores the most important IoT automated and smart applications to help the reader understand the principle of using IoT in such applications.

Recreates the experience of dozens of projects, both successful and failed, to provide a real-world context for learning.

Javas support for GUI and network programming makes a great setting for diverse programming examples: a calculator, a strategy game, reading the Dow Jones from Yahoo , a Web surveyor application, scheduling songs for a rock-and-roll radio station, as well as traditional payroll and student GPA computations. Working with these and other examples, students learn to think like a programmer, analyze problems, devise solutions, design classes, and write code. Features *Uses the necessary features of Java 1.1 while teaching CS1 concepts. *Uses object-oriented concepts from the very beginning--classes, objects, and messages are all introduced in Chapter 1--and develops them throughout. *Applies a consistent class design procedure, usable by beginners. *Contains graphic user interface (GUI) supplements in each chapter. *Provides an early introduction to testing, covering test drivers, debugging, and test case selection. *Includes a chapter with three robust applications--a LOGO turtle, a Web surveyor, and Mancala (a strategy game)--which use the texts class design procedure and allow the students to tie the material together.

The web services architecture provides a new way to think about and implement application-to-application integration and interoperability that makes the development platform irrelevant. Two applications, regardless of operating system, programming language, or any other technical implementation detail, communicate using XML messages over open Internet protocols such as HTTP or SMTP. The Simple Open Access Protocol (SOAP) is a specification that details how to encode that information and has become the messaging protocol of choice for Web services. Programming Web Services with SOAP is a detailed guide to using SOAP and other leading web services standards--WSDL (Web Service De-

scription Language), and UDDI (Universal Description, Discovery, and Integration protocol). You'll learn the concepts of the web services architecture and get practical advice on building and deploying web services in the enterprise. This authoritative book decodes the standards, explaining the concepts and implementation in a clear, concise style. You'll also learn about the major toolkits for building and deploying web services. Examples in Java, Perl, C#, and Visual Basic illustrate the principles. Significant applications developed using Java and Perl on the Apache Tomcat web platform address real issues such as security, debugging, and interoperability. Covered topic areas include: The Web Services Architecture SOAP envelopes, headers, and encodings WSDL and UDDI Writing web services with Apache SOAP and Java Writing web services with Perl's SOAP::Lite Peer-to-peer (P2P) web services Enterprise issues such as authentication, security, and identity Up-and-coming standards projects for web services Programming Web Services with SOAP provides you with all the information on the standards, protocols, and toolkits you'll need to integrate information services with SOAP. You'll find a solid core of information that will help you develop individual Web services or discover new ways to integrate core business processes across an enterprise.

An in-depth exploration of the inner-workings of Android: In Volume I, we take the perspective of the Power User as we delve into the foundations of Android, filesystems, partitions, boot process, native daemons and services.

Books on computation in the marketplace tend to discuss the topics within specific fields. Many computational algorithms, however, share common roots. Great advantages emerge if numerical methodologies break the boundaries and find their uses across disciplines. Interdisciplinary Computing In Java Programming Language introduces readers of different backgrounds to the beauty of the selected algorithms. Serious quantitative researchers, writing customized codes for computation, enjoy cracking source codes as opposed to the black-box approach. Most C and Fortran programs, despite being slightly faster in program execution, lack built-in support for plotting and graphical user interface. This book selects Java as the platform where source codes are developed and applications are run, helping readers/users best appreciate the fun of computation. Interdisciplinary Computing In Java Programming Language is designed to meet the needs of a professional audience composed of practitioners and researchers in sci-

ence and technology. This book is also suitable for senior undergraduate and graduate-level students in computer science, as a secondary text.

System-on-Chip Methodologies & Design Languages brings together a selection of the best papers from three international electronic design language conferences in 2000. The conferences are the Hardware Description Language Conference and Exhibition (HDLCon), held in the Silicon Valley area of USA; the Forum on Design Languages (FDL), held in Europe; and the Asia Pacific Chip Design Language (APChDL) Conference. The papers cover a range of topics, including design methods, specification and modeling languages, tool issues, formal verification, simulation and synthesis. The results presented in these papers will help researchers and practicing engineers keep abreast of developments in this rapidly evolving field.

Since its original inception back in 1989 the Web has changed into an environment where Web applications range from small-scale information dissemination applications, often developed by non-IT professionals, to large-scale, commercial, enterprise-planning and scheduling applications, developed by multidisciplinary teams of people with diverse skills and backgrounds and using cutting-edge, diverse technologies. As an engineering discipline, Web engineering must provide principles, methodologies and frameworks to help Web professionals and researchers develop applications and manage projects effectively. Mendes and Mosley have selected experts from numerous areas in Web engineering, who contribute chapters where important concepts are presented and then detailed using real industrial case studies. After an introduction into the discipline itself and its intricacies, the contributions range from Web effort estimation, productivity benchmarking and conceptual and model-based application development methodologies, to other important principles such as usability, reliability, testing, process improvement and quality measurement. This is the first book that looks at Web engineering from a measurement perspective. The result is a self-containing, comprehensive overview detailing the role of measurement and metrics within the context of Web engineering. This book is ideal for professionals and researchers who want to know how to use sound principles for the effective management of Web projects, as well as for courses at an advanced undergraduate or graduate level.

