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These Proceedings contain the papers presented at The Ninth International World Wide Web Conference (WWW9) held on May 15-19, 2000 in Amsterdam, the capital of The Netherlands. Leaders from industry, academia, and government present the latest developments in Web technology, and discuss the issues and challenges facing the Web community as it moves into the 21st Century.

The XP conference series established in 2000 was the first conference dedicated to agile processes in software engineering. The idea of the conference is to offer a unique setting for advancing the state of the art in the research and practice of agile processes. This year's conference was the ninth consecutive edition of this international event. The conference has grown to be the largest conference on agile software development outside North America. The XP conference enjoys being one of those conferences that truly brings practitioners and academics together. About 70% of XP participants come from industry and the number of academics has grown steadily over the years. XP is more of an experience rather than a regular conference. It offers several different ways to interact and strives to create a truly collaborative environment where new ideas and exciting findings can be presented and shared. For example, this year's open space session, which was "a conference within a conference", was larger than ever before. Agile software development is a unique phenomenon from several perspectives.

This book is a practical guide to personal and business negotiations. It is unique in going beyond the bargaining phase of negotiation to cover the entire process from your decision to

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negotiate through an evaluation of your negotiation performance. Also included are tools such as a negotiation planner, "decision trees" for calculating negotiation alternatives, psychological tools for increasing negotiation power, and tools for assessing your negotiation style.

For courses in Java programming The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of programming fundamentals, object-oriented programming concepts and intermediate-level topics for further study. Java How to Program, Early Objects, 11th Edition, presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. The 11th Edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System, and other key Java 9 topics.

It is a pleasure to present the proceedings of the 22nd European Conference on Object-Oriented Programming (ECOOP 2008) held in Paphos, Cyprus. The conference continues to serve a broad object-oriented community with a technical program spanning theory and practice and a healthy mix of industrial and academic participants. This year a strong workshop and tutorial program complemented the main technical track. We had 13 workshops and 8 tutorials, as well as the co-located Dynamic Language Symposium (DLS). Finally, the program was rounded out with a keynote by Rachid Guerraoui and a banquet speech by James Noble. As in previous years, two Dahl-Nygaard awards were selected by AITO, and for the first time,

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the ECOOP Program Committee gave a best paper award.

The proceedings include 27 papers selected from 138 submissions. The papers were reviewed in a single-blind process with three to five reviews per paper. Preliminary versions of the reviews were made available to the authors a week before the PC meeting to allow for short (500 words or less) author responses. The responses were discussed at the PC meeting and were instrumental in reaching decisions. The PC discussions followed Oscar Nierstrasz' Champion pattern. PC papers had five reviews and were held at a higher standard.

This book constitutes the thoroughly refereed post-proceedings of the 9th International Workshop on Declarative Agent Languages and Technologies, DALT 2011, held in Taipei, Taiwan, in May 2011. The volume contains 6 revised selected presented at DALT 2011, 7 best papers from the DALT series over the years, explaining how the research developed and how it influenced and impacted the community, the state-of-the-art and subsequent work, and two invited papers from the DALT Spring School, which took place in April 2011.

Revised edition of: Introduction to Java programming / Y. Daniel Liang, Armstrong Atlantic State University. Tenth edition. Comprehensive version. 2015.

Learn the basics of Java 9, including basic programming concepts and the object-oriented fundamentals necessary at all levels of Java development. Author Kishori Sharan walks you through writing your first Java program step-by-step. Armed with that

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practical experience, you'll be ready to learn the core of the Java language. Beginning Java 9 Fundamentals provides over 90 diagrams and 240 complete programs to help you learn the topics faster. The book continues with a series of foundation topics, including using data types, working with operators, and writing statements in Java. These basics lead onto the heart of the Java language: object-oriented programming. By learning topics such as classes, objects, interfaces, and inheritance you'll have a good understanding of Java's object-oriented model. The final collection of topics takes what you've learned and turns you into a real Java programmer. You'll see how to take the power of object-oriented programming and write programs that can handle errors and exceptions, process strings and dates, format data, and work with arrays to manipulate data. This book is a companion to two other books also by Sharan focusing on APIs and advanced Java topics. What You'll Learn Write your first Java programs with an emphasis on learning object-oriented programming in Java Work with data types, operators, statements, classes and objects Handle exceptions, assertions, strings and dates, and object formatting Use regular expressions Work with arrays, interfaces, enums, and inheritance Deploy Java applications on memory-constrained devices using compact profiles Take advantage of the new JShell REPL tool Who This Book Is For Those who are new to Java programming, who may have some or even no prior programming experience.

