

Twin Cities Software Symposium

Park Plaza Bloomington

October 12 - 14, 2007

<http://www.nofluffjuststuff.com/sh/2007-10-minneapolis>

(event schedule as of October 10, 2007)

Fri, Oct. 12, 2007					
	Huron	Ontario	Michigan	Harriet	Calhoun
12:00 - 1:00 PM	REGISTRATION				
1:00 - 1:15 PM	WELCOME				
1:15 - 2:45 PM	Building DSLs in Static and Dynamic Languages Neal Ford	Creating Agile Requirements David Hussman	Give it a REST Brian Sletten	Exploring the JavaServer Faces Ecosystem Kito Mann	JavaScript for Ajax Programmers Stuart Halloway
2:45 - 3:15 PM	BREAK				
3:15 - 4:45 PM	RESTlet for the Weary Brian Sletten	Getting Agile Planning and Tracking Up and Running David Hussman	Productive Programmer: Acceleration, Focus, and Indirection Neal Ford	Architecting JavaServer Faces Applications Kito Mann	Prototype: Ajax and JavaScript++ Stuart Halloway
4:45 - 5:00 PM	BREAK				
5:00 - 6:30 PM	NetKernel : XML Processing for the 21st Century Brian Sletten	Executable Documentation David Hussman	Productive Programmer: Automation and Canonicity Neal Ford	Introduction to JBoss Seam Kito Mann	Enterprise Performance and Scalability Ted Neward
6:30 - 7:15 PM	DINNER				
7:15 - 8:00 PM	Keynote: by Ted Neward				

Sat, Oct. 13, 2007					
	Ontario	Michigan	Superior	Harriet	Calhoun
8:00 - 9:00 AM	BREAKFAST				
9:00 - 10:30 AM	Building Enterprise Applications with JavaServer Faces and Spring Kito Mann	Leading Agile Projects: Finding Your Groove in the First 4 Iterations David Hussman	Implementing SOA Neal Ford	JRuby Stuart Halloway	Data Integration : Beyond Cutesy Mashups Brian Sletten
10:30 - 11:00 AM	BREAK				
11:00 - 12:30 PM	Groovy For Java Programmers Jeff Brown	Leading Agile Projects: Maintaining Sustainable Agility David Hussman	Power Regular Expressions in Java Neal Ford	This Week In Refactoring Stuart Halloway	Java6: Exploring Mustang Ted Neward
12:30 - 1:30 PM	LUNCH				
1:30 - 3:00 PM	Test Driven Development With Groovy And Grails Jeff Brown	Java Annotations: From Definition to Consumption Ted Neward	Metrics-driven Agile Development Neal Ford	Failures Come In Flavors (part 1) Michael Nygard	Pragmatic Usability (aka, Software Engineer's Guide to Usability) Nathaniel Schutta
3:00 - 3:15 PM	BREAK				
3:15 - 4:45 PM	Advanced Metaprogramming With Groovy Jeff Brown	The Busy Java Developer's Guide to Java Platform Security Ted Neward	10 Ways to Improve Your Code Neal Ford	Failures Come In Flavors (part 2) Michael Nygard	Abusing Maven For Fun and Profit : (Near) Zero-Admin Deployments Brian Sletten
4:45 - 5:30 PM	BIRDS OF A FEATHER SESSIONS				

Sun, Oct. 14, 2007					
	Ontario	Michigan	Superior	Harriet	Calhoun
8:00 - 9:00 AM	BREAKFAST				
9:00 - 10:30 AM	Java Memory, Performance and the Garbage Collector Ken Sipe	Beginning Object-Relational Mapping with Hibernate Brian Sam-Bodden	Behavior-driven development in Java Andrew Glover	Introduction To Agile Web Development With Grails Jeff Brown	Test Infecting the Legacy Organization Nathaniel Schutta
10:30 - 11:00 AM	BREAK				
11:00 - 12:30 PM	JMX and Spring: Manageability for Spring-based Applications Ken Sipe	10 ways to use Hibernate effectively Brian Sam-Bodden	Monitoring Software Quality with Continuous Integration Andrew Glover	Advanced Techniques With Grails Jeff Brown	The Busy Java Developer's Guide to ClassLoaders Ted Neward
12:30 - 1:15 PM	LUNCH				
1:15 - 2:15 PM	EXPERT PANEL DISCUSSION				
2:15 - 3:45 PM	Applied AOP Brian Sletten	Designing for Ajax Nathaniel Schutta	Beginning Drools - Rule Engines in Java Brian Sam-Bodden	Refactoring Ant builds with Ivy, Groovy, and good old fashion common sense Andrew Glover	Design for Operations Michael Nygard
3:45 - 4:00 PM	BREAK				
4:00 - 5:30 PM	Introducing the Semantic Web Brian Sletten	The Busy Java Developer's Guide to Reflection Ted Neward	Professional Java UI development with the Eclipse RPC Brian Sam-Bodden	Ajax Libraries Nathaniel Schutta	Design for the Data Center Michael Nygard

