

Java Library Management System Project Umentation

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Jump Start Your Career in Library and Information Science - Priscilla K. Shontz 2002
"Priscilla Shontz presents advice and anecdotes gathered from research and interviews with more than seventy information professionals in a

variety of library-related careers. The modular format allows a reader to peruse any chapter on its own and to read the chapters in his or her preferred order. Seven broad topics are covered: career planning, job searching, gaining

experience and education, developing interpersonal and leadership skills, networking, mentoring, and writing for publication. Related readings, as well as helpful Web sites, are included."--BOOK JACKET.

Introduction to Software Project Management - Adolfo Villafiorita 2016-04-19

Although software development is one of the most complex activities carried out by man, sound development processes and proper project management can help ensure your software projects are delivered on time and under budget. Providing the know-how to manage software projects effectively, Introduction to Software Project Management supplies an accessible introduction to software project management. The book begins with an overview of the fundamental techniques of project management and the technical aspects of software development. This section supplies the understanding of the techniques required to mitigate uncertainty in projects and better

control the complexity of software development projects. The second part illustrates the technical activities of software development in a coherent process—describing how to customize this process to fit a wide range of software development scenarios. Examines project management frameworks and software development standards, including ESA and NASA guidelines, PRINCE2®, and PMBOK® Addresses open source development practices and tools so readers can adopt best practices and get started with tools that are available for free Explains how to tailor the development process to different kinds of products and formalities, including the development of web applications Includes access to additional material for both practitioners and teachers at www.spmbook.com Supplying an analysis of existing development and management frameworks, the book describes how to set up an open-source tool infrastructure to manage projects. Since practitioners must be able to mix

traditional and agile techniques effectively, the book covers both and explains how to use traditional techniques for planning and developing software components alongside agile methodologies. It does so in a manner that will help you to foster freedom and creativity in assembling the processes that will best serve your needs.

Practical Java Machine Learning - Mark Wickham 2018-10-23

Build machine learning (ML) solutions for Java development. This book shows you that when designing ML apps, data is the key driver and must be considered throughout all phases of the project life cycle. Practical Java Machine Learning helps you understand the importance of data and how to organize it for use within your ML project. You will be introduced to tools which can help you identify and manage your data including JSON, visualization, NoSQL databases, and cloud platforms including Google Cloud Platform and Amazon Web Services.

Practical Java Machine Learning includes multiple projects, with particular focus on the Android mobile platform and features such as sensors, camera, and connectivity, each of which produce data that can power unique machine learning solutions. You will learn to build a variety of applications that demonstrate the capabilities of the Google Cloud Platform machine learning API, including data visualization for Java; document classification using the Weka ML environment; audio file classification for Android using ML with spectrogram voice data; and machine learning using device sensor data. After reading this book, you will come away with case study examples and projects that you can take away as templates for re-use and exploration for your own machine learning programming projects with Java. What You Will Learn Identify, organize, and architect the data required for ML projects Deploy ML solutions in conjunction with cloud providers such as Google and Amazon

Determine which algorithm is the most appropriate for a specific ML problem
Implement Java ML solutions on Android mobile devices
Create Java ML solutions to work with sensor data
Build Java streaming based solutions
Who This Book Is For Experienced Java developers who have not implemented machine learning techniques before.

Graph Algorithms - Mark Needham 2019-05-16

Discover how graph algorithms can help you leverage the relationships within your data to develop more intelligent solutions and enhance your machine learning models. You'll learn how graph analytics are uniquely suited to unfold complex structures and reveal difficult-to-find patterns lurking in your data. Whether you are trying to build dynamic network models or forecast real-world behavior, this book illustrates how graph algorithms deliver value—from finding vulnerabilities and bottlenecks to detecting communities and improving machine learning predictions. This

practical book walks you through hands-on examples of how to use graph algorithms in Apache Spark and Neo4j—two of the most common choices for graph analytics. Also included: sample code and tips for over 20 practical graph algorithms that cover optimal pathfinding, importance through centrality, and community detection. Learn how graph analytics vary from conventional statistical analysis
Understand how classic graph algorithms work, and how they are applied
Get guidance on which algorithms to use for different types of questions
Explore algorithm examples with working code and sample datasets from Spark and Neo4j
See how connected feature extraction can increase machine learning accuracy and precision
Walk through creating an ML workflow for link prediction combining Neo4j and Spark

