

# A Programmers To Jini Technology

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*A Programmers To Jini Technology*

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## SIDNEY MARIANA

Core Jini Addison Wesley Publishing Company

Annotation "JavaSpaces technology is a powerful Jini service from Sun Microsystems, Inc. that facilitates building distributed applications. The JavaSpaces model provides persistent object exchange "areas" in which remote Java processes can coordinate their actions and exchange data. JavaSpaces technology supplies a necessary, cross-platform framework for distributed computing with Jini technology." "This book introduces the JavaSpaces technology architecture and provides a comprehensive description of the model. Using an example-driven approach, this book shows you how to use JavaSpaces technology to develop distributed computing applications." "JavaSpaces Principles, Patterns, and Practice also includes two full-scale applications - one collaborative and the other parallel - that demonstrate how to put the JavaSpaces model to work."--BOOK JACKET. Title Summary field provided by Blackwell North America, Inc. All Rights Reserved.

*Software Development* Hyperink Inc

Get thoroughly up to speed on Android programming, and learn how to create up-to-date user experiences for both handsets and tablets. With this book's extensively revised second edition, you'll focus on Android tools and programming essentials, including best practices for using Android 4 APIs. If you're experienced with Java or Objective-C, you'll gain the knowledge necessary for building well-engineered applications. Programming Android is organized into four parts: Part One helps programmers with some Java or iOS experience get off to a fast start with the Android SDK and Android programming basics. Part Two delves into the Android framework, focusing on user interface and graphics class hierarchies, concurrency, and databases. It's a solid foundation for understanding of how the most important parts of an Android application work. Part Three features code skeletons and patterns for accelerating the development of apps that use web data and Android 4 user interface conventions and APIs. Part Four delivers practical coverage of Android's multimedia, search, location, sensor, and account APIs, plus the Native Development Kit, enabling developers to add advanced capabilities. This updated edition of Programming Android focuses on the knowledge and developer priorities that are essential for successful Android development projects.

**Mobile .NET** Springer Science & Business Media

Microsoft Visual Basic .NET provides the productivity features developers need to rapidly create enterprise-critical web applications. In Visual Basic .NET and the .NET Platform: An Advanced Guide, author Andrew Troelsen shows experienced developers how to use VB .NET for developing virtually every possible kind of .NET application. From Windows-based to web-based applications, ADO .NET, XML Web services, and object-oriented language features, it's all here. There are detailed discussions of every aspect of .NET development and useful examples with no toy code. Troelsen starts with a brief philosophy of the VB .NET language and then quickly moves to key technical and architectural issues for .NET developers. Not only is there extensive coverage of the .NET Framework, but Troelsen also describes the object-oriented features of VB .NET including inheritance and interface-based programming techniques. You'll also learn how to use VB .NET for object serialization, how to access data with ADO.NET, and how to build (and interact with) .NET Web Services, and how to access legacy COM applications. Written in the same five-star style as Troelsen's previous two books, Developer's Workshop to COM and ATL 3.0 and C# and the .NET Platform, this is the comprehensive book on using VB .NET to build .NET applications that you've been waiting for! Learn from the author! Check out Andrew's workshop schedule at <http://www.intertech-inc.com/courses/CourseDetails.asp?ID=99075&LOC>.

**JavaSpaces Principles, Patterns, and Practice** Sun Microsystems Press

Sun Microsystems experts Stelling and Maassen describe how design patterns can be applied

effectively to the Java platform and present proven techniques for all types of patterns, from system architecture to single classes. Applied Java Patterns features a pattern catalog organized into four major categories - the creational, structural, behavioral, and system patterns. In addition, the authors identify patterns in the core Java APIs and present techniques for pattern use in distributed development.

**Java/Jini Technologies and High-performance Pervasive Computing** O'Reilly Media, Incorporated

Architecting Web Services is targeted toward developers and technical architects who have heard about, and even started to work with, Web services. The book starts with a background on the evolution of Web services and their significance to future collaborative efforts via the Internet. It then reveals the architecture for Web services and the various relationships that can be established through their consumption. Following a short technical primer on XML and related technologies, the Web services model is outlined to illustrate the decisions that have to be made in the areas of presentation, interface, and security before the design is even started. Topics ranging from content to state management to system infrastructures are discussed to help you understand the options and the pitfalls when developing robust Web services. The life cycle of implementing Web services from start to finish is illustrated, taking existing processes and exposing their functionality through Web services. Examples extend both Java and COM objects as Web services before exposing an entire hotel reservation system through a Web services workflow. These exercises are followed by three application scenarios that consume these Web services, again with both Java and Visual Basic/ASP examples. Discussions cover the design, implementation, and testing of each solution to ensure a successful result. Finally, the book takes a look ahead at the future of Web services by examining both the current strategies of the primary vendors and the standards initiatives that are presently under way. A companion website provides all the source code, and hosts the Web services and sample applications introduced in the book.

