

## Advanced Corba R Programming With C Apc

This two-volume set LNCS 3290/3291 constitutes the refereed proceedings of the three confederated conferences CoopIS 2004, DOA 2004, and ODBASE 2004 held as OTM 2004 in Agia Napa, Cyprus in October 2004. The 94 revised full papers presented were carefully reviewed and selected from a total of 380 submissions. In accordance with the three OTM 2004 main conferences CoopIS, DOA, and ODBASE, the papers are devoted to interoperability, workflow, and cooperation; distributed objects, infrastructure and enabling technology, and Internet computing; and data and Web semantics.

John K. Ousterhout's Definitive Introduction to Tcl/Tk—Now Fully Updated for Tcl/Tk 8.5 Tcl and the Tk Toolkit, Second Edition, is the fastest way for newcomers to master Tcl/Tk and is the most authoritative resource for experienced programmers seeking to gain from Tcl/Tk 8.5's powerful enhancements. Written by Tcl/Tk creator John K. Ousterhout and top Tcl/Tk trainer Ken Jones, this updated volume provides the same extraordinary clarity and careful organization that made the first edition the world's number one Tcl/Tk tutorial. Part I introduces Tcl/Tk through simple scripts that demonstrate its value and offer a flavor of the Tcl/Tk scripting experience. The authors then present detailed, practical guidance on every feature necessary to build effective, efficient production applications—including variables, expressions, strings, lists, dictionaries, control flow, procedures, namespaces, file and directory management, interprocess communication, error and exception handling, creating and using libraries, and more. Part II turns to the Tk extension and Tk 8.5's new themed widgets, showing how to organize sophisticated user interface elements into modern GUI applications for Tcl. Part III

presents incomparable coverage of Tcl's C functions, which are used to create new commands and packages and to integrate Tcl with existing C software—thereby leveraging Tcl's simplicity while accessing C libraries or executing performance-intensive tasks. Throughout, the authors illuminate all of Tcl/Tk 8.5's newest, most powerful improvements. You'll learn how to use new Starkits and Starpacks to distribute run-time environments and applications through a single file; how to take full advantage of the new virtual file system support to treat entities such as zip archives and HTTP sites as mountable file systems; and more. From basic syntax to simple Tcl commands, user interface development to C integration, this fully updated classic covers it all. Whether you're using Tcl/Tk to automate system/network administration, streamline testing, control hardware, or even build desktop or Web applications, this is the one Tcl/Tk book you'll always turn to for answers.

This book constitutes the refereed proceedings of the IFIP/ACM International Conference on Distributed Systems Platforms and Open Distributed Processing, Middleware 2000, held in New York, NY, USA, in April 2000. The 21 revised full papers presented were carefully selected from a total of 70 submissions. The book offers an excellent state-of-the-art report on research in the design, implementation, deployment, and evaluation of distributed systems platforms and architectures for future networked environments. The papers are organized in sections on caching, indirection, reflection, messaging, quality of service, transactions and workflow, and composition.

Advanced CORBA Programming with C++ provides designers and developers with the tools required to understand CORBA technology at the architectural, design, and source code levels. This book offers hands-on explanations for building efficient applications, as well as

lucid examples that provide practical advice on avoiding costly mistakes. With this book as a guide, programmers will find the support they need to successfully undertake industrial-strength CORBA development projects.

This two-volume set LNCS 3760/3761 constitutes the refereed proceedings of the three confederated conferences CoopIS 2005, DOA 2005, and ODBASE 2005 held as OTM 2005 in Agia Napa, Cyprus in October/November 2005. The 89 revised full and 7 short papers presented together with 3 keynote speeches were carefully reviewed and selected from a total of 360 submissions. Corresponding with the three OTM 2005 main conferences CoopIS, DOA, and ODBASE, the papers are organized in topical sections on workflow, workflow and business processes, mining and filtering, petri nets and process management, information access and integrity, heterogeneity, semantics, querying and content delivery, Web services, agents, security, integrity and consistency, chain and collaboration management, Web services and service-oriented architectures, multicast and fault tolerance, communication services, techniques for application hosting, mobility, security and data persistence, component middleware, java environments, peer-to-peer computing architectures, aspect oriented middleware, information integration and modeling, query processing, ontology construction, metadata, information retrieval and classification, system verification and evaluation, and active rules and Web services.

