

# Gateway Software Symposium

St. Louis Marriott West  
May 21 - 23, 2010

The No Fluff Just Stuff Java Symposium Series is proud to announce the return of the Gateway Software Symposium on May 21 - 23, 2010. GSS2010 will be held at the St. Louis Marriott West.

Since 2001, the No Fluff Just Stuff Java Symposium has been regarded as the premier Java/Agility event series anywhere serving over 29,500 attendees with some 190 events. The popularity of the NFJS symposium series can be traced to the following:

- 1). Exceptional Speakers
- 2). Limited Attendance - capped at 250 people
- 3). No Vendors, No Sales Pitches, No Marketecture
- 4). Excellent networking opportunity with speakers and fellow attendees because of small size.
- 5). The Best Value in the Java conferencing space period.

## **Topics for the 2010 NFJS Tour**

Languages on the JVM: Groovy, JRuby, Clojure, Scala  
HTML5  
Enterprise Java  
Core Java, JVM Internals  
No SQL: MongoDB  
JSF, GWT  
Agility  
Groovy, Grails, Gradle  
REST, RDFa, Resource Oriented Architectures  
GIT Version Control  
jQuery, Ajax, Flex, RIA  
Mobile Applications - iPhone and Android  
More...

## **The Registration Fee Includes:**

3 Day All Access Pass to GSS2010  
All Meals/Snacks - duration of the symposium  
90 Day IntelliJ license compliments of JetBrains  
Session Materials  
Custom NFJS Binder  
Great Giveaways @ NFJS

**Early Bird Registration:** \$825/person good thru 5/3/10 after \$925

**Excellent Group Discounts Available** - bring your entire development team to the show - no travel required!! Rate good thru 5/3/10

## **Registration Fees**

Attendees	Before May. 3, 2010	After May. 3, 2010
5-9	\$725	\$825
10-14	\$700	\$800
15-24	\$675	\$775
25+	\$650	\$750

Go to [http://www.nofluffjuststuff.com/conference/st\\_louis/2010/05/home](http://www.nofluffjuststuff.com/conference/st_louis/2010/05/home) and register today!

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## -Session Schedule-

(event schedule as of May 18, 2010)

### Friday, May. 21

12:00 - 1:00 PM : REGISTRATION

1:00 - 1:15 PM : WELCOME

1:15 - 2:45 PM - Sessions

#### **Session #1 : Open Source Debugging Tools for Java by Matthew McCullough**

This session will survey a wide range of tools across the Java space. We'll look at utilities such as VisualVM, jstatd, jps, jhat, jmap, Eclipse Memory Analyzer, jtracert, btrace and more. Open Source is not just a suite of libraries you consume within your application, but now reaches into the space of tools to help you troubleshoot and improve your applications. The price of these tools eliminates barriers to their use and their open source nature allows you to mix and match them into compositions that work well for your application's unique debugging needs.

#### **Session #2 : Architect for Scale by Michael Nygard**

Is your system small, medium, large, or super-size? Is traffic on it's way up? Architecture patterns and structures that work at one scale seldom work across all of them. A communication style that's appropriate for small websites will probably fail badly if you apply it to world-wide networks of computers. Likewise, structures that work for large-scale systems are probably too complex and expensive to be worth it for small sites.

#### **Session #3 : Open Source Business Intelligence - Part I by Tim Berglund**

Traditionally, business intelligence tools have been a high-cost part of any enterprise's software inventory. Recently, options have emerged that allow architects to build a credible business intelligence stack out of entirely open-source components. In this brief overview, we will demonstrate ETL, reporting, and analytics tool that can be deployed free or at low cost. Learn how to turn your company's transactional database into a rich data asset with a business-friendly user interface that integrates into your existing software infrastructure.

#### **Session #4 : 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 #5 : Hands-on Agile Development by Neal Ford**

BRING YOUR LAPTOP WITH YOU, BUT A LAPTOP ISN'T REQUIRED! Reading and hearing about agile practices is one thing, but actually doing it is completely different. This session puts you to work in an agile fashion, applying agile developer practices.

