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Theory and Practice of Model Transformations Laurence Tratt 2010-06-29 Model transformations are the glue that tie modelling activities together. If you've used modelling in anger then, whether you know it or not, you've used model transformations. They come in all shapes and sizes from moving models between di?erent tools to generating implementations. Model transformations have humble beginnings—at one point, not long ago, it was said by many 'in the know' that the way forward in model transformations was to use XSLT. That this idea now raises a wry smile shows how far the model transformation community has come in a short time. Where once model transformations were hacked together in a variety of unsuitable languages, we now have a number of powerful, dedicated languages and theories at our disposal. Since 2008, the ICMT conference series has played a huge part in advancing the subject, and this third edition was no di?erent. The theories and languages presented at ICMT have allowed principled model transformations to play an ever greater part in real systems. Of course there is still much more to do: we need our model transformations, languages, and theories to scale further, allow greater expressivity, be more ?exible, and aid reusability; and we lack empirically backed studies of model transformations in use. Doubtless you can think of other gaps. Yet, though some real-world challenges lie just beyond our reach,eachyearseesonce-dauntingproblemsconquered.Muchofthatprogressis nowdriven byICMT, andthis year'sedition showedhow model transformations are increasingly being used in previously unfamiliar areas.

Business Process Management Workshops Danilo Ardagna 2009-06-07 Constitutes the refereed post-workshop proceedings of 9 international workshops held in Milano, Italy, in conjunction with the 6th International Conference on Business Process Management, BPM 2008, in September 2008.

Best Practices and New Perspectives in Service Science and Management Ordóñez de Pablos, Patricia 2013-04-30 Within global commerce, services and management play a vital role in the economy. Service systems are necessary for organizations, and a multi-disciplinary approach is ideal to establish full understanding of these systems. Best Practices and New Perspectives in Service Science and Management provides original research on all aspects of service science, service management, service engineering, and its supporting technology in order to administer cutting-edge knowledge to encourage the improvement of services. This book is essential for researchers and practitioners in the fields of computer science, software management, and engineering.

Software Engineering Andrea De Lucia 2013-01-03 Software engineering is widely recognized as one of the most exciting, stimulating, and profitable research areas, with a significant practical impact on the software industry. Thus, training future generations of software engineering researchers and bridging the gap between academia and industry are vital to the field. The International Summer School on Software

Engineering (ISSSE), which started in 2003, aims to contribute both to training future researchers and to facilitating the exchange of knowledge between academia and industry. This volume consists of chapters originating from a number of tutorial lectures given in 2009, 2010, and 2011 at the International Summer School on Software Engineering, ISSSE, held in Salerno, Italy. The volume has been organized into three parts, focusing on software measurement and empirical software engineering, software analysis, and software management. The topics covered include software architectures, software product lines, model driven software engineering, mechatronic systems, aspect oriented software development, agile development processes, empirical software engineering, software maintenance, impact analysis, traceability management, software testing, and search-based software engineering.

Introduction to Java Programming Y. Daniel Liang 2009 Groundbreaking fundamentals - first approach enables readers to understand the basics before being introduced to more challenging topics. Liang offers one of the broadest ranges of carefully chosen examples, reinforcing key concepts with objectives lists, introduction and chapter overviews, easy-to-follow examples, chapter summaries, review questions, programming exercises, and interactive self-test.Now uses standard classes only. Offers new chapters on data structures, JSF for visual Web development, and Web services; includes a new standalone chapter on the full GUI library. Uses UML diagrams in every example starting chapter 8. Includes additional notes with diagrams.Comprehensive coverage of Java and programming make this a useful reference for IT professionals.

Mobile Multimedia Processing Xiaoyi Jiang 2010-04-14 The portable device and mobile phone market has witnessed rapid growth in the last few years with the emergence of several revolutionary products such as mobile TV, converging iPhone and digital cameras that combine music, phone and video functionalities into one device. The proliferation of this market has further bene?ted from the competition in software and applications for smart phones such as Google's Android operating system and Apple's iPhone App-Store, stimulating tens of thousands of mobile applications that are made ava- able by individual and enterprise developers. Whereas the mobile device has become ubiquitous in people's daily life not only as a cellular phone but also as a media player, a mobile computing device, and a personal assistant, it is p- ticularly important to address challenges timely in applying advanced pattern recognition, signal, information and multimedia processing techniques, and new emerging networking technologies to such mobile systems. The primary objective of this book is to foster interdisciplinary discussions and research in mobile multimedia processing techniques, applications and s- tems, as well as to provide stimulus to researchers on pushing the frontier of emerging new technologies and applications. One attempt on such discussions was the organization of the First Int- national Workshop of Mobile Multimedia Processing (WMMP 2008), held in Tampa, Florida, USA, on December 7, 2008. About 30 papers were submitted from10countriesacrosstheUSA,Asia andEurope.