This book constitutes the thoroughly refereed post-conference pro-

ceedings of the 17th International Conference on Smart Card Research and Advanced Applications, CARDIS 2018, held in Montpellier, France, in November 2018. The 13 revised full papers presented in this book were carefully reviewed and selected from 28 submissions. CARDIS has provided a space for security experts from industry and academia to exchange on security of smart cards and related applications.

Designed for an introductory software engineering course. This two-part book provides an introduction to software engineering fundamentals, covering both traditional and object-oriented techniques. It presents the underlying software engineering theory in Part I and follows it up with the practical life-cycle material in Part II.

Distributed applications are a necessity in most central application sectors of the contemporary information society, including e-commerce, e-banking, e-learning, e-health, telecommunication and transportation. This results from a tremendous growth of the role that the Internet plays in business, administration and our everyday activities. This trend is going to be even further expanded in the context of advances in broadband wireless communication. *New Developments in Distributed Applications and Interoperable Systems* focuses on the techniques available or under development with the goal to ease the burden of constructing reliable and maintainable interoperable information systems providing services in the global communicating environment. The topics covered in this book include: Context-aware applications; Integration and interoperability of distributed systems; Software architectures and services for open distributed systems; Management, security and quality of service issues in distributed systems; Software agents and mobility; Internet and other related problem areas. The book contains the proceedings of the Third International Working Conference on Distributed Applications and Interoperable Systems (DAIS'2001), which was held in September 2001 in Kraków, Poland, and sponsored by the International Federation on Information Processing (IFIP). The conference program presents the state of the art in research concerning distributed and interoperable systems. This is a topical research area where much activity is currently in progress. Interesting new aspects and innovative contributions are still arising regularly. The DAIS series of conferences is one of the main international forums where these important findings are reported.

Making extensive use of examples, this textbook on Java programming teaches the fundamental skills for getting started in a command-line environment. Meant to be used for a one-semester course to build solid foundations in Java, *Fundamentals of Java Programming* eschews second-semester content to concentrate on over 180 code examples and 250 exercises. Key object classes (String, Scanner, PrintStream, Arrays, and File) are included to get started in Java programming. The programs are explained with almost line-by-line descriptions, also with chapter-by-chapter coding exercises. Teaching resources include solutions to the exercises, as well as digital lecture slides.

Embedded Systems Architecture is a practical and technical guide to understanding the components that make up an embedded system's architecture. This book is perfect for those starting out as technical professionals such as engineers, programmers and designers of embedded systems; and also for students of computer science, computer engineering and electrical engineering. It gives a much-needed 'big picture' for recently graduated engineers grappling with understanding the design of real-world systems for the first time, and provides professionals with a systems-level picture of the key elements that can go into an embedded design, providing a firm foundation on which to build their skills. Real-world approach to the fundamentals, as well as the design and architecture process, makes this book a popular reference for the daunted or the inexperienced: if in doubt, the answer is in here! Fully updated with new coverage of FPGAs, testing, middleware and the latest programming techniques in C, plus complete source code and sample code, reference designs and tools online make this the complete package Visit the companion web site at <http://booksite.elsevier.com/9780123821966/> for source code, design examples, data sheets and more A true introductory book, provides a comprehensive get up and running reference for those new to the field, and updating skills: assumes no prior knowledge beyond undergrad level electrical engineering Addresses the needs of practicing engineers, enabling it to get to the point more directly, and cover more ground. Covers hardware, software and middleware in a single volume Includes a library of design examples and design tools, plus a complete set of source code and embedded systems design tutorial materials from companion website

This book is a guide for the world of Pervasive Computing. It de-

scribes a new class of computing devices which are becoming omnipresent in every day life. They make information access and processing easily available for everyone from anywhere at any time. Mobility, wireless connectivity, diversity, and ease-of-use are the magic keywords of Pervasive Computing. The book covers these front-end devices as well as their operating systems and the back-end infrastructure which integrate these pervasive components into a seamless IT world. A strong emphasis is placed on the underlying technologies and standards applied when building up pervasive solutions. These fundamental topics include commonly used terms such as XML, WAP, UMTS, GPRS, Bluetooth, Jini, transcoding, and cryptography, to mention just a few. Besides a comprehensive state-of-the-art description of the Pervasive Computing technology itself, this book gives an overview of today's real-life applications and accompanying service offerings. M-Commerce, e-Business, networked home, travel, and finance are exciting examples of applied Pervasive Computing.

