

Rocky Mountain Software Symposium 2006

Renaissance Suites Flatiron - Denver, CO

May 05 - 07, 2006

(session listing as of 2/12/2006)

The No Fluff Just Stuff Software Symposium 2006 tour is pleased to announce the Rocky Mountain Software Symposium coming to Denver on May 05 - 07, 2006. You will have the opportunity to attend the best technically focused Java / Open Source event anywhere. We make this claim based on the following:

- 1) **Excellent Speakers with unparalleled access**
- 2) **Limited Attendance = 250 Registrants Max**
- 3) **No Vendors, No Sales Pitches, No Marketecture**
- 4) **Unmatched Value - less than 1/3 of the cost of a national conference**
- 5) **Since 2002, we have delivered over fifty(50) conferences throughout North America**

The No Fluff Just Stuff Software Symposium Series caters to individual developers, development teams, project managers, architects and independent consultants. The Rocky Mountain Software Symposium will offer 5 concurrent sessions over three days with over 55 sessions to choose from. The following topics will be featured:

- 1) .Net
- 2) Architecture
- 3) Client Side Java
- 4) XML / Web Services
- 5) Core Java
- 6) ServerSide Java

Registration Fees

Attendees	Before 4/10/2006	After 4/10/2006
1-4	\$725	\$825
5-9	\$650	\$725
10-14	\$625	\$700
15-24	\$600	\$675
25+	\$575	\$650

The Registration Fee includes the following:

- 1) All Access Pass to the three day symposium
- 2) Handouts from all sessions attended w/binder
- 3) CD with all presentational content @ registration
- 4) Custom NFJS Laptop/Backpack
- 5) Opportunity to win an iPod everyday during the symposium raffle

Go to <http://www.nofluffjuststuff.com> for more details.

Questions/Comments: Contact Jay Zimmerman: jjzimmerman@nofluffjuststuff.com or (303)469-0486.

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Unit Testing Java Objects with Groovy by Andrew Glover

What makes Groovy particularly appealing with respect to other scripting platforms is its seamless integration with the Java platform. Because it's based on the Java language (unlike other alternate languages for the JRE, which tend to be based on earlier predecessors), Groovy presents an incredibly short learning curve for the Java developer. And once that learning curve has straightened out, Groovy can offer an unparalleled rapid development platform.

Practically Groovy: Real World Groovy for Thrill Seekers by Andrew Glover

The key to incorporating any tool into your development practice is knowing when to use it and when to leave it in the box. Dynamic languages can be an extremely powerful addition to your toolkit, but only when applied properly to appropriate scenarios.

Taking Quality to the Next Level through Code Coverage Analytics by Andrew Glover

Understanding what code coverage represents, how to effectively apply it, and how to avoid its pitfalls will give you an unprecedented understanding of how unit tests may or may not be covering you from sneaky defects.

Introduction to Ajax by Ben Galbraith

Ajax -- called DHTML just a few months ago -- has revolutionized (or "radically iterated", if you like) web application development in the short few months since the term was coined. What is it all about? Why are we excited about a set of capabilities that have been sitting in our browser for years? What can you do with it? And, how can you do it?

Ajaxian JavaScript Frameworks by Ben Galbraith

In the "Introduction to Ajax" session, we discuss what Ajax is, how it works, and how others are using it. This session goes deeper into Ajax by reviewing the existing JavaScript frameworks that aim to make it easier.

Web Client, Desktop Client, Flash Client, or What? by Ben Galbraith

In this new world (called by some Web 2.0), when does it make sense to do rich clients anymore? Does it ever? How when should Flash be used, if at all? This session will discuss each of these technologies and provide a discussion on when it makes sense to use them.

Introducing the Semantic Web by Brian Sletten

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

Experiencing the Semantic Web by Brian Sletten

If you attended the "Introducing the Semantic Web" talk or have been paying attention, you understand where much of the current Web falls down. By building on languages like RDF and OWL our software will be able to do more for us to improve search and knowledge discovery. This talk is a more hands on introduction to using the core technologies of the Semantic Web for managing, storing querying and inferencing over metadata.

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

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

Applied Design Patterns by Brian Sletten

Just about every modern software developer has a copy of the Gang of Four "Design Patterns" book sitting on a shelf; many of them have actually read it. The dark secret of the patterns community is that there is

often a large gulf between whiteboard simplicity and real-world complexity. Language choice plays a part in the design (and even importance) of patterns. The situation is made even more confusing by the fact that many of the core patterns have now been "voted off the island" for one reason or another. This talk will give a pragmatic overview of the motivations behind design patterns and will focus on applying a handful of the GOF patterns to example scenarios in Java, Ruby and C#. A quick introduction to the role AOP plays in changing the patterns landscape will also be covered.