2:45 - 3:15 PM : BREAK

3:15 - 4:45 PM - Sessions

#### **Session #6 : Encryption on the JVM: Boot Camp by Matthew McCullough**

Does your application transmit customer information? Are there fields of sensitive customer data stored in your DB? Can your application be used on insecure networks? If so, you need a working knowledge of encryption and how to leverage Open Source APIs and libraries to make securing your data as easy as possible. Encryption is quickly becoming a developer's new frontier of responsibility in many data-centric applications.

#### **Session #7 : Software Architecture for the Cloud 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. In this session, Michael will discuss the ingredients of real cloud computing and how you can apply it to your applications. He will show several architectures and discuss applications that fit each of these models. Finally, he will also talk about some of the pitfalls and problems that cloud computing customers can encounter.

#### **Session #8 : Open Source Business Intelligence - Part II by Tim Berglund**

Once you're familiar with the concepts of data warehousing, star schemas, cubes, and pivot tables, then it's time to dive in and look at how the tools really work. Continuing from the quick demos in Part I, in this talk we'll walk through the process of transforming a transactional database into a star schema, then we'll use an open-source analytics tool to build a "cube" with that schema. Concepts and procedures gently introduced in Part I will be explored more thoroughly, and new tooling will be introduced. **Prerequisite:** *Open Source Business Intelligence Part I (or a solid grasp of BI concepts)*

#### **Session #9 : The Busy Java Developer's Guide to Functional Java by Ted Neward**

Much noise has been made in recent years about functional languages, like Scala or Haskell, and their benefits relative to object-oriented languages, most notably Java. Unfortunately, as wonderful as many of those benefits are, the fact remains that most Java developers will either not want or not be able to adopt those languages for writing day-to-day code. Which leaves us with a basic

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question: if I can't use these functional languages to write production code, is there any advantage to learning about them? The short answer is yes, for the fundamental premise--"I can't use functional code on my Java project"--is flawed. Java developers can, in fact, make use of functional ideas, and what's better, they don't even have to reinvent them for Java--thanks to the FunctionalJava library, many of the core primitives--interfaces that serve as base types for creating function values, for example--already exist, ready to be used.

### **Session #10 : Visualizations for Code Metrics by Neal Ford**

Judicious use of metrics improves the quality of your code. But interpreting metrics presents a challenge. You have a list of numbers for a project - what does it mean? And what does it tell me about the health of the project overall? This sessions shows how to produce visualizations for software metrics, making them easier to understand and more valuable. It covers metrics at the individual method level all the way up to the overall architecture of the application. This isn't just a talk about how some tools produce visualizations: this session shows you how to generate your own visualizations, allowing you to customize it to the level in information density that shows real value on your project. I show how to produce projected graphs from dependencies, heat-maps for cyclomatic complexity and code coverage, using XSLT to extract visual information from XML configuration documents, and others. Metrics can't help you if you can't understand them. By creating visualizations, it helps leverage metrics to make your code better.

4:45 - 5:00 PM : BREAK

5:00 - 6:30 PM - Sessions

### **Session #11 : Encryption on the JVM: Advanced Techniques by Matthew McCullough**

Now that you have the basics of encryption under your belt, we'll advance to talking about where it is sensible and performant to add this level of security to your application. Symmetric key and public key encryption have various levels of processing overhead, so you can't blindly just use the "best" encryption out there. What about password hashes? Did you know they are vulnerable with our "salt"?

**Prerequisite:** *Encryption Bootcamp on the JVM*

### **Session #12 : High Performance Persistence with Redis by Michael Nygard**

Redis is one of the fresh crop of "NoSQL" storage solutions. It's a distributed key-value store that knows how to deal with data structures. Oh, and it happens to also be incredibly fast. Like, microseconds per write.

### **Session #13 : Testing the Entire Stack by Neal Ford**

This talk covers testing the entire stack: unit, integration, functional, behavior-driven, databases, user acceptance, mocking & stubbing, and other topics and strategies. **Prerequisite:** *Confusion about what to test when and where*

### **Session #14 : The Busy Java Developer's Guide to Advanced Collections by Ted Neward**

Once you've learned the core Collections classes, you're done, right? You know everything there is to know about Collections, and you can "check that off" your list of Java packages you have to learn and know, right? **Prerequisite:** *Busy Java Developer's Guide to Collections*

### **Session #15 : Decision Making in Software Teams by Tim Berglund**

Alistair Cockburn has described software development as a game in which we choose among three moves: invent, decide, and communicate. Most of our time at No Fluff is spent learning how to be better at inventing. Beyond that, we understand the importance of good communication, and take steps to improve in that capacity. Rarely, however, do we acknowledge the role of decision making in the life of software teams, what can cause it to go wrong, and how to improve it.

