

Greater Toronto Software Symposium

Four Points by Sheraton Toronto Airport Hotel

October 17 - 19, 2008

<http://www.nofluffjuststuff.com/conference/toronto/2008/10/index.html>

(event schedule as of October 15, 2008)

Fri, Oct. 17, 2008				
	Windsor A&B	Windsor C	Georgian A	Georgian B&C
12:00 - 1:00 PM	REGISTRATION			
1:00 - 1:15 PM	WELCOME			
1:15 - 2:45 PM	Structuring concurrent applications in JDK 5.0 Brian Goetz	Groovy, The Red Pill: Metaprogramming, the Groovy Way to Blow a Buttoned-Down Java Developer's Mind Scott Davis	Give it a REST Brian Sletten	SOA Unplugged Mark Richards
2:45 - 3:15 PM	BREAK			
3:15 - 4:45 PM	Effective Concurrent Java Brian Goetz	Groovy, the Blue Pill: Writing Next Generation Java Code in Groovy Scott Davis	RESTlet for the Weary Brian Sletten	Enterprise Messaging Using JMS (Part 1) Mark Richards
4:45 - 5:00 PM	BREAK			
5:00 - 6:30 PM	Squashing bugs with FindBugs Brian Goetz	Rapid Web Development with Grails and Ajax Scott Davis	Resource-Oriented Computing w/ NetKernel : Software for the 21st Century Brian Sletten	Enterprise Messaging With JMS (Part 2) Mark Richards
6:30 - 7:15 PM	DINNER			
7:15 - 8:00 PM	Keynote: by Scott Davis			

Sat, Oct. 18, 2008				
	Windsor A&B	Windsor C	Georgian A	Georgian B&C
8:00 - 9:00 AM	BREAKFAST			
9:00 - 10:30 AM	The Java Memory Model Brian Goetz	Designing for Ajax, part 1 Nathaniel Schutta	Java Persistence: Approaching the Silver Bullet Mark Richards	Applied AOP Brian Sletten
10:30 - 11:00 AM	BREAK			
11:00 - 12:30 PM	Garbage-collector-friendly programming Brian Goetz	Designing for Ajax, part 2 Nathaniel Schutta	Transaction Design Patterns Mark Richards	Viva La Javolution! Brian Sletten
12:30 - 1:30 PM	LUNCH			
1:30 - 3:00 PM	10 Principles for Software Estimation : It Does not have to be that hard! Mark Johnson	JavaScript: the Good, the Bad, and the Ugly Nathaniel Schutta	Beginning Object-Relational Mapping with Hibernate Brian Sam-Bodden	Java Performance Myths Brian Goetz
3:00 - 3:15 PM	BREAK			
3:15 - 4:45 PM	10 Things you should know about Software Risk Management Mark Johnson	Testing the Web Layer Nathaniel Schutta	10 ways to use Hibernate effectively Brian Sam-Bodden	The Busy Java Developer's Guide to Hacking (on) the JDK Ted Neward
4:45 - 5:30 PM	BIRDS OF A FEATHER SESSIONS			

Sun, Oct. 19, 2008				
	Windsor A&B	Windsor C	Georgian A	Georgian B&C
8:00 - 9:00 AM	BREAKFAST			
9:00 - 10:30 AM	Professional Java UI development with the Eclipse RPC Brian Sam-Bodden	Groovy Closures - The hip way to cleaner more reusable code Mark Johnson	The Busy Java Developer's Guide to Debugging Ted Neward	What's Going On? : Complex Event Processing w/ Esper Brian Sletten
10:30 - 11:00 AM	BREAK			
11:00 - 12:30 PM	Boosting Programmer productivity with Mylyn Brian Sam-Bodden	Developing Web Services Quickly using GroovyWS Mark Johnson	The Busy Java Developer's Guide to Monitoring Ted Neward	YSlow: Building Your Website for Speed Scott Davis
12:30 - 1:15 PM	LUNCH			
1:15 - 2:15 PM	EXPERT PANEL DISCUSSION			
2:15 - 3:45 PM	The Software Manager's Dashboard: Getting the information you really need Mark Johnson	Beginning Drools - Rule Engines in Java Brian Sam-Bodden	The Busy Java Developer's Guide to ClassLoaders Ted Neward	Real World JSON Scott Davis
3:45 - 4:00 PM	BREAK			
4:00 - 5:30 PM	Promoted to Technical Lead - Now what do I do? Mark Johnson	Advanced Rules Programming with Drools Brian Sam-Bodden	The Busy Developer's Guide to Scala Ted Neward	The Semantic Web is Dead! Long Live the Semantic Web! Brian Sletten

