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**The Essential Client/Server Survival Guide**

Robert Orfali 1996-07-23

Join a cast of Martians on this witty, comprehensive, and now completely updated tour of the client/server world. From operating systems and communication to applications that incorporate database, transaction processing, and objects, this ultimate survival guide is the reader's best source for the big picture view of the world of client/server.

**Client/Server Programming with Java and CORBA**

Robert Orfali 1998-03-24

CORBA and JavaBeans are merging in cyberspace. Here's your completely updated guide to navigating this previously uncharted territory. Whether you’re a seasoned Java programmer, a distributed objects expert, or looking to be a little of both, this Second Edition of the enormously popular Client/Server Programming with Java and CORBA gives you the programming know-how you need to combine these two technologies into workable client/server solutions for the Object Web. Full of working code, tutorials, and design trade-offs, this one-of-a-kind book: *Includes over 250 new pages on JavaBeans, CORBA Beans, and Enterprise JavaBeans. Shows you how to invoke CORBA objects from JavaBeans tools such as Visual Cafe, JBuilder, and Visual Age for Java.*

**Client/Server Survival Guide**

Robert Orfali 1999-02-08

# 1

Client/Server book, now completely updated and expanded! “It’s savvy, informative, and entertaining as anything you are likely to read on the subject. Client/server isn’t one technology but many—remote SQL, TP, message-oriented groupware, distributed objects, and so on. Like the proverbial blind man feeling the elephant, most of us have a hard time seeing the whole picture. The authors succeed brilliantly in mapping the elephant.”-John Udelli, Byte, “Winner, JOLT Product Excellence Award.”

**Instant CORBA**

Robert Orfali 1997-03-28

CORBA Objects have found their killer app. It's the Object Web—or the marriage of distributed objects and the Internet. The major computing companies—including Sun, JavaSoft, IBM, Netscape, Apple, Oracle, BEA, and HP—have chosen CORBA as their common way to connect distributed objects across the Internet and intranets. Consequently, CORBA is about to become as ubiquitous as TCP/IP. Instant CORBA is your quick guide to understanding this revolutionary new technology. If you're in a real hurry, this book even provides a condensed tour that will make you CORBA literate in four hours or less. Written in a friendly and witty style, this comprehensive book covers: *The Object Web—or how CORBA/IOP, Java, and the Internet are coming together* • Everything you need to know about a CORBA 2.0 ORB • The 15 CORBA Object Services—including Transactions, Trader, Security, Naming, Events, Time, and Collections. These services provide the next step in the evolution of distributed objects. *CORBA’s Dynamic Object Facilities such as Callbacks, Dynamic Invocations, Object Inversion, and the Interface Repository* • Next-generationORB technology—including CORBA 3.0’s Messaging, Pass-by-Value, and Server-Side Frameworks • The marriage of CORBA with MOM and TP Monitors • Forthcoming CORBA attractions such as mobile agents, shippable places, and the business object framework • Products such as Iona’s OrbixWeb, Netscape/Visigenic’s VisiBroker, and Sun’s NE0/JOE. The authors have written many best-selling books, including The Essential Distributed Objects Survival Guide and The Essential Client/Server Survival Guide, Second Edition, which won Software Development’s Jolt Award for the best book of 1994, in its first edition. Their most recent book is Client/Server Programming with Java and CORBA.

**Cooperative Information Agents**

Peter Kandzia 1997-02-18

This book constitutes the refereed proceedings of the First International Workshop on Cooperative Information Agents - DAI Meets Databases, CIA-97, held in Kiel, Germany, in February 1997. The book opens with 6 invited full papers and 10 revised full research papers presented at the workshop. The papers are organized in topical sections on databases and agent technology, agents for database search and knowledge discovery, communication and cooperation among information agents, and agent-based access to heterogeneous information sources.

