Java Boutique

http://www.javaboutique.internet.com/

The Java Boutique is a collection of applets that programmers can put on their own pages. It also features Java news and links to other Java resources.

A collection of Java resources are aligned on the left-hand side of the main page, with links to articles, applets and applications, and community offerings. The articles are broken down into subsections on tutorials, reviews, Java news, integrated development environments (IDEs) and tools, and a glossary. The tutorials section contains links to topics such as Add Object Caching using Spring, aspect-oriented programming, and improved XML binding with JAXB 2.0.

The Java Development Tools sections provides a listing of IDEs and other development tools, including AnyJ, a cross-platform Java IDE and source code engineering solution that includes various browsers and analyzing tools, a JavaBeans compliant visual GUI-builder (JFC, Swing), a source-level debugger, and an editor. Build-IT utilizes the power of the Java 2.0 Java Development Kit along with a fully WYSIWYG drag-and-drop interface that provides totally visual development, including visual implementation of all programming logic. CodeGuide is a Java IDE that supports the latest technologies allowing development of client, server, and Web applications. It is available for Windows, Linux, Solaris, and Mac OS X. CodeWarrior Development Tools for Windows v8 includes a project manager, customizable text editor, an interactive debugger, and an ANSI/ISO/C/C++ compiler that helps produce compact and efficient code for smaller and faster applications. In addition, the CodeWarrior IDE is extensible and customizable, with an open API that enables developers to plug in third-party tools.

Coreservlets.com

http://courses.coreservlets.com/

Marty Hall is the author of Core Servlets and JavaServer Pages (first and second editions), More Servlets and JavaServer Pages, and Core Web Programming (first and second editions) from Prentice Hall and Sun Microsystems Press. His company, Coreservlets.com, provides on-site and public (open-enrollment) training. This is his company’s Web site, which provides training focused on server-side Java technology.

However, his Web site also provides a collection of free tutorials. The tutorials and exercises are derived from Hall’s live Java 2 Enterprise Edition training courses.

Free course offerings include an introduction to Java 5 and Java 6 programming tutorials that cover basic syntax, object-oriented programming, generics, varargs, print formatted functions, applets, Swing, Java 2D, multithreaded programming, network programming, and XML parsing. Intermediate-level tutorials on servlets, JSP, and Java database connectivity (JDBC) are based on the latest edition of “Core Servlets and JavaServer Pages” from Sun Microsystems Press. This section includes a large number of tutorials covering the servlet lifecycle, handling query data, using HTTP headers, cookies, session tracking, Java Server Pages (JSP) motivation, JSP scripting, the JSP page directive, dynamic includes, JDBC, beans, the MVC architecture, and the JSP 2.0 expression language.

A beginner-level tutorial covers setting up Jakarta Tomcat 5.5 on a home or office PC as a standalone server for servlet and JSP development.

Inside Tomcat

How Tomcat Works: A Guide to Developing Your Own Java Servlet Container, Budi Kurniawan and Paul Deck. Explaining the internal workings of Tomcat, this guide, set for publication in June 2008, is for advanced developers interested in writing their own modules or understanding more than just servlet/JavaServer Pages programming.

In addition to covering the configuration or servlet development with Tomcat, it also provides software architects with information on successfully developing large applications. Developers are shown how to create Java Web servers, how to run a Tomcat servlet that implements the Single Thread Model interface, how Tomcat manages sessions, and how to extend the session manager in a distributed environment. In addition, the four types of containers—engine, host, context, and wrapper—are covered, and Java Management Extensions (JMX), Apache’s Commons Modeler, and Tomcat JMX manageable resources are described. This second edition focuses on the latest version of Tomcat 5.5.

Wicket-based Web Apps

Wicket in Action, Matijn Dashorst and Eelco Hillenius. There are dozens of Java frameworks out there, but many require learning special coding techniques and new, often rigid, patterns of development. As a component-based Web application framework, Wicket lets programmers build maintainable enterprise-grade Web applications using the power of plain old Java objects, HTML, AJAX, Spring, Hibernate, and Maven.

Wicket automatically manages on state-at-the-component level, which means no more HttpSession objects. Its programming model enables writing Web applications.