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Structuring concurrent applications in JDK 5.0 by Brian Goetz

JDK 5.0 is a huge step forward in developing concurrent Java classes and applications, providing a rich set of high-level concurrency building blocks.

Effective Concurrent Java by Brian Goetz

The Java programming language has turned a generation of applications programmers into concurrent programmers through its direct support of multithreading. However, the Java concurrency primitives are just that: primitive. From them you can build many concurrency utilities, but doing so takes great care as concurrent programming poses many traps for the unwary.

Squashing bugs with FindBugs by Brian Goetz

Does your program have bugs, despite unit tests, integration tests, and code reviews? You bet. Are you using static analysis as part of your QA process? If not, you're probably missing out on some bugs that can be caught before they bite your customers.

The Java Memory Model by Brian Goetz

What's the worst thing that can happen when you fail to synchronize in a concurrent Java program? Its probably worse than you think -- modern shared-memory processors can do some pretty weird things when left to their own devices.

Garbage-collector-friendly programming by Brian Goetz

To many developers, garbage collection is black magic. Accordingly, there are is a lot of conflicting advice about what is good or bad for the garbage collector. In this talk, I look at how garbage collection is implemented in the HotSpot VM, and techniques for writing programs that exhibit good garbage collection behavior. Surprisingly, many of these techniques coincide with writing good, clean code.

Java Performance Myths by Brian Goetz

Performance myths about the Java platform abound, from the general "Java is slow", to the more specific "reflection is slow", "allocation is slow", "synchronization is slow", "garbage collection is slow", etc. Many of these myths have their root in fact (in JDK 1.0, everything was slow); today, not only are many of these statements not true, but Java performance has surpassed that of C in many areas, such as memory management.

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.

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.

Boosting Programmer productivity with Mylyn by Brian Sam-Bodden

Mylyn is a task-focused toolkit for the Eclipse IDE that allows developers to focus on tasks in a way that they never been able to do before. Mylyn eliminates the constant context switching produced by typical ways IDEs are used. No more scrolling/browsing/searching/tagging/sending emails with progress updates... Mylyn provides a new way of working that allows you to focus on specific tasks by reducing information overload. Mylyn also provides a framework for integrating with the most commonly usage task tracking systems and version control systems. In this talk you'll learn how Mylyn can boost your productivity as a Java developer by letting you get the most out of your IDE.

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

Drools is an open source pure-Java implementation of a forward chaining rules engine. Drools can be used in a J2SE or J2EE application and allows you to express rules programatically or by building domain specific rule languages. Learn how Business Rules with Drools can make your Java applications more flexible and robust.

Advanced Rules Programming with Drools by Brian Sam-Bodden

In this session you'll learn some of the more advanced features of Drools; a pure-Java Rule Engine. This session will walk through the construction of an advanced Rules application covering such topics as: - Fine control and monitoring of a Working Memory session - Using Decision Tables - Advanced Rule Language Features - Building Domain Specific Languages - Managing your Rules **Prerequisite:** *Beginning Drools*

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. **Prerequisite:** *Give it a REST (unless you are very comfortable with REST)*

Resource-Oriented Computing w/ NetKernel : Software for the 21st Century by Brian Sletten

Imagine the simplicity of REST married to the power of Unix pipes with the benefits of a loosely-coupled, logically-layered architecture. If that is hard to imagine, it may be because the architectures available to you today are convoluted accretions of mismatched technologies, languages, abstractions and data models. NetKernel is a disruptive technology that changes the game. It has been quietly gaining mind share in the past several years; people who are exposed to it don't want to go back to the tired and blue conventions of J2EE and .NET. Not only does it make building the kinds of systems you are building today easier, it does it more efficiently, with less code and a far more scalable runway to allow you to take advantage of the emerging multi-core, multi-CPU hardware that is coming our way. Come see how this open source / commercial product can change the way you think about building software.