6:30 - 7:15 PM : DINNER

Keynote: Keynote: Smithing in the 21st Century - Neal Ford

## **Saturday, May. 22**

8:00 - 9:00 AM : BREAKFAST

9:00 - 10:30 AM - Sessions

### **Session #16 : iBeans: The Simplest Service Integrations You've Ever Implemented by Matthew McCullough**

No app is an island nowadays and your bleeding edge Java & JavaScript apps demand that you integrate with Facebook, Amazon, Gmail, Google Search, Twitter or S3 just to name a few. Make your next integration project a breeze by leveraging the successful work of others from the iBeans Central repository, or if necessary, simply author a new iBean and contribute it back for the benefit of all. iBeans a new ultra-light service integration framework written in Java, but targeting both Java and JavaScript. It provides a centralized mechanism for community contributions of beans to the most commonly used services such as Twitter, Flickr, Gmail and more.

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### **Session #17 : Third time's a charm: What's new in Spring 3.0 by Craig Walls**

In this session, I'll lead a guided tour through the latest that Spring has to offer. Whether you're a Spring veteran or a Spring newbie, there will be something new for nearly everyone.

### **Session #18 : Programming Scala by Venkat Subramaniam**

Scala is a static fully object-oriented, functional language on the JVM. While taking advantage of the functional aspects, you can continue to make full use of the powerful JVM and Java libraries.

### **Session #19 : Implementing Evolutionary Architecture by Neal Ford**

This talk describes an agile approach to architecture, and merges the current state-of-the-art thinking in both service oriented architectures(SOA) and web-based architectures like HTTP, REST, and hypermedia.

### **Session #20 : Practical Agile Database Development by Tim Berglund**

Do your team's agile practices extend to the database? Agile methods are fairly well-understood as they apply to code, but these principles are not commonly understood or practiced on the databases that typically accompany enterprise software projects. Learn the tools, techniques, and mindset your team needs to make incremental improvements to the database's design over time with confidence.

10:30 - 11:00 AM : BREAK

11:00 - 12:30 PM - Sessions

### **Session #21 : Hadoop: Divide and Conquer Gigantic Datasets (Intro) by Matthew McCullough**

Moore's law has finally hit the wall and CPU speeds have actually decreased in the last few years. The industry is reacting with hardware with an ever-growing number of cores and software that can leverage "grids" of distributed, often commodity, computing resources. But how is a traditional Java developer supposed to easily take advantage of this revolution? The answer is the Apache Hadoop family of projects. Hadoop is a suite of Open Source APIs at the forefront of this grid computing revolution and is considered the absolute gold standard for the divide-and-conquer model of distributed problem crunching. The well-travelled Apache Hadoop framework is currently being leveraged in production by prominent names such as Yahoo, IBM, Amazon, Adobe, AOL, Facebook and Hulu just to name a few.

### **Session #22 : Introducing Spring Roo: From Zero to Working Spring Application in Record Time by Craig Walls**

In this example-driven session we'll see how to swiftly develop Spring applications using Spring Roo. We'll start with an empty directory and quickly work our way up to a fully functioning web application. You'll see how Roo handles a lot of heavy-lifting that you'd normally have to do yourself when working with Spring. And we'll stop at a few scenic points along the way to see how Roo accomplishes some of its magic.