Developing Rich Domain Models by Chris Richardson

Object-oriented design (OOD) is good way to tackle the complexity of modern applications. Yet many complex, enterprise Java applications are written in a procedural style. One reason is because EJB2 created too many obstacles to using object-oriented design techniques.

Business logic organization and encapsulation strategies by Chris Richardson

Key to making good design decisions is knowing the available options and understanding their respective benefits and drawbacks. This presentation looks at two important design decisions that you must make when developing the business logic for an enterprise Java application: how to organize the business logic and how to encapsulate the business logic. The first part of the talk describes the two main ways to organize business logic: an object-oriented design (a.k.a domain model) and a procedural design (a.k.a. transaction script). You will learn how to implement the business logic using each of these approaches and which lightweight frameworks to use. We will cover the criteria that you can use to decide between the two approaches.

Comparing EJB 3 with Spring and Hibernate by Chris Richardson

The limitations of EJB2 led to the development of the extremely popular Spring and Hibernate frameworks. These frameworks replaced the cumbersome EJB2 programming model with a nimble, non-invasive Plain Old Java Object (POJO) #based model. But, now, the EJB3 specification has embraced many of the ideas made popular by Spring and Hibernate including POJOs, transparent persistence and dependency injection.

Herding Racehorses and Racing Sheep by Dave Thomas

Are you frustrated by experts who can't tell you what to do, or by junior team members who refuse to see the big picture? How can you best develop careers: both yours and those of your teammates and managers? How can we learn to apply experience more effectively, and why do the many approaches designed to tame complexity actually end up increasing it?

Testing your Rails Application by Dave Thomas

The Ruby on Rails framework has unit and functional testing baked right in. In this talk we'll see how easy it is to get started with testing in Rails, and we'll explore just how deep the testing support goes.

Using Ajax with Ruby on Rails by Dave Thomas

Ajax is becoming a requirement for new applications: it creates richer user experiences and more dynamic applications. However, doing Ajax by hand is difficult and error prone. The good news is that if you use Rails, you don't have to do Ajax the hard way.

Ruby on Rails by Dave Thomas

The Ruby on Rails framework has exploded onto the scene over the last few months. Propelled by some genuine benefits, and fueled by a whole lot of controversy, Rails seems here to stay. So, is it a Java killer? (No.) Is it a great way to develop certain classes of web application? (Yes.) Does it really deliver the 10-fold increase in developer productivity that some have claimed? (It depends...)

Creating, Tracking, and Using User Stories by David Hussman

The questions around user stories are many, and the list is only growing larger as their popularity of increases. Many organizations are on their path to adopting stories as requirements vehicles, possibly struggling with story writing as well as finding a way to fit them into their organization. The participants of this session will become agile customers and product owners, creating stories for project, organizing them into themes, and using them during mock planning activities. We will also discuss how to connect to product owners outside the project community and briefly review several tools for tracking and managing user stories.

Losing The Battles and Winning the War: Adopting Agile by David Hussman

Adopting agile is different for each company, but most companies will go through some amount of change during the adoption of agile. This session will discuss some of the most common difficulties for adopting agile and provide various plans of attack. The session will start with a listing of issues for the session participants, and some portion of the session will be dedicated to an open forum where the presenter will address the

issues collected.

Shale: Turbo-charge your JSF Apps by David Geary

Struts is the most popular Java-based Web application framework today, but that's rapidly changing. There's a newcomer on the block, a leaner, meaner, better-designed framework loosely based on Struts that's poised to dethrone Struts as the reigning king of Java-based web application frameworks. That framework, of course, is JavaServer Faces. Craig McClanahan, the father of Struts and the co-spec lead for JSF 1.0, has proposed reinventing Struts for Struts 2.0 as a set of services for JSF applications. That new framework, which has no direct ties to Struts as we know it, is called Shale.

JavaServer Faces: A Whirlwind Tour by David Geary

JavaServer Faces (JSF) has arrived. The standard Java-based web application framework based on Struts, JSF really took off in 2005. Embraced by developers, vendors, and open-source projects, JSF has started to hit its stride. If you haven't come up to speed on JSF basics, this is the place to start.

#Show Me the Numbers# - Agile Planning Tools and Techniques by David Hussman

As agile grows, so too do the questions for how to track and communicate progress within the project community as well as to upper management and others interested in progress. This session will focus on tools and techniques for tracking an agile project plan from creation to project completion. We will create a simple plan in a planning tool, and run a mock project, showing how the plan addresses: communicating progress, addressing missed estimates, scope modifications, and more.

