

Central Ohio Software Symposium

Hilton Polaris

June 12 - 14, 2009

<http://www.nofluffjuststuff.com/conference/columbus/2009/06/index.html>

Fri, Jun. 12, 2009				
	1	2	3	4
12:00 - 1:00 PM	REGISTRATION			
1:00 - 1:15 PM	WELCOME			
1:15 - 2:45 PM	Emergent Design & Evolutionary Architecture Neal Ford	The Busy Java Developer's Guide to Java7 Ted Neward	The Amazing Groovy Weight-loss Plan Scott Davis	JSF 2.0: An Introduction David Geary
2:45 - 3:15 PM	BREAK			
3:15 - 4:45 PM	Real-world Refactoring Neal Ford	The Busy Java Developer's Guide to Java Platform Security Ted Neward	Groovy XML Ninja Skills Scott Davis	JSF 2.0: Advanced Topics David Geary
4:45 - 5:00 PM	BREAK			
5:00 - 6:30 PM	The Productive Programmer: Mechanics Neal Ford	The Busy Java Developer's Guide to Advanced Platform Security Ted Neward	Groovy Testing Scott Davis	Flex for Java Developers David Geary
6:30 - 7:15 PM	DINNER			
7:15 - 8:00 PM	Keynote: by Neal Ford			

Sat, Jun. 13, 2009				
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8:00 - 9:00 AM	BREAKFAST			
9:00 - 10:30 AM	Test Driven Design Neal Ford	Spring 3.0 Overview Scott Leberknight	Lizard Brain Web Design Scott Davis	GWT: An Introduction David Geary
10:30 - 11:00 AM	BREAK			
11:00 - 12:30 PM	Effective Java Venkat Subramaniam	Real World Hibernate Tips (Reloaded) Scott Leberknight	Web 2.0 Checklist: Deconstructing Modern Websites Scott Davis	GWT: Advanced Topics David Geary
12:30 - 1:30 PM	LUNCH			
1:30 - 3:00 PM	The Busy Java Developer's Guide to Collections Ted Neward	Horizontal Database Partitioning with Hibernate Shards Scott Leberknight	Dim Sum Grails: A Sampler of Practical Non Database-Driven Grails Applications Scott Davis	Cleaning up Code Smell Venkat Subramaniam
3:00 - 3:15 PM	BREAK			
3:15 - 4:45 PM	Java Memory, Performance and the Garbage Collector Ken Sipe	Polyglot Persistence Scott Leberknight	Making Web Apps Suck Less Nathaniel Schutta	IZero: Starting Projects Right Stuart Halloway
4:45 - 5:45 PM	BIRDS OF A FEATHER SESSION			

Sun, Jun. 14, 2009				
	1	2	3	4
8:00 - 9:00 AM	BREAKFAST			
9:00 - 10:30 AM	Architecture and Scaling Ken Sipe	Building External DSLs Venkat Subramaniam	Increasing your Eclipse Productivity Brian Sam-Bodden	Seven Habits of Highly Dysfunctional Teams Nathaniel Schutta
10:30 - 11:00 AM	MORNING BREAK			
11:00 - 12:30 PM	So you want to be an Architect Ken Sipe	JavaScript: the Good, the Bad, and the Ugly Nathaniel Schutta	Enterprise Integration Patterns with Camel and Mule Brian Sam-Bodden	Taking Agile From Tactics to Strategy Stuart Halloway
12:30 - 1:15 PM	LUNCH			
1:15 - 2:15 PM	EXPERT PANEL DISCUSSION			
2:15 - 3:45 PM	Architecture: Non-Functional Requirements Ken Sipe	Design Patterns in Java and Groovy Venkat Subramaniam	Building RESTful Web Applications in Java Brian Sam-Bodden	Java.next #1: Common Ground Stuart Halloway
3:45 - 4:00 PM	BREAK			
4:00 - 5:30 PM	Hacking - The Dark Arts Ken Sipe	Tools and Techniques to build Smart Java Applications Brian Sam-Bodden	Hacking Your Brain for Fun and Profit Nathaniel Schutta	Programming Clojure Stuart Halloway

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-Session Schedule-

(event schedule as of June 10, 2009)

Friday, Jun. 12

12:00 - 1:00 PM : REGISTRATION

1:00 - 1:15 PM : WELCOME

1:15 - 2:45 PM - Sessions

Session #1 : Emergent Design & Evolutionary Architecture by Neal Ford

Most of the software world has realized that BDUF (Big Design Up Front) doesn't work well in software. But lots of developers struggle with this notion when it applies to architecture and design. Surely you can't just start coding, right? You need some level of understanding before you can start work. This session describes the current thinking about emergent design & evolutionary architecture, including both proactive (test-driven development) and reactive (refactoring, composed method) approaches to discovering design. The goal of this talk is to provide nomenclature, strategies, and techniques for allowing design to emerge from projects as they proceed, keeping you code in sync with the problem domain.