Distributed Database Management Systems

- Saeed K. Rahimi 2010-07-16

This book addresses issues related to managing data across a distributed database system. It is

unique because it covers traditional database theory and current research, explaining the difficulties in providing a unified user interface and global data dictionary. The book gives implementers guidance on hiding discrepancies across systems and creating the illusion of a single repository for users. It also includes three sample frameworks—implemented using J2SE with JMS, J2EE, and Microsoft .Net—that readers can use to learn how to implement a distributed database management system. IT and development groups and computer sciences/software engineering graduates will find this guide invaluable.

Computerworld - 2001-08-06

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's

largest global IT media network.

Commerce Business Daily - 1998-03

Java 7 Pocket Guide - Robert Liguori 2013-07-09

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to the standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as supplemental information about topics including the Java Scripting API, third-party tools, and the basics of the Unified Modeling Language (UML). Updated for new features through Java SE 7, this little book is an ideal companion, whether you're in the office, in the lab, or on the road. Quickly find Java language details, such as naming conventions, fundamental types, and object-oriented programming elements Get details on the Java SE 7 platform, including development basics, memory management, concurrency, and generics Browse through basic

information on NIO 2.0, the G1 Garbage Collector, and Project Coin (JSR-334) features Get supplemental references to development, CM, and test tools; libraries; IDEs; and Java-related scripting languages Find information to help you prepare for the Oracle Certified Associate Java SE 7 Programmer I exam Client-Server Web Apps with JavaScript and Java - Casimir Saternos 2014-03-28

As a Java programmer, how can you tackle the disruptive client-server approach to web development? With this comprehensive guide, you'll learn how today's client-side technologies and web APIs work with various Java tools. Author Casimir Saternos provides the big picture of client-server development, and then takes you through many practical client-server architectures. You'll work with hands-on projects in several chapters to get a feel for the topics discussed. User habits, technologies, and development methods have drastically altered web app design in recent years. But the Web

itself hasn't changed. This book shows you how to build apps that conform to the web's underlying architecture. Learn the advantages of using separate client and server tiers, including code organization and speedy prototyping Explore the major tools, frameworks, and starter projects used in JavaScript development Dive into web API design and REST style of software architecture Understand Java's alternatives to traditional packaging methods and application server deployment Build projects with lightweight servers, using jQuery with Jython, and Sinatra with Angular Create client-server web apps with traditional Java web application servers and libraries

The Victorian Internet - Tom Standage
2014-02-25

A new paperback edition of the first book by the bestselling author of A History of the World in 6 Glasses-the fascinating story of the telegraph, the world's first "Internet," which revolutionized the nineteenth century even more than the

Internet has the twentieth and twenty first.

Computer Systems and Software Engineering: Concepts, Methodologies, Tools, and Applications - Management

Association, Information Resources 2017-12-01

Professionals in the interdisciplinary field of computer science focus on the design, operation, and maintenance of computational systems and software. Methodologies and tools of engineering are utilized alongside computer applications to develop efficient and precise information databases. Computer Systems and Software Engineering: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and examines the benefits and challenges of these computational developments. Highlighting a range of pertinent topics such as utility computing, computer security, and information systems applications, this multi-volume book is ideally designed for

academicians, researchers, students, web designers, software developers, and practitioners interested in computer systems and software engineering.

Remote Instrumentation Services on the e-Infrastructure - Franco Davoli 2010-11-19

The book focuses on all aspects related to the effective exploitation of remote instrumentation and to the building of complex virtual laboratories on top of real devices and infrastructures. These include service oriented architecture (SOA) and related middleware, high-speed networking in support of Grid applications, wireless Grids for acquisition devices and sensor networks, Quality Service (QoS) provisioning for real-time control, measurement instrumentation and methodology, as well as metrology issues in distributed systems.

