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Rethinking Pedagogy for a Digital AgeUnderstanding Object-oriented Programming with JAVAUnderstanding Digital HumanitiesReliable Software Technologies -- Ada-Europe 2003A Little Java, a Few PatternsConcurrent systemsUniForum MonthlyECOOP 2010 -- Object-Oriented ProgrammingInformation Technology and Open Source: Applications for Education, Innovation, and SustainabilityModelling object-oriented software - an introductionArtificial Intelligence in Education: Emerging Technologies, Models and ApplicationsThe Open Knowledge SocietyCommunicating Process Architectures 2008Programming the Internet with JavaProgramming with ObjectsIntroduction to Programming with Java: A Problem Solving ApproachComputational Science - ICCS 2002Pemrograman Berorientasi Objek dengan JavaThe The Java WorkshopObject-Oriented Technology. ECOOP 2004 Workshop ReaderAn introduction to e-commerce and distributed applicationsReliable Software Technologies, Ada-Europe Active JavaECGBL 2018 12th European Conference on Game-Based LearningResources in EducationECOOP 2002 - Object-Oriented ProgrammingECOOP 2011--Object-Oriented ProgrammingComponent SoftwarePosthuman LifeVerification of Object-Oriented Software. The KeY ApproachEnterprise Java SecurityObject ThinkingProgramming LanguagesDeveloping Java SoftwareJournal of Object-oriented ProgrammingTools and Algorithms for the Construction and Analysis of SystemsEncyclopedia of Information Science and Technology, Second EditionOpen Learning and Teaching in Educational CommunitiesReflections on the Teaching of ProgrammingGamification-Based E-Learning Strategies for Computer Programming Education

Rethinking Pedagogy for a Digital Age

This book constitutes revised selected papers from the following SEFM 2012 satellite events: InSuEdu, the First International Symposium on Innovation and Sustainability in Education; MokMaSD, the First International Symposium on Modelling and Knowledge Management for Sustainable Development and Open Cert, the 6th International Workshop on Foundations and Techniques for Open Source Software Certification, held in Thessaloniki, Greece, in October 2012. The total of 14 regular papers and 7 short papers included in this volume were carefully reviewed and selected from 35 submissions. The papers cover the topics related to the use of

Information and Communication Technology (ICT) and Open Source Software (OSS) as tools to foster and support Education, Innovation and Sustainability.

Understanding Object-oriented Programming with JAVA

This book constitutes the refereed proceedings of the 25th European Conference on Object-Oriented Programming, ECOOP 2011, held in Lancaster, UK, in July 2011. The 26 revised full papers, presented together with three keynote lectures were carefully reviewed and selected from a total of 100 submissions. The papers cover topics such as empirical studies, mining, understanding, recommending, modularity, modelling and refactoring, aliasing and ownership; as well as memory optimizations.

Understanding Digital Humanities

Reliable Software Technologies -- Ada-Europe 2003

This edition has been updated to cover contemporary technologies, discussing how they work, the pros and cons of each, standards, and future markets and developments. It uses the main component programming languages Java, Component Pascal and C#

A Little Java, a Few Patterns

This work teaches the fundamentals of Java and object-oriented programming to those with some programming experience. The principles and practices are illustrated throughout the book with extensive examples from the Java standard library.

Concurrent systems

We imagine posthumans as humans made superhumanly intelligent or resilient by future advances in nanotechnology, biotechnology, information technology and cognitive science. Many argue that these enhanced people might live better lives; others fear that tinkering with our nature will undermine our sense of our own humanity. Whoever is right, it is assumed that our technological successor will be an upgraded or degraded version of us: Human 2.0. Posthuman Life argues that the enhancement debate projects a human face onto an empty screen. We do not know what will happen and, not being posthuman, cannot anticipate how posthumans will

assess the world. If a posthuman future will not necessarily be informed by our kind of subjectivity or morality the limits of our current knowledge must inform any ethical or political assessment of that future. Posthuman Life develops a critical metaphysics of posthuman succession and argues that only a truly speculative posthumanism can support an ethics that meets the challenge of the transformative potential of technology.

UniForum Monthly

Annotation This book constitutes the refereed proceedings of the 24th European Conference on Object-Oriented Programming, ECOOP 2010, held in Maribor, Slovenia, in June 2010. The 24 revised full papers, presented together with one extended abstract were carefully reviewed and selected from a total of 108 submissions. The papers cover topics such as programming environments and tools, theoretical foundations of programming languages, formal methods, concurrency models in Java, empirical methods, type systems, language design and implementation, concurrency abstractions and experiences.