Over 79 hands-on recipes for professional embedded Linux developers to optimize and boost their Yocto Project know-how Key Features Optimize your Yocto setup to speed up development and debug build issues Use what is quickly becoming the standard embedded Linux product builder framework—the Yocto Project Recipe-based implementation of best practices to optimize your Linux system Book Description The Yocto Project has become the de facto distribution build framework for reliable and robust embedded systems with a reduced time to market. You'll get started by working on a build system where you set up Yocto, create a build directory, and learn how to debug it. Then, you'll explore everything about the BSP layer, from creating a custom layer to debugging device tree issues. In addition to this, you'll learn how to add a new software layer, packages, data, scripts, and configuration files to your system. You will then cover topics based on application development, such as using the Software Development Kit and how to use the Yocto project in various development environments. Toward the end, you will learn how to debug, trace, and profile a running system. This second edition has been updated to include new content based on the latest Yocto release. What you will learn Optimize your Yocto Project setup to speed up development and debug build issues Use Docker containers to build Yocto Project-based systems Take advantage of the user-friendly Toaster web interface to the Yocto Project build system Build and de-

bug the Linux kernel and its device trees Customize your root filesystem with already-supported and new Yocto packages Optimize your production systems by reducing the size of both the Linux kernel and root filesystems Explore the mechanisms to increase the root filesystem security Understand the open source licensing requirements and how to comply with them when cohabiting with proprietary programs Create recipes, and build and run applications in C, C++, Python, Node.js, and Java Who this book is for If you are an embedded Linux developer with the basic knowledge of Yocto Project, this book is an ideal way to broaden your knowledge with recipes for embedded development.

* Only source of non-vendor provided documentation on JBoss * Focuses on JBoss from a J2EE developer's perspective not a JBoss developer * Provides step-by-step instructions as well as useful tricks and help on the JBoss feature set

This book provides a practical introduction to computationally solving discrete optimization problems using dynamic programming. From the examples presented, readers should more easily be able to formulate dynamic programming solutions to their own problems of interest. We also provide and describe the design, implementation, and use of a software tool that has been used to numerically solve all of the problems presented earlier in the book.

Marker-assisted plant breeding involves the application of molecular marker techniques and statistical and bioinformatics tools to achieve plant breeding objectives in a cost-effective and time-efficient manner. This book is intended for beginners in the field who have little or no prior exposure to molecular markers and their applications, but who do have a basic knowledge of genetics and plant breeding, and some exposure to molecular biology. An attempt has been made to provide sufficient basic information in an easy-to-follow format, and also to discuss current issues and developments so as to offer comprehensive coverage of the subject matter. The book will also be useful for breeders and research workers, as it offers a broad range of up-to-the-year information, including aspects like the development of different molecular markers and their various applications. In the first chapter, the field of marker-assisted plant breeding is introduced and placed in the proper perspective in relation to plant breeding. The next three chapters describe the various molecular marker systems, while mapping populations and mapping procedures including high-throughput genotyping are discussed in the subsequent five

chapters. Four chapters are devoted to various applications of markers, e.g. marker-assisted selection, genomic selection, diversity analysis, finger printing and positional cloning. In closing, the last two chapters provide information on relevant bioinformatics tools and the rapidly evolving field of phenomics.

The complete and up-to-date XML reference book on topics that matter. The XMLiterate developer is certain to find plenty of new topics and emerging specs that have not been explored previously.

Programming Language Pragmatics, Third Edition, is the most comprehensive programming language book available today. Taking the perspective that language design and implementation are tightly interconnected and that neither can be fully understood in isolation, this critically acclaimed and bestselling book has been thoroughly updated to cover the most recent developments in programming language design, including Java 6 and 7, C++0X, C# 3.0, F#, Fortran 2003 and 2008, Ada 2005, and Scheme R6RS. A new chapter on run-time program management covers virtual machines, managed code, just-in-time and dynamic compilation, reflection, binary translation and rewriting, mobile code, sandboxing, and debugging and program analysis tools. Over 800 numbered examples are provided to help the reader quickly cross-reference and access content. This text is designed for undergraduate Computer Science students, programmers, and systems and software engineers. Classic programming foundations text now updated to familiarize students with the languages they are most likely to encounter in the workforce, including including Java 7, C++, C# 3.0, F#, Fortran 2008, Ada 2005, Scheme R6RS, and Perl 6. New and expanded coverage of concurrency and run-time systems ensures students and professionals understand the most important advances driving software today. Includes over 800 numbered examples to help the reader quickly cross-reference and access content.