**Getting to Know Java** Apress

Enterprise Java Beans (EJB) is a server-side component architecture and a central part of the J2EE platform. EJB enables the rapid development of distributed, secure and portable Java applications. This follow-up title to Professional Java Server Programming - J2EE Edition goes from design principles and theory right through to building robust real-world applications and concludes with several case studies including EJB applications and COM integration. Published to coincide with the EJB 2.0 specification this book is an in-depth guide to every aspect of this component architecture.

**The Jini Specification** "O'Reilly Media, Inc."

What if you could condense Java down to its very best features and build better applications with that simpler version? In this book, veteran Sun Labs engineer Jim Waldo reveals which parts of Java are most useful, and why those features make Java among the best programming languages available. Every language eventually builds up crud, Java included. The core language has become increasingly large and complex, and the libraries associated with it have grown even more. Learn how to take advantage of Java's best features by working with an example application throughout the book. You may not like some of the features Jim Waldo considers good, but they'll actually help you write better code. Learn how the type system and packages help you build large-scale software Use exceptions to make code more reliable and easier to maintain Manage memory automatically with garbage collection Discover how the JVM provides portability, security, and nearly bug-free code Use Javadoc to embed documentation within the code Take advantage of reusable data structures in the collections library Use Java RMI to move code and data in a distributed network Learn how Java concurrency constructs let you exploit multicore processors

**Jini Technology** Apress

This comprehensive reference to the C# language is designed to help you get up to speed on C#.

Author Eric Gunnerson, a developer on Microsoft's C# design team, has logged many hours writing and testing C# code. Thus, he is uniquely poised to effectively coach you on using the language. And you will come to understand how C# fits into Microsoft's .NET Framework. Gunnerson provides the ideal foundation for you to springboard into a C# knowledge base. Core topics include C# basic statements and flow of execution, classes, interfaces, expressions, arrays, enums, interoperability, exception handling, and delegates and events. The final section of the book will enlighten you on the history of C# and compare it to other widely-used programming languages. New features to this second edition include graphical user interface application development using Windows Forms, and advanced topics like threading and execution-time code generation.

*AUUGN* Prentice Hall Professional

This programmer's guide is the authoritative reference to Sun Microsystems' revolutionary Jiro(tm) technology that is bringing higher levels of interoperability and adaptability to network and storage management applications. Complete with the formal specification of the Federated Management Architecture (FMA), this comprehensive resource provides immediate solutions for managing distributed environments while reducing costs and increasing efficiencies. Authored by Jiro experts (including the specification's lead architect at Sun), *The Jiro(tm) Technology Programmer's Guide* and *Federated Management Architecture* documents every facet of the specification with complete authority. Coverage spans from managing solution architectures (including the FMA) and storage networks to network programming and working with Jini. Complete with detailed instructions, this comprehensive sourcebook provides the tools, tips, and techniques needed to immediately simplify the process of building enterprise management applications. The key components of Jiro technology are explained, including: How Jiro is used in a complex management domain Network programming with Jiro An overview of Jini technology detailing which components are required knowledge for programming with the Jiro technology Internationalization and localization issues with Jiro Jiro static services, which include the Log Service, Scheduling Service, Event Service, and Transaction Service How to construct FederatedBeans(tm) for deployment into a dynamic resource management environment Patterns and information for building complex dynamic services All the detailed examples from the book are available at the Jiro technology Web site: <http://www.jiro.com>.

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*A Programmer's Rantings: On Programming-Language Religions, Code Philosophies, Google Work Culture, and Other Stuff* Prentice Hall Professional

Java is one of the most popular programming languages in the world, operating on more than 7 billion devices and used by more than 9 million developers around the globe. Airplane systems, ATMs, cell phones, computers, medical equipment, parking meters, and televisions all run on Java. For those interested in coding today, a knowledge of Java is essential. Many technology professionals consider it easy to learn and its coding style is intuitive. Readers will gain a basic understanding of Java, how it works, its many uses, and how to acquire the skills needed to master this vital programming language.

*Applied Java Patterns* The Rosen Publishing Group, Inc

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**Visual Basic .NET and the .NET Platform** Apress

A comprehensive step-by-step guide

**Jini** SPIE-International Society for Optical Engineering

Jini is a simple set of Java Classes and services that allows devices (e.g., printers) and services (e.g., printing) to access each other seamlessly, adapt to a continually changing environment, and share code and configurations transparently. Jini has the potential to radically alter our use of computer networks, since it allows and encourages totally new types of services and new uses of existing networks. "Jini in a Nutshell" is a quick reference guide to developing services and clients using Jini. It covers everything an experienced Java programmer needs to know to implement Jini, including tutorial chapters to get you up to speed quickly and reference chapters that analyze and explain every Java package related to Jini. Over the course of the book the authors develop a complete example program—with samples of both server and client applications. Topics covered include: Setting up the Jini programming environment RMIBasic and advanced Jini programming Jini services, including JavaSpaces Jini utilities Security "Jini in a Nutshell" covers the Jini 1.0 specification and requires the Java 2 Platform.