A 25-Year Perspective on Logic Programming Agostino Dovier 2010-06-30 This book celebratesthe 25th anniversaryof GULP—the Italian Associationfor LogicProgramming.Authored by Italian researchersat the leading edge of their ?elds, it presents an up-to-date survey of a broad collection of topics in logic programming, making it a useful reference for both researchers and students. During its 25-year existence, GULP has organised a wide range of national and international activities, including both conferences and summer schools. It has been especially active in supporting and encouraging young researchers, by providing scholarships for GULP events and awarding distinguished disser- tions. WeintheinternationallogicprogrammingcommunitylookuponGULPwith a combination of envy, admiration and gratitude. We are pleased to attend its conferences and summer schools, where we can learn about scienti?c advances, catch up with old friends and meet young students. It is an honour for me to acknowledge our appreciation to GULP for its outstanding contributions to our ?eld and to express our

best wishes for its continuing prosperity in the future. March 2010 Robert Kowalski Imperial College London Preface On June 18, 1985, a group of pioneering researchers, including representatives from industry, national research labs, and academia, attended the constituent assembly of the Group of researchers and Users of Logic Programming (GULP) association. That was the starting point of a long adventure in science, that 1 we are still experiencing 25 years later. This volume celebrates this important event.

Computational Science and Its Applications – ICCSA 2018 Osvaldo Gervasi 2018-07-03 The five volume set LNCS 10960 until 10964 constitutes the refereed proceedings of the 18th International Conference on Computational Science and Its Applications, ICCSA 2018, held in Melbourne, Australia, in July 2018. Apart from the general tracks, ICCSA 2018 also includes 34 international workshops in various areas of computational sciences, ranging from computational science technologies, to specific areas of computational sciences, such as computer graphics and virtual reality.

Model-Driven Engineering and Software Development Slimane Hammoudi 2017-09-08 This book constitutes thoroughly revised and selected papers from the 4th International Conference on Model-Driven Engineering and Software Development, MODELSWARD 2016, held in Rome, Italy, in February 2016. The 17 thoroughly revised and extended papers presented in this volume were carefully reviewed and selected from 118 submissions. They are organized in topical sections named: modeling languages, tools and architectures; methodologies, processes and platforms; applications and software development.

Agile Java Development with Spring, Hibernate and Eclipse Anil Hemrajani 2006-05-09 Agile Java™ Development With Spring, Hibernate and Eclipse is a book about robust technologies and effective methods which help bring simplicity back into the world of enterprise Java development. The three key technologies covered in this book, the Spring Framework, Hibernate and Eclipse, help reduce the complexity of enterprise Java development significantly. Furthermore, these technologies enable plain old Java objects (POJOs) to be deployed in light-weight containers versus heavy-handed remote objects that require heavy EJB containers. This book also extensively covers technologies such as Ant, JUnit, JSP tag libraries and touches upon other areas such as such logging, GUI based debugging, monitoring using JMX, job scheduling, emailing, and more. Also, Extreme Programming (XP), Agile Model Driven Development (AMDD) and refactoring are methods that can expedite the software development projects by reducing the amount of up front requirements and design; hence these methods are embedded throughout the book but with just enough details and examples to not sidetrack the focus of this book. In addition, this book contains well separated, subjective material (opinion sidebars), comic illustrations, tips and tricks, all of which provide real-world and practical perspectives on relevant topics. Last but not least, this book demonstrates the complete lifecycle by building and following a sample application, chapter-by-chapter, starting from conceptualization to production using the technology and processes covered in this book. In summary, by using the technologies and methods covered in this book, the reader will be able to effectively develop enterprise-class Java applications, in an agile manner!