ECOOP 2010 -- Object-Oriented Programming

Computer technologies are forever evolving and it is vital that computer science educators find new methods of teaching programming in order to maintain the rapid changes occurring in the field. One of the ways to increase student engagement and retention is by integrating games into the curriculum. Gamification-Based E-Learning Strategies for Computer Programming Education evaluates the different approaches and issues faced in integrating games into computer education settings. Featuring emergent trends on the application of gaming to pedagogical strategies and technological tactics, as well as new methodologies and approaches being utilized in computer programming courses, this book is an essential reference source for practitioners, researchers, computer science teachers, and students pursuing computer science.

Information Technology and Open Source: Applications for Education, Innovation, and Sustainability

Application areas for e-commerce, supply chain management and underlying technologies were some of the areas covered by this 8-hour free course.

Modelling object-oriented software - an introduction

Computational Science is the scienti?c 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, envir- mental and geo-sciences, physics, and chemistry – and synthetic systems such as electronics and ?nancial and economic systems. The discipline is a bridge b- ween 'classical' computer science – logic, complexity, architecture, algorithms – 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 ?eld. 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 ofcomputational science'. Nowadays we have access to high-end computer architectures and a large range of computing environments, mainly as a consequence of the enormous s- mulus from the various international programs on advanced computing, e.g.

Artificial Intelligence in Education: Emerging Technologies, Models and Applications

The Open Knowledge Society

This Java book will guide you through Java development and help you build the knowledge and confidence to progress from the basics to become a skilled Java developer. All the key tools that you'll need to solve real-world problems are clearly explained and demonstrated with engaging, practical examples.

Communicating Process Architectures 2008

This year, for the eighth time, the European Conference on Object-Oriented Programming (ECOOP) series, in cooperation with Springer, is glad to o?er the object-oriented research community the ECOOP 2004 Workshop Reader, a compendium of workshop reports pertaining to the ECOOP 2004

conference, held in Oslo from June 15 to 19, 2004. ECOOP 2004 hosted 19 high-quality workshops covering a large spectrum of hot research topics. These workshops were chosen through a tight peer review process following a speci?c call for proposals ending on November 30, 2003. We are very grateful to the members of the Workshop Selection Committee for their careful reviews and hard work to put together the excellent workshop program. We also want to thank all submitters, accepted or not, to whom the workshop program equally owes its quality. This selection process was then followed by a selection of workshop participants, done by each team of organizers based on an open call for position papers. This participant selection process ensured that we gathered the most active researchers in each workshop research area, and therefore a fruitful working meeting. Following the tradition of the ECOOP Workshop Reader, we strove for hi-quality, value-adding and open-ended workshop reports. The result, as you can judgefromthefollowingpages,isathought-provokingsnapshotofthecurrent- searchinobject-orientation,fullofpointersforfurtherexplorationofthecovered topics. We want to thank our workshop organizers who, despite the additional burden, did a great job in putting together these reports.

Programming the Internet with Java

In OBJECT THINKING, esteemed object technologist David West contends that the mindset makes the programmer—not the tools and techniques. Delving into the history, philosophy, and even politics of object-oriented programming, West reveals how the best programmers rely on analysis and conceptualization—on thinking—rather than formal process and methods. Both provocative and pragmatic, this book gives form to what’s primarily been an oral tradition among the field’s revolutionary thinkers—and it illustrates specific object-behavior practices that you can adopt for true object design and superior results. Gain an in-depth understanding of: Prerequisites and principles of object thinking. Object knowledge implicit in eXtreme Programming (XP) and Agile software development. Object conceptualization and modeling. Metaphors, vocabulary, and design for object development. Learn viable techniques for: Decomposing complex domains in terms of objects. Identifying object relationships, interactions, and constraints. Relating object behavior to internal structure and implementation design. Incorporating object thinking into XP and Agile practice.

Programming with Objects

How do you model a software system? This free course, Modelling object-oriented software an introduction, will help you to work through the processes necessary to produce a conceptual model, by analysing the requirements document to identify classes and associations appropriate for modelling the system domain, together with their respective attributes and multiplicities.

Introduction to Programming with Java: A Problem Solving Approach

This book constitutes the refereed proceedings of the 16th European Conference on Object-Oriented Programming, ECOOP 2002, held in Malaga, Spain, in June 2002. The 24 revised full papers presented together with one full invited paper were carefully reviewed and selected from 96 submissions. The book offers topical sections on aspect-oriented software development, Java virtual machines, distributed systems, patterns and architectures, languages, optimization, theory and formal techniques, and miscellaneous.

