

Greater Atlanta Software Symposium

Atlanta Marriott Perimeter Center

October 24 - 26, 2008

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

(event schedule as of October 23, 2008)

Fri, Oct. 24, 2008						
	Salon A-C	Salon E	Eisenhower	Jefferson/Washington	Salon D	Monroe/Jackson
12:00 - 1:00 PM	REGISTRATION					
1:00 - 1:15 PM	WELCOME					
1:15 - 2:45 PM	Groovy, the Blue Pill: Writing Next Generation Java Code in Groovy Scott Davis	Beginning Object-Relational Mapping with Hibernate Brian Sam-Bodden	The Busy Java Developer's Guide to Concurrency (Part 1: Threads) Ted Neward	SOA Unplugged Mark Richards	10 Tips for Getting Your Project Back on Track Jared Richardson	JavaServer Faces: A Whirlwind Tour David Geary
2:45 - 3:15 PM	BREAK					
3:15 - 4:45 PM	Groovy, The Red Pill: Metaprogramming, the Groovy Way to Blow a Buttoned-Down Java Developer's Mind Scott Davis	10 ways to use Hibernate effectively Brian Sam-Bodden	The Busy Java Developer's Guide to Concurrency (Part 2: Concurrency) Ted Neward	Enterprise Messaging Using JMS (Part 1) Mark Richards	Techniques 2008 Jared Richardson	Facelets David Geary
4:45 - 5:00 PM	BREAK					
5:00 - 6:30 PM	Rapid Web Development with Grails and Ajax Scott Davis	Beginning Drools - Rule Engines in Java Brian Sam-Bodden	The Busy Java Developer's Guide to ClassLoaders Ted Neward	Enterprise Messaging With JMS (Part 2) Mark Richards	Credit Card Software Development: Recognizing and Repaying Technical Debt Jared Richardson	Know your Java? Venkat Subramaniam
6:30 - 7:15 PM	DINNER					
7:15 - 8:00 PM	Keynote: by Jared Richardson					

Sat, Oct. 25, 2008						
	Salon A-C	Salon E	Eisenhower	Jefferson/Washington	Salon D	Monroe/Jackson
8:00 - 9:00 AM	BREAKFAST					
9:00 - 10:30 AM	Java Persistence: Approaching the Silver Bullet Mark Richards	YSlow: Building Your Website for Speed Scott Davis	Tools to facilitate Agile Development Venkat Subramaniam	Enterprise Integration with Spring, Part 1 Mark Fisher	Shining a Light on Eclipse Srivaths Sankaran	Advanced Rules Programming with Drools Brian Sam-Bodden
10:30 - 11:00 AM	BREAK					
11:00 - 12:30 PM	Transaction Design Patterns Mark Richards	Real World JSON Scott Davis	Towards an Evolutionary Design Venkat Subramaniam	Enterprise Integration with Spring, Part 2 Mark Fisher	Intro to Seam David Geary	The Busy Java Developer's Guide to Java Platform Security Ted Neward
12:30 - 1:30 PM	LUNCH					
1:30 - 3:00 PM	Agile Management & Managing Agility David Hussman	Filthy Rich Clients with the Google Web Toolkit, Part I David Geary	The Busy Java Developer's Guide to Annotations Ted Neward	Enterprise Security with Spring Mark Fisher	Caring about your Code Quality Venkat Subramaniam	Give it a REST Brian Sletten
3:00 - 3:15 PM	BREAK					
3:15 - 4:45 PM	Architecture and Agility Are Not Mutually Exclusive David Hussman	Filthy Rich Clients with the Google Web Toolkit, Part II David Geary	High Performance Projects Srivaths Sankaran	Configuring Spring with Annotations Mark Fisher	How to Fail with 100% Code Coverage Stuart Halloway	RESTlet for the Weary Brian Sletten
4:45 - 5:30 PM	BIRDS OF A FEATHER SESSION					