Fundamentals of Computer Programming with C# Svetlin Nakov 2013-09-01 The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming

topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from http://introprogramming.info. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: http://www.introprogramming.info License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Java Power Tools John Ferguson Smart 2008-04-22 All true craftsmen need the best tools to do their finest work, and programmers are no different. Java Power Tools delivers 30 open source tools designed to improve the development practices of Java developers in any size team or organization. Each chapter includes a series of short articles about one particular tool -- whether it's for build systems, version control, or other aspects of the development process -- giving you the equivalent of 30 short reference books in one package. No matter which development method your team chooses, whether it's Agile, RUP, XP, SCRUM, or one of many others available, Java Power Tools provides practical techniques and tools to help you optimize the process. The book discusses key Java development problem areas and best practices, and focuses on open source tools that can help increase productivity in each area of the development cycle, including: Build tools including Ant and Maven 2 Version control tools such as CVS and Subversion, the two most prominent open source tools Quality metrics tools that measure different aspects of code quality, including CheckStyle, PMD, FindBugs and Jupiter Technical documentation tools that can help you generate good technical documentation without spending too much effort writing and maintaining it Unit Testing tools including JUnit 4, TestNG, and the open source coverage tool Cobertura

Integration, Load and Performance Testing to integrate performance tests into unit tests, load-test your application, and automatically test web services, Swing interfaces and web interfaces Issue management tools including Bugzilla and Trac Continuous Integration tools such as Continuum, Cruise Control, LuntBuild and Hudson If you are a Java developer, these tools can help improve your development practices, and make your life easier in the process. Lead developers, software architects and people interested in the wider picture will be able to gather from these pages some useful ideas about improving your project infrastructure and best practices.

Implementing Domain-Specific Languages with Xtext and Xtend Lorenzo Bettini 2016-08-31 Learn how to implement a DSL with Xtext and Xtend using easy-to-understand examples and best practices About This Book Leverage the latest features of Xtext and Xtend to develop a domain-specific language. Integrate Xtext with popular third party IDEs and get the best out of both worlds. Discover how to test a DSL implementation and how to customize runtime and IDE aspects of the DSL Who This Book Is For This book is targeted at programmers and developers who want to create a domain-specific language with Xtext. They should have a basic familiarity with Eclipse and its functionality. Previous experience with compiler implementation can be helpful but is not necessary since this book will explain all the development stages of a DSL. What You Will Learn Write Xtext grammar for a DSL; Use Xtend as an alternative to Java to write cleaner, easier-to-read, and more maintainable code; Build your Xtext DSLs easily with Maven/Tycho and Gradle; Write a code generator and an interpreter for a DSL; Explore the Xtext scoping mechanism for symbol resolution; Test most aspects of the DSL implementation with JUnit; Understand best practices in DSL implementations with Xtext and Xtend; Develop your Xtext DSLs using Continuous Integration mechanisms; Use an Xtext editor in a web application In Detail Xtext is an open source Eclipse framework for implementing domain-specific languages together with IDE functionalities. It lets you implement languages really quickly; most of all, it covers all aspects of a complete language infrastructure, including the parser, code generator, interpreter, and more. This book will enable you to implement Domain Specific Languages (DSL) efficiently, together with their IDE tooling, with Xtext and Xtend. Opening with brief coverage of Xtext features involved in DSL implementation, including integration in an IDE, the book will then introduce you to Xtend as this language will be used in all the examples throughout the book. You will then explore the typical programming development workflow with Xtext when we modify the grammar of the DSL. Further, the Xtend programming language (a fully-featured Java-like language tightly integrated with Java) will be introduced. We then explain the main concepts of Xtext, such as validation, code generation, and customizations of runtime and UI aspects. You will have learned how to test a DSL implemented in Xtext with JUnit and will progress to advanced concepts such as type checking and scoping. You will then integrate the typical Continuous Integration systems built in to Xtext DSLs and familiarize yourself with Xbase. By the end of the book, you will manually maintain the EMF model for an Xtext DSL and will see how an Xtext DSL can also be used in IntelliJ. Style and approach A step-by step-tutorial with illustrative examples that will let you master using Xtext and implementing DSLs with its custom language, Xtend.