JSF: State of the Art by David Geary

In 2005, JSF hit its stride, as evidenced from overwhelming support from both vendors and the open-source community. JSF 1.0 had plenty of holes, but open-source projects have arisen to address those needs. This session takes a look at three of those projects:

- Tomahawk (MyFaces component library)
- Facelets
- Seam

The Evolution of Agile by David Hussman

What does it mean to do #agile development#? As the agile movement grows, so too do the number of brands and practices associated with agile. This session will cover: a brief history of agile methods and their basics, how agile is being used today, how agile works in different environments and some of the cutting edge topics in agile community.

Ajaxian Faces by David Geary

JavaServer Faces is a perfect platform for implementing Web 2.0 interfaces with Ajax. This session explores how you can use these two potent technologies--JSF and Ajax--together to create applications that look and behave like desktop applications but run in the browser.

Killer Web UIs by David Geary

User interfaces are usually the most turbulent aspect of an application during development. Constant tinkering with the UI means constant changes to your code, so as a UI developer, you want to minimize the scope and effects of those code changes. Open-source Java provides two powerful software packages that help you manage UI complexity: Tiles and Sitemesh. Tiles composes webpages from discrete regions of your user interface known as tiles. A tile contains a JSP page for layout and one or more JSP pages for content. Sitemesh decorates webpages with decorators that can be associated with URL patterns. Once you set up your decorators, you can decorate pages that match a decorator's URL pattern.

The Agile Enterprise by David Hussman

As with many methodologies, moving agile into larger organizations poses larger challenges. There are many factors outside the developer world that can crash all the benefits of agile without regard to its success. This session will address how agile interacts with enterprise concepts like SOA, cross team collaboration / program management, and tracking at the enterprise level # and more. Various tools and techniques will be discussed, and at least part of the session will include Q/A for the presenter to field specific questions about your organization.

All Roads Lead to.. AOP? by Eitan Suez

An exercise in refactoring, playing with Java 5 annotations, varargs, JUnit, and more (see detail description for more).

Cascading Style Sheets: a Programmer's Perspective by Eitan Suez

Today, the Cascading Style Sheets (CSS) specification is well supported by the major browsers (Mozilla,

Safari, IE). CSS has become a practical tool for web content publishers that has helped turn heavy, buggy, and hard-to-maintain web sites into lean, clean, and stylish ones. CSS is sometimes stereotyped as a technology geared for graphic designers and artists. I beg to differ: I see CSS as a refactoring tool for content publishers and one that encourages content to become more strongly semantic. Come see a developer's perspective on CSS and how it can be applied to refactor your web content.

XML Data Binding with JiBX by Eitan Suez

JiBX is an open source XML data binding API for Java. JiBX is younger than most other APIs in this space (Castor XML, BEA XMLBeans, JAXB). JiBX's philosophy on data binding is that: [a] databinding should be fast, and [b] databinding frameworks should allow for the divergence and evolution of your codebase from its xml representation. JiBX excels on both counts and consequently is a practical tool for the purpose of data binding. In this session, Eitan will be covering all aspects of Dennis Sosnoski's JiBX framework.

Hibernate by Example by Eitan Suez

This talk covers the core of the Hibernate Object/Relational Mapping framework by example; that is: in a hands-on manner.

Creating Tapestry Components by Howard Lewis Ship

In Tapestry, components are not an add-on; in fact, anything but! Tapestry components are integral to the entire framework # if something dynamic is going on in a page, there's a component involved.

Pragmatic Unit Testing with JUnit and EasyMock by Howard Lewis Ship

You've heard about unit testing but were daunted when it came time to put the pedal to the metal. That's because JUnit is just one tool and there's others you need to learn about, including the wonderful and wierd EasyMock.

Tapestry In Action by Howard Lewis Ship

An introduction to the Jakarta Tapestry web application framework, which will explain the concepts and features of the framework while live coding simple applications. Tapestry forms, request cycle, component object model, and the use of several important components (including the powerful Table data grid) will be featured.

SOA and ESB: Next Wave of Enterprise Development or Return of the Son of CORBA? by Neal Ford

Are Service Oriented Architecture and Enterprise Service Buses the next wave of distributed computing or just the same old crap in a shiny new package? This session provides an overview of what most people agree is the definition of SOA and some of the characteristics of ESBs. I talk about EAI, your MOM, SOA, ESB, and all the other acronyms I can come up with.

Pragmatic Extreme Programming by Neal Ford

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

The Productive Programmer by Neal Ford

This session shows you how to become a more productive programmer every day by using tools that you didn't know you already had.