**Middleware and Enterprise Application Integration**

Daniel Serain 2002-08-05

Middleware is a layer of software that lets business applications inter-operate and eases the problem of constructing complex applications that can include market places, CRM and Internet access. The world of middleware has recently been galvanised by the arrival of the Internet and then by Java, making it part of the e-commerce revolution. This text provides a practical introduction to the different forms of middleware (RPC, message queues, hub and spoke, CORBA and Java) and how they can be combined to produce complex architectures that are suited to business.
Designing Software Product Lines with UML-Hassan Gomaa 2005

"Designing Software Product Lines with UML is well-written, informative, and addresses a very important topic. It is a valuable contribution to the literature in this area, and offers practical guidance for software architects and engineers." --Alan Brown Distinguished Engineer, Rational Software, IBM Software Group "Gomaa's process and UML extensions allow development teams to focus on feature-oriented development and provide a basis for improving software reuse across multiple software development efforts. This book will be valuable to any software development professional who needs to manage across projects and wants to focus on creating software that is consistent, reusable, and modular in nature." --Jeffrey S Hammond Group Marketing Manager, Rational Software, IBM Software Group "This book brings together a good range of concepts for understanding software product lines and provides an organized method for developing product lines using object-oriented techniques with the UML. Once again, Hassan has done an excellent job in balancing the needs of both experienced and novice software engineers." --Robert G. Pettit IV, Ph.D. Adjunct Professor of Software Engineering, George Mason University "This breakthrough book provides a comprehensive step-by-step approach on how to develop software product lines, which is of great strategic benefit to industry. The development of software product lines enables significant reuse of software architectures. Practitioners will benefit from the well-defined PLUS process and rich case studies." --Hurley V. Blankenhish II Program Manager, Justice and Public Safety, Science Applications International Corporation "The Product Line UML-based Software Engineering (PLUS) is leading edge. With the author's wide experience and deep knowledge, PLUS is well harmonized with architectural and design pattern technologies." --Michael Shin Assistant Professor, Texas Tech University Long a standard practice in traditional manufacturing, the concept of product lines is quickly earning recognition in the software industry. A software product line is a family of systems that shares a common set of core technical assets with preplanned extensions and variations to address the needs of specific customers or market segments. When skillfully implemented, a product line strategy can yield enormous gains in productivity, quality, and time-to-market. Studies indicate that if three or more systems with a degree of common functionality are to be developed, a product-line approach is significantly more cost-effective. To model and design families of systems, the analysis and design concepts for single product systems need to be extended to support product lines. Designing Software Product Lines with UML shows how to employ the latest version of the industry-standard Unified Modeling Language (UML 2.0) to reuse software requirements and architectures rather than starting the development of each new system from scratch. Through real-world case studies, the book illustrates the fundamental concepts and technologies used in the design and implementation of software product lines. This book describes a new UML-based software design method for product lines called PLUS (Product Line UML-based Software Engineering). PLUS provides a set of concepts and techniques to extend UML-based design methods and processes for single systems in a new dimension to address software product lines. Using PLUS, the objective is to explicitly model the commonality and variability in a software product line. Hassan Gomaa explores how each of the UML modeling views--use case, static, state machine, and interaction modeling--can be extended to address software product families. He also discusses how software architectural patterns can be used to develop a reusable component-based architecture for a product line and how to express this architecture as a UML platform-independent model that can then be mapped to a platform-specific model. Key topics include: Software product line engineering process, which extends the Unified Development Software Process to address software product lines; Use case modeling, including modeling the common and variable functionality of a product line incorporating feature modeling into UML for modeling common, optional, and alternative product line features; Static modeling, including modeling the boundary of the product line and information-intensive entity classes Dynamic modeling, including using interaction modeling to model state charts for modeling state-dependent variability Modeling class variability using inheritance and parameterization Software architectural patterns for product lines Component-based distributed design using the new UML 2.0 capability for modeling components, connectors, ports, and provided and required interfaces Detailed case studies giving a step-by-step solution to real-world product line problems Designing Software Product Lines with UML is an invaluable resource for all designers and developers in this growing field. The information, technology, and case studies presented here show how to harness the promise of software product lines and the practicality of the UML to take software design, quality, and efficiency to the next level. An enhanced online index allows readers to quickly and easily search the entire text for specific topics.