Sun, Oct. 26, 2008						
	Salon A-C	Salon E	Eisenhower	Jefferson/Washington	Salon D	Monroe/Jackson
8:00 - 9:00 AM	BREAKFAST					
9:00 - 10:30 AM	A Thorough Introduction To Groovy Jeff Brown	Test Infecting the Legacy Organization Nathaniel Schutta	Leading Agile Projects: Finding Your Groove in the First 4 Iterations David Hussman	The Productive Programmer: Mechanics Neal Ford	What's Going On? : Complex Event Processing w/ Esper Brian Sletten	Refactoring JavaScript Stuart Halloway
10:30 - 11:00 AM	MORNING BREAK					
11:00 - 12:30 PM	Powerful Metaprogramming Techniques With Groovy Jeff Brown	JavaScript: the Good, the Bad, and the Ugly Nathaniel Schutta	Leading Agile Projects: Maintaining Sustainable Agility David Hussman	Enterprise JPA - Tips and Tricks for JEE5 Persistence Pratik Patel	Viva La Javolution! Brian Sletten	Design for Operations Michael Nygard
12:30 - 1:15 PM	LUNCH					
1:15 - 2:15 PM	EXPERT PANEL DISCUSSION					
2:15 - 3:45 PM	Grails - Agile Web 2.0 The Easy Way Jeff Brown	The 90-Minute Startup Michael Nygard	Test Driven Design Neal Ford	Real-world JEE performance tuning: Tips n' Tricks Pratik Patel	Java.next #1: Common Ground Stuart Halloway	Improving Code Quality Nathaniel Schutta
3:45 - 4:00 PM	BREAK					
4:00 - 5:30 PM	Advanced Web Development With Grails Jeff Brown	Clouds, Grids, and Fog Michael Nygard	Code Metrics & Analysis for Agile Projects Neal Ford	Scripting Your Way to Management with JMX and Groovy Vladimir Vivien	Java.next #3: Dispatch Stuart Halloway	Project Smells Nathaniel Schutta

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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

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)*

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.

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.

JavaServer Faces: A Whirlwind Tour by David Geary

In April 2005, annual growth rates for jobs in JavaServer Faces, Struts, and Ruby on Rails were all at about 0%. Today, Struts' growth rate still hovers around 0%, but JSF and Rails have taken off. At the end of 2007, both JSF and Rails were growing at a rate of between 400-500% annually (according to indeed.com). JSF has passed the adoption tipping point, and is now the Java-based framework of choice, as is evidenced by its ecosystem. From vendors such as MyEclipse and RedHat to open source projects such as Seam, Facelets, and Ajax4JSF, JSF is where the action is. Come see why JSF is so popular. In this code- and demo-intensive session, I'll show you the fundamentals of JSF. **Prerequisite:** *Some knowledge of Java-based web applications, such as Struts, is a plus, but is not required. If you have a significant experience with JSF, you probably already know most of what's covered in this session.*

Facelets by David Geary

Facelets is a combination of Tiles and Tapestry, and it's the hottest JSF-related open source project on the planet. It's popularity is well deserved, and in fact, much of what is in Facelets today will make its way into the JSF 2.0 spec due out in 2008. So not only can you come to this session and see some really cool demos that you can put to use in the real world, but you'll also be learning JSF 2.0 before it's even been defined! How's that for a ROI? **Prerequisite:** *Some knowledge of JSF is essential. If you're familiar with a templating framework, such as Velocity or Tiles, that's a plus, but not required.*

Intro to Seam by David Geary

Have you ever stopped to think that you need to learn two frameworks to develop a non-trivial, database-backed, web application? Struts and iBatis; JSF and Hibernate; Tapestry and EJB3.0.

Filthy Rich Clients with the Google Web Toolkit, Part I by David Geary

The Google Web Toolkit (GWT) is truly a revolutionary framework that lets you develop Ajaxified web applications without knowing anything about Ajax or JavaScript. But the GWT goes way beyond basic Ajax by letting you implement desktop-like applications that run in the ubiquitous browser.

Filthy Rich Clients with the Google Web Toolkit, Part II by David Geary

In the second part of this talk, you will learn how to extend the GWT by implementing custom widgets, including a scrolling viewport and a drag and drop framework. After discussing custom widgets, you will see how to integrate database access into your GWT applications, and how to deploy your GWT applications to external servers.

Agile Management & Managing Agility by David Hussman

Management and agility are not mutually exclusive. Many managers are already working in an agile manner as a means to improve, produce, or simply survive. Other managers hear about projects using agile methods and struggle to find a place in the project community. This session provides a new way to think about managing projects. Some managers will find that their existing practices and skills are supported and enhanced by the forums and metrics provided within an agile project while others will be challenged by some of the principles and practices.