Computational Science - ICCS 2002

A definitive guide to Java security explains how to incorporate J2SE and J2EE security technologies into the construction of a secure enterprise infrastructure composed primarily of Java-based enterprise applications, offering comprehensive coverage of the J2SE and J2EE security architectures, as well as practical solutions to ensure security. Original. (Advanced)

Pemrograman Berorientasi Objek dengan Java

The refereed proceedings of the 8th International Conference on Reliable Software Technologies, Ada-Europe 2003, held in Toulouse, France in June 2003. The 29 revised full papers presented together with 3 invited papers were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on Ravenscar, language issues, static analysis, distributed information systems, software metrics, software components, formal specification, real-time kernel, software testing, and real-time systems design.

The The Java Workshop

Object-Oriented Technology. ECOOP 2004 Workshop Reader

Introduction to Programming with Java: A Problem Solving Approach 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 smoothly through a carefully selected set of procedural programming fundamentals to object-oriented fundamentals. During this early transition and beyond, the book emphasizes problem solving. For example, Chapter 2 is devoted to algorithm development, Chapter 8 is devoted to program design, and problem-solving sections appear throughout the book. The second edition adds new language features and end-of-chapter GUI sections that include animation. New chapters include an introduction to the Java Collections Framework and an in-depth treatment of recursion. Two new supplementary chapters on the book’s companion website describe the JavaFX GUI platform. Before diving into object-oriented programming (OOP) in Chapter 6, the second edition includes a “mini-chapter” that describes how to write multiple-method programs in a non-OOP environment. Those who want to continue this theme can follow an optional “late objects” approach by reading two chapters on the book’s website before returning to OOP in Chapter 6. Some key features include: •A conversational, easy-to-follow writing style. •Simple GUI programming early, in an optional standalone graphics track. •Well-identified alternatives for altering the book's sequence to fit individual needs. •Well-developed projects in six different academic disciplines, with a handy summary. •Detailed customizable PowerPointTM lecture slides, with icon-keyed hidden notes. I have used the Dean and Dean book in my Introduction to Java Programming class for the past year. This is an excellent text and I am very happy with it. It is the only text that I have ever used that always gets positive comments from students on my class evaluations even though there is no question asked about the text. The chapters are well thought out and the coverage is complete. The progression from topic-to-topic is masterful, and the writing is exceptionally clear and at the perfect level for an introductory Java class. – Ralph Duffy, South Seattle Community College

An introduction to e-commerce and distributed applications

Satisfiability (SAT) related topics have attracted researchers from various disciplines: logic, applied areas such as planning, scheduling, operations research and combinatorial optimization, but also theoretical issues on the theme of complexity and much more, they all are connected through SAT. My personal interest in SAT stems from actual solving: The increase in power of modern SAT solvers over the past 15 years has been phenomenal. It

has become the key enabling technology in automated verification of both computer hardware and software. Bounded Model Checking (BMC) of computer hardware is now probably the most widely used model checking technique. The counterexamples that it finds are just satisfying instances of a Boolean formula obtained by unwinding to some fixed depth a sequential circuit and its specification in linear temporal logic. Extending model checking to software verification is a much more difficult problem on the frontier of current research. One promising approach for languages like C with finite word-length integers is to use the same idea as in BMC but with a decision procedure for the theory of bit-vectors instead of SAT. All decision procedures for bit-vectors that I am familiar with ultimately make use of a fast SAT solver to handle complex formulas. Decision procedures for more complicated theories, like linear real and integer arithmetic, are also used in program verification. Most of them use powerful SAT solvers in an essential way. Clearly, efficient SAT solving is a key technology for 21st century computer science. I expect this collection of papers on all theoretical and practical aspects of SAT solving will be extremely useful to both students and researchers and will lead to many further advances in the field.' Edmund Clarke (FORE Systems University Professor of Computer Science and Professor of Electrical and Computer Engineering at Carnegie Mellon University)

Reliable Software Technologies, Ada-Europe

This book constitutes the refereed proceedings of the 9th European Conference on Technology Enhanced Learning, EC-TEL 2014, held in Graz, Austria, in September 2014. The 27 full papers and 18 short papers presented were carefully reviewed and selected from 165 submissions. They address topics such as informal learning, self-regulated and self-directed learning, reflective learning, inquiry based learning, communities of learners and communities of practice, learning design, learning analytics, personalization and adaptation, social media, computer supported collaborative learning, massive open online courses, schools and universities of the future.