Java Projects - Bpb 2004-11-01

The java projects book enables you to develop java applications using an easy and simple

approac.The book is designed for the readers,who are familiar with java programming.The book provides numerous listings and figures for an affective understanding of java concepts.The book consists of a CD that includes source code for all the java applications. Table of contents: Chapter 1 Creating a calculator applications Chapter 2 Creating analog clock applications Chapter 3 Creating a 9-box puzzle game Chapter 4 Student information management system Chapter 5 Creating a text editor applications Chapter 6 Creating an online test applications Chapter 7 Creating a shopping cart applications Chapter 8 Share trading application Chapter 9 Online banking applications

Web Database Applications with PHP and MySQL - Hugh E. Williams 2002

Combines language tutorials with application design advice to cover the PHP server-side scripting language and the MySQL database engine.

Android in Practice - Matthias Kaeppler

2011-09-29

Summary Android in Practice is a treasure trove of Android goodness, with over 90 tested, ready-to-use techniques including complete end-to-end example applications and practical tips for real world mobile application developers. Written by real world Android developers, this book addresses the trickiest questions raised in forums and mailing lists. Using an easy-to-follow problem/solution/discussion format, it dives into important topics not covered in other Android books, like advanced drawing and graphics, testing and instrumentation, building and deploying applications, and using alternative languages. About the Book It's not hard to find the information you need to build your first Android app. Then what? If you want to build real apps, you will need some how-to advice, and that's what this book is about. Android in Practice is a rich source of Android tips, tricks, and best practices, covering over 90 clever and

useful techniques that will make you a more effective Android developer. Techniques are presented in an easy-to-read problem/solution/discussion format. The book dives into important topics like multitasking and services, testing and instrumentation, building and deploying applications, and using alternative languages. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Techniques covering Android 1.x to 3.x Android for tablets Working with threads and concurrency Testing and building Using location awareness and GPS Styles and themes And much more! This book requires a working knowledge of Java, but no prior experience with Android is assumed. Source Code can be found at <https://code.google.com/p/android-in-practice/> Table of Contents PART 1 BACKGROUND AND FUNDAMENTALS Introducing Android Android application fundamentals Managing lifecycle and

state PART 2 REAL WORLD RECIPES Getting the pixels perfect Managing background tasks with Services Threads and concurrency Storing data locally Sharing data between apps HTTP networking and web services Location is everything Appeal to the senses using multimedia 2D and 3D drawing PART 3 BEYOND STANDARD DEVELOPMENT Testing and instrumentation Build management Developing for Android tablets

JRuby Cookbook - Justin Edelson 2008-11-06
If you're interested in JRuby, you probably don't need a tutorial on Ruby, Rails, or Java -- you just need to know how to get things done. This Cookbook offers practical solutions for using the Java implementation of the Ruby language, with targeted recipes for deploying Rails web applications on Java servers, integrating JRuby code with Java technologies, developing JRuby desktop applications with Java toolkits, and more. Using numerous reusable code samples, JRuby Cookbook shows you how to: Install and

update JRuby on Windows, Mac OS X, and Linux, and IDEs such as NetBeans and Eclipse Package and deploy Rails apps on Java Servlet containers and Java EE application servers, including JBoss, Tomcat, and GlassFish Integrate Ruby and Rails applications with popular Java EE technologies such as JMS, JMX, JPA, Spring, and Hibernate Develop desktop and client applications with cross-platform Java UI technologies and toolkits such as Swing, SWT, and Java 2D Maximize the flexibility of your testing and build environment, using both existing Java-based tools such as Ant and Maven and newer Ruby-based tools such as Rake, Raven, and Buildr The JRuby interpreter combines Ruby's simplicity and ease of use with Java's extensive libraries and technologies, a potent blend that opens new possibilities for Ruby, Rails, and Java. This Cookbook helps you take full advantage of JRuby's potential. "The JRuby Cookbook is an excellent book for any polyglot who is trying to bridge the gap between Java and Ruby. It provides solutions to specific

problems developers face in both their development and testing environments, along with the applications they're building."-- Bob McWhirter, Research & Prototyping, Red Hat Middleware

Computerworld - 1997-11-03

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

[IP Operations and Management](#) - Giorgio Nunzi
2009-10-21

This book constitutes the refereed proceedings of the 9th IEEE Workshop on IP Operations and Management, IPOM 2009, held in Venice, Italy, on October 29-30, 2009, as part of the 5th International Week on Management of Networks and Services, Manweek 2009. The 12 revised full

papers presented in this volume were carefully reviewed and selected from 35 submissions. The papers are organized in topical sections on management of quality of services and multimedia, network robustness, management of virtual networks, configuration of network resources and applications

Teach Yourself Java for Macintosh in 21 Days - Laura Lemay 1996-01-01

Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

Learning Management System Technologies and Software Solutions for Online Teaching: Tools and Applications - Kats, Yefim 2010-05-31

"This book gives a general coverage of learning management systems followed by a comparative analysis of the particular LMS products, review of technologies supporting different aspect of

educational process, and, the best practices and methodologies for LMS-supported course delivery"--Provided by publisher.