This book is designed to help those at the beginner level of java learner to understand

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Java in programmatic view. To enhance their basic knowledge of java language, this book comes with a lot of samples of simple java programs to guide readers in programming java in GUI environment. Hence, readers just not to learn how to program the JAVA based on proven samples of codes, instead more on to look and feel their program via GUI appearance that they had been produced. Simple word, this Java Look and Feel book is a guide to develop JAVA program in GUI environment plus with their function and operation in making them as a complete GUI application based on JAVA language.

In recent years, our world has experienced a profound shift and progression in available computing and knowledge sharing innovations. These emerging advancements have developed at a rapid pace, disseminating into and affecting numerous aspects of contemporary society. This has created a pivotal need for an innovative compendium encompassing the latest trends, concepts, and issues surrounding this relevant discipline area. During the past 15 years, the Encyclopedia of Information Science and Technology has become recognized as one of the landmark sources of the latest knowledge and discoveries in this discipline. The Encyclopedia of Information Science and Technology, Fourth Edition is a 10-volume set which includes 705 original and previously unpublished research articles covering a full range of perspectives, applications, and techniques contributed by thousands of experts and researchers from around the globe. This authoritative encyclopedia is an all-encompassing, well-

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established reference source that is ideally designed to disseminate the most forward-thinking and diverse research findings. With critical perspectives on the impact of information science management and new technologies in modern settings, including but not limited to computer science, education, healthcare, government, engineering, business, and natural and physical sciences, it is a pivotal and relevant source of knowledge that will benefit every professional within the field of information science and technology and is an invaluable addition to every academic and corporate library.

The Definitive Java Programming Guide Fully updated for Java SE 8, Java: The Complete Reference, Ninth Edition explains how to develop, compile, debug, and run Java programs. Bestselling programming author Herb Schildt covers the entire Java language, including its syntax, keywords, and fundamental programming principles, as well as significant portions of the Java API library. JavaBeans, servlets, applets, and Swing are examined and real-world examples demonstrate Java in action. New Java SE 8 features such as lambda expressions, the stream library, and the default interface method are discussed in detail. This Oracle Press resource also offers a solid introduction to JavaFX.

Coverage includes: Data types, variables, arrays, and operators Control statements Classes, objects, and methods Method overloading and overriding Inheritance Interfaces and packages Exception handling Multithreaded

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programming Enumerations, autoboxing, and annotations The I/O classes
Generics Lambda expressions String handling The Collections Framework
Networking Event handling AWT and Swing The Concurrent API The Stream API
Regular expressions JavaFX JavaBeans Applets and servlets Much, much more
Based on the 9th IEEE International Workshop on Program Comprehension
(IWPC 2001), this volume covers such topics as: software quality analysis;
architecture recovery; reverse engineering; tools and environments; program
comprehension studies; metrics and slicing; and clustering techniques.

Abridged version of author's Big Java early objects, 7e.

Extensively revised, the new Second Edition of Programming and Problem
Solving with Java continues to be the most student-friendly text available. The
authors carefully broke the text into smaller, more manageable pieces by
reorganizing chapters, allowing student to focus more sharply on the important
information at hand. Using Dale and Weems' highly effective "progressive
objects" approach, students begin with very simple yet useful class design in
parallel with the introduction of Java's basic data types, arithmetic operations,
control structures, and file I/O. Students see first hand how the library of objects
steadily grows larger, enabling ever more sophisticated applications to be
developed through reuse. Later chapters focus on inheritance and polymorphism,

using the firm foundation that has been established by steadily developing numerous classes in the early part of the text. A new chapter on Data Structures and Collections has been added making the text ideal for a one or two-semester course. With its numerous new case studies, end-of-chapter material, and clear descriptive examples, the Second Edition is an exceptional text for discovering Java as a first programming language!

The 19th Annual Meeting of the European Conference on Object-Oriented Programming—ECOOP 2005—took place during the last week of July in Glasgow, Scotland, UK. This volume includes the refereed technical papers presented at the conference, and two invited papers. It is traditional to preface a volume of proceedings such as this with a note that emphasizes the importance of the conference in its respective field. Although such self-evaluations should always be taken with a large grain of salt, ECOOP is undisputedly the pre-eminent conference on object-orientation outside of the United States. In its turn, object-orientation is today's principal technology not only for programming, but also for design, analysis and specification of software systems. As a consequence, ECOOP has expanded far beyond its roots in programming to encompass all of these areas of research—which is why ECOOP has remained such an interesting conference. But ECOOP is more than an interesting conference. It is the nucleus

of a technical and academic community, a community whose goals are the creation and dissemination of new knowledge. Chance meetings at ECOOP have helped to spawn collaborations that span the boundaries of our many subdisciplines, bring together researchers and practitioners, cross cultures, and reach from one side of the world to the other. The ubiquity of fast electronic communication has made maintaining these collaborations easier than we would have believed possible only a dozen years ago. But the role of conferences like ECOOP in establishing collaborations has not diminished.