Architecture and Agility Are Not Mutually Exclusive by David Hussman

Being agile does not mean living life one iteration at a time. Agile projects without a long view can run into the common design problems of the past. Planning iteration by iteration is often foolish and feeds the myth that agile projects do not think beyond a few weeks. Successful agile projects plan within iterations and across iterations. The later planning is called release planning and it is the forum where agility first engages architecture and other cross cutting concerns.

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

Although 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. **Prerequisite:** *Leading Agile Projects: Finding Your Groove in the First 4 Iterations*

10 Tips for Getting Your Project Back on Track by Jared Richardson

Software projects fail over and over for many of the same reasons. We'll look at some of the more avoidable problems and some solid ways to fix them, or avoid them in the first place.

Techniques 2008 by Jared Richardson

There are a number of great techniques you can use across technologies and projects. Come hear some of my favorites and contribute a few of your own. We'll discuss topics from DRY to creating a zone defense for your product.

Credit Card Software Development: Recognizing and Repaying Technical Debt by Jared Richardson

Technical debt has long been recognized in technical circles for years, but convincing your manager to budget time to repay "technical debt" has always been problematic. Let's couch the term technical debt concept in language more familiar to our managers: credit card debt.

Career 2.0: Take Control of Your Life by Jared Richardson

Has your career been a random product of your manager's whims or company's needs? Never rely on your company to keep your skills current and marketable. Take control of your own career with a proven strategy.

A Thorough Introduction To Groovy by Jeff Brown

Groovy is an agile dynamic language for the Java platform. The language and its libraries bring many things to the table to ease the process of building applications for the Java platform. This session provides a detailed run through Groovy with lots of code samples to drive home the power of the language.

Powerful Metaprogramming Techniques With Groovy by Jeff Brown

Metaprogramming is a key component in building truly dynamic and flexible applications with Groovy. Groovy's metaprogramming capabilities bring great new possibilities to the table that would be very difficult or just plain impossible to write with Java alone. This session will demystify a lot of the magic that seems to be going on inside of a Groovy application. **Prerequisite:** *A Thorough Introduction To Groovy*

Grails - Agile Web 2.0 The Easy Way by Jeff Brown

Grails is a full stack MVC framework for building web applications for the Java platform. Grails makes web application development both fun and easy. This session covers all of the fundamentals of building web applications with Grails.

Advanced Web Development With Grails by Jeff Brown

Grails makes web application development both fun and easy. This session dives beyond the basics to cover advanced details of Grails that bring the really exciting features to your applications. **Prerequisite:** *Grails - Agile Web 2.0 The Easy Way*

Enterprise Integration with Spring, Part 1 by Mark Fisher

The first part of this two-part session will focus on the essentials of Enterprise Integration with Spring. The discussion will cover the enterprise integration support libraries in the Spring Framework core within the context of well-established design principles such as loose coupling and separation of concerns.

Enterprise Integration with Spring, Part 2 by Mark Fisher

The second part of this two-part session will introduce Spring Integration, a new addition to the Spring portfolio. We will begin with a high-level overview of Enterprise Integration Patterns as catalogued in the highly influential book of the same name. We will then embark on a demo-driven exploration of Spring Integration to see how it enables the development of applications based on those patterns. **Prerequisite:** *Enterprise Integration with Spring, Part 1*

Enterprise Security with Spring by Mark Fisher

Spring Security (formerly known as 'Acegi') enables self-contained, consistent, and extensible solutions for securing your applications. Version 2.0 provides major enhancements including a domain-specific XML namespace, convention-based defaulting, and annotation support. This provides a significantly simpler experience for developers while still supporting the same degree of flexibility.

Configuring Spring with Annotations by Mark Fisher

In this session, we will take a deep-dive into annotation-based dependency injection with Spring 2.5. You will learn how to combine annotation and XML formats, how to customize component scanning, and how to leverage Java 6 annotations within a Spring application. Since there is no "one size fits all" solution to application configuration, we will wrap up the discussion with general guidelines to consider when employing this approach.

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.

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.