Índice abreviado: General techniques -- Objects and equality -- Exception handling -- Performance -- Multithreading -- Classes and interfaces -- Appendix: learning Java.

Computational Science is the scientific discipline that aims at the development and understanding of new computational methods and techniques to model and simulate complex

systems. The area of application includes natural systems - such as biology environmental and geo-sciences, physics, and chemistry - and synthetic systems such as electronics and financial and economic systems. The discipline is a bridge between 'classical' computer science - logic, complexity, architecture, algorithm- mathematics, and the use of computers in the aforementioned areas. The relevance for society stems from the numerous challenges that exist in the various science and engineering disciplines, which can be tackled by advances made in this field. For instance new models and methods to study environmental issues like the quality of air, water, and soil, and weather and climate predictions through simulations, as well as the simulation-supported development of cars, airplanes, and medical and transport systems etc. Paraphrasing R. Kenway (R.D. Kenway, Contemporary Physics. 1994): 'There is an important message to scientists, politicians, and industrialists: in the future science, the best industrial design and manufacture, the greatest medical progress, and the most accurate environmental monitoring and forecasting will be done by countries that most rapidly exploit the full potential of computational science'. Nowadays we have access to high-end computer architectures and a large range of computing environments, mainly as a consequence of the enormous stimulus from the various international programs on advanced computing, e.g. missions in fact also treat an envisaged mutual impact among them. As for the 2002 edition in Irvine, the organizers wanted to stimulate this cross-pollination with a program of shared famous keynote speakers (this year we got Sycara, - ble, Soley and Mylopoulos!), and encouraged multiple attendance by providing authors with free access to another conference or workshop of their choice. We received an even larger number of submissions than last year for the three conferences (360 in total) and the workshops (170 in total). Not only can we

therefore again claim a measurable success in attracting a representative volume of scientific papers, but such a harvest allowed the program committees of course to compose a high-quality cross-section of worldwide research in the areas covered. In spite of the increased number of submissions, the Program Chairs of the three main conferences decided to accept only approximately the same number of papers for presentation and publication as in 2002 (i. e. , around 1 paper out of every 4–5 submitted). For the workshops, the acceptance rate was about 1 in 2. Also for this reason, we decided to separate the proceedings into two volumes with their own titles, and we are grateful to Springer-Verlag for their collaboration in producing these two books. The reviewing process by the respective program committees was very professional and each paper in the main conferences was reviewed by at least three referees. A state-of-the-art guide to middleware technologies, and their pivotal role in communications networks. Middleware is about integration and interoperability of applications and services running on heterogeneous computing and communications devices. The services it provides - including identification, authentication, authorization, soft-switching, certification and security - are used in a vast range of global appliances and systems, from smart cards and wireless devices to mobile services and e-Commerce. Qusay H. Mahmoud has created an invaluable reference tool that explores the origins and current uses of middleware (highlighting the importance of such technologies as CORBA, J2EE and JMS) and has thus compiled the roadmap to future research in this area. Middleware

for Communications: discusses the emerging fields of Peer-to-Peer (P2P) and grid middleware detailing middleware platforms such as JXTA and the Globus middleware toolkit. shows how Middleware will play a significant role in mobile computing. presents a Platform Supporting Mobile Applications (PLASMA) - a middleware platform that consists of components for location, event, and profile handling of Location-Based Services. introduces middleware security focusing on the appropriate aspects of CORBA, J2EE, and .NET and demonstrates how to realize complex security capabilities such as role-based access control (RBAC) and mandatory access control (MAC). discusses how Quality of Service (QoS) component middleware can be combined with Model Driven Architecture (MDA) technologies to rapidly develop, generate, assemble and deploy flexible communications applications. This incomparable overview of middleware for communications is suitable for graduate students and researchers in communications and computing departments. It is also an authoritative guide for engineers and developers working on distributed systems, mobile computing and networked appliances.