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Behavior-driven development in Java by Andrew Glover

Behavior-driven development, or BDD, has attracted a lot of attention a la RSpec in the Ruby community, but BDD's roots stem from JBehave, a Java based framework. In this session, we'll look at what BDD is and how it shifts the traditional testing vocabulary from being test-based to behavior-based.

Monitoring Software Quality with Continuous Integration by Andrew Glover

The practice of continuous integration facilitates early visibility into the development process by regularly conducting software builds, thus integrating disparate software pieces earlier than later, which often times minimizes the interval between when a defect is coded and when it is discovered. Given the automated nature of continuous integration spawned builds, software teams can now start to look at their build process as something more useful than a simple compile and test process.

Refactoring Ant builds with Ivy, Groovy, and good old fashion common sense by Andrew Glover

Are your Ant builds giant XML files that scream for attention? Why not enhance your build process to act like a quality gate, much like a test suite would?

Beginning Object-Relational Mapping with Hibernate by Brian Sam-Bodden

Hibernate is an open source Object-Relational Mapping Framework that mostly automates the tedious and time-consuming task of persisting Java objects to a relational database. Hibernate is quickly becoming the preferred way for enterprise developers to overcome the object-relational impedance mismatch and a good alternative to the coarse-grained Entity EJBs, low-level raw JDBC, and by-committee specifications like JDO. Learn what your choices in the ORM arena, what to look for in an ORM tool, and how to get started with Hibernate for your next J2SE or J2EE project.

10 ways to use Hibernate effectively by Brian Sam-Bodden

Learn 10 tried and true ways to improve the way you use Hibernate today. In this session you would learn about a collection of 10 tips, tricks, practices and tools that will make you more effective at designing, implementing, testing and tuning your application's Hibernate-powered object-relational layer.

Beginning Drools - Rule Engines in Java by Brian Sam-Bodden

Software development is expensive, when business rules are hard-coded in your application's source code, changes and additions to those rules translate to wasted time and money. Good object-oriented, component-based approaches can alleviate the burden of keeping up with changes in the business world but they still require that expert knowledge of the changes be passed from the decision makers to the business analysts and finally to programmers that need to implement these changes. Business Rule Engines and Business Rule Languages are based on the basic premise of separation of concerns by empowering business domain experts to express the rules of business in a way that it is directly usable by applications.

Professional Java UI development with the Eclipse RPC by Brian Sam-Bodden

Learn how to build featured rich applications using the Eclipse Rich Client Platform. The Eclipse platform is an open tools platform, on top of this platform you can build your own applications (which do not need to be IDE like or IDE related). Yet you can enjoy the benefits of working with a mature and featured rich platform that can greatly reduce the amount of time required to create a professional-looking and robust Java UI application.

Give it a REST by Brian Sletten

As developers, we sometimes get to make choices about the technologies we use, sometimes not. We base these decisions on personal experiences, recommendations from others and a general sense of where the industry is going. Web Services have been all the rage for several years now. We have been told time and again that we should be building systems around them; as an industry, we've never been more confused. Perhaps it is time to Give it a REST.

RESTlet for the Weary by Brian Sletten

If you have started to take a look at REST as way of exposing web services or managing information spaces, you may be frustrated by the support offered by legacy containers. There is no direct support for REST concepts in the J2EE specs (yet). XML-based configurations are so 1990's. Come learn about Restlets, a little API that has caught the attention of many in the RESTafarian community.

NetKernel : XML Processing for the 21st Century by Brian Sletten

A wise man once said, "XML is like lye. It is very useful, but humans shouldn't touch it." If you've had to incorporate XML into your project by hand, you have probably been burned by getting too close. NetKernel turns this wisdom on its head and encourages you to use XML like the liquid data stream you want it to be. Imagine the simplicity of REST married to the power of Unix pipes. Come see how this open source / commercial product built on a compelling modern architecture can be used to create, manipulate and transform XML.