Advances in Information and Communication Kohei Arai 2019-02-01 This book presents a remarkable collection of chapters that cover a wide range of topics in the areas of information and communication technologies and their real-world applications. It gathers the Proceedings of the Future of Information and Communication Conference 2019 (FICC 2019), held in San Francisco, USA from March 14 to 15, 2019. The conference attracted a total of 462 submissions from pioneering researchers, scientists, industrial engineers, and students from all around the world. Following a double-blind peer review process, 160 submissions (including 15 poster papers) were ultimately selected for inclusion in these proceedings. The papers highlight relevant trends in, and the latest research on: Communication, Data Science, Ambient Intelligence, Networking, Computing, Security, and the Internet of Things. Further, they

address all aspects of Information Science and communication technologies, from classical to intelligent, and both the theory and applications of the latest technologies and methodologies. Gathering chapters that discuss state-of-the-art intelligent methods and techniques for solving real-world problems, along with future research directions, the book represents both an interesting read and a valuable asset.

JSP Tutorials - Herong's Tutorial Examples Herong Yang 2020-03-02 This book is a collection of notes and sample codes written by the author while he was learning JSP (JavaServer Pages). Topics include Tomcat installation and configuration to support JSP; JSP execution context, JSP elements, and sessions; Using JavaBean Classes; Cookie management; Controlling HTTP Response Header Lines; Supporting non-ASCII characters and localization; Debugging and measuring performance; Using EL (Expression Language); JSTL (JSP Standard Tag Library) syntax and Tag Java interface; Managing file uploads. Updated in 2020 (Version 5.10) with CentOS/macOS tutorials.

Model Driven Engineering Languages and Systems Gregor Engels 2007-09-12 This book constitutes the refereed proceedings of the 10th International Conference on Model Driven Engineering Languages and Systems (formerly the UML series of conferences), MODELS 2007, held in Nashville, USA, September 30 - October 5, 2007. The 45 revised full papers were carefully reviewed and selected from 158 initial submissions. The papers are organized in topical sections.

Eclipse Web Tools Platform Naci Dai 2007 Direct from the lead contributors, this is the only definitive guide on using the Eclipse Web Tools Platform.

Recent Advances in Computer Science and Information Engineering Zhihong Qian 2012-01-25 CSIE 2011 is an international scientific Congress for distinguished scholars engaged in scientific, engineering and technological research, dedicated to build a platform for exploring and discussing the future of Computer Science and Information Engineering with existing and potential application scenarios. The congress has been held twice, in Los Angeles, USA for the first and in Changchun, China for the second time, each of which attracted a large number of researchers from all over the world. The congress turns out to develop a spirit of cooperation that leads to new friendship for addressing a wide variety of ongoing problems in this vibrant area of technology and fostering more collaboration over the world. The congress, CSIE 2011, received 2483 full paper and abstract submissions from 27 countries and regions over the world. Through a rigorous peer review process, all submissions were refereed based on their quality of content, level of innovation, significance, originality and legibility. 688 papers have been accepted for the international congress proceedings ultimately.

Building Spring 2 Enterprise Applications Seth Ladd 2007-10-18 This is a brilliantly practical work that lets the reader experience a real-world scalable agile enterprise Java-based application being built from the ground up using the latest Spring 2.x kit available. The open source agile lightweight Spring (meta) Framework 2.x is by far the leading innovative force and "lightning rod" that's driving today's Java industry. Spring has time and time again proven itself in real-world highly scalable enterprise settings such as banks and other financial institutions. This book is the only authoritative Spring 2 authored book, as it has been written by team members of Interface21, the group that lead the Spring Foundation and its growing community.

Thinking in Java Bruce Eckel 2003 An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

HDI2010 - Tagungsband der 4. Fachtagung zur "Hochschuldidaktik Informatik" Dieter Engbring 2010 Mit der 4. Tagung zur Hochschuldidaktik Informatik wird eine Reihe fortgesetzt, die ihren Anfang 1998 in Stuttgart unter der Überschrift "Informatik und Ausbildung" genommen hat. Seither dienen diese Tagungen den Lehrenden im Bereich der Hochschulinformatik als Forum der Information und des Diskurses über aktuelle didaktische und bildungspolitische Entwicklungen im Bereich der Informatikausbildung. Aktuell zählen dazu insbesondere Fragen der Bildungsrelevanz informatischer Inhalte und der Herausforderung durch eine stärkere Kompetenzorientierung in der Informatik. Die eingereichten Beiträge zur HDI 2010 in Paderborn veranschaulichen unterschiedliche Bemühungen, sich mit relevanten Problemen der Informatikdidaktik an Hochschulen in Deutschland (und z. T. auch im Ausland) auseinanderzusetzen. Aus der Breite des Spektrums der Einreichungen ergaben sich zugleich Probleme bei der Begutachtung. Letztlich konnten von den zahlreichen Einreichungen nur drei die Gutachter so überzeugen, dass sie uneingeschränkt in ihrer Langfassung akzeptiert wurden. Neun weitere Einreichungen waren trotz Kritik überwiegend positiv begutachtet worden, so dass wir diese als Kurzfassung bzw. Diskussionspapier in die Tagung aufgenommen haben.