“This is Effective C++ volume three – it’s really that good.” – Herb Sutter, independent consultant and secretary of the ISO/ANSI C++ standards committee  
“There are very few books which all C++ programmers must have. Add Effective

STL to that list.” – Thomas Becker, Senior Software Engineer, Zephyr Associates, Inc., and columnist, C/C++ Users Journal C++’s Standard Template Library is revolutionary, but learning to use it well has always been a challenge. Until now. In this book, best-selling author Scott Meyers ( *Effective C++* , and *More Effective C++* ) reveals the critical rules of thumb employed by the experts – the things they almost always do or almost always avoid doing – to get the most out of the library. Other books describe what’s in the STL. *Effective STL* shows you how to use it. Each of the book’s 50 guidelines is backed by Meyers’ legendary analysis and incisive examples, so you’ll learn not only what to do, but also when to do it – and why. Highlights of *Effective STL* include: Advice on choosing among standard STL containers (like `vector` and `list`), nonstandard STL containers (like `hash_set` and `hash_map`), and non-STL containers (like `bitset`). Techniques to maximize the efficiency of the STL and the programs that use it. Insights into the behavior of iterators, function objects, and allocators, including things you should not do. Guidance for the proper use of algorithms and member functions whose names are the same (e.g., `find`), but whose actions differ in subtle (but important) ways. Discussions of potential portability problems, including straightforward ways to avoid them. Like Meyers’ previous books, *Effective STL* is filled with proven wisdom that comes only from experience. Its

clear, concise, penetrating style makes it an essential resource for every STL programmer.

“Every C++ professional needs a copy of Effective C++. It is an absolute must-read for anyone thinking of doing serious C++ development. If you’ve never read Effective C++ and you think you know everything about C++, think again.” — Steve Schirripa, Software Engineer, Google “C++ and the C++ community have grown up in the last fifteen years, and the third edition of Effective C++ reflects this. The clear and precise style of the book is evidence of Scott’s deep insight and distinctive ability to impart knowledge.” — Gerhard Kreuzer, Research and Development Engineer, Siemens AG The first two editions of Effective C++ were embraced by hundreds of thousands of programmers worldwide. The reason is clear: Scott Meyers’ practical approach to C++ describes the rules of thumb used by the experts — the things they almost always do or almost always avoid doing — to produce clear, correct, efficient code. The book is organized around 55 specific guidelines, each of which describes a way to write better C++. Each is backed by concrete examples. For this third edition, more than half the content is new, including added chapters on managing resources and using templates. Topics from the second edition have been extensively revised to reflect modern design considerations, including exceptions, design patterns, and multithreading.

Important features of Effective C++ include: Expert guidance on the design of effective classes, functions, templates, and inheritance hierarchies. Applications of new “TR1” standard library functionality, along with comparisons to existing standard library components. Insights into differences between C++ and other languages (e.g., Java, C#, C) that help developers from those languages assimilate “the C++ way” of doing things.

During the past few years there has been an dramatic upsurge in research and development, implementations of new technologies, and deployments of actual solutions and technologies in the diverse application areas of embedded systems. These areas include automotive electronics, industrial automated systems, and building automation and control. Comprising 48 chapters and the contributions of 74 leading experts from industry and academia, the Embedded Systems Handbook, Second Edition presents a comprehensive view of embedded systems: their design, verification, networking, and applications. The contributors, directly involved in the creation and evolution of the ideas and technologies presented, offer tutorials, research surveys, and technology overviews, exploring new developments, deployments, and trends. To accommodate the tremendous growth in the field, the handbook is now divided into two volumes. New in This Edition: Processors for embedded systems

Processor-centric architecture description languages Networked embedded systems in the automotive and industrial automation fields Wireless embedded systems Embedded Systems Design and Verification Volume I of the handbook is divided into three sections. It begins with a brief introduction to embedded systems design and verification. The book then provides a comprehensive overview of embedded processors and various aspects of system-on-chip and FPGA, as well as solutions to design challenges. The final section explores power-aware embedded computing, design issues specific to secure embedded systems, and web services for embedded devices. Networked Embedded Systems Volume II focuses on selected application areas of networked embedded systems. It covers automotive field, industrial automation, building automation, and wireless sensor networks. This volume highlights implementations in fast-evolving areas which have not received proper coverage in other publications. Reflecting the unique functional requirements of different application areas, the contributors discuss inter-node communication aspects in the context of specific applications of networked embedded systems. Introduces the authors' philosophy of Internet security, explores possible attacks on hosts and networks, discusses firewalls and virtual private networks, and analyzes the state of communication security.