Active Java

This volume contains the proceedings of the 10th International Conference on Tools and Algorithms for the Construction and Analysis of Systems (TACAS 2004). TACAS 2004 took place in Barcelona, Spain, from March 29th to April 2nd, as part of the 7th European Joint Conferences on Theory and Practice of Software (ETAPS 2004), whose aims, organization, and history

are detailed in a foreword by the ETAPS Steering Committee Chair, Jos´ e Luiz Fiadeiro. TACAS is a forum for researchers, developers, and users interested in ri- rously based tools for the construction and analysis of systems. The conference serves to bridge the gaps between di?erent communities including, but not - mited to, those devoted to formal methods, software and hardware veri?cation, static analysis, programming languages, software engineering, real-time systems, and communication protocols that share common interests in, and techniques for, tool development. In particular, by providing a venue for the discussion of common problems, heuristics, algorithms, data structures, and methodologies, TACAS aims to support researchers in their quest to improve the utility, rel- bility, ?exibility, and e?ciency of tools for building systems. TACASseekstheoreticalpaperswithaclearlinktotoolconstruction,papers describingrelevantalgorithmsandpracticalaspectsoftheirimplementation,- pers giving descriptions of tools and associated methodologies, and case studies with a conceptual message.

ECGBL 2018 12th European Conference on Game-Based Learning

Packed full with case studies from multi disciplines and with a helpful appendix of tools and resources, this book is an essential guide to effective design and implementation of sound e-learning activities.

Resources in Education

ECOOP 2002 - Object-Oriented Programming

ECOOP 2011--Object-Oriented Programming

Learn programming in Java from scratch - and keep on learning Developing Java Software The new edition of this excellent primer teaches how to program in an object-oriented style. Objects come first, providing a framework for understanding how Java programs work and how they can be designed, in an organised and systematic way. Programming is taught with a view to quality software engineering and is anchored in real-world issues, particularly testing. Examples and exercises provide motivation. Self-tests and class-project suggestions enhance this comprehensive Go, to, the support website at: http://www.dcs.kcl.ac.uk/DevJavaSoft/ * More exercises * Selected solutions * Instructor's notes and resources * Code for case studies * Updates, revisions and bug fixes * Reviews and feedback Reviews of First

Edition: 'If you want to learn to program this is an excellent book {and} if you are responsible for running a course on programming then this is a book that you should consider as a course text Very much recommended.' Francis Glassborrow 'A book suitable as a learning text or reference for professional programmers developing large scale applications and as a set teaching text for courses when one is concerned with more than Java programming Highly recommended.' Brian Bramer, CVU 'provides a thorough curriculum - all in Java - from basic programming and core algorithms to software engineering issues; it will be a useful single reference for anyone wanting to program well.' New Scientist 1998 'The best part of the book is worked examples of medium-scale programs at the end in a case study section.' A reader's Posting on Amazon.Com Cover illustration: Paul Gaugin's 'At the Bottom of the Mountain'. Reproduced with permission from SuperStock.

Component Software

"This set of books represents a detailed compendium of authoritative, research-based entries that define the contemporary state of knowledge on technology"--Provided by publisher.

Posthuman Life

Confronting the digital revolution in academia, this book examines the application of new computational techniques and visualisation technologies in the Arts & Humanities. Uniting differing perspectives, leading and emerging scholars discuss the theoretical and practical challenges that computation raises for these disciplines.

Verification of Object-Oriented Software. The KeY Approach

This text is designed to take the programmer to the point where they can write truly interactive Internet applications using Java programming languages. It starts from the first principles and progresses to the point where the reader can employ the advance

Enterprise Java Security

foreword by Ralph E. Johnson and drawings by Duane Bibby 'This is a book of 'why' not 'how.' If you are interested in the nature of computation and curious about the very idea behind object orientation, this book is for you. This book will engage your brain (if not your tummy). Through its sparkling interactive style, you will learn about three essential OO concepts:

interfaces, visitors, and factories. A refreshing change from the 'yet another Java book' phenomenon. Every serious Java programmer should own a copy.' -- Gary McGraw, Ph.D., Research Scientist at Reliable Software Technologies and coauthor of Java Security Java is a new object-oriented programming language that was developed by Sun Microsystems for programming the Internet and intelligent appliances. In a very short time it has become one of the most widely used programming languages for education as well as commercial applications. Design patterns, which have moved object-oriented programming to a new level, provide programmers with a language to communicate with others about their designs. As a result, programs become more readable, more reusable, and more easily extensible. In this book, Matthias Felleisen and Daniel Friedman use a small subset of Java to introduce pattern-directed program design. With their usual clarity and flair, they gently guide readers through the fundamentals of object-oriented programming and pattern-based design. Readers new to programming, as well as those with some background, will enjoy their learning experience as they work their way through Felleisen and Friedman's dialogue. src='/graphics/yellowball.gif' href='/books/FELTP/Java-fm.html'Foreword and Preface