Session #2 : The Busy Java Developer's Guide to Java7 by Ted Neward

Even though the Java 7 JSR has yet to be formed, some interesting things are beginning to emerge from Sun about what Java7 may include when its formal release contents are finally made public.

Session #3 : The Amazing Groovy Weight-loss Plan by Scott Davis

"The central enemy of reliability is complexity." (Dr. Daniel Geer) Java is a powerful programming language. A smart developer can do nearly anything with Java. So the next question is, "How quickly can it be done? How many lines of code does it take to do common tasks?" Groovy greases the wheels of Java by decreasing the complexity of the language while preserving the raw power. At first glance, you might think that this talk is simply about how Groovy drastically reduces the lines of code you need to write. What this talk is really about is bringing simplicity, clarity, readability, and yes, beauty to your source code.

Session #4 : JSF 2.0: An Introduction by David Geary

This session introduces JSF 2.0 fundamentals, with emphasis on new features in JSF 2.0. *Prerequisite: Familiarity with JSF, or other component-based frameworks*

2:45 - 3:15 PM : BREAK

3:15 - 4:45 PM - Sessions

Session #5 : Real-world Refactoring by Neal Ford

Refactoring is a fine academic exercise in the perfect world, but we don't really live there. Even with the best intentions, projects build up technical debt and cruffy bad things. This session covers refactoring in the real world, at both the atomic level (how to refactor towards composed method and the single level of abstraction principle) to larger project strategies for multi-day refactoring efforts. This talk provides practical strategies for real projects to effectively refactor your code.

Session #6 : 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.

Session #7 : Groovy XML Ninja Skills by Scott Davis

"XML is like violence: if it doesn't solve your problem, you aren't using enough of it." (Anonymous) XML is everywhere. Whether you are dealing with local configuration files (web.xml, struts-config.xml) or remote web services (SOAP, REST, RSS, Atom), the modern software developer needs to be able to request, slice, and dice XML with ease. That requires a set of razor-sharp tools that reduce the inherent complexity of the problem, not multiply it. Once you see XML tremble in fear at the awesome power of Groovy, you'll wonder what you ever did without it.

Session #8 : JSF 2.0: Advanced Topics by David Geary

This session covers advanced aspects of JSF 2.0. *Prerequisite: Familiarity with JSF, or other component-based frameworks. Familiarity with Ajax. This session builds on demos shown in the JSF 2.0 Introduction talk, so it is helpful, although not required, if you attend the intro talk before coming to this session.*

4:45 - 5:00 PM : BREAK

5:00 - 6:30 PM - Sessions

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Session #9 : 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!

Session #10 : The Busy Java Developer's Guide to Advanced Platform Security by Ted Neward

So you know the platform security model, and now you want to use it in new and interesting ways, like creating a custom Policy implementation, a custom Permission, or create a custom security context in which code will execute. Perhaps you even wish to make certain objects accessible only to those with the right permissions, or cryptographic key. Nothing could be easier, despite Java security's reputation as a dark and arcane place. *Prerequisite: The Busy Java Developer's Guide to Platform Security*

Session #11 : Groovy Testing by Scott Davis

"Tests don't break things; they dispel the illusion that it works." (Anonymous) In this era of "Test-First" and "Test-Driven" development, the modern software engineer knows that testing is no longer an optional part of the process. You need to have the best tools at your fingertips: a set of utilities that maximize your results with a minimum of effort. Groovy offers Java developers an optimal set of testing tools.

Session #12 : Flex for Java Developers by David Geary

An introduction to Flex for Java developers. *Prerequisite: Familiarity with Flex and at least one other web application framework*

6:30 - 7:15 PM : DINNER

Keynote: Keynote: On the Lam from the Furniture Police - Neal Ford

Saturday, Jun. 13

8:00 - 9:00 AM : BREAKFAST

9:00 - 10:30 AM - Sessions

Session #13 : 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.

Session #14 : Spring 3.0 Overview by Scott Leberknight

The Spring framework has simplified Java enterprise and web development since 2003, and has been a major innovator in improving and simplifying Java server-side programming since its inception. This session will look at the new features in Spring 3.0 as well as what's being removed from the Spring core.