Data Integration : Beyond Cutesy Mashups by Brian Sletten

Ever since we started doing relational joins, we've looked for ways to tie data together. The web has given us no end of new data sources to integrate but it seems like the best we can come up with is locating Starbucks on Google Maps. The problem with browser-based mashups is that they don't survive the session, we have no way of referring to the results in future queries and ultimately we don't maintain ownership or control of the process. We want control of our data and our mashup results. We want ever more ways to view, explore and requery them in multi-faceted ways. Do you know what your data integration strategy is for the next few years? Are you sure? You owe it to yourself to come find out.

Abusing Maven For Fun and Profit : (Near) Zero-Admin Deployments by Brian Sletten

Ok, I can't promise you profit, but hopefully you'll have fun. Maven 2 introduces a number of new features (including that performance feature) that make it a swell project management tool for development. Come hear about how we can abuse Maven to manage distributed deployment scenarios before the Modules JSR is done.

Applied AOP by Brian Sletten

Most people new to Aspect-Oriented Programming (AOP) are fed up with separation of concerns zealots explaining how great their techniques are at dealing with... logging. Ok, you get it. Logging is a cross-cutting concern that can be appropriately modularized. What else does AOP have to offer? A lot, it turns out. This talk will give an introduction to the motivations of AOP as well as a series of concrete examples drawn from enterprise and client side Java. Come learn how AspectJ-flavored AOP can begin to benefit you immediately either in development or production environments. Learn how to enforce architectural policies, find Swing threading issues, reduce the invasiveness of the Observer design pattern or even improve the reusability of your domain models. Now that Spring 2.0 provides support for AspectJ, the time has never been better to learn about these new (but backwards compatible) ways of thinking about building software.

Introducing the Semantic Web by Brian Sletten

Just as the world is feeling comfortable with the Web, Tim Berners-Lee et al inform us that what we have seen so far is just the beginning. His original plans at CERN were larger and grander. The Semantic Web is the new vision of machine-processable documents and metadata to improve search, knowledge discovery and data integration and management. While there are many naysayers chiding such grand visions, there are also pragmatic and useful technologies emerging that can be applied today.

Creating Agile Requirements by David Hussman

Successful project communities balance written requirements with a healthy amount of discussion. This is at the core of requirements that could be deemed "agile". Many agile projects choose to use user stories, but others may be using use cases or other forms of written requirements. This session is for anyone wanting to improve their requirements, including the creation of good requirement and the presentation styles that help people focus on creating great software products, and stop focusing on documents.

Getting Agile Planning and Tracking Up and Running by David Hussman

If your company is using agile or thinking about it, this session will show you how to plan and tracking an agile project. Examples projects will be discussed, including the glory and horrors. Various planning tools

that help distributed teams will be presented as well as a collection of lo-fi tools which truly help find and address the issue that plagues so many projects: "when are we going to complete this project".

Executable Documentation by David Hussman

Why is so much documentation worthless? Wouldn't it be nice if your documentation actually reflected what your system does? One way to do this is to create what is being called executable documentation or executable specifications. If you are struggling with ambiguous requirements, lack of contact with the business, or a chasm between development and testing, this session is for you.

Leading Agile Projects: Finding Your Groove in the First 4 Iterations by David Hussman

Summary: There are many books about agile but few provide a path for guiding you through the beginning of an agile project. Whether you are preparing for your first agile project, or taking the lead for the first time, this session will provide a guided tour filled with practical advice and a pile of anecdotes.

Leading Agile Projects: Maintaining Sustainable Agility by David Hussman

Once your agile project is rolling along, there are many bumps and roadblocks which can derail the train. Whether you are leading the project formally or informally, there are techniques you can use to keep the project alive and innovative. This session will cover skills and techniques for leading sustainable project communities.

Groovy For Java Programmers by Jeff Brown

Groovy is an agile dynamic language for the Java platform. Groovy has a Java like syntax along with many features inspired by languages like Python, Ruby and Smalltalk. This session covers a lot of ground including many interactive examples to highlight the powerful language features that make Groovy compelling. A lot of momentum is building in the Groovy and Grails communities right now and this session is aimed at Java developers who want to leverage the power of Groovy.