### **Session #23 : What's Brewing in Java by Venkat Subramaniam**

Java has come a long way, and yet there is so much that's happening in this space. In this presentation we will take a look at the exciting additions and changes coming up in the next version of Java. **Prerequisite:** *Good programming knowledge of Java*

### **Session #24 : Emergent Design by Neal Ford**

Emergent design is a big topic in the agile architecture and design community. This session covers the theory behind emergent design and shows examples of how you can implement this important concept. **Prerequisite:** *understanding of architectural and design concepts*

### **Session #25 : DSLs in Scala: Internal and External by Michael Nygard**

We're no longer working in a single language. Programming today is about both consuming and creating languages. We've all heard a lot about domain specific languages (DSLs). So much so, in fact, that it seems like more people are talking about it than doing it. In this session, Michael will present a real domain with familiar problems. He'll then demonstrate both an internal DSL and an external DSL that solve the same problem. Along the way, we'll cover fluent interfaces, composing multiple DSLs, and the very cool parser combinators. If you've ever left a DSL talk wondering when we're ever going to get past the "coffee ordering DSL" or the "Waffle House breakfast DSL", then you will want to see this session. **Prerequisite:** *None.*

12:30 - 1:30 PM : LUNCH

1:30 - 3:00 PM - Sessions

### **Session #26 : Migrating to Maven 3.0 by Matthew McCullough**

Explore what's new on the cutting edge release of Maven, version 3.0. We'll explore the performance improvements, features that make debugging Maven issues easier, and changes to POMs that may require modifications to your build, but will result in more determinate build outputs.

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### **Session #27 : Modular Java: An Introduction to OSGi by Craig Walls**

Contrary to what you may have heard, OSGi is neither complex, nor heavyweight. In this session, I'll show you how OSGi can actually simplify application development rather than complicate it. We'll look at the benefits of modularity, the fundamentals of OSGi, and see how to develop basic OSGi bundles. We'll also see how a few gadgets in the OSGi toolbox can ease the development of OSGi bundles.

### **Session #28 : Transforming to Groovy by Venkat Subramaniam**

Groovy is a elegant, dynamic, agile, OO language. I like to program in Groovy because it is fun and the code is concise and highly expressive. Writing code in a language is hardly about using its syntax, however. It is about using the right idioms. Come to this section to pick up some nice Groovy idioms. **Prerequisite:** *Some knowledge of Groovy is helpful but not required.*

### **Session #29 : 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.

### **Session #30 : Agile Velocity by Ken Sipe**

The agile development process is all about early and often feedback. One aspect of feedback is how is the team doing... Are we accurate in our estimates? Are we consistent in our velocity? As velocity varies, what is it telling me?

3:00 - 3:15 PM : BREAK

3:15 - 4:45 PM - Sessions

### **Session #31 : Enterprise Security API library from OWASP by Ken Sipe**

When it comes to cross cutting software concerns, we expect to have or build a common framework or utility to solve this problem. This concept is represented well in the Java world with the `loj4j` framework, which abstracts the concern of logging, where it logs and the management of logging. The one cross cutting software concern which seems for most applications to be piecemeal is that of security. Security concerns include certification generation, SSL, protection from SQL Injection, protection from XSS, user authorization and authentication. Each of these separate concerns tend to have there own standards and libraries and leaves it as an exercise for the development team to cobble together a solution which includes multiple needs.... until now... Enterprise Security API library from OWASP.

### **Session #32 : jQuery: Ajax Made Easy by Nathaniel Schutta**

Sure, Ajax might not be the hardest thing you'll have to do on your current project, but that doesn't mean we can't use a little help here and there. While there are a plethora of excellent choices in the Ajax library space, jQuery is fast becoming one of the most popular. In this talk, we'll see why. In addition to it's outstanding support for CSS selectors, dirt simple DOM manipulation, event handling and animations, jQuery also supports a rich ecosystem of plugins that provide an abundance of top notch widgets. Using various examples, this talk will help you understand what jQuery can do so you can see if it's right for your next project.

### **Session #33 : How to Approach Refactoring by Venkat Subramaniam**

You can't be agile if your code sucks. You know that you have to constantly refactor your code and design. But the questions is how? In this presentation, instead of looking at a laundry list of refactoring techniques, we will instead look at how to effectively approach refactoring and along the way discuss some core principles to look for.

### **Session #34 : 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)*

### **Session #35 : Cloud Computing Boot Camp on the Google App Engine by Matthew McCullough**

Cloud this, cloud that. It's all we are hearing about these days. And whether buzz-worthy or not, you need to get in-the-know so that you can talk effectively about how this could fit into the application strategy on your next project. Leverage 100s of hours of research distilled into a 90 minute presentation. Get bootstrapped with what cloud computing is and isn't, who the players are in this space, what unique features each offers, and then how Google is completely changing the game.