Session #15 : Lizard Brain Web Design by Scott Davis

"There's an old story about the person who wished his computer were as easy to use as his telephone. That wish has come true, since I no longer know how to use my telephone." (Bjarne Stroustrup) The "lizard brain" is the oldest part of the human brain -- the part responsible for autonomic functions like breathing, heart rate, and navigating websites. OK, maybe not that last part, but your website should be easy to use. Stupid easy. Lizard brain easy. Any time your user spends figuring out how to do something -- even for a split second -- is wasted time due to poor design. Inspired by Steve Krug's book "Don't Make Me Think", this talk answers the question, "Why is that website so hard to use?"

Session #16 : GWT: An Introduction by David Geary

An introduction to Google Web Toolkit. *Prerequisite: Familiarity with a component-based framework, preferably a desktop application framework*

10:30 - 11:00 AM : BREAK

11:00 - 12:30 PM - Sessions

Session #17 : Effective Java by Venkat Subramaniam

Java is a well established language, that has been around for more than a decade. Yet, programming on it has its challenges. There are concepts and features that are tricky. When you run into those, the compiler is not there to help you.

Session #18 : Real World Hibernate Tips (Reloaded) by Scott Leberknight

Hibernate is a very powerful object/relational mapping framework. This session contains a new set of Hibernate tips, tricks, and pitfalls.

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Session #19 : Web 2.0 Checklist: Deconstructing Modern Websites by Scott Davis

"The challenge of modernity is to live without illusions and without becoming disillusioned." (Antonio Gramsci) There are plenty of sarcastic "Web 2.0" checklists out there -- be perpetually in BETA, when in doubt add rounded corners, etc. While we can all laugh at the superficial aspects of the Web 2.0 revolution, there are plenty of serious aspects to it as well. Is your website mash-up friendly or hostile? Do you tell your visitors when things change (via RSS or Atom syndication), or do you expect them to check in daily for updates? Is your website a silo or a part of a larger ecosystem?

Session #20 : GWT: Advanced Topics by David Geary

Learn to do really cool stuff with GWT. *Prerequisite: The GWT: Introduction session is not a prerequisite for this session, but it will help if you have some familiarity with GWT.*

12:30 - 1:30 PM : LUNCH

1:30 - 3:00 PM - Sessions

Session #21 : The Busy Java Developer's Guide to Collections by Ted Neward

For so many Java developers, the `java.util.*` package consists of List, ArrayList, and maybe Map and HashMap. But the Collections classes are so much more powerful than many of us are led to believe, and all it requires is a small amount of digging and some simple exploration to begin to "get" the real power of the Collection classes.

Session #22 : Horizontal Database Partitioning with Hibernate Shards by Scott Leberknight

You've probably heard of huge sites like eBay and Google using something called horizontal partitioning, in which they scale relational databases not by using large machines with more and more memory, but by splitting (sharding) the database across many different machines. This session introduces Hibernate Shards, which allows you to use Hibernate across more than one database.

Session #23 : Dim Sum Grails: A Sampler of Practical Non Database-Driven Grails Applications by Scott Davis

"The proof of the pudding is in the eating. By a small sample we may judge of the whole piece." (Miguel de Cervantes Saavedra) Most Grails tutorials demonstrate how easy it is to build simple CRUD (Create/Retrieve/Update/Delete) applications. While skinning a database with a web front-end is undeniably one beneficial aspect of Grails, it isn't the only thing Grails is good for. As you'll see here, Grails can be used to build a wide variety of web applications. You won't see a single HTML table with "edit" and "delete" links, I promise.

Session #24 : Cleaning up Code Smell by Venkat Subramaniam

Projects often start out simple, but soon become complex and turn into a lose cannon. Organizations are struggling to maintain and evolve software. Poor code quality is a significant part of that problem. Improving the quality of code is critical to success of enterprise projects.

3:00 - 3:15 PM : BREAK

3:15 - 4:45 PM - Sessions

Session #25 : 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?

Session #26 : Polyglot Persistence by Scott Leberknight

Polyglot persistence is all about considering your persistence requirements and selecting a persistence mechanism that best mets those requirements, as opposed to selecting an RDBMS as the default choice. In this session we'll look at some of the persistence alternatives that are available like Amazon SimpleDB, CouchDB, Google Bigtable, and more.

Session #27 : Making Web Apps Suck Less by Nathaniel Schutta

We've all used web applications that had us screaming at their creators - unfortunately sometimes we're the ones being cursed. Believe it or not, there are some simple steps we can take to ensure that our users have a great experience. We'll talk about the role of testing, easy ways to make a web site perform as well as where Ajax can help give a richer experience.

Session #28 : IZero: Starting Projects Right by Stuart Halloway

If an iteration is the heartbeat of an agile development process, then Iteration Zero (IZero) creates the heart. While you can (and should) retrospect and adjust throughout the software lifecycle, few things are as valuable as a good start. In this talk, you will learn how we run Iteration Zero at Relevance.