Enterprise Interoperability III Kai Mertins 2008-04-01 Interoperability: the ability of a system or a product to work with other systems or products without special effort from the user is a key issue in manufacturing and industrial enterprise generally. It is fundamental to the production of goods and services quickly and at low cost at the same time as maintaining levels of quality and customisation. Composed of over 50 papers, Enterprise Interoperability III ranges from academic research through case studies to industrial and administrative experience of interoperability. The international nature of the authorship continues to broaden. Many of the papers have examples and illustrations calculated to deepen understanding and generate new ideas. A concise reference to the state of the art in software interoperability, Enterprise Interoperability III will be of great value to engineers and computer scientists working in manufacturing and other process industries and to software engineers and electronic and manufacturing engineers working in the academic environment.

ECOOP 2008 - Object-Oriented Programming Jan Vitek 2008-07-10 It is a pleasure to present the proceedings of the 22nd European Conference on Object-Oriented Programming (ECOOP 2008) held in Paphos, Cyprus. The conference continues to serve a broad object-oriented community with a tech- cal program spanning theory and practice and a healthy mix of industrial and academic participants. This year a strong workshop and tutorial program c- plementedthemaintechnicaltrack.Wehad13workshopsand8tutorials,aswell as the co-located Dynamic Language Symposium (DLS). Finally, the program was rounded out with a keynote by Rachid Guerraoui and a banquet speech by James Noble. As in previous years, two Dahl-Nygaard awards were selected by AITO, and for the ?rst time, the ECOOP Program Committee gave a best paper award. Theproceedingsinclude27papersselectedfrom138submissions.Thepapers werereviewed in a single-blind process with three to ?ve reviews per paper. P- liminaryversionsofthereviewsweremadeavailabletotheauthorsaweekbefore the PC meeting to allow for short (500 words or less) author responses. The - sponses were discussed at the PC meeting and were instrumental in reaching decisions. The PC discussions followed Oscar Nierstrasz'Champion pattern. PC papers had ?ve reviews and were held at a higher standard.

Generative and Transformational Techniques in Software Engineering III João M. Fernandes 2011-01-19 This tutorial book presents revised and extended lecture notes for a selection of the contributions presented at the International Summer School on Generative and Transformational Techniques in Software Engineering (GTTSE 2009), which was held in Braga, Portugal, in July 2009. The 16 articles comprise 7 long tutorials, 6 short tutorials and 3 participants contributions; they shed light on the

generation and transformation of programs, data, models, metamodels, documentation, and entire software systems. The topics covered include software reverse and re-engineering, model driven engineering, automated software engineering, generic language technology, and software language engineering.

Generative and Transformational Techniques in Software Engineering II Ralf Lämmel 2008-10-08 The second instance of the international summer school on Generative and Transformational Techniques in Software Engineering (GTTSE 2007) was held in Braga, Portugal, during July 2–7, 2007. This volume contains an augmented selection of the material presented at the school, including full tutorials, short tutorials, and contributions to the participants workshop. The GTTSE summer school series brings together PhD students, lecturers, technology presenters, as well as other researchers and practitioners who are interested in the generation and the transformation of programs, data, models, metamodels, documentation, and entire software systems. This concerns many areas of software engineering: software reverse and re-engineering, model-driven engineering, automated software engineering, generic language technology, to name a few. These areas di?er with regard to the speci?c sorts of metamodels (or grammars, schemas, formats etc.) that underlie the involved artifacts, and with regard to the speci?c techniques that are employed for the generation and the transformation of the artifacts. The ?rst instance of the school was held in 2005 and its proceedings appeared as volume 4143 in the LNCS series.