4:45 - 5:45 PM : 300 Sessions & Refactoring Workshop

## **Sunday, May. 23**

8:00 - 9:00 AM : BREAKFAST

9:00 - 10:30 AM - Sessions

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### **Session #36 : RESTful Web Services with JAX-RS by Brian Gilstrap**

Until recently, REST as an architectural style has suffered from a lack of understanding and serious lack of frameworks. Now that APIs and frameworks like JAX-RS and Jersey are here, why should you take the time to learn how to build RESTful services?

### **Session #37 : Agile UI by Nathaniel Schutta**

Some developers assume that agility and usability are mutually exclusive - in reality, they are extremely complimentary; if you squint, you might have a hard time telling the difference between agile practices and good user interface design. This usability talk is aimed squarely at developers giving you the tools you need to develop UIs that won't make your users yack. We'll discuss the importance of observation, personas, paper prototyping, usability testing and the importance of good moderators. In addition, we'll map the various aspects of user interface design to a typical agile iteration.

### **Session #38 : Using Test Doubles With Mockito by James Carr**

Good unit testing comes from testing the System Under Test (SUT) in isolation of the components it depends on to allow us to focus only on the behavior of our component and not have to worry about the added complexity of the other moving parts outside of it's bounds. However, the way that the SUT interacts with its collaborators is very important... we want to be able to specify these interactions as part of its behavior without violating encapsulation by either providing indirect inputs to the system or by verifying the indirect outputs. Test Doubles allow us to specify examples for the SUT's collaboration with dependent components by allowing us to stub dependencies to return canned results, or record interactions with a dependency to verify the indirect output from the SUT.

### **Session #39 : Polyglot OSGi by Matt Stine**

One of the greatest benefits of OSGi is its firewall-esque encapsulation of implementation details. The only traffic that gets in or out is the traffic that you explicitly specify; otherwise, all bets are off. The aspiring polyglot can bring in the right tool for the right job by hiding it behind OSGi services as an "implementation detail," provided that only Java language types are exported.

### **Session #40 : Automated Software Quality Control Tools by Pratik Patel**

This session is aimed at helping developers get started with automating the collection of software quality metrics. We'll cover continuous integration, automated code metrics gathering, and analysis of these metrics. The ability to be able to detect problems early, and also to write higher quality code early, helps avoid bugs and headache down the line. We'll cover some best practices around using and putting in tools to help achieve higher quality.

10:30 - 11:00 AM : MORNING BREAK

11:00 - 12:30 PM - Sessions

### **Session #41 : Tracer Bullet Development with OSGi by Matt Stine**

Tracer Bullet Development (TBD) is a technique that allows you to prove out the proposed architecture of your system by firing a "tracer bullet" through a vertical slice of your system that exercises all of its horizontal components. It has multiple benefits, including encapsulation, decoupled code, parallel code development, and more. OSGi is a specification for a dynamic module system for Java with multiple open source implementations. It allows you to modularize your system into "bundles" which essentially firewall their own classloader space. Objects running within a bundle can only see types that they explicitly import and only expose types that they explicitly export. They interact with other bundles by expose and consuming services which are registered under a public interface. It seems that Tracer Bullet Development and OSGi are a match made in heaven!

### **Session #42 : JavaScript Beyond the Basics by Nathaniel Schutta**

JavaScript is one of the most widely used languages around and yet its also one of the most misunderstood. With Ajaxified UIs becoming the norm, this humble language is once again at the forefront.

### **Session #43 : First-Class Builds With Gradle by Michael Easter**

If you work with Java, chances are good that your project's build system is verbose and complicated. It is only natural: many of our build tools are verbose and complicated. For all the stunning advances in libraries and languages on the JVM, they are usually aimed at our projects, and not our builds. Despite being essential, the build languishes behind in technology. Gradle is a nascent build tool that combines support for Ant and Maven with the fluidity and power of Groovy. From its strong documentation, to its advanced capabilities (e.g. multi-project builds), it is a bona fide contender in a brand-new era for build systems: an era where the build is treated as a first-class object.