This book, set for publication in January 2008, is a guide for Java developers building Wicket-based Web applications. This book starts with an introduction to Wicket’s structure and components, and moves quickly into examples of Wicket at work. The authors show both the how-to and the why of Wicket. Readers can learn how to use and customize Wicket components, how to interact with other technologies such as Spring and Hibernate, and how to build rich, AJAX-driven features into applications.


Java ME for Games

Java ME Game Programming, Martin Wells and John Flynt. This updated edition to the J2ME (Java 2 Micro Edition) Game Programming provides updated software coverage as well as updates to the programming approaches specific to Java Micro Edition software.

The book also covers the recent innovations in mobile games’ relation to iPods and cell phones. The authors cover essentials of J2ME game development from the ground up. Readers can learn about issues involved in developing multiple target devices and how to work through the jungle of device-specific libraries and device capabilities.

Readers can learn how to structure code and classes to achieve as small an application footprint as possible. As readers work toward developing a J2ME game, the book examines the game lifecycle, how to handle resources, various methods of drawing to the screen, optimizing memory usage, handling the users’ input, and even sharing high scores online. Previous experience in programming object-oriented languages and a basic level of math skills is recommended.


JavaWorld

http://www.javaworld.com

JavaWorld.com is a source for Java technology programmers and enterprise managers who need more information about Java programming language and related technologies.

The site offers tutorials written by developers to help write real-world enterprise Java applications, often including downloadable code that others can freely use in their work. The Web site also provides content built around four research centers: Java Standard Edition, Java Enterprise Edition, Java Micro Edition, and Developer Tools. Also, the site serves as a forum that allows readers to communicate with each other, ask questions, and share ideas.

The JavaJumps page is actually a compendium of more Java-related Web sites, with links to other Java platform sites, tools, components, applets, tutorials, tips, blogs, communities, and certification.

Site resources also include podcasts, white papers, and RSS feeds.

Java Shareware

http://www.javashareware.com

JavaShareware promotes Java through sharing resources and has created a site that includes Java applications, applets, classes, servlets, beans, development tools, and hundreds of other Java projects.

Applets are organized according to games, business, entertainment, and general categories. A search function allows site visitors to scan using keywords to locate the right applet. Some offerings include a tool to search, view, download, and manage pictures and media files (video or audio) from the Web. It is useful for digital artists, photographers, and webmasters to get images without the need to save them to disk manually one-by-one. Flash and Media Capture is a Windows plug-in application for MS Internet Explorer.

Applications are organized into identical categories, and are also searchable by keyword. Offerings from the site include Internet kiosk public access and PC software to restrict access to the system and allow only certain applications and features such as Internet Explorer; this is ideal for Internet cafes, public libraries, information terminals, or kiosks.

Enterprise Mail Server is a Simple Mail Transfer Protocol POP3 server program with security features and options that let users stop denial-of-service attacks as well as safely block spam.
Introduction to Java Programming

Introduction to Programming with Java: A Problem Solving Approach, John Dean and Ray Dean. This book teaches the reader how to write programs using Java. It does so with a unique approach that combines fundamentals first with objects early.

The book transitions through procedural programming fundamentals to object-oriented fundamentals. During this early transition and beyond, the book emphasizes problem solving. For example, chapter two is devoted to algorithm development, chapter eight is devoted to program design, and problem-solving sections appear throughout the book.

Some key features include executable code examples, use of UML class diagrams to specify problem organization, simple GUI programming early in an optional standalone graphics track, alternatives for altering the book’s sequence to fit individual needs, projects in six different academic disciplines, and customizable PowerPoint lecture slides, with icon-keyed hidden notes.


Java Mobile and Embedded Developer Days

22-24 January 2008
Santa Clara, Calif.

This conference is devoted solely to the technologies of mobile and embedded Java platforms and is targeted for application developers of intermediate and advanced skill levels, platform developers, and technical personnel at tool vendors, OEMs, and carriers.

Content areas are expected to include the traditional phone and PDA development on the Java Micro Edition (ME) platform as well as SunSPOT wireless sensors, Trackbot and Java robotics, and other small Java systems used in machinery and process control but centered around Java, Java ME, and open source aspects of Java.

The conference will offer detailed presentations by industry leaders, five-minute presentations on projects or other interesting topics, and then possibly five extra minutes for demonstrations. These are done in the main track in front of the full audience and give the speaker a way to present or pitch a project or idea to a big crowd. Conference organizers also plan on offering interactive hands-on talks working with other attendees.