The Ninth International Workshop on Persistent Object Systems (POS 9) took place at the SAS Radisson Hotel in Lillehammer, Norway, from 6th to 8th September 2000. Previous workshops in the series have been held in Scotland (1 and 2), Australia (3), the USA (4), Italy (5), France (6), and the USA (7 and 8). In keeping with those workshops, POS 9 was short but intensive, fitting 28 papers and panel sessions, a boat 1 excursion, and some memorable meals into two and a half days. The participants' concentration was no doubt helped by the Northern European weather that prevailed for most of the workshop. Continuing a trend experienced over the previous few workshops, POS 9 had difficulty attracting a high number of papers. Of course it is hard to tell whether this is a problem with the field of persistent systems itself, or merely a consequence of the

increasing number of workshops, conferences, and journals competing for submissions. In his Epilogue to the proceedings, Ron Morrison makes some interesting suggestions for possible improvements to future POS workshops. Out of a total of 26 submitted papers, 19 were accepted for presentation at the 2 workshop. Breaking down by region, 6 1/2 came from the USA , 1 from Africa, 3 1/2 from Australia, and 8 from Europe. In a new development for POS, an equal number of papers came from England and from Scotland.

The RV series of workshops brings together researchers from academia and -dustry that are interested in runtime veri?cation. The goal of the RV workshops is to study the ability to apply lightweight formal veri?cation during the exe- tion of programs. This approach complements the o?ine use of formal methods, which often use large resources. Runtime veri?cation methods and tools include the instrumentation of code with pieces of software that can help to test and monitor it online and detect, and sometimes prevent, potential faults. RV 2009 was held during June 26–28 in Grenoble, adjacent to CAV 2009. The program included 11 accepted papers. Two invited talks were given by AmirPnueli, on “CompositionalApproachtoMonitoringLinearTemporalLogic Properties” and Sriram Rajamani on “Veri?cation, Testing and Statistics.” The program also included three tutorials. We would like to thank the members of the Program

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Committee and additional referees for the reviewing and participation in the discussions.

This book constitutes the refereed proceedings of the 8th International Conference on Informatics in Schools: Situation, Evolution, and Perspectives, ISSEP 2015, held in Ljubljana, Slovenia, in September/October 2015. The 14 full papers presented together with 3 invited talks were carefully reviewed and selected from 36 submissions. The focus of the conference was on following topics: sustainable education in informatics for pupils of all ages; connecting informatics lessons to the students' everyday lives; teacher education in informatics; and research on informatics in schools (empirical/qualitative/quantitative/theory building/research methods/comparative studies/transferability of methods and results from other disciplines).

????Tim Peierls?Joshua Bloch?Joseph Bowbeer?David Holmes?Doug Lea
For courses in Java programming Java Software Solutions establishes a strong foundation of programming techniques to foster well-designed object-oriented software. Heralded for its integration of small and large real-world examples, the worldwide best-selling text emphasises problem-solving and design skills and introduces students to the process of constructing high-quality software systems. The 9th Edition features a sweeping overhaul of Graphics Track coverage, to

fully embrace the JavaFX API. This fresh approach enriches programmers' understandings of core object-oriented principles. The text uses a natural progression of concepts, focusing on the use of objects before teaching how to write them--equipping students with the knowledge and skill they need to design true object-oriented solutions.

From cloud computing to data analytics, society stores vast supplies of information through wireless networks and mobile computing. As organizations are becoming increasingly more wireless, ensuring the security and seamless function of electronic gadgets while creating a strong network is imperative. *Advanced Methodologies and Technologies in Network Architecture, Mobile Computing, and Data Analytics* highlights the challenges associated with creating a strong network architecture in a perpetually online society. Readers will learn various methods in building a seamless mobile computing option and the most effective means of analyzing big data. This book is an important resource for information technology professionals, software developers, data analysts, graduate-level students, researchers, computer engineers, and IT specialists seeking modern information on emerging methods in data mining, information technology, and wireless networks.