High Performance Computing Systems and Applications contains a selection of fully refereed papers presented at the 14th International Conference on High Performance Computing Systems and Applications held in Victoria, Canada, in June 2000. This book presents the latest research in HPC Systems and Applications, including distributed systems and architecture, numerical methods and simulation, network algorithms and protocols, computer architecture, distributed memory, and parallel algorithms. It also covers

such topics as applications in astrophysics and space physics, cluster computing, numerical simulations for fluid dynamics, electromagnetics and crystal growth, networks and the Grid, and biology and Monte Carlo techniques. High Performance Computing Systems and Applications is suitable as a secondary text for graduate level courses, and as a reference for researchers and practitioners in industry.

With the daily addition of million documents and new users, there is no doubt that the World Wide Web (WWW or Web shortly) is still expanding its global information infrastructure. Thanks to low-cost wireless technology, the Web is no more limited to homes or offices, but it is simply everywhere. The Web is so large and growing so rapidly that the 40 million page "WebBase" repository of Inktomi corresponds to only about 4% of the estimated size of the publicly indexable Web as of January 2000 and there is every reason to believe these numbers will all swell significantly in the next few years. This unrestrainable explosion is not bereft of troubles and drawbacks, especially for inexpert users. Probably the most critical problem is the effectiveness of Web search engines: though the Web is rich in providing numerous services, the primary use of the Internet falls in emails and information retrieval activities. Focusing in this latter, any user has felt the frustrating experience to see as result of a search query overwhelming numbers of pages that satisfy the query but that are irrelevant to the user.

This illustrated book teaches kids to write computer programs. Kids will learn basics of programming while creating such computer games as Tic-Tac-Toe, Ping-Pong and others. This book can be useful for three categories of people: kids from 10 to 18 years old, school computer teachers, parents who want to teach their kids programming.

Job titles like "Technical Architect" and "Chief Architect" nowadays abound in software industry, yet many people suspect that "architecture" is one of the most overused and least understood terms in professional software development. Gorton's book tries to resolve this dilemma. It concisely describes the essential elements of knowledge and key skills required to be a software architect. The explanations encompass the essentials of architecture thinking, practices, and supporting technologies. They range from a general understanding of structure and quality attributes through technical issues like middleware components and ser-

vice-oriented architectures to recent technologies like model-driven architecture, software product lines, aspect-oriented design, and the Semantic Web, which will presumably influence future software systems. This second edition contains new material covering enterprise architecture, agile development, enterprise service bus technologies, RESTful Web services, and a case study on how to use the MeDICi integration framework. All approaches are illustrated by an ongoing real-world example. So if you work as an architect or senior designer (or want to someday), or if you are a student in software engineering, here is a valuable and yet approachable knowledge source for you.

"This book covers a wide spectrum of topics relevant to implementing and managing a modern data center. The chapters are comprehensive and the flow of concepts is easy to understand." - Cisco reviewer
 Gain a practical knowledge of data center concepts To create a well-designed data center (including storage and network architecture, VoIP implementation, and server consolidation) you must understand a variety of key concepts and technologies. This book explains those factors in a way that

smooths the path to implementation and management. Whether you need an introduction to the technologies, a refresher course for IT managers and data center personnel, or an additional resource for advanced study, you'll find these guidelines and solutions provide a solid foundation for building reliable designs and secure data center policies.

- * Understand the common causes and high costs of service outages
- * Learn how to measure high availability and achieve maximum levels
- * Design a data center using optimum physical, environmental, and technological elements
- * Explore a modular design for cabling, Points of Distribution, and WAN connections from ISPs
- * See what must be considered when consolidating data center resources
- * Expand your knowledge of best practices and security
- * Create a data center environment that is user- and manager-friendly
- * Learn how high availability, clustering, and disaster recovery solutions can be deployed to protect critical information
- * Find out how to use a single network infrastructure for IP data, voice, and storage

Looking to study up for the new J2EE 1.5 Sun Certified Web Component Developer (SCWCD) exam? This book will get you way up

to speed on the technology you'll know it so well, in fact, that you can pass the brand new J2EE 1.5 exam. If that's what you want to do, that is. Maybe you don't care about the exam, but need to use servlets and JSPs in your next project. You're working on a deadline. You're over the legal limit for caffeine. You can't waste your time with a book that makes sense only AFTER you're an expert (or worse, one that puts you to sleep). Learn how to write servlets and JSPs, what makes a web container tick (and what ticks it off), how to use JSP's Expression Language (EL for short), and how to write deployment descriptors for your web applications. Master the c: out tag, and get a handle on exactly what's changed since the older J2EE 1.4 exam. You don't just pass the new J2EE 1.5 SCWCD exam, you'll understand this stuff and put it to work immediately. Head First Servlets and JSP doesn't just give you a bunch of facts to memorize; it drives knowledge straight into your brain. You'll interact with servlets and JSPs in ways that help you learn quickly and deeply. And when you're through with the book, you can take a brand-new mock exam, created specifically to simulate the real test-taking experience.