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4:45 - 5:45 PM : BIRDS OF A FEATHER SESSION

Sunday, Jun. 14

8:00 - 9:00 AM : BREAKFAST

9:00 - 10:30 AM - Sessions

Session #29 : Architecture and Scaling by Ken Sipe

Scale... what is scale... how do you applications that are scalable. How do you know if the application scales?

Session #30 : Building External DSLs by Venkat Subramaniam

Domain Specific Languages (DSLs) are languages targeted at a particular problem and domain. They have context and are fluent. They help users of applications at various levels to easily communicate with your application. Developing DSLs, however, are not easy. You could easily get dragged into using parsers and tools with steep learning curve.

Session #31 : Increasing your Eclipse Productivity by Brian Sam-Bodden

Mylyn, Eclipse Plugins, Tips and Tricks

Session #32 : Seven Habits of Highly Dysfunctional Teams by Nathaniel Schutta

Being on a high performing team is a transcendent experience - unfortunately, many of us find more dysfunction than function. In this talk, we'll take a look at some of the common issues that face teams and discuss some ways of working towards a happy crew.

10:30 - 11:00 AM : MORNING BREAK

11:00 - 12:30 PM - Sessions

Session #33 : So you want to be an Architect by Ken Sipe

This session is a quick look at all aspects of being a corporate software architect. Whether you are a developer looking to move into the role of architect, needing to have an understanding of what is expected or already in the role of software architect looking for new and interesting ideas, this session is for you.

Session #34 : 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.

Session #35 : Enterprise Integration Patterns with Camel and Mule by Brian Sam-Bodden

Integration Patterns Implementations in Camel and Mule

Session #36 : Taking Agile From Tactics to Strategy by Stuart Halloway

Teams adopting agile should begin at a tactical level, but they shouldn't end there. The Agile Manifesto operates at many different levels. Learn to apply the principles of agile at a strategic level. Otherwise you can have a great agile ground game and still lose.

12:30 - 1:15 PM : LUNCH

1:15 - 2:15 PM : EXPERT PANEL DISCUSSION

2:15 - 3:45 PM - Sessions

Session #37 : Architecture: Non-Functional Requirements by Ken Sipe

The agile focus of software development puts heavy focus on user requirements through user stories. However we can not lose sight of the non-functional requirements as well. The software could be written to the exact specification and desire of the user, however if it takes 5 minutes for a request response, or it only supports 2 users or it isn't secure, then we still haven't done our jobs as developers.

Session #38 : Design Patterns in Java and Groovy by Venkat Subramaniam

You're most likely familiar with the Gang-of-four design patterns and how to implement them in Java. However, you wouldn't want to implement those patterns in a similar way in Groovy. Furthermore, there are a number of other useful patterns that you can apply in Java and Groovy. In this presentation we'll look at two things: How to use patterns in Groovy and beyond Gang-of-four patterns in Groovy and Java.

Session #39 : Building RESTful Web Applications in Java by Brian Sam-Bodden

REST, RESTlets, RESTful Web Services

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Session #40 : 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>.

3:45 - 4:00 PM : BREAK

4:00 - 5:30 PM - Sessions

Session #41 : Hacking - The Dark Arts by Ken Sipe

A live Hacking demonstration exposing the tools and techniques used by Hackers.

Session #42 : Tools and Techniques to build Smart Java Applications by Brian Sam-Bodden

In this session we will explore the Java tools, techniques and algorithms that enable us to filter, classify, relate and discover patterns in our data that might not immediately be obvious. With the emergence of social networking applications a great deal of data and hidden connections that can be leveraged to build better and smarter applications.

Session #43 : Hacking Your Brain for Fun and Profit by Nathaniel Schutta

The single most important tool in any developer's toolbox isn't a fancy IDE or some spiffy new language - it's our brain. Despite ever faster processors with multiple cores and expanding amounts of RAM, we haven't yet created a computer to rival the ultra lightweight one we carry around in our skulls - in this session we'll learn how to make the most of it. We'll talk about why multitasking is a myth, the difference between the left and the right side of your brain, the importance of flow and why exercise is good for more than just your waist line.

Session #44 : Programming Clojure by Stuart Halloway

Find out why Clojure is Java.next: * Clojure provides clean, fast access to all Java libraries. * Clojure provides all the low-ceremony goodness you know and love from dynamic languages such as Ruby and Python. * Clojure includes Lisp's signature feature: Treating code as data through macros. * Clojure's emphasis on immutability and support for software transactional memory make it a viable option for taking advantage of massively parallel hardware.