Test Driven Development With Groovy And Grails by Jeff Brown

The value of Test Driven Development (TDD) has become widely accepted. The practice has extended beyond just XP teams. Good TDD practices yield high quality software and help teams maintain confidence in their software as complexity grows. The dynamic nature of Groovy makes TDD easy and fun. Groovy may be used to unit test not only Groovy code but other code as well. Testing Java code with Groovy is a snap. Learn to use the power of Groovy to test your systems.

Advanced Metaprogramming With Groovy by Jeff Brown

The dynamic nature of Groovy makes it a fantastic language for building dynamic applications for the Java Platform. The metaprogramming capabilities offered by the language provide everything that an application development team needs to build systems that are far more capable than their all Java counterparts. Taking advantage of Groovy's metaprogramming capabilities brings great new possibilities that would be very difficult or just plain impossible to write with Java alone. Building Domain Specific Languages in Groovy is easy to do once a team has a good understanding of the Metaobject-Protocol (MOP) and the method dispatch mechanisms used by the Groovy runtime environment.

Introduction To Agile Web Development With Grails by Jeff Brown

Grails brings the powerful "coding by convention" paradigm to Groovy and Java. Grails is not just another flavor in the pool of web development frameworks for Java. Grails leverages the powerful dynamic features of Groovy while taking advantage of best of breed technologies like Hibernate, Spring, Sitemesh and Quartz to make web application development both fun and easy.

Advanced Techniques With Grails by Jeff Brown

Grails represents technology that offers great flexibility and power without the complexity introduced by other Java web application frameworks. Custom tag libraries are a snap. GSP Templates provide a simple mechanism for reusing UI elements. Sitemesh is integrated to help provide a consistent presentation across the entire application. Grails provides simple mechanisms for leveraging the power of Ajax.

Java Memory, Performance and the Garbage Collector by Ken Sipe

You are using Java, whew!!! No need to worry about memory, the garbage collector will handle that. Those who have had a memory issue in Java are not so naive any more. Often memory utilization and heap sizes are an after thought and are not recognized until the application is in production, often caused by application

uptime, production request volume or production sets of data. When the OutOfMemory Error occurs, often the science of development seems to brake down and knobs are turned. First the (-mx) maximum heap space gets adjusted... More is better right. The next OutOfMemory, heads start scratching, code reviews start in earnest, and Google gets several new hits. Did you know that it is possible to get an OutOfMemory error without running out of heap space?

JMX and Spring: Manageability for Spring-based Applications by Ken Sipe

This session describes management of Java resources using the Java Management Extensions JMX API. JMX provides a unified framework to instrument Java systems with monitoring and management capabilities.

AJAX and JSF: Natural Synergy by Kito Mann

With the emergence of AJAX as a preferred way of building web user interfaces, JavaServer Faces (JSF) has proved itself to be a natural fit for integrating AJAX with Java sever-side logic.

Exploring the JavaServer Faces Ecosystem by Kito Mann

This session examines the ecosystem that is growing around JavaServer Faces.

Architecting JavaServer Faces Applications by Kito Mann

Over the past few years, a lot of time has been spent explaining what JSF is, and how different pieces of it work. However, little attention has been given to the process of architecting applications. This makes JSF architecture seem like a black art, since there are so many possible approaches to the application's architecture.

Introduction to JBoss Seam by Kito Mann

JBoss Seam is a popular open-source application framework for Java Platform, Enterprise Edition (Java EE) 5.0. For web application developers, a significant benefit of Seam is that it greatly enhances JavaServer Faces technology. This session explains key Seam features such as tight integration with EJB3, Hibernate and JPA integration, conversations, RESTful web pages, and so on.

Building Enterprise Applications with JavaServer Faces and Spring by Kito Mann

For developers who are currently using Spring and JavaServer Faces together, this session explains how to handle common application development concerns such as conversational scope, transaction management, and application partitioning.

Failures Come In Flavors (part 1) by Michael Nygard

The typical JEE application does not reach the fabled "five nines" of availability. Far from it. It's more like "double eights". Come see why enterprise applications and web sites are only serving users 88% of the time instead of 99.999%. Part 1 of 2

Failures Come In Flavors (part 2) by Michael Nygard

What can we do about the dismal uptime of typical applications? We are asked to provide "five nines", but only reach 88%, on average. Come learn how to prevent the Stability Antipatterns from biting you. Apply these Stability Patterns to contain damage, recover from shocks, and survive disasters. Part 2 of 2

Design for Operations by Michael Nygard

If your software fails in production, nobody will care how great the development project was, or how well the system passed QA. Production operations, the domain of your systems' least-appreciated stakeholders, is where the rubber meets the road. Come learn how to build your systems to thrive in Operations.