**Inside the Java Virtual Machine** Apress

This book provides a solid overview of mobile phone programming for readers in both academia and industry. Coverage includes all commercial realizations of the Symbian, Windows Mobile and Linux platforms. The text introduces each programming language (JAVA, Python, C/C++) and offers a set of development environments "step by step," to help familiarize developers with limitations, pitfalls, and challenges.

*Programming Android* Apress

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**Doing Web Development** Syngress

*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

**AUUGN** "O'Reilly Media, Inc."

This book grew out of a lot of angst. Well, and wine. Put enough angst in me, and I'll start ranting. Pour in some wine, and the rants get mean—and funny. I still go back and read these posts now and then, and I always laugh. I was so mean. My angst grew out of traveling different roads than most programmers. Those roads forced me to see the world differently. Now I see all sorts of patterns that many experienced programmers fail to see—because, well, to put it bluntly, they're stuck in ruts. Over the past 25 years I've done a bunch of dramatically different types of programming, and I've also written far more code than any programmer ever should. The long roads I've traveled have basically given me a sixth sense. I see dead people. And it sucks. If you're ever unlucky enough to acquire a dreadful sixth sense, there are really only two choices: you can be angry and depressed about it, or you can laugh about it. So I try to laugh. It's hard, but I'm getting better at it. The wine helps. Practice helps, too. You need to get in the habit of laughing—at yourself, at others, at the crazy world we live in—or in time you'll just stop laughing altogether. When I first started ranting, I was the ugly American, stomping around in my posts, and essentially yelling "What the hell is wrong with all you people?" But over the next ten years or so, I like to think I've grown into more of an amateur software anthropologist. I now take cultural relativism seriously, and I try hard not to judge people who think differently from me. Of course I don't mind poking fun at them, because I don't mind people poking fun at me. And ultimately I would like to convince undecided programmers to share my view of the programming world, because programming works best if everyone nearby does it the same way. So I'll continue to argue that my view, which I've recently taken to calling "software liberalism," is a perfectly valid and perhaps even preferable way to do a lot of software development. Converting everyone to be more liberal is doomed to fail, of course. But even so, I hope I can still help people in radically different software cultures to understand each other better. I'm going to keep ranting, because it appears to be the only way to make a message sink in to a very large audience. Some people still tell me that my blog posts are too long. They tell me I could have made my "point" in under a hundred words. I have noticed that this complaint comes most often from people who disagree with me. They're really just saying they want less work to voice their disagreement. But even some folks who agree with me find the posts too long to carry their attention, and they complain too. They're missing the point, though. The posts aren't too long. You need a certain minimum "heft" to penetrate. Through years of trial and error, I've found that the best way to get a lot of people to listen to you is to tell them a story. And you can't spin a good yarn without settling in and enjoying the ride. So that's what this book is. It's really a bunch of stories. Each might take the form of an article, essay, guide, rant, or occasionally a fiction tale. But behind the structure, each one of them is sharing a story. Even if you don't always agree, I'm hoping you'll at least find the stories entertaining and, with luck, sometimes even eye-opening. The guys at Hyperink chose which of my posts to include, by and large, and they also came up with the overall chapter organization. I made a couple of tweaks, but what you're looking at is largely their vision of how to curate this stuff into a cohesive book. I think they did an admirable job. I hope you enjoy the journey as much as I did. Steve Yegge August 2012

**PRO JINI**, Artima Inc

A manual on the Java 1.2 virtual machine. This new edition contains a new chapter providing a tutorial on using native methods with the JNI (Java Native Interface) specification. The CD-ROM contains source code examples from the book, interactive illustrations, Java Development Kit, and a resources Web site.

*The Jini Specifications* Springer Science & Business Media

The Lego Company's robotics kit comes with a programmable component (the RCX) that contains software, but a number of hobbyists have begun to program their own software for the RCX. This handbook explains how to use Java to program the robotics kits, covering the Java communications API, communicating with the RCXPort API and the RCX Java API, the leJOS system (Lego Java operating system), programming for the leJOS environment, leJOS tool and internals, and programming the robotics kit with Jini. The CD-ROM contains all the source code from the book and RCXPort, a Java interface. Annotation copyrighted by Book News, Inc., Portland, OR.

*A Programmer's Guide to Jini Technology* "O'Reilly Media, Inc."

This book will serve as a "technology briefing" for the IT and business manager on the capabilities and characteristics of the important and promising Jini technology, the "Network Anywhere, Anytime" computing technology from Sun Microsystems. Foreword by: W. Keith Edwards, author of CORE JINI 2/E and JINI EXAMPLE BY EXAMPLE, Xerox PARC.

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