Prepare for programming success by learning the fundamental principles of

developing structured program logic with Farrell's PROGRAMMING LOGIC AND DESIGN: INTRODUCTORY, 9E. Widely used in foundational programming courses, this popular book takes a unique, language-independent approach to programming with a distinctive emphasis on modern conventions. Noted for its clear, concise writing style, the book eliminates highly technical jargon while introducing universal programming concepts and encouraging a strong programming style and logical thinking. Frequent side notes and Quick Reference boxes provide concise explanations of important programming concepts. Each chapter also begins with a list of objectives and provides a concise summary and a list of key terms. End-of-chapter practice offers multiple-choice review questions, programming and gaming exercises, debugging exercises, and a maintenance exercise that challenges you to improve the working logic presented.

For courses in introductory Computer Science courses using Java, and other introductory programming courses in Computer Science, Computer Engineering, CIS, MIS, IT, and Business. A Concise, Accessible Introduction to Java Programming Ideal for a wide range of introductory computer science applications, Java: An Introduction to Problem Solving and Programming, 8th Edition introduces readers to object-oriented programming and important

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concepts such as design, testing and debugging, programming style, interfaces and inheritance, and exception handling. A concise, accessible introduction to Java, the text covers key Java language features in a manner that resonates with introductory programmers. Objects are covered early and thoroughly in the text. The author's tried-and-true pedagogy incorporates numerous case studies, programming examples, and programming tips, while flexibility charts and optional graphics sections allow readers to review chapters and sections based on their needs. This 8th Edition incorporates new examples, updated material, and revisions. Also available with MyLab Programming MyLab(tm) Programming is an online learning system designed to engage students and improve results. MyLab Programming consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. Note: You are purchasing a standalone product; MyLab(tm) Programming does not come packaged with this content. Students, if interested in purchasing this title with MyLab Programming , ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. If you would like to purchase both the

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physical text and MyLab Programming , search for: 0134710754 / 9780134710754 Java: An Introduction to Problem Solving and Programming Plus MyLab Programming with Pearson eText -- Access Card Package, 8/e Package consists of: 0134462033 / 9780134462035 Java: An Introduction to Problem Solving and Programming 0134459865 / 9780134459868 MyLab Programming with Pearson eText--Access Code Card--for Java: An Introduction to Problem Solving and Programming

For courses in Java programming Empowers students to write useful, object-oriented programs Java Software Solutions establishes a strong foundation of programming techniques to foster well-designed object-oriented software. Heralded for its integration of small and large real-world examples, the worldwide best-selling text emphasizes problem-solving and design skills and introduces students to the process of constructing high-quality software systems. The 9th Edition features a sweeping overhaul of Graphics Track coverage, to fully embrace the JavaFX API. This fresh approach enriches programmers' understandings of core object-oriented principles. The text uses a natural progression of concepts, focusing on the use of objects before teaching how to write them--equipping students with the knowledge and skill they need to design true object-oriented solutions. Also available with MyLab (TM) Programming.

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MyLab Programming is an online learning system designed to engage students and improve results. MyProgrammingLab consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyProgrammingLab improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. NOTE: You are purchasing a standalone product; MyLab Programming does not come packaged with this content. If you would like to purchase both the physical text and MyLab Programming, search for: 0133796280 / 9780133796285 Java Software Solutions plus MyProgrammingLab with Pearson eText -- Access Card Package Package consists of: 0133594955 / 9780133594959 Java Software Solutions 0133781283 / 9780133781281 MyProgrammingLab with Pearson eText -- Access Code Card -- for Java Software Solutions: Foundations of Program Design MyLab Programming should only be purchased when required by an instructor.

This book constitutes the refereed proceedings of the 9th IFIP WG 11.11 International Conference on Trust Management, IFIPTM 2015, held in Hamburg, Germany, in May 2015. The 10 revised full papers and 5 short papers presented were carefully reviewed and selected from 28 submissions. In addition, the book contains one invited paper and

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5 papers from a special session on trusted cloud ecosystems. The papers cover a wide range of topics including trust and reputation and models thereof, the relationship between trust and security, socio-technical aspects of trust, reputation and privacy, trust in the cloud and behavioural models of trust.

Software -- Programming Languages.

The 17th International Workshop on Languages and Compilers for High Performance Computing was hosted by Purdue University in September 2004 on Purdue campus in West Lafayette, Indiana, USA.

H.M. Deitel's name appears on the earlier editions.

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A humorous and friendly introduction to programming for undergraduate students meeting the subject for the first time. Using Java as a running example, the authors outline the principles of programming that will serve as a valuable foundation in good practice for when students meet other languages in later courses. Packed with cartoons and entertaining examples, this book is an accessible, student-friendly guide to programming for beginners.

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