Design for the Data Center by Michael Nygard

Did you know the most common way of opening a socket is dead wrong? A server is not just an overgrown PC, and a data center is not just a bigger server room with bone-chilling air conditioning. Yet we develop on workstations, build on workstations (even if we call them servers), and, often, test on workstations. Come learn the right way to open a socket on a server.

Pragmatic Usability (aka, Software Engineer's Guide to Usability) by Nathaniel Schutta

While some companies have the luxury of a full time usability team, most of us have to make do on our own. Sure, it might be easier (and more comfortable) to focus on all the hip back end goodness, but if your user interface makes users yack, your product is doomed.

Test Infecting the Legacy Organization by Nathaniel Schutta

When starting a new project, most developers make sure that testing is a priority. However, only the lucky few live in the idyllic world of greenfield development; the vast majority of us must contend with code written when "test" was a four letter word and testing was the sole responsibility of that "other" organization. We'll examine some techniques for introducing testing - not just to your code but to the rest of your development organization.

Designing for Ajax by Nathaniel Schutta

So you've convinced the boss that your new web application just has to have Ajax...but now what? With dozens of libraries making even the most blinkish of interactions trivial, how do you decide where to sprinkle the magic Ajax dust? This talk will give a plain old boring "web 1.0" an Ajax facelift with a focus on improving the user experience providing you with a game plan for introducing Ajax to your world.

Ajax Libraries by Nathaniel Schutta

Ajax might not be the most complex thing the average web developer has ever encountered but that doesn't mean building Ajax applications is without some quirks. While you can certainly use the raw technologies beneath Ajax or even roll your own framework, there are a number of well-designed open source libraries that you can take advantage of. After providing a quick survey of the field, this talk will feature live coding examples comparing and contrasting some of the more mature Ajax toolkits including Dojo, Prototype, script.aculo.us and YUI. We'll show you what these various libraries do and do not provide and give you some ideas about which ones make the most sense for your needs.

10 Ways to Improve Your Code by Neal Ford

No one writes perfect code, and every developer eventually falls into a slump where they just crank out the same code day after day. This session illustrates 10 different ways to improve your code, covering sacred cows, good citizens, smells, and more.

Agile Project Management with Mingle by Neal Ford

Mingle is an innovative project management tool with "skinnable religion", virtual card walls, highly customizable workflow, and role-based views. This talk describes its setup, use, and some implementation details of how it was created.

Building DSLs in Static and Dynamic Languages by Neal Ford

This session discusses building Domain Specific Languages and DSL-style code in Java, Groovy, and Ruby. It discusses the different types of DSLs, details on how to implement them in Java, Groovy, and Ruby, and example problem domains where DSLs make sense.

Pragmatic Extreme Programming by Neal Ford

This session talks about how to actually get XP done in the real world (and what to tell your boss). This session includes artifacts (like project tracking sheets) from real XP projects.

Productive Programmer: Acceleration, Focus, and Indirection by Neal Ford

This session discusses how to use the Productive Programmer principles of acceleration, focus, and indirection to become a more productive programmer. This session describes these principles, but the primary focus of this session is demonstration of these principles with real-world examples.

Productive Programmer: Automation and Canonicity by Neal Ford

This session discusses how to use the Productive Programmer principles of automation and canonicity to become a more productive programmer. This session describes these principles, but the primary focus of this session is demonstration of these principles with real-world examples.

Implementing SOA by Neal Ford

This talk avoids SOA hype and gets to the meat of the matter: how do you implement a Service-Oriented Architecture, what are the technological pitfalls, how do you test it, and what traps should you avoid. No marketecture: just implementation details.

Power Regular Expressions in Java by Neal Ford

Regular expressions should be an integral part of every developer's toolbox, but most don't realize how important it is. Regular expressions have existed for decades, but many developers don't understand how to take full advantage of this powerful mechanism, either through command line tools and editors or in their development.

Metrics-driven Agile Development by Neal Ford

Agile software development is a highly disciplined way to build software, and one of the side effects of this discipline is the ability to gather meaningful metrics. This session describes what makes agility perfectly suited to metrics gathering and what kinds of real-world metrics you can generate.

10 Ways to Improve Your Code by Neal Ford

No one writes perfect code, and every developer eventually falls into a slump where they just crank out the same code day after day. This session illustrates 10 different ways to improve your code, covering sacred cows, good citizens, smells, and more.