Essential Client/server Survival Guide-Robert Orfal 1994 An easy, fun way to update one's skills, this book covers everything on client/server. The presentation is light and fun with lots of illustrations, cartoons, and quotes. The book will help people in the field deal with the complexity that surrounds them, and provides a model and quick overview of the most important technologies.

Handbook of Object Technology-Saba Zamir 1998-12-18 The object oriented paradigm has become one of the dominant forces in the computing world. According to a recent survey, by the year 2000, more than 80% of development organizations are expected to use object technology as the basis for their distributed development strategies. Handbook of Object Technology encompasses the entire spectrum of disciplines and topics related to this rapidly expanding field - outlining emerging technologies, latest advances, current trends, new specifications, and ongoing research. The handbook divides into 13 sections, each containing chapters related to that specific discipline. Up-to-date, non-abstract information provides the reader with practical, useful knowledge - directly applicable to the understanding and improvement of the reader's job or the area of interest related to this technology. Handbook of Object Technology discusses: the processes, notation, and tools for classical OO methodologies as well as object-oriented patterns, methodologies prevalent and emerging OO languages standards and specifications frameworks and patterns databases metrics business objects intranets analysis/design tools client/server application development environments Windows Developer's Journal- 1999

Inside Java Workshop-Lynn Weaver 1997 Inside Java Workshop takes you on a working tour of the Java development environment from Sun Microsystems. Learn Java Workshop basics: managing projects of any size, GUI building with a visual point and click interface, debugging multi-threaded programs, publishing applications on the Internet, and more. By the time you finish Inside Java Workshop, you'll be able to visually assemble, test, debug, and publish portable Java applications.

Messaging and Queuing Using the MQI-Burnie Blakeley 1995 Written by the developers of Message Queue Interface, this book first introduces messaging, then explains how messaging works. It then shows readers how to use it immediately with available products and how to design and program simple messaging application programs. The book also provides an object comparison between mail-messaging and online messaging.

Client/server Strategies-David Vaskovich 1993 An essential read for anyone trying to understand the data highways that will drive successful businesses through the '90s and beyond.

Library Journal- 1996

The CORBA Reference Guide-Alan Pope 1998 Serving as a tutorial, guidebook and reference all in one, this text offers a clear explanation of CORBA and provides a complete reference to the standard. More importantly, it shows how to use the standard for distribution applications development, with numerous extensive case studies and examples illustrating how to put CORBA to work.

3-Tier Server/Client at Work-Jeri Edwards 1999-02-18 You've heard the theory--this book shows you how to successfully practice it. Jeri Edwards takes you on a rare, worldwide tour of nine large client/server applications that are in production in enterprises today. You get an insider's peek at their projects. Find out what went right and what they would do differently next time. You learn: Why 3-tier architectures are key to successful enterprise client/server applications * How to succeed with challenging project requirements * What are the architectural trade-offs and how to choose between them * How successful projects are run * What outcomes to expect * Words to the wise: tips from the architects * Who can afford to pass up such valuable, firsthand advice?

3-Tier Client/Server at Work-Jeri Edwards 1997-09-11 As half of the client/server applications are expected to migrate to Three-Tier...
Developing Client/server Applications with Oracle Developer/2000

Paul Hipsey 1996 Developing Client/Server Applications with Oracle Developer/2000 is your key to tapping the new, powerful features of the industry's only second-generation client/server development tool. Those features - including a common repository, flexible modeling and methodology support, unified client/server developer environment, and portable open architecture - enable you to rapidly produce and develop client/server applications. With this book, you'll learn how to develop those applications from start to finish. It begins by showing you how to design a client/server application. Next you'll be building the database and exploiting the power of Developer/2000 by incorporating VBX controls, OLE 2 Objects, and using SQL and PL/SQL. Final chapters show you how to deploy and implement your finished client/server application.