The classic guide to UNIX® programming-completely updated! UNIX application programming requires a mastery of system-level services. Making sense of the many functions-more than 1,100 functions in the current UNIX specification-is a daunting task, so for years programmers have turned to *Advanced UNIX Programming* for its clear, expert advice on how to use the key functions reliably. An enormous number of changes have taken place in the UNIX environment since the landmark first edition. In *Advanced UNIX Programming, Second Edition*, UNIX pioneer Marc J. Rochkind brings the book fully up to date, with all-new, comprehensive coverage including: POSIX Solaris™ Linux® FreeBSD Darwin, the Mac™ OS X kernel And more than 200 new system calls Rochkind's fully updated classic explains all the UNIX system calls you're likely to need, all in a single volume! Interprocess communication, networking (sockets), pseudo terminals, asynchronous I/O, advanced signals, realtime, and threads Covers the system calls you'll actually use-no need to plow through hundreds of improperly implemented, obsolete, and otherwise unnecessary system calls! Thousands of lines of example code include a Web browser and server, a keystroke recorder/player, and a shell complete with pipelines, redirection, and background processes Emphasis on the practical-ensuring portability, avoiding pitfalls, and much more! Since 1985, the one book to have for mastering UNIX application

programming has been Rochkind's Advanced UNIX Programming. Now completely updated, the second edition remains the choice for up-to-the-minute, in-depth coverage of the essential system-level services of the UNIX family of operating systems.

This book constitutes the refereed proceedings of the 11th International Conference on Advanced Information Systems Engineering, CAiSE'99 held in Heidelberg, Germany in June 1999. The 27 revised full papers presented together with 12 short research papers and two invited contributions were carefully selected from a total of 168 submissions. The papers are organized in topical sections on components, information systems management, method engineering, data warehouses, process modeling, CORBA and distributed information systems, workflow systems, heterogeneous databases, and information systems dynamics.

Middleware is the bridge that connects distributed applications across different physical locations, with different hardware platforms, network technologies, operating systems, and programming languages. This book describes middleware from two different perspectives: from the viewpoint of the systems programmer and from the viewpoint of the applications programmer. It focuses on the use of open source solutions for creating middleware and the tools for

developing distributed applications. The design principles presented are universal and apply to all middleware platforms, including CORBA and Web Services. The authors have created an open-source implementation of CORBA, called MICO, which is freely available on the web. MICO is one of the most successful of all open source projects and is widely used by demanding companies and institutions, and has also been adopted by many in the Linux community. \*

Provides a comprehensive look at the architecture and design of middleware the bridge that connects distributed software applications \* Includes a complete, commercial-quality open source middleware system written in C++ \* Describes the theory of the middleware standard CORBA as well as how to implement a design using open source techniques

This book details the use of the Internet protocol suite and multi-agent systems for the information management, online monitoring, and control of distributed power system substations. It proposes an open architecture for information management and control, based on the concepts of multi-agent systems and mobile agents. Mobile agents are applied to the retrieval and analysis of substation data and to remote operator intervention.

Most organizations have a firewall, antivirus software, and intrusion detection systems, all of which are intended to keep attackers out. So why is computer security a bigger problem today than ever before? The answer is simple--bad software lies at the heart of all computer security problems. Traditional solutions simply treat the symptoms, not the problem, and usually do so

in a reactive way. This book teaches you how to take a proactive approach to computer security. Building Secure Software cuts to the heart of computer security to help you get security right the first time. If you are serious about computer security, you need to read this book, which includes essential lessons for both security professionals who have come to realize that software is the problem, and software developers who intend to make their code behave. Written for anyone involved in software development and use—from managers to coders—this book is your first step toward building more secure software. Building Secure Software provides expert perspectives and techniques to help you ensure the security of essential software. If you consider threats and vulnerabilities early in the development cycle you can build security into your system. With this book you will learn how to determine an acceptable level of risk, develop security tests, and plug security holes before software is even shipped. Inside you'll find the ten guiding principles for software security, as well as detailed coverage of: Software risk management for security Selecting technologies to make your code more secure Security implications of open source and proprietary software How to audit software The dreaded buffer overflow Access control and password authentication Random number generation Applying cryptography Trust management and input Client-side security Dealing with firewalls Only by building secure software can you defend yourself against security breaches and gain the confidence that comes with knowing you won't have to play the "penetrate and patch" game anymore. Get it right the first time. Let these expert authors show you how to properly design your system; save time, money, and credibility; and preserve your customers' trust.

This book constitutes the refereed proceedings of the Third International Conference on

Service-Oriented Computing, ICSOC 2005, held in Amsterdam, The Netherlands in December 2005. The 32 revised full papers and 14 short papers presented together with 8 industrial and demo papers were carefully reviewed and selected from over 200 submissions. The papers are organized in topical sections on vision papers, service specification and modelling, service design and validation, service selection and discovery, service composition and aggregation, service monitoring, service management, semantic Web and grid services, as well as security, exception handling, and SLAs.

This volume constitutes the refereed proceedings of the 18th International Conference on Database and Expert Systems Applications held in September 2007. Papers are organized into topical sections covering XML, data and information, datamining and data warehouses, database applications, WWW, bioinformatics, process automation and workflow, knowledge management and expert systems, database theory, query processing, and privacy and security.

Distributed Object Computing teaches readers the fundamentals of CORBA, the leading architecture for design of software used in parallel and distributed computing applications. Since CORBA is based on open standards, it is the only effective way to learn object-oriented programming for distributed systems. This language independent book allows material to be taught using Java, C++ or other Object Oriented Programming Languages.

Considered a standard industry resource, the Embedded Systems Handbook provided researchers and technicians with the authoritative information needed to launch a wealth of diverse applications, including those in automotive electronics, industrial automated systems, and building automation and control. Now a new resource is required to report on current

developments and provide a technical reference for those looking to move the field forward yet again. Divided into two volumes to accommodate this growth, the Embedded Systems Handbook, Second Edition presents a comprehensive view on this area of computer engineering with a currently appropriate emphasis on developments in networking and applications. Those experts directly involved in the creation and evolution of the ideas and technologies presented offer tutorials, research surveys, and technology overviews that explore cutting-edge developments and deployments and identify potential trends. This second self-contained volume of the handbook, Network Embedded Systems, focuses on select application areas. It covers automotive field, industrial automation, building automation, and wireless sensor networks. This volume highlights implementations in fast-evolving areas which have not received proper coverage in other publications. Reflecting the unique functional requirements of different application areas, the contributors discuss inter-node communication aspects in the context of specific applications of networked embedded systems. Those looking for guidance on preliminary design of embedded systems should consult the first volume: Embedded Systems Design and Verification.

Advanced CORBA Programming with C++ Addison-Wesley Professional Company

"A stereotype of computer science textbooks is that they are dry, boring, and sometimes even intimidating. As a result, they turn students' interests off from the subject matter instead of enticing them into it. This textbook is the opposite of such a stereotype. The author presents the subject matter in a refreshing story-telling style and aims to bring the Internet-generation of students closer to her stories." --Yingcai Xiao, The University of Akron Introduction to Middleware: Web Services, Object Components, and Cloud Computing provides a comparison

of different middleware technologies and the overarching middleware concepts they are based on. The various major paradigms of middleware are introduced and their pros and cons are discussed. This includes modern cloud interfaces, including the utility of Service Oriented Architectures. The text discusses pros and cons of RESTful vs. non-RESTful web services, and also compares these to older but still heavily used distributed object/component middleware. The text guides readers to select an appropriate middleware technology to use for any given task, and to learn new middleware technologies as they appear over time without being greatly overwhelmed by any new concept. The book begins with an introduction to different distributed computing paradigms, and a review of the different kinds of architectures, architectural styles/patterns, and properties that various researchers have used in the past to examine distributed applications and determine the quality of distributed applications. Then it includes appropriate background material in networking and the web, security, and encoding necessary to understand detailed discussion in this area. The major middleware paradigms are compared, and a comparison methodology is developed. Readers will learn how to select a paradigm and technology for a particular task, after reading this text. Detailed middleware technology review sections allow students or industry practitioners working to expand their knowledge to achieve practical skills based on real projects so as to become well-functional in that technology in industry. Major technologies examined include: RESTful web services (RESTful cloud interfaces such as OpenStack, AWS EC2 interface, CloudStack; AJAX, JAX-RS, ASP.NET MVC and ASP.NET Core), non-RESTful (SOAP and WSDL-based) web services (JAX-WS, Windows Communication Foundation), distributed objects/ components (Enterprise Java Beans, .NET Remoting, CORBA). The book presents two projects that can be

used to illustrate the practical use of middleware, and provides implementations of these projects over different technologies. This versatile and class-tested textbook is suitable (depending on chapters selected) for undergraduate or first-year graduate courses on client server architectures, middleware, and cloud computing, web services, and web programming. The Art of UNIX Programming poses the belief that understanding the unwritten UNIX engineering tradition and mastering its design patterns will help programmers of all stripes to become better programmers. This book attempts to capture the engineering wisdom and design philosophy of the UNIX, Linux, and Open Source software development community as it has evolved over the past three decades, and as it is applied today by the most experienced programmers. Eric Raymond offers the next generation of "hackers" the unique opportunity to learn the connection between UNIX philosophy and practice through careful case studies of the very best UNIX/Linux programs.

Demonstrates how to create generic frameworks, libraries, classes, and tools that can be used in the .NET environment and provides instructions on how to select the right language to develop parts of a system and how to integrate them at runtime.

Capturing a wealth of experience about the design of object-oriented software, four top-notch designers present a catalog of simple and succinct solutions to commonly occurring design problems. Previously undocumented, these 23 patterns allow designers to create more flexible, elegant, and ultimately reusable designs without

having to rediscover the design solutions themselves. The authors begin by describing what patterns are and how they can help you design object-oriented software. They then go on to systematically name, explain, evaluate, and catalog recurring designs in object-oriented systems. With Design Patterns as your guide, you will learn how these important patterns fit into the software development process, and how you can leverage them to solve your own design problems most efficiently. Each pattern describes the circumstances in which it is applicable, when it can be applied in view of other design constraints, and the consequences and trade-offs of using the pattern within a larger design. All patterns are compiled from real systems and are based on real-world examples. Each pattern also includes code that demonstrates how it may be implemented in object-oriented programming languages like C++ or Smalltalk.

Here is a programmer's guide to using and programming POSIX threads, commonly known as Pthreads. A "coder's book", this title tells how to use Pthreads in the real world, making efficient and portable applications. Pthreads are an important set of current tools programmers need to have in today's network-intensive climate.

Component Database Systems is a collection of invited chapters by the researchers making the most influential contributions in the database industry's trend toward componentization. This book represents the sometimes-divergent, sometimes-convergent approaches taken by leading database vendors as they seek to establish commercially viable componentization strategies. Together, these contributions form

the first book devoted entirely to the technical and architectural design of component-based database systems. In addition to detailing the current state of their research, the authors also take up many of the issues affecting the likely future directions of component databases. If you have a stake in the evolution of any of today's leading database systems, this book will make fascinating reading. It will also help prepare you for the technology that is likely to become widely available over the next several years.

\* Is comprised of contributions from the field's most highly respected researchers, including key figures at IBM, Oracle, Informix, Microsoft, and POET. \* Represents the entire spectrum of approaches taken by leading software companies working on DBMS componentization strategies. \* Covers component-focused architectures, methods for hooking components into an overall system, and support for component development. \* Examines the component technologies that are most valuable to Web-based and multimedia databases. \* Presents a thorough classification and overview of component database systems.

"This multiple-volume publication advances the emergent field of mobile computing offering research on approaches, observations and models pertaining to mobile devices and wireless communications from over 400 leading researchers"--Provided by publisher.

This book comprises a selection of papers on new methods for analysis and design of hybrid intelligent systems using soft computing techniques from the IFSA 2007 World

Congress, held in Cancun, Mexico, June 2007.

"Providing a snapshot of current methods and development activities in the area of Internet databases, this book supplies answers to many questions that have been raised regarding database access through the web. Provided are a number of case studies of successful web database applications, including multiple-choice assessment through the web, an online pay claim, a product catalog, and content management and dynamic web pages. Also covered are querying and mining of web data and issues such as gaining physical/low-level access to web-powered databases and heterogeneous web databases."

Parlay will enable rapid and cost-effective delivery of services based on telecommunications networks, and will be an essential part of the 3G future. We live in an exciting time. 3G networks are taking off, and as greater bandwidth and communication speeds become available, people are seeking new means by which to increase their interaction potential. Newer and more exciting services are being developed to drive more revenues and to enhance end-user experiences. New technologies are being designed and implemented to supplement and leverage the new capabilities being built into core networks. Parlay/OSA: From Standards to Reality is an accessible primer on network ecosystems and operations today, discussing the need for Parlay, the details of standards, aspects of network evolution and support for legacy systems, and advanced topics from an implementation perspective. The authors examine the potential of the Parlay/OSA (Open Service Access) solution from a number of points of view: business need, service development and service deployment. Parlay/OSA: From Standards to

Reality: Provides a comprehensive account and examination of the Parlay technology. Covers standards capabilities and directions, and the twelve Service Capability Features, including call control, mobility management, data session control, generic messaging service and content based charging and policy management. Addresses architectural alternatives and advanced architecture patterns. Provides use cases, architecture, deployment scenarios and advanced topics for further reading. This invaluable resource will provide product managers, software developers, application developers, network architects and engineers, as well as advanced students and researchers in academia and industry with an in-depth understanding of Parlay. Provides a broad and up-to-date account of the principles and practice of distributed system design.

Corpus linguistics is a research approach to investigate the patterns of language use empirically, based on analysis of large collections of natural texts. While corpus-based analysis has had relatively little influence on theoretical linguistics, it has revolutionized the study of language variation and use: what speakers and writers actually do with the lexical and grammatical resources of a language. Corpus-based research employs the research methods of quantitative and qualitative social science to investigate language use patterns empirically. This four-volume collection is organized around linguistic research questions that can be investigated from a corpus perspective and includes amongst others studies of individual words, comparisons of supposedly synonymous words, studies of grammatical variation, and sociolinguistic studies of dialects, registers, styles, and world varieties. Corpus-based analysis has also proven to be important for the study of historical change.

This book is a clearly written, well structured hands-on guide for the professional software

developer and engineer who needs to build secure applications with CORBA. It offers guidance securing CORBA applications, integrating security infrastructure with COBRA applications, evaluating the security effectiveness of distributed applications, and MICOSec CORBA security implementation. Professionals get a comprehensive study of CORBA security architecture, providing a better understanding of its goals and limitations. It serves as a complete reference for understanding security in distributed systems. The book generously illustrates the usage of the MICOSec CORBA security services implementation, including important information on the installation and configuration of MICOSec, usage of two different kinds of application-facing interfaces, and the configuration of CORBA security not containing any security-related modifications.

This book reports on the concepts and ideas discussed at the well attended ICRA2005 Workshop on "Principles and Practice of Software Development in Robotics", held in Barcelona, Spain, April 18 2005. It collects contributions that describe the state of the art in software development for the Robotics domain. It also reports a number of practical applications to real systems and discuss possible future developments.

A text on networking theory and practice, providing information on general networking concepts, routing algorithms and protocols, addressing, and mechanics of bridges, routers, switches, and hubs. Describes all major network algorithms and protocols in use today, and explores engineering trade-offs that each different approach represents. Includes chapter homework problems and a glossary. This second edition is expanded to cover recent developments such as VLANs, Fast Ethernet, and AppleTalk. The author is a Distinguished Engineer at Sun Microsystems, Inc., and holds some 50 patents. Annotation copyrighted by

Book News, Inc., Portland, OR

Here is the CORBA book that every C++ software engineer has been waiting for. Advanced CORBA® Programming with C++ provides designers and developers with the tools required to understand CORBA technology at the architectural, design, and source code levels. This book offers hands-on explanations for building efficient applications, as well as lucid examples that provide practical advice on avoiding costly mistakes. With this book as a guide, programmers will find the support they need to successfully undertake industrial-strength CORBA development projects. The content is systematically arranged and presented so the book may be used as both a tutorial and a reference. The rich example programs in this definitive text show CORBA developers how to write clearer code that is more maintainable, portable, and efficient. The authors' detailed coverage of the IDL-to-C++ mapping moves beyond the mechanics of the APIs to discuss topics such as potential pitfalls and efficiency. An in-depth presentation of the new Portable Object Adapter (POA) explains how to take advantage of its numerous features to create scalable and high-performance servers. In addition, detailed discussion of advanced topics, such as garbage collection and multithreading, provides developers with the knowledge they need to write commercial applications. Other highlights In-depth coverage of IDL, including common idioms and design trade-offs Complete and detailed explanations of the Life Cycle, Naming, Trading, and Event Services Discussion of IIOP and implementation repositories Insight into the dynamic aspects of CORBA, such as dynamic typing and the new DynAny interfaces Advice on selecting appropriate application architectures and designs Detailed, portable, and vendor-independent source code

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