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.

Viva La Javolution! by Brian Sletten

You're a good Java programmer. You understand the JDK libraries and how to use them. The problem is that many fundamental APIs don't take the bigger performance picture in mind. Garbage collection can end up killing your app if you aren't careful. Concurrency problems and contention can keep your well-intentioned software from leveraging modern hardware architecture that support multi-core and multi-cpu systems. Who knew that simply using the standard library code the way it was designed was opening you up for performance problems in your apps? Don't worry, Javolution has your back.

What's Going On? : Complex Event Processing w/ Esper by Brian Sletten

We write very complicated software, don't we? In our systems, we detect when simple things happen. Customers log in, people buy things, a stock is sold at a particular price, inventory shifts locations... all of these events mean little things, but what about the larger picture? Complex events are particular patterns of simpler events that suggest something deeper is happening. Do you know how you'd discover these bigger picture occurrences? Come hear how the Esper open source software represents a new class of complex event processing (CEP) frameworks that can be added to even high volume, high transaction systems.

The Semantic Web is Dead! Long Live 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 a vision of machine-processable documents and metadata to improve search, knowledge discovery and data integration and management. The only problem is that there is no such thing. There is no Semantic Web, just the Web we have that is increasingly semantics-enabled. Forget the hype. Come learn how the technologies of this vision are being used today on the Web and in the Enterprise by more people than you might think.

10 Principles for Software Estimation : It Does not have to be that hard! by Mark Johnson

As developers we dread when management requests a project estimate. Typically, you do not have the opportunity to understand all the requirements, the team composition is unknown, and you have been given until tomorrow end of day to produce an estimate. Several months later everyone is yelling at you about the software estimation errors encountered during the project.

10 Things you should know about Software Risk Management by Mark Johnson

Once you leave academic "hello world" projects, software development is full of unknowns which result in the high rate of project failure we see too often in industry. This presentation will cover 10 principles of software risk management necessary for project success.

Groovy Closures - The hip way to cleaner more reusable code by Mark Johnson

The factory patterns and callbacks have been around for a long time as a technique to provide flavor specific code variations. But they are awkward and hard to update. Enter Groovy closures. Imagine having the ability to inject different coding flavors using code closures. If you need a different flavor, then just pass a different code block. Now imagine that all of this works on the JVM!

Developing Web Services Quickly using GroovyWS by Mark Johnson

This session will explore GroovyWS as a tool to quickly produce and or consume a web service. Web Service testing becomes much easier without the need to purchase expensive testing tools using the GroovyWS framework.

The Software Manager's Dashboard: Getting the information you really need by Mark Johnson

When we start a project, our management hands us a copy of MS Project and using this tool we are expected to accurately track the project to completion. What often ends up happening is many of the project tasks are listed as 90% complete and you don't have a clear understanding of the blocking reasons. This presentation will explore various vendor independent time efficient dashboard options you can pursue to properly track your project.

Promoted to Technical Lead - Now what do I do? by Mark Johnson

The job of tech lead/development manager seemed so easy before. Now you are in the hot seat. You are responsible for getting the new product/project out the door on time and under budget. Your team, management, and finance departments are counting on you to make the right decisions. So what do you do?

SOA Unplugged by Mark Richards

Awareness about Service Oriented Architecture (SOA) has grown significantly in the past several years. Unfortunately, along with that growth has come a significant amount of confusion about what SOA really is. SOA has become such a ubiquitous buzzword that it now has many faces and means different things to different people. CIO's, managers, vendors, business users, architects, and developers all see SOA differently which creates a sea of confusion about what is and isn't SOA. In this highly interactive and thought provoking session we will look beyond the hype and marketure of SOA and explore SOA from an architecture and development point of view - in other words, SOA as an architecture pattern. During this session we will look at SOA use cases, services, integration, implementation, guiding architecture principles of SOA, and attempt to answer the following question: What is and isn't SOA?