Holistic Testing by Scott Davis

Mark Twain once said, "Everyone talks about the weather, but nobody does anything about it." Do you feel the same way about Unit Testing? Are you actively testing your code, or are you just thinking about testing your code... some day... once you get some more free time...

Real World Web Services by Scott Davis

Jonathon Schwarz (President and COO of Sun Microsystems) calls it #The Participation Age#. Tim O'Reilly (Founder and CEO of O'Reilly Media) calls it #Web 2.0#. Regardless of the name, the web is moving away from a static web page publishing model towards a Service-Oriented Architecture (SOA) model where the data is at least as important as the presentation, if not moreso.

Easing into Agile by Scott Davis

How do you get started with an Agile development methodology? Everyone has been talking about eXtreme Programming for years, but how do you get it introduced to your team? Many times, you're not simply transitioning from from one methodology to another -- you're introducing a methodology for the first time.

Adding structure to a previously unstructured endeavor. Adding a touch of discipline where programmers once roamed free.

Advanced Hibernate by Stuart Halloway

Hibernate is easy to get started with, but can sometimes be hard to make efficient or secure. In fact, the default settings for Hibernate create applications that will run slowly, cause unwanted round trips to the database, and may be more restrictive and/or permissive from a security standpoint than you would otherwise want.

Spring Fundamentals by Stuart Halloway

The Spring framework is one of the fastest growing open source frameworks. New job postings are gaining rapidly, and many customers are adopting Spring instead of heavier alternatives. In this session, we'll introduce Spring. You'll see how Spring can give you much of the power of EJB, without the complexity or pain.

Spring Dependency Injection by Stuart Halloway

Dependency Injection (DI) is the cornerstone of Spring. The core concept is quite simple, but (surprise!) actual practice can become complex. To take full advantage of Spring DI, you need to understand not only the basics on configuration, but also the container lifecycle model and the various hooks provided by the framework.

Java Platform Security and JAAS by Stuart Halloway

The Java platform is built from the ground up with security in mind. This talk will introduce the security features of the J2SE, building quickly from the basic classes to realistic examples.

Spring AOP by Stuart Halloway

Learn to use Spring AOP, aspect injection. and AspectJ integration

Programming Java Concurrency by Stuart Halloway

Java has always provided a model for concurrency and threads. With Java 1.5, this model received a major facelift. Learn how to use the new concurrency utilities to build responsive, scalable, and correct concurrent applications.

Ajax Architecture by Stuart Halloway

Ajax applications have unique architectural challenges and opportunities. This presentation will show you how to take advantage of the Ajax's strengths, and work around its quirks.

J2EE Web Services @ Work by Tom Marrs

Have you tried to deploy J2EE Web Services and thrown up your hands in frustration at the lack of tool support? Have you been confused by the tangled web of new deployment descriptors? Do you want to know how to develop and deploy J2EE-compliant Web Services so that it works every time? If so, then this talk is for you. at the lack of tool support? If so, then this talk is for you.

JBoss @ Work: Tips and Tricks by Tom Marrs

You've been using JBoss for a while, but you scratch your head and ask, "This is a nice application server, but how do I ...?" Or maybe you've worked with other J2EE servers and you'd like to make your applications work on JBoss. If so, then this talk is for you.

Java 5 Features, What's in it for you? by Venkat Subramaniam

A number of new features have been introduced in Java. What benefit do these features offer you. Are there issues with using these features. For instance, when should you use annotation? The objective of this presentation is not simply to introduce you to the features, but to the effective use of these as well.

Practices of an Agile Developer by Venkat Subramaniam

You have worked on software projects with varying degree of success. What were the reasons for the success of your last project? What were the reasons for those that failed? A number of issues contribute to project success - some non-technical in nature. In this presentation the speaker will share with you practices in a number of areas including coding, developer attitude, debugging, and feedback. The discussions are based on the book with the same title as the talk.

Refactoring your code - a key step in agility by Venkat Subramaniam

Refactoring is one of the core practices in Agile Software Development. Refactoring is based on some core principles that apply to more than writing good code. But, what's refactoring? Why should you do it? How do you go about doing that? What tools are available to successfully refactor your App?

Working with Rules Engines by Venkat Subramaniam

Rule based programming allows us to develop applications using declarative rules. These can simplify development in applications where such rules based knowledge is used for decision making.

Open Source Tools for Agile Development by Venkat Subramaniam

As a Java developer, you have taken the time to learn the basics of the language and relevant parts of its rich API. However, you need more than that to develop serious industrial strength applications. In this presentation, the speaker will introduce