### **Session #44 : Debugging your Production JVM by Ken Sipe**

So your server is having issues? memory? Connections? Limited response? Is the first solution to bounce the server? Perhaps change some VM flags or add some logging? In todays Java 6 world, with its superior runtime monitoring and management capabilities the reasons to the bounce the server have been greatly reduced.

### **Session #45 : Enterprise JPA & Spring 3.0 - Tips and Tricks for JEE 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

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affect the development, scalability and robustness of the application. This presentation will cover the advanced topics described below with a focus on the new persistence features in Spring 3.0 and JPA 2.0.

12:30 - 1:15 PM : LUNCH

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

2:15 - 3:45 PM - Sessions

### **Session #46 : Open Source Java Performance Tuning by Brian Gilstrap**

Performance tuning/troubleshooting is the poor stepchild of software development. There are many reasons for this, and often it boils down to justifying the purchase of tools and the time to learn them. As a result, when problems occur we often end up struggling to find ways to get results in short timeframes and with much more attention on our activities than is good for finding and fixing problems. What if you could skip the PO process and still performance tune?

### **Session #47 : Code Craft by Nathaniel Schutta**

Despite what some developers think, we spend a lot more of our time reading code, code that was often written by someone that isn't around anymore. How do we deal with this common scenario without resorting to burning our predecessor in effigy? Better, how can we write code in such a way that our successors will heap effusive praise upon us at the mere mention of our name? During this talk, we'll read actual code discussing ways it could be improved. As we work through real examples, we'll explore the importance of patterns, principles like SOLID and SLAP and essential practices like unit testing and continuous integration.

### **Session #48 : Grails Deep Dive by Dave Klein**

You've heard about how easy it is to build web apps with Grails. Maybe you've even seen the simple CRUD app in a blink of an eye, but do you want to see what Grails is really capable of? Then join us as we walk through the construction of a real web application with this powerful framework. Along the way we'll see how to take advantage of Grails' features like GORM, service classes, custom tags, and URL mapping. *Prerequisite: A general knowledge of what Grails is.*

### **Session #49 : Virtualization for development by Pratik Patel**

We've all heard about virtualization for deploying applications. How about leveraging virtualization for development? In this session, we'll look at some time saving tips and build a virtual VM for development and testing.

### **Session #50 : The Agile Guerilla by Matt Stine**

So you discovered agile software development this weekend. You've finally found the tools that you're going to use to fix your team. Do you rush in to work Monday morning with a slide deck in one hand and a baseball bat in the other, ready to bludgeon the first person who checks in untested code? How do you think that's going to work out for you? I can tell you from personal experience that it doesn't play out too well. There is a better way.

3:45 - 4:00 PM : BREAK

4:00 - 5:30 PM - Sessions

### **Session #51 : Clojure - Functional Programming for the JVM by Mark Volkmann**

Clojure is a dynamically-typed, functional programming language that runs on the JVM and provides interoperability with Java. A major goal of the language is to make it easier to implement applications that access data from multiple threads (concurrency).

### **Session #52 : Hacking Your Brain for Fun and Profit by Nathaniel Schutta**

The single most important tool in any developers 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 #53 : Grails Takes Care of the REST by Dave Klein**

Representational State Transfer (REST) is fast becoming recognized as the preferred web services architecture in many situations. REST provides a loosely coupled way for applications to communicate with each other across the web. The simplicity and expressiveness of REST make it a perfect fit for Grails. Grails provides a full stack framework with which to build RESTful applications, complete with persistence, a transactional service layer, logging, security services, and more. Whether you're building applications for a service oriented architecture or just want to add some integration points to your standard web apps, you can relax and let Grails take care of the REST.

### **Session #54 : Easy mobile development (iPhone, Android, Palm Pre, Blackberry) without native code by Pratik Patel**

So you have a great idea for an iPhone app, you've tried learning Objective-C, but it's just too hard. What about those other new platforms like Palm Pre and Android? Who wants to write the same app three times? Four times if you count Blackberry! Fear not, there

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is a much easier way for you to develop on the iPhone. Using a development style called "hybrid mobile applications" you can write apps for iPhone and other platforms using stuff you already know: HTML, CSS and Javascript. In this course, we'll go over the basics for hybrid development

### **Session #55 : 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.