Java/jee Resume Companion - Arulkumaran Kumaraswamipillai 2010

Imaging Cellular and Molecular Biological Functions - Spencer L. Shorte 2007-09-12

This book offers a comprehensive selection of essays by leading experts, which covers all aspects of modern imaging, from its application and up-scaling to its development. The chapter content ranges from the basics to the most complex overview of method and protocols. There is ample practical and detailed "how-to" content on important, but rarely addressed topics. This first edition features all-colour-plate chapters, licensed software and a unique, continuously updated website forum.

Remote Instrumentation for eScience and Related Aspects - Franco Davoli 2011-12-16
This book will focus on new Remote

Instrumentation aspects related to middleware architecture, high-speed networking, wireless Grid for acquisition devices and sensor networks, QoS provisioning for real-time control, measurement instrumentation and methodology. Moreover, it will provide knowledge about the automation of mechanisms oriented to accompanying processes that are usually performed by a human. Another important point of this book is focusing on the future trends concerning Remote Instrumentation systems development and actions related to standardization of remote instrumentation mechanisms.

National Library of Medicine Programs and Services - National Library of Medicine (U.S.)
2000

Object Magazine - 1997

Computerworld - 2004-09-13

For more than 40 years, Computerworld has

been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Designing Data-Intensive Applications - Martin Kleppmann 2017-03-16

Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various

technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

Java 8 Pocket Guide - Robert Liguori
2014-04-08

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to standard features of the Java programming language and its

platform. You'll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API. It's an ideal companion, whether you're in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE platform, including development basics, memory management, concurrency, and generics Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML)

[A Guide to the Project Management Body of Knowledge \(PMBOK® Guide\) - Seventh Edition and The Standard for Project Management \(BRAZILIAN PORTUGUESE\)](#) - Project

Management Institute Project Management
Institute 2021-08-01

PMBOK® Guide is the go-to resource for project management practitioners. The project management profession has significantly evolved due to emerging technology, new approaches and rapid market changes. Reflecting this evolution, The Standard for Project Management enumerates 12 principles of project management and the PMBOK® Guide &- Seventh Edition is structured around eight project performance domains. This edition is designed to address practitioners' current and future needs and to help them be more proactive, innovative and nimble in enabling desired project outcomes. This edition of the PMBOK® Guide:

- Reflects the full range of development approaches (predictive, adaptive, hybrid, etc.);
- Provides an entire section devoted to tailoring the development approach and processes;
- Includes an expanded list of models, methods, and artifacts;
- Focuses on not just

delivering project outputs but also enabling outcomes; and

- Integrates with PMI Standards+™ for information and standards application content based on project type, development approach, and industry sector.

Electronic Library Management System (ELMS)
- Alikira Richard 2012

Project Report from the year 2012 in the subject Library Science, Information- / Documentation Science, printed single-sided, grade: -, Kampala International University - Dar-es-salaam College (computer studies), course: none, language: English, comment: I undertook this project together with my student and friend mwadawa sadallar. She was very supportive especially in the design of the system. Finally she graduated with a degree of IT. i have a degree in computer science, masters of MIS, and am currently pursuing a PhD of information systems. Am a lecturer of Artificial intelligence, compiler construction, programming and information systems., abstract: For many years, universities

& colleges have used file based / manual system to manage library use. Whereas this was quite efficient for some time, due to the expansion of the library and increase in the number of students, the system wastes a lot of time especially when searching for a particular book or resource. In response to this problem, more librarians have been added (employed), and this has escalated the cost of managing the library. This inefficiency, led to the study that was aimed at automating the book keeping function of the library. A study was carried out at Kampala International University Dar salaam Campus and it was discovered that the manual system had inefficiencies ranging from time wastage, high cost of operation in terms of human resources, long search time, data redundancy among others. A computer based library management system was developed using visual studio. The new system allows the user to add books into the system, search for books from the system database, track member information, manage

borrowing among others. By automating library operations, the university will enjoy the advantages of using databases and transaction processing systems.