Models in Software Engineering Holger Giese 2008-06-24 This book constitutes the thoroughly refereed post-workshop proceedings of 10 internationl workshops and 2 symposia held as satellite events of the 10th International Conference on Model Driven Engineering Languages and Systems, MoDELS 2007, in Nashville, TN, USA, in September/October 2007 (see LNCS 4735). The 29 revised full papers were carefully selected for inclusion in the book and are presented along with a doctoral and an educators' symposium section. The papers are organized in topical sections representing the various workshops: aspect-oriented modeling (AOM 2007), language engineering (ATEM2007), model driven development of advanced user interfaces (MDDAUI 2007), model size metrics (MSM 2007), model-based design of trustworthy health information systems (MOTHIS 2007), model-driven engineering, verification and validation (MoDeVVa 2007), modelling systems with OCL (Ocl4All 2007), Models@run.time, multi-paradigm modeling: concepts and tools (MPM 2007), quality in modeling, doctoral symposium, and educators' symposium.

AsiaSim 2007 Jin Woo Park 2007-12-21 This book is made up of selected papers from the Asia Simulation Conference 2007, held in Seoul, Korea, in October of 2007. The 42 revised full papers presented were carefully reviewed and selected from 120 submissions. After the conference, the papers went through another round of revision. The papers are organized in topical sections on a host of subjects. These include, among others, sections on numerical simulation, general application, and agent-based simulation.

Practical Aspects of Declarative Languages Ricardo Rocha 2011-01-11 This book constitutes the refereed proceedings of the 13th International Symposium on Practical Aspects of Declarative Languages, PADL 2011, held in Austin, TX, USA, in January 2011, co-located with POPL 2011, the Symposium on Principles of Programming Languages. The 17 revised full papers presented together with one application paper were carefully reviewed and selected from 40 submissions. The volume features a variety of contributions ranging from message-passing and mobile networks, concurrent and parallel programming, event processing and reactive programming, profiling and portability in Prolog, constraint programming, grammar combinators, belief set merging and work on new language extensions and tools.

New Trends in Intelligent Software Methodologies, Tools and Techniques H. Fujita 2021-09-28 The integration of AI with software is an essential enabler for science and the new economy, creating new markets and opportunities for a more reliable, flexible and robust society. Current software methodologies, tools and techniques often fall short of expectations, however, and much software remains insufficiently robust and reliable for a constantly changing and evolving market. This book presents 54 papers delivered at the 20th edition of the International Conference on New Trends in Intelligent Software Methodology Tools, and Techniques (SoMeT_21), held in Cancun, Mexico, from 21–23 September 2021. The aim of the conference was to capture the essence of a new state-of-the-art in software science and its supporting technology and to identify the challenges that such a technology will need to master, and this book explores the new trends and theories illuminating the direction of development in this field as it heads towards a transformation in the role of software and science integration in tomorrow's global information society. The 54 revised papers were selected for publication by means of a rigorous review process involving 3 or 4 reviewers for each paper, followed by selection by the SoMeT_21 international reviewing committee. The book is divided into 9 chapters, classified by paper topic and relevance to the chapter theme. Covering topics ranging from research practices, techniques and methodologies to proposing and reporting on the solutions required by global business, the book offers an opportunity for the software science community to consider where they are today and where they are headed in the future.

Computer-Aided Design of User Interfaces VI Victor Lopez Jaquero 2010-03-10 Computer-Aided Design of User Interfaces VI gathers the latest experience of experts, research teams and leading organisations involved in computer-aided design of user interactive applications. This area investigates how it is desirable and possible to support, to facilitate and to speed up the development life cycle of any interactive system: requirements engineering, early-stage design, detailed design, deelopment, deployment, evaluation, and maintenance. In particular, it stresses how the design activity could be better understood for different types of advanced interactive ubiquitous computing, and multi-device environments.