Conference organizers are also considering making this conference accessible to remote participation, either through live Web broadcasts of talks, chat rooms, or virtual Web conferencing.

https://developerdays.dev.java.net/

Principles and Practice of Programming in Java

8-11 September 2008
Modena, Italy

The ACM (pending) International Conference on Principles and Practice of Programming in Java aims at drawing together researchers, teachers, practitioners, and programmers who study or work with Java, to discuss the principles and practice of its use in a friendly and fertile academic environment.

The conference is organized by the Departement of Ingegneria dell’Informazione (Computer Science and Engineering) and will be held at the University of Modena and Reggio Emilia. The conference is organized in cooperation with ACM SIGAPP and ACM SIGPLAN. The authors of the best papers will be invited to publish in Elsevier’s Science of Computer Programming. Papers to be presented at the conference include topics such as optimization, virtual machine design, Java verification, aspect-orientation, Java-specific metrics, alternative languages on the Java virtual machine, Java extensions, software engineering with Java, applications in science, engineering, and business, agent-based Java systems, teaching Java programming, and mobile Java.

http://polaris.ing.unimo.it/pppj08/

IT Pro Resources

If you have a book, event, or Web site you’d like IT Professional to include in Resources, send information to itproducts@computer.org for consideration. We can’t promise to include all submissions, but we will review them.
Web Site Tips

http://www.websitetips.com

The goal of this site is to help people locate high-quality online resources on Web site design topics such as Web site design and development, running a Web site design business, and owning and managing a Web site.

The Web Resources section provides annotated links to articles, tutorials, and tools. Visitors will also find more than two dozen articles and tutorials at this site on Web site design topics. Book recommendations for Web designers, developers, and Web site owners are listed throughout the site along with a new Recommended Books section. Purchases made via these Amazon.com links helps to support this Web site.

Looking for HTML tutorials, graphics tutorials, search engine optimization tips, Web design tips, HomeSite tutorials, e-mail tips, or other Web site tips? Visitors to the site can find all this and more, including Lorem Ipsum dummy text, cascading stylesheets tutorials, HTML tutorials and charts, XHTML tutorials, HomeSite tutorials and tips, Adobe Photoshop tutorials and tips, e-commerce tutorials, tutorials on online marketing and advertising for Web sites, search engine optimization and search engine marketing tutorials, tips on handling e-mail, online discussion lists, online security, and newsletters with tips to help build a Web site.

Digital Thread

http://www.digitalthread.com

Showcasing Web design since 1996, Digitalthread bills itself as a site that selects only the best Web design firms, portfolios, studios, books, and resources from online submissions and discovered sites to create an elite hub of graphic design links for the global design community.

Dedicated to the designer, Digitalthread claims to be the oldest existing Web design community Web site. Visitors can use the site to discover the best of what the Web has to offer of visual interest.

On the main page, an interesting selection offers “Web Design Tips: Web Design Pet Peeves.” These are design faux pas chosen by the staff members at Digitalthread to express their frustration at what they see as problematic.

Aside from the staff’s humorous offering of pet peeves, the site is dominated on the main page with graphic examples of successful, appealing Web designs.
Patterns that Govern Good Design

The Design of Sites: Patterns for Creating Winning Web Sites, Douglas van Duyne, James Landay, and Jason Hong. This book is a reference for the principles, patterns, methodologies, and best practices underlying exceptional Web design.

For readers involved in the creation of dynamic Web sites, this book will provide tools and techniques to create effortless end-user Web experiences, improve customer satisfaction, and achieve a balanced approach to Web design.

After a tutorial covering the foundations of good Web site design, the book moves on to explore 13 Web design pattern groups. These patterns solve recurring design problems and help design teams avoid reinventing the wheel. Patterns range from creating a solid navigation framework and the all-important home page, to instilling trust and building credibility with customers, and improving site performance through better design.

The book features coverage of AJAX, the mobile Web, and online communities, 17 new design patterns to add to the original 90, including the new blog site type, more than 20 significantly updated patterns, 450 four-color screen shots and diagrams including more than 150 new images, site elements including site maps, style sheets, dynamic elements, customer profiles, color-coded sections for easy reference, and an approach to Web design that takes both customer and business needs into account.

Prentice Hall; ISBN-10 0131345559; 1,024 pp.; $37.79.