Enterprise Messaging Using JMS (Part 1) by Mark Richards

The chances are good that at some point in your career you will need to use messaging to pass information between applications, subsystems, or external systems, particularly with service-oriented architecture on the rise. The Java Messaging Service (JMS) allows Java applications to implement messaging using a standard API, thereby removing the dependency on any particular messaging provider. In Part 1 of this session we will take a look at some of the basics of messaging, including sending and receiving messages, message types, and request/reply messaging. I will begin the session by going over the basics of messaging and the JMS API. Then, through interactive coding using OpenJMS I will demonstrate how to connect to JMS providers, send messages, receive messages, and use message properties. Please note that this is a two part session.

Enterprise Messaging With JMS (Part 2) by Mark Richards

In Part 1 of the JMS session I covered messaging models, messaging basics, the JMS API, and point-to-point messaging. In this interactive code-intensive session I will cover some additional JMS topics such as browsing queues, load balancing, publishing and subscribing to messages within the pub/sub model, durable and non-durable subscribers, message selectors, and message filtering. I will also discuss and demonstrate message prioritization, persistent and non-persistent messages, and finally message expiration (expiry). Note that this is Part 2 of a two-part JMS session. **Prerequisite:** *Enterprise Messaging With JMS (Part 1) or some knowledge of JMS*

Java Persistence: Approaching the Silver Bullet by Mark Richards

Java Persistence has come along way since the days of straight JDBC coding and custom framework development. We have at our disposal several outstanding open source frameworks such as Hibernate, Toplink, iBatis, and OpenJPA (just to name a few), and we now have a promising and emerging standards-based solution called Java Persistence API (JPA). However, all too often we find in the Java persistence space that it is a world of one-size-does-not-fit-all. We continually struggle with traditional ORM solutions like Hibernate when it comes to reporting queries, complex queries, complex relationships, and stored procedures, and we also struggle with managing the enormous amount of SQL required for solutions such as iBATIS or JDBC-based frameworks. In this coding-intensive session we will take a detailed look at identifying and overcoming the challenges we face when using frameworks such as Hibernate, iBATIS, and JPA, and how to combine the various persistence frameworks to create an effective Java persistence solution that approaches (but of course does not reach) the silver bullet.

Transaction Design Patterns by Mark Richards

Most web-based applications rely solely on the database to manage transactions, thereby freeing the developer from having to worry about transaction management. While this works in some circumstances, there are times when the use of transactions is vital to the integrity and operations of an application and its corresponding data. In this session I will demonstrate through real-world coding examples why transactions are such a critical part of the application development process. I will review the basics of both programmatic and declarative transactions, then introduce three transaction design patterns and explain when they should be applied, how to use them, and what problems they solve. By the end of this session you will see that by using transaction design patterns you can build an effective transaction management strategy for your application with very little effort.

Designing for Ajax, part 1 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.

Designing for Ajax, part 2 by Nathaniel Schutta

We'll pick up where Part 1 left off working in even more advanced approaches such as offline support with Google Gears.

JavaScript: the Good, the Bad, and the Ugly by Nathaniel Schutta

Thanks to Ajax, JavaScript is cool again and developers are taking a second look at this much maligned language. This session will give you an overview of this misunderstood language as well as opening your eyes to some of the excellent tools available to ease the pain of developing in this dynamic language.

Testing the Web Layer by Nathaniel Schutta

While your project might have nearly 100% code coverage on the server tier, many projects ignore testing the web layer. With more and more code being pushed to the browser, a lack of tests for the client code begs for trouble.

Groovy, The Red Pill: Metaprogramming, the Groovy Way to Blow a Buttoned-Down Java Developer's Mind by Scott Davis

This talk focuses on the ways that Groovy can turn a traditional Java developer's world-view upside down. We'll start by talking about how you can thumb your nose at The Man by leaving out many of the main syntactic hallmarks of Java: semicolons, parentheses, return statements, type declarations (aka Duck-typing), and the ever-present try/catch block. Then we'll look at features like operator overloading and method pointers that Groovy welcomes back into the language with open arms.