Next Generation Society Technological and Legal Issues Alexander B. Sideridis 2010-01-30 Recent developments in information and communication technology (ICT) have paved the way for a world of advanced communication, intelligent information processing and ubiquitous access to information and services. The ability to work, communicate, interact, conduct business, and enjoy digital entertainment virtually anywhere is r- idly becoming commonplace due to a multitude of small devices, ranging from mobile phones and PDAs to RFID tags and wearable computers. The increasing number of connected devices and the proliferation of networks provide no indication of a sl- down in this tendency. On the negative side, misuse of this same technology entails serious risks in various aspects, such as privacy violations, advanced electronic crime, cyber terrorism, and even enlargement of the digital divide. In extreme cases it may even threaten basic principles and human rights. The aforementioned issues raise an important question: Is our society ready to adopt the technological advances in ubiq- tous networking, next-generation Internet, and pervasive computing? To what extent will it manage to evolve promptly and efficiently to a next-generation society, ado- ing the forthcoming ICT challenges? The Third International ICST Conference on e-Democracy held in Athens, Greece during September 23–25, 2009 focused on the above issues. Through a compreh- sive list of thematic areas under the title "Next-Generation Society: Technological and Legal issues," the 2009 conference provided comprehensive reports and stimulated discussions on the technological, ethical, legal, and political challenges ahead of us.

Modelling -- Foundation and Applications Robert B. France 2011-05-26 This book constitutes the refereed

proceedings of the 7th European Conference on Modelling Foundations and Applications, held in Birmingham, UK, in June 2011. The 19 revised full foundations track papers and 5 revised full applications track papers presented were carefully reviewed and selected from 61 submissions; also included are 5 workshop summaries and abstracts of 4 tutorials. The papers are organized in topical sections on model execution, model analysis, methodology, model management, model transformation, variability analysis and ADLs, and domain-specific modeling.

Interactive Object Oriented Programming in Java Vaskaran Sarcar 2016-12-22 Discover object oriented programming with Java in this unique tutorial. This book uses Java and Eclipse to write and generate output for examples in topics such as classes, interfaces, overloading, and overriding. Interactive Object Oriented Programming in Java uniquely presents its material in a dialogue with the reader to encourage thinking and experimentation. Later chapters cover further Java programming concepts, such as abstract classes, packages, and exception handling. At each stage you'll be challenged by the author to help you absorb the information and become a proficient Java programmer. Additionally, each chapter contains simple assignments to encourage you and boost your confidence level. What You Will Learn Become proficient in object oriented programming Test your skills in the basics of Java Develop as a Java programmer Use the Eclipse IDE to write your code Who This Book Is For Software developers and software testers.

Advances in Conceptual Modeling Marta Indulska 2014-10-10 This book constitutes the refereed proceedings of workshops, held at the 33rd International Conference on Conceptual Modeling, ER 2014, in Atlanta, GA, USA in October 2014. The 24 revised full and 6 short papers were carefully reviewed and selected out of 59 submissions and are presented together with 4 demonstrations. The papers are organized in sections related to the individual workshops: the First International Workshop on Enterprise Modeling, ENMO 2014; the Second International Workshop on Modeling and Management of Big Data, MoBiD 2014; the First International Workshop on Conceptual Modeling in Requirements and Business Analysis, MReBA 2014; the First International Workshop on Quality of Models and Models of Quality, QMMQ 2014; the 8th International Workshop on Semantic and Conceptual Issues in GIS, SeCoGIS 2014; and the 11th International Workshop on Web Information Systems Modeling, WISM 2014. The contributions cover a variety of topics in conceptual modeling, including requirements and enterprise modeling, modeling of big data, spatial conceptual modeling, exploring the quality of models, and issues specific to the design of web information systems.

EMF Dave Steinberg 2008-12-16 EMF: Eclipse Modeling Framework Dave Steinberg Frank Budinsky Marcelo Paternostro Ed Merks Series Editors: Erich Gamma • Lee Nackman • John Wiegand The Authoritative Guide to EMF Modeling and Code Generation The Eclipse Modeling Framework enables developers to rapidly construct robust applications based on surprisingly simple models. Now, in this thoroughly revised Second Edition, the project's developers offer expert guidance, insight, and examples for solving real-world problems with EMF, accelerating development processes, and improving software quality. This edition contains more than 40% new material, plus updates throughout to make it even more useful and practical. The authors illuminate the key concepts and techniques of EMF modeling, analyze EMF's most important framework classes and generator patterns, guide you through choosing optimal designs, and introduce powerful framework customizations and programming techniques. Coverage includes • Defining models with Java, UML, XML Schema, and Ecore • NEW: Using extended Ecore modeling to fully unify XML with UML and Java • Generating high-quality code to implement models and editors • Understanding and customizing generated code • Complete documentation of @model Javadoc tags, generator model properties, and resource save and load options • NEW: Leveraging the latest EMF features, including extended metadata, feature maps, EStore, cross-reference adapters,