Sites Pleasing to Behold

Principles of Beautiful Web Design, Jason Beaird. For designers who make functional, but less than overwhelmingly attractive Web sites, this book functions as a guide to aesthetically pleasing Web site design. The full-color book guides readers through the complete design process from getting inspiration and sketching ideas out to choosing a color scheme, designing the layout, and selecting effective imagery.

Throughout the book the focus is on simple and practical techniques. The author creates a complete Web site layout as the book unfolds using the techniques that readers have learned.

The book shows readers how to understand the design process from discovery to implementation and how to develop layouts using grids; the rule of thirds; balance and symmetry; how to use color effectively; how to develop color schemes and create a palette; how to use textures, including lines, points, shapes, volumes and depth; how to use typography to make ordinary designs look great; how to use effective imagery; choosing, editing, and placing images; understanding what makes “good design”; and how to follow an example design from concept to completion.


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Playing the Global IT Game

*IT and the East: How China and India Are Altering the Future of Technology and Innovation*, James M. Popkin and Partha Ivengar. Much of the West’s mainstream attention on China and India has focused on the West’s outsourcing of manufacturing and low-end service jobs. Optimistic observers believe the current flow of jobs across the Pacific is immaterial in the long run because innovation remains strong in the Western countries, and innovation produces new jobs and economic growth.

This view is absolutely correct on the surface, but it hides the underlying truth of what is happening in India and China today: both countries are getting better at driving technological innovation. Increasingly, traditional Western high-tech firms are outsourcing not just the assembly of their products from India and China but also the innovation that drives these products.

The authors believe that if you are a business, you need a China strategy and an India strategy. They say that you need to monitor how China and India create alliances in specific markets—alliances under what is coming to be known as the “Chindia pact.”

Filled with interviews with high-level executives, government officials, and academia from around the world, this book puts those challenges and opportunities into perspective. The authors examine the vital questions these developments raise: What’s the long-term impact of high-tech outsourcing? How will innovation be managed in the future? Can Western firms compete in Asian markets while protecting key intellectual property? Will the innovation engine inexorably shift east? What would such a shift mean for Western countries currently driving innovation? The authors also discuss the emerging alliances between Indian and Chinese technology companies and outline the implications for Western businesses.


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IT Governance


This is the position of the IT capability in many large organizations. The designated custodian of critical business processes and data does not manage its own processes and data reliably. A response in the form of Enterprise Resource Planning for Information Technology is emerging from major companies, research firms, and vendors; they are labeling these offerings “ERP for IT,” IT Resource Planning, and related terms.

This practitioner-authored book provides an independent examination of and response to these developments. An analysis of the large-scale IT capability, with specific attention to business processes, structured data, and enabling systems, it is essentially a comprehensive systems architecture, not for the business capabilities IT supports, but for IT itself.

The book presents on-the-ground coverage of enabling IT governance in architectural detail, which you can use to define a strategy and start executing. It fills the gap between high-level guidance on IT governance, and detailed discussions about specific vendor technologies. It is a next-step book that answers the question: OK, we need to improve the way we run IT, now what?

ITtoolbox

http://ITtoolbox.com

ITtoolbox, the online community enabling professional IT knowledge sharing with more than 1.1 million registered members, has surpassed 1.5 million pages of practical community-generated content.

Founded nine years ago to make professionals better at their jobs through an online community, ITtoolbox has evolved to incorporate emerging social media tools such as blogs, discussion groups, wikis, and professional networking.

Over the past year, ITtoolbox has grown by 88 percent in page views to its community products. Other growth areas include:

• Professional networking: More than 200,000 professional profiles have been created since the launch of ITtoolbox Professional Networking in September 2006.
• ITtoolbox blogs: The ITtoolbox Blogs program experienced 57 percent growth in unique visitors and 96 percent growth in comments to blog entries over the past year.
• ITtoolbox groups: More than 650 discussion groups now process 100 million user-generated emails monthly, dedicated to strategy and planning, vendor selection, problem solving, and career topics across all IT segments.
• ITtoolbox Wiki: Unique visitors to this Wiki-powered reference have increased by more than 55 percent and the ITtoolbox Wiki program now has more than 3,700 articles.

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Looking for accessible tutorials on software development, project management, and emerging technologies? Then have a look at ReadyNotes, another new product from the IEEE Computer Society.

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