Groovy, the Blue Pill: Writing Next Generation Java Code in Groovy by Scott Davis

There are wild-eyed radicals out there telling you that Java is dead, statically-typed languages are passe, and your skills are hopelessly out-of-date. Those extremists are the same ones who don't bat an eye at throwing out years of experience to learn a new language from scratch, pushing aside a familiar IDE for a new one, and deploying to a whole new set of production servers with little regard to legacy integration. While this "burn the boats" approach to software development might sound exciting to some folks, it's giving your manager the cold shakes right now. What if I told you that there was a way that you could integrate seamlessly with your legacy Java code, continue to use your trusty IDE and stable production servers, and yet take advantage of many of the exciting new dynamic language features that those fanatics keep prattling on about? You'd probably say, "Groovy!" I would, too...

Rapid Web Development with Grails and Ajax by Scott Davis

Grails is a Java- and Groovy-based web framework that is built for speed. First-time developers are amazed at how quickly you can get a page-centric MVC web site up and running thanks to the scaffolding and convention over configuration that Grails provides. Advanced web developers are often pleasantly surprised at how easy it is to break out of that coarse-grained navigation model using the native Ajax support baked into the framework.

KEYNOTE: How to Lie with Open Source by Scott Davis

Following in the fine tradition of such books as "How to Lie with Statistics", "How to Lie with Charts", and "How to Lie with Maps", this provocative talk explores our most cherished myths, misunderstandings, and outright lies about Open Source software. Without a firm grasp of the truth, it is difficult to recognize FUD (Fear, Uncertainty, and Doubt) as "Facts Under Duress". And if you don't know the truth, how can you lie about it?

YSlow: Building Your Website for Speed by Scott Davis

How optimized is your website? YSlow, a FireFox/FireBug plugin, doesn't pull any punches. It gives any website an A, B, C, D, or F rating based on 14 individual analysis points. You'll be amazed (or depressed) at what YSlow thinks of your site. In this talk, we'll walk through these points step by step, learning what Yahoo! (the creator of this utility) does to keep its web properties running as quickly as possible.

Real World JSON by Scott Davis

JavaScript Object Notation is becoming a familiar delivery platform for Web 2.0 content. JSON gives you all of the flexibility of a RESTful web service without the hassle of trying to deal with deeply nested, complex XML in a language that is conspicuously lacking in native XML support. In this talk, we look at popular websites (like Yahoo!) that offer JSON output. We look at client-side JavaScript code that effortlessly consumes JSON in the browser. We even look at ways to easily generate JSON from Java Servlets (using JSON.org libraries) and the native support for JSON that Grails offers out of the box.

The Busy Java Developer's Guide to Hacking (on) the JDK by Ted Neward

Ever since its 1.1 release, the Java Virtual Machine steadily becomes a more and more "hackable" (configurable, pluggable, customizable, choose your own adjective here) platform for Java developers, yet few, if any, Java developers take advantage of it. Time to take the kid gloves off, crack open the platform, and see what's there. Time to play.

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

Bugs? We all know your code has no bugs, but someday, you're going to find yourself tracking down a bug in somebody else's code, and that's when it's going to be helpful to have some basic ideas about bug-tracking in your toolbox. Learn to make use of the wealth of tools that the Java Standard Platform makes available to you--tools that your IDE may not know exist, tools that you can make use of even within a production environment.

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

Crashes? Outages? Slow response? We all know that it's never your code that causes these things, but for some reason those pesky system administrators still insist on paging you at 4AM to come in and fix those problems, anyway. For some reason, they just keep expecting you to support this thing, even after QA said it was OK!

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 Developer's Guide to Scala by Ted Neward

Scala is a new programming language incorporating the most important concepts of object-oriented and functional languages and running on top of the Java Virtual Machine as standard "dot-class" files.