copiers, and content types • NEW: Chapters on change recording, validation, and utilizing EMF in stand-alone and Eclipse RCP applications • NEW: Modeling generics with Ecore and generating Java 5 code About the Authors Dave Steinberg is a software developer in IBM Software Group. He has worked with Eclipse and modeling technologies since joining the company, and has been a committer on the EMF project since its debut in 2002. Frank Budinsky, a senior architect in IBM Software Group, is an original coinventor of EMF and a founding member of the EMF project at Eclipse. He is currently cochair of the Service Data Objects (SDO) specification technical committee at OASIS and lead SDO architect for IBM. Marcelo Paternostro is a software architect and engineer in IBM Software Group. He is an EMF committer and has been an active contributor to several other Eclipse projects. Before joining IBM, Marcelo managed, designed, and implemented numerous projects using Rational's tools and processes. Ed Merks is the project lead of EMF and a colead of the top-level Modeling project at Eclipse. He holds a Ph.D. in Computing Science and has many years of in-depth experience in the design and implementation of languages, frameworks, and application development environments. Ed works as a software consultant in partnership with itemis AG.

Eclipse Rich Client Platform Jeff McAffer 2010-05-12 The Definitive Guide to Eclipse Rich Client Development In Eclipse Rich Client Platform, Second Edition, three Eclipse Rich Client Platform (RCP) project leaders show how to use Eclipse 3.5 ("Galileo") to rapidly deliver cross-platform applications with rich, native-feel GUIs. The authors fully reveal the power of Eclipse as a desktop application development platform; introduce important new improvements in Eclipse 3.5; and walk through developing a full-featured, branded RCP application for Windows, Linux, Mac, and other platforms—including handheld devices and kiosks. Drawing on their extensive experience, the authors cover building, refining, and refactoring prototypes; customizing user interfaces; adding help and software management features; and building, branding, testing, and shipping finished software. They demonstrate current best practices for developing modular and dynamically extensible systems, using third-party code libraries, packaging applications for diverse environments, and much more. For Java programmers at all levels of experience, this book Introduces important new RCP features such as p2, Commands, and Databinding Thoroughly covers key RCP-related technologies such as Equinox, SWT, JFace, and OSGi Shows how to effectively brand and customize RCP application look-and-feel Walks through user interface testing for RCP applications with SWTBot Illuminates key similarities and differences between RCP and conventional plug-in development Hands-on, pragmatic, and comprehensive, this book offers all the real-world, nontrivial code examples working developers need—as well as "deep dives" into key technical areas that are essential to your success.

AERO TRADER, OCTOBER 2007 Causey Enterprises, LLC

SharePoint 2013 Errin O'Connor 2014 Provides information on best practices and strategies for SharePoint implementation, including integrating SharePoint with external data sources, governance strategies, planning for disaster recovery, records management, and security.

Eclipse Rich Client Platform Lars Vogel 2015-05-13 This book gives a detailed introduction into the Eclipse platform and covers all relevant aspects of Eclipse RCP development. Every topic in this book has a content section in which the topic is explained and afterwards you have several exercises to practice your learning. You will be guided through all relevant aspects of Eclipse 4 development using an comprehensive example which you continue to extend in the exercises. You will learn about the new programming concepts of Eclipse 4, e.g. the application model, dependency injection, CSS styling, the renderer framework, the event system and much more. Proven Eclipse technologies like SWT, JFace viewers, OSGi modularity and services, data binding, etc. are also covered in detail. This book requires a

working knowledge of Java and assumes that you are familiar in using the Eclipse IDE for standard Java development. It assumes no previous experience of Eclipse plug-in and Eclipse RCP development.

Principles of Object-Oriented Modeling and Simulation with Modelica 3.3 Peter Fritzson 2014-11-24 Fritzson covers the Modelica language in impressive depth from the basic concepts such as cyber-physical, equation-base, object-oriented, system, model, and simulation, while also incorporating over a hundred exercises and their solutions for a tutorial, easy-to-read experience. The only book with complete Modelica 3.3 coverage Over one hundred exercises and solutions Examines basic concepts such as cyber-physical, equation-based, object-oriented, system, model, and simulation