The 90-Minute Startup by Michael Nygard

Cloud computing is taking the world by storm. Amazon's Web Services, EC2, and S3 provide completely virtual infrastructure, letting startup and existing companies create sites and web applications faster than ever before. In this session, Michael will use cloud computing to create and deploy a fully-functional web site. You will learn how to create and run your own virtual infrastructure in the clouds.

Clouds, Grids, and Fog by Michael Nygard

Servers, storage, networking, backups... they're all vanishing into the "clouds". Cloud Computing is the emerging architecture for massive, scalable infrastructure that your company doesn't have to own or operate. From the "zero servers" web startup to the corporate IT department battling server-sprawl, cloud computing has many manifestations. This session will differentiate among the various types of cloud computing and describe applicable use cases.

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.

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.

Improving Code Quality by Nathaniel Schutta

It seems that software follows the second law of thermodynamics - in other words, code tends towards disorder. Of course it doesn't have to be that way, and we have a number of tools and techniques that we can apply to keep our code in tip top shape. This talk will discuss ten things you can do to fight back!

Project Smells by Nathaniel Schutta

We all know that code can have a certain...odor but frankly so can projects. Everyone has their favorite horror story or tale of a death march. In this talk, we'll discuss common project smells and what you as a developer can do to maintain your sanity - and your hair line!

The Productive Programmer: Mechanics by Neal Ford

Developers from the 1980s would be shocked at how inefficiently developers use their computers because of the advent of graphical operating systems. This talk describes how to reclaim productivity afforded by intelligent use of command lines and other ways of accelerating your interaction with the computer and bending computers to do your bidding. Stop working so hard for your computer!

Test Driven Design by Neal Ford

Most developers think that "TDD" stands for Test-driven Development. But it really should stand for "Test-driven Design". Rigorously using TDD makes your code much better in multiple ways.

Code Metrics & Analysis for Agile Projects by Neal Ford

What does code + methodology have to do with one another? Everything! Agile projects focus on delivering working code, and tools exist to allow you to verify some quality metrics for your code. This session is a survey of tools and metrics that allow you to determine the quality of your code and strategies to "wire it" into your agile project.

Enterprise JPA - Tips and Tricks for JEE5 Persistence by Pratik Patel

As with many technologies, the basics are easy. The hard part comes when the developer needs to do sophisticated integration, development, and testing as part of an enterprise application. A large enterprise application requires the developer to think of issues that affect the development, scalability and robustness of the application. This presentation will cover the advanced topics described below. A large enterprise application often will have several sub-projects that each contain their own JPA persistence unit. This opens up a number of questions around how to organize the persistence units and how the code between sub-projects should interoperate. Developers will gain insight into these issues and will see a couple of solutions using live code examples.

Real-world JEE performance tuning: Tips n' Tricks by Pratik Patel

Performance tuning any application is a black art that can consume much time. Fortunately, Java has many tools that can aid in this effort. There also are a number of basic tips that can help to analyze and fix performance problems. The Java memory model is usually something that you don't need to tune, but for high performance applications it is necessary to tweak. While there are a number of advanced things that can be done to performance tune an application, we'll discover that the simple, basic things are all that are usually needed to make your apps fly.

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...

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.

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.

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.

Shining a Light on Eclipse by Srivaths Sankaran

The Eclipse IDE has matured over several years to become quite a powerful tool with a robust plugin-based architecture. It gives commercial IDEs such as IDEA a run for their money. Yet, most developers barely scratch the surface of its capabilities. This talk will expose you to features that will greatly enhance your productivity. You will learn tips and tricks that will make you more efficient in your development activities and allow you to focus on solving the business problem at hand. Along the way you will be introduced to improvements introduced by the recent Ganymede release.

High Performance Projects by Srivaths Sankaran

Unsuccessful projects dominate the landscape of IT projects by a wide margin. Retrospectives are common occurrences and the advent of newer project delivery techniques hasn't proven to be the miracle cure. Some projects have lemon written all over them at the time of arrival and others just wither away for want of proper care and feeding. This talk introduces you to a variety of project problems and how to address them. You will learn techniques that will get you off on the right foot and habits that will ensure smooth progress throughout the project's lifecycle. The net result will be a project that hits its target and a customer that is happy.

How to Fail with 100% Code Coverage by Stuart Halloway

Over the last few years, we have taken dozens of projects to 100% coverage, and there are still plenty of things that can go wrong. We will look at examples the various problems, and show how to prevent them from infecting your project.