Building Bioinformatics Solutions - Conrad Bessant 2014-01-16

Bioinformatics encompasses a broad and ever-changing range of activities involved with the management and analysis of data from molecular biology experiments. Despite the diversity of activities and applications, the basic methodology and core tools needed to tackle bioinformatics problems is common to many projects. This unique book provides an invaluable introduction to three of the main tools used in the development of bioinformatics software - Perl, R and MySQL - and explains how these can be used together to tackle the complex data-driven challenges that typify modern biology. These industry standard open source tools form the core of many bioinformatics projects, both in academia and industry. The

methodologies introduced are platform independent, and all the examples that feature have been tested on Windows, Linux and Mac OS. Building Bioinformatics Solutions is suitable for graduate students and researchers in the life sciences who wish to automate analyses or create their own databases and web-based tools. No prior knowledge of software development is assumed. Having worked through the book, the reader should have the necessary core skills to develop computational solutions for their specific research programmes. The book will also help the reader overcome the inertia associated with penetrating this field, and provide them with the confidence and understanding required to go on to develop more advanced bioinformatics skills.

Documentation Abstracts - 2001

Systems Analysis and Design - Alan Dennis

2020-11-17

Systems Analysis and Design: An Object-

Oriented Approach with UML, Sixth Edition helps students develop the core skills required to plan, design, analyze, and implement information systems. Offering a practical hands-on approach to the subject, this textbook is designed to keep students focused on doing SAD, rather than simply reading about it. Each chapter describes a specific part of the SAD process, providing clear instructions, a detailed example, and practice exercises. Students are guided through the topics in the same order as professional analysts working on a typical real-world project. Now in its sixth edition, this edition has been carefully updated to reflect current methods and practices in SAD and prepare students for their future roles as systems analysts. Every essential area of systems analysis and design is clearly and thoroughly covered, from project management, to analysis and design modeling, to construction, installation, and operations. The textbook includes access to a range of teaching and

learning resources, and a running case study of a fictitious healthcare company that shows students how SAD concepts are applied in real-life scenarios.

Real-World Software Development - Raoul-Gabriel Urma 2019-12-02

Explore the latest Java-based software development techniques and methodologies through the project-based approach in this practical guide. Unlike books that use abstract examples and lots of theory, Real-World Software Development shows you how to develop several relevant projects while learning best practices along the way. With this engaging approach, junior developers capable of writing basic Java code will learn about state-of-the-art software development practices for building modern, robust and maintainable Java software. You'll work with many different software development topics that are often excluded from software develop how-to references. Featuring real-world examples, this book teaches you

techniques and methodologies for functional programming, automated testing, security, architecture, and distributed systems.

Library Automation: Core Concepts and Practical Systems Analysis, 3rd Edition - Dania Bilal 2014-03-26

Recent advances in technology such as cloud computing, recent industry standards such as RFID, bibliographic standards like RDA and BIBFRAME, the increased adoption of open source integrated library systems (ILS), and continued shift in users' expectations have increased the complexity of the decision regarding ILS for all types of libraries. • Addresses a key question: Should media centers and small libraries focus only on commercially available software, or would it be advantageous to choose open source software? • Provides an in-depth treatment of the systems development lifecycle (SDLC) and a six-phase systems analysis and design approach • Covers a wide range of topics, including open source software

selection and evaluation, joining consortia, designing and developing in-house integrated automated library systems (ILS), usability principles and assessment methods, and project management