JavaScript for Ajax Programmers by Stuart Halloway

This presentation covers JavaScript from the perspective of an Ajax programmer. We assume that you may be using an Ajax toolkit, but still need to be able to read, modify, and test the JavaScript code in your application. You will learn the common idioms of JavaScript by looking at working code from the Ajax toolkits themselves.

Prototype: Ajax and JavaScript++ by Stuart Halloway

Learn to simplify Ajax development with Prototype through a series of real-world examples. Along the way, learn to code in Prototype's modern JavaScript style, taking advantage of Prototype's extensions to JavaScript's object model

JRuby by Stuart Halloway

JRuby is not one, but two great technologies: the Ruby language, and the Java Virtual Machine and libraries. In this talk you will learn the basics of programming JRuby, and how to integrate JRuby code into existing Java projects.

This Week In Refactoring by Stuart Halloway

Contributing to open source is great for your career. In a few short hours, you can learn, teach, promote your skills, and improve the quality of the community. In this talk, we will show you how, by doing it.

Enterprise Performance and Scalability by Ted Neward

Wondering why your enterprise Java app just? sucks? Trying to figure out why you can't get more than 10 concurrent users online at the same time? Looking for ways to try and spot the slowdowns and ways to fix them?

Why the Next Five Years Will Be About Languages by Ted Neward

Thanks to the plateau of per-chip performance increases and the resulting need to work better with multi-core CPUs, the relative difficulty of mapping user requirements to general-purpose programming languages, the emergence of language-agnostic "virtual machines" that abstract away the machine, the relative ceiling of functionality we're finding on the current crop of object-oriented languages, and the promise and power of productivity of dynamically-typed or more loosely-typed languages, we're about to experience a renaissance of innovation in programming languages.

Java6: Exploring Mustang by Ted Neward

Mustang, the Java6 release, is out, and even if you're not looking to adopt the new platform right away, it's important to know what's there so you can start to plan for it. In this presentation, we'll go over the major new features of the Java6 platform, including the new integrated XML services capabilities (JAX-WS and JAXB),

dynamic/scripting language support (javax.script), new JVM "attach" capabilities, new annotations supported by the javac compiler, and more.

Java Annotations: From Definition to Consumption by Ted Neward

Want to get the soup-to-nuts story on Java annotations? In this presentation, we'll first talk about what annotations provide to the Java language. After setting ourselves a conceptual basis to operate from, we'll look at the language definition for Java annotations, from how to use them to how to define them. Finally, we'll take a look at the other side of annotations, consuming them at source-level (using "apt", the annotation processing tool), class-level (using a bytecode toolkit such as BCEL), and at runtime (using enhancements to the Reflection API made in Java5).

The Busy Java Developer's Guide to Java Platform Security by Ted Neward

Permissions, policy, SecurityExceptions, oh my! The Java platform is a rich and powerful platform, complete with a rich and powerful security mechanism, but sometimes understanding it and how it works can be daunting and intimidating, and leave developers with the basic impression that it's mysterious and dark and incomprehensible. Nothing could be further from the truth, and in this presentation, we'll take a pragmatic, code-first look at the Java security platform, including Permissions, the SecurityManager and its successor, AccessController, the Policy class and policy file syntax, JAAS, and more.

The Busy Java Developer's Guide to ClassLoaders by Ted Neward

If you've ever gotten a ClassCastException and just knew the runtime was wrong about it, or found yourself copying .jar files all over your production server just to get your code to run, then you probably find the Java ClassLoader mechanism to be deep, dark, mysterious, and incomprehensible. Take a deep breath, and relax--ClassLoaders aren't as bad as they seem at first, once you understand a few basic rules regarding their operation, and have a bit more tools in your belt to diagnose ClassLoader problems. And once you've got that, and hear about ClassLoaders' ability to run multiple versions of the same code at the same time, and to provide isolation barriers inside your application, or even compile code on the fly from source form, you might just find that you like ClassLoaders after all... maybe.

The Busy Java Developer's Guide to Reflection by Ted Neward

If you've never used Reflection (java.lang.reflect), you don't know what you're missing. In this presentation, we'll take a code-first, soup-to-nuts look at the Java Reflection APIs, from how to examine the class metadata that Reflection provides, to using annotations to enhance that metadata with your own information, even through the use of Java Dynamic Proxies to create flexible object "interceptors" that can layer services in front of ordinary method calls with nothing more complicated than an interface and a factory.