Refactoring JavaScript by Stuart Halloway

The rise of Ajax and Rich Web Applications, plus the success of dynamic languages, has caused people to revisit the JavaScript language. Now that we take JavaScript seriously as a language, it is time to get serious about the quality of JavaScript code, through refactoring. In this talk, we will approach refactoring JavaScript in three phases: Test first, then refactor. Bring JavaScript code under test, so that you can refactor with confidence. Refactoring 101. Explore some important refactorings: composed method, extract method, introduce named parameter, and extract object Common problems. Work through three problems endemic to legacy JavaScript code: making JavaScript unobtrusive, refactoring to prototype-based inheritance, and refactoring to functional style.

Java.next #1: Common Ground by Stuart Halloway

In this talk, we will explore and compare four of the most interesting new JVM languages: Clojure, Groovy, JRuby, and Scala. Each of these languages aims to greatly simplify writing code for the JVM, and all of them succeed in this mission. However, these languages have very different design goals. We will explore these differences, and help you decide when and where these languages might fit into your development toolkit. For more information see <http://blog.thinkrelevance.com/2008/8/4/java-next-common-ground>.

Java.next #3: Dispatch by Stuart Halloway

Dispatch takes many forms. Single dispatch, switch statements, pattern matching, and multiple dispatch all meet similar needs: Selecting runtime behavior in response to varying runtime conditions. Flexible dispatch is a key element of Java.next. All of the Java.next languages support dispatch strategies that are far more flexible than Java's single dispatch. In this talk (Part 3 of the Java.next series), I will explore how the Java.next languages (Clojure, Groovy, JRuby, and Scala) support dispatch.

The Busy Java Developer's Guide to Concurrency (Part 1: Threads) by Ted Neward

Java's threading capabilities took a serious turn for the better with the release of Java5, thanks to the incorporation of the `java.util.concurrent` packages, a set of pre-built components for thread pooling and execution, synchronization, and more.

The Busy Java Developer's Guide to Concurrency (Part 2: Concurrency) by Ted Neward

Java's threading capabilities have been a part of the Java platform since its inception, yet for many Java developers, using Threads still remain a dark and mysterious art, and synchronization beyond the use

of the "synchronized" keyword is almost unknown. **Prerequisite:** *The Busy Java Developer's Guide to Concurrency (Part 1: Threads)*

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 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 Annotations 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`).

Know your Java? by Venkat Subramaniam

Java has been around for well over a decade now. It started out with the goal of being simple. Over the years, its picked up quite a bit of features and along comes complexity. In this presentation we will take a look at some tricky features of Java, those that can trip you over, and also look at some ways to improve your Java code.

Tools to facilitate Agile Development by Venkat Subramaniam

The first item in the Agile Manifesto reads that we must prefer "people and interaction over process and tools." Given a choice between average people with superior tools and superior people with average tools, you are likely to achieve greater success with the latter. However, it is important to be continuous and not be episodic?so you want to get continuous feedback about the state, health, and quality of your code and application. Tools can help us a great deal to realize this and make us productive.

Towards an Evolutionary Design by Venkat Subramaniam

A good design is critical for success with agile development. That does not mean a big up-front design. The design has to be evolutionary. However, the design you evolve must be extensible and maintainable. After all, you can't be agile if your design sucks.

Caring about your Code Quality by Venkat Subramaniam

We all have seen our share of bad code. We certainly have come across some good code as well. What are the characteristics of good code? How can we identify those? What practices can promote us to write and maintain more of those good quality code. This presentation will focus on this topic that has a major impact on our ability to be agile and succeed.

Scripting Your Way to Management with JMX and Groovy by Vladimir Vivien

This presentation is about `JMX` and `Groovy`. It shows how easy it is to insert runtime manageability into your application when you combine the `JMX` API with the flexibility of the `Groovy` scripting language. The `Java Management Extension (JMX)` provides the infrastructural layer for runtime management while `Groovy` provides the syntactical substrate in which you can readily express class instrumentation for management. The presentation takes an exploratory look at how `Groovy` can help script `JMX` and its constituencies

including interacting with the MBean Server, exposing MBeans, using the Server Connector API, and sending JMX events to registered listeners.