Object Thinking

Pemrograman Berorientasi Objek (PBO) adalah salah satu konsep pemrograman yang harus dipahami dan dimengerti oleh seorang programmer. PBO merupakan salah satu mata kuliah yang diajarkan pada mahasiswa khususnya di bidang komputer. Buku ini menjelaskan konsep PBO den`gan menggunakan bahasa pemrograman Java. Ruang lingkup pembahasannya meliputi dasar-dasar pemrograman java dan konsep dari PBO. Pada bagian pertama penulis menjelaskan dasar-dasar pemrograman dari bahasa pemrograman java. Mulai dari menggunakan tipe data, deklarasi variabel, penggunaan statement percabangan, penggunaan iterasi, hingga pendeklarasian array. Pada bagian kedua penulis menjelaskan konsep dasar dari PBO. Konsep-konsep tersebut terdiri dari class & object, enkapsulasi, inheritance, polimorfisme, hingga penggunaan kelas abstrak dan interface (sebatik)

Programming Languages

Developing Java Software

The authors are all members of the Scandinavian Pedagogy of Programming

Network (SPoP), and bring together a diverse body of experiences from the Nordic countries. The 14 chapters of the book have been carefully written and edited to present 4 coherent units on issues in introductory programming courses, object-oriented programming, teaching software engineering issues, and assessment. Each of these individual parts has its own detailed introduction.

Journal of Object-oriented Programming

Teaches students how to program in Java, concentrating on those concepts that relate to Internet technologies. Begins with an introduction to Java and basics of object-oriented programming, and progresses on to classes, exceptions, and libraries, and teaches skills to develop complex Java code. Later chapters apply these lessons to Internet programming requirements related to network programming and database access. Includes chapter summaries and self- assessment questions. Assumes previous knowledge of programming in a procedural language such as C or Pascal. This edition is revised to cover the latest software. The authors are affiliated with the Open University in the UK. Annotation copyrighted by Book News, Inc., Portland, OR

Tools and Algorithms for the Construction and Analysis of Systems

C++ is a general purpose programming language that, in addition to systems applications, is extensively used for scientific computation, financial applications, embedded systems, realtime control, and other applications. Emphasizing the commonality between C++ and Java as object oriented languages, this text prepares the reader to program with objects.

Encyclopedia of Information Science and Technology, Second Edition

This book constitutes the proceedings of the 19th Brazilian Symposium on Progamming Languages, SBLP 2015, held in Belo Horizonte, Brazil, in September 2015. The 10 papers presented in this volume were carefully reviewed and selected from 26 submissions. They deal with fundamental principles and innovations in the design and implementation of programming languages and systems.

Open Learning and Teaching in Educational Communities

It is a great pleasure to share with you the Springer CCIS proceedings of the First World Summit on the Knowledge Society - WSKS 2008 that was organized by the Open Research Society, NGO, http://www.open-knowledge-society.org, and hosted by the American College of Greece, http://www.acg.gr, during September 24–27, 2008, in Athens, Greece. The World Summit on the Knowledge Society Series is an international attempt to promote a dialogue on the main aspects of a knowledge society toward a better world for all based on knowledge and learning. The WSKS Series brings together academics, people from industry, policy makers, politicians, government officers and active citizens to look at the impact of infor- tion technology, and the knowledge-based era it is creating, on key facets of today’s world: the state, business, society and culture. Six general pillars provide the constitutional elements of the WSKS series: • Social and Humanistic Computing for the Knowledge Society––Emerging Te- nologies and Systems for the Society and Humanity • Knowledge, Learning, Education, Learning Technologies and E-learning for the Knowledge Society • Information Technologies––Knowledge Management Systems––E-business and Enterprise Information Systems for the Knowledge Society • Culture and Cultural Heritage––Technology for Culture Management––Management of Tourism and Entertainment––Tourism Networks in the Knowledge Society • Government and Democracy for the Knowledge Society • Research and Sustainable Development in the Knowledge Society The summit provides a distinct, unique forum for cross-disciplinary fertilization of research, favoring the dissemination of research that is relevant to international re-

Reflections on the Teaching of Programming

This is a textbook on concurrent programming which serves to integrate operating systems and database concepts, and provides a foundation for lates study in these areas.

Gamification-Based E-Learning Strategies for Computer Programming Education

The ultimate goal of program verification is not the theory behind the tools or the tools themselves, but the application of the theory and tools in the software engineering process. Our society relies on the correctness of a vast and growing amount of software. Improving the software engineering process is an important, long-term goal with many steps. Two of those steps are the KeY tool and this KeY book.