Java Projects - Peter Verhas 2018-08-31

Learn how to build scalable, resilient, and effective applications in Java that suit your software requirements. Key Features Explore advanced technologies that Java 11 delivers such as web programming and parallel computing Discover modern programming paradigms such as microservices, cloud computing and enterprise structures Build highly responsive applications with this practical introduction to Reactive programming Book Description Java is one of the most commonly used software languages by programmers and developers. In this book, you'll learn the new features of Java 11 quickly and experience a simple and powerful approach to software development. You'll see how to use the Java runtime tools, understand

the Java environment, and create a simple namesorting Java application. Further on, you'll learn about advanced technologies that Java delivers, such as web programming and parallel computing, and will develop a mastermind game. Moving on, we provide more simple examples, to build a foundation before diving into some complex data structure problems that will solidify your Java 11 skills. With a special focus on the features of new projects: Project Valhalla, Project Panama, Project Amber, and Project Loom, this book will help you get employed as a top-notch Java developer. By the end of the book, you'll have a firm foundation to continue your journey toward becoming a professional Java developer. What you will learn Compile, package, and run a program using a build management tool Get to know the principles of test-driven development Separate the wiring of multiple modules from application logic Use Java annotations for configuration Master the scripting API built into the Java language

Understand static versus dynamic implementation of code Who this book is for This book is for anyone who wants to learn the Java programming language. No programming experience required. If you have prior experience, it will help you through the book more easily.

Project-Management in Practice - M. Daud Alam
2016-11-12

This practice-oriented book explores a variety of cross-project topics and specific aspects of different project phases. It also offers tips, examples, templates and checklists, and discusses concrete problems and solutions from project practice in IT and the automotive industry. The authors combine their extensive practical experience in years of project work with relevant project-management theory. Each chapter begins with a list of the learning objectives and concludes with a summary of the insights provided. Accordingly, the book offers a valuable resource for: Beginners wishing to

acquire basic project management skills Participants in more advanced project management training who are looking for instructional material Project management experts who want to learn about further aspects, and to employ templates and checklists for even more successful projects

Quality Software Project Management - Robert T. Futrell 2002

Drawing on best practices identified at the Software Quality Institute and embodied in bodies of knowledge from the Project Management Institute, the American Society of Quality, IEEE, and the Software Engineering Institute, *Quality Software Project Management* teaches 34 critical skills that allow any manager to minimize costs, risks, and time-to-market. Written by leading practitioners Robert T. Futrell, Donald F. Shafer, and Linda I. Shafer, it addresses the entire project lifecycle, covering process, project, and people. It contains extensive practical resources-including

downloadable checklists, templates, and forms.

JSON at Work - Tom Marris 2017-06-19

JSON is becoming the backbone for meaningful data interchange over the internet. This format is now supported by an entire ecosystem of standards, tools, and technologies for building truly elegant, useful, and efficient applications. With this hands-on guide, author and architect Tom Marris shows you how to build enterprise-class applications and services by leveraging JSON tooling and message/document design. JSON at Work provides application architects and developers with guidelines, best practices, and use cases, along with lots of real-world examples and code samples. You'll start with a comprehensive JSON overview, explore the JSON ecosystem, and then dive into JSON's use in the enterprise. Get acquainted with JSON basics and learn how to model JSON data Learn how to use JSON with Node.js, Ruby on Rails, and Java Structure JSON documents with JSON Schema to design and test APIs Search the

contents of JSON documents with JSON Search tools Convert JSON documents to other data formats with JSON Transform tools Compare JSON-based hypermedia formats, including HAL and jsonapi Leverage MongoDB to store and access JSON documents Use Apache Kafka to exchange JSON-based messages between services

Component Deployment - Judith Bishop
2002-06-14

Deployment is the act of taking components and readying them for productive use. There may be steps following deployment, such as installation or management related functions, but all decisions about how to configure and compose/assemble a component are made at the deployment stage. This is therefore the one opportunity in the software lifecycle to bridge the gap between what the component developer couldn't know about the deployment environment and what the environment's developer couldn't know about the open set of

deployable components. It is not surprising that deployment as a dedicated step gains importance when addressing issues of system-wide qualities, such as coping with constrained resources or preparing for component adaptation and system evolution. Yet, component deployment is still a discipline in its infancy: it became mainstream practice only in the mid 1990s. Much of the best practice impulse originated in products like Microsoft's Transaction Server and its approach to attribute-based programming and later products like Enterprise JavaBeans and now the Corba

Component Model. All these address the specific needs of enterprise application servers. However, the potential of the deployment concept goes far beyond this. Deployment can and should touch effectively all truly component-based solutions. The proceedings of Component Deployment 2002 represent a good cross-section of the gamut of deployment issues. From customization to address source constraints to reconstruction of deployed systems and from architecture to design to languages, the avid reader will find some contribution.