The Essential Distributed Objects Survival Guide - Robert Orfali 1995-09-28 Winner! 1996 Software Development Jolt Productivity Award! "The first clear roadmap to commercial-grade object-oriented systems that many have been waiting for." - Tibbets and Bernstein, Information Week "A worthy sequel to The Essential Client/Server Survival Guide. It frames the CORBA and OLE/COM debate in ways useful to anyone curious about the technical underpinnings of a global computing fabric." - Jon Udell, Byte "Chock-full of useful information." - Mark Betz, Windows Tech Journal This is your best source to help you make intelligent decisions about distributed objects, component technologies, and their standards. Bestselling authors Orfali, Harkey, and Edwards combine detailed technical explanations with their unique brand of offbeat humor using clever cartoons, controversial soapboxes, and witty quotes. You'll get the full story on distributed objects, including: * What CORBA 2.0 and OLE/COM can do, and how they differ * How distributed objects, components, and client/server come together * Detailed coverage of object frameworks, component suites, business objects, compound documents, and TP monitors * The inside scoop on key products like SOM, Orbix, ObjectBroker, Newi, and DOE Visit our web page at www.wiley.com/compbooks/

Datamation- 1997

Systems Analysis- Michael Blaha 2000

Dr. Dobb's Journal- 1996

Multimedia Communication Systems - Kamisetty Ramamohan Rao 2002 With extensive coverage of multimedia communications standards and processing techniques, this guide presents new approaches to traffic management, services deployment, and QoS for networked multimedia systems. It contains many practical examples, more than 200 figures, and over 400 references.

The Cumulative Book Index: 1999


Unix Storage Management- Ray A. Kampa 2002-10-15 This comprehensive guide to storage architectures and management covers the right amount of technical detail to be invaluable to any administrator of a corporate Unix system.

Web-age Information Management - 2000

Object-oriented Client/server Internet Environments- Amjad Umar 1997 For computer science courses focusing on distributed systems. This book systematically answers critical management and technical questions about the modern IT infrastructure, in particular, middleware.

ACM SIGPLAN Notices- 1998

Network Application Frameworks- Eric Greenberg 1999 Network engineers, IS managers, and architects face an enormous challenge--how to integrate modern networking platforms and applications with legacy systems to create a single computing environment that efficiently, effectively, and securely serves an organization's needs. This long-awaited, comprehensive book--written by a pioneer in the fields of networking and application development--is the guide for completing this formidable task. Network Application Frameworks provides a thorough exploration of major networking technologies and application development components. Enterprise-wide design, performance, security, reliability, and operational implications are just some of the topics covered in full detail. Using this book, network engineers will be able to more easily isolate and resolve problems in a network or application. IS managers will save valuable time and resources by following the authors strategies for optimizing integration and identifying trouble spots. Architects will find a wealth of knowledge to help them plan future systems, such as information on designing networks and applications in tandem to simplify use, improve manageability, and reduce costs. Topics covered

A Breakthrough for the Japanese Software Industry?- Jun Sato 1996

Designing Concurrent, Distributed, and Real-time Applications with UML- Hassan Gomaa 2000 In this book, world-renowned real-time software expert Hassan Gomaa adapts UML to the unique needs of the concurrent, distributed, and real-time applications -- helping developers leverage the powerful flexibility, reliability, and time-to-market benefits associated with UML. Gomaa starts by reviewing the key issues and concepts associated with analysis and design of distributed and real-time applications -- focusing not only on standard object-oriented concepts such as information hiding, classes, and inheritance, but also specialized issues such as finite state machines, concurrent tasks, and real-time scheduling. Next, he introduces the COMET (Concurrent Object Modeling and Architectural Design) Method, a UML-based object-oriented analysis and design method specifically created for concurrent, distributed, and real-time applications. The book presents detailed structuring criteria that assist the designer at every stage of the analysis and design process, and offers exceptional insight into dynamic modeling, concurrency, distributed application design, and performance analysis of real-time designs. Gomaa concludes with several detailed case studies covering a broad range of applications, including systems for banking, e-Commerce, cruise control, factory automation, and more.

Extending SAS Survival Analysis Techniques for Medical Research- Alan B. Cantor 1997

Managing Client/server- Dolf Zantinge 1996 Client/server is a method by which information system programs and data are divided between a client computer and a server computer. Multiple clients make use of this server to request, store and change data. Giving an overview of the management of client/server databases this work takes a management perspective rather than holding too in-depth a discussion of technical aspects. The text covers system and network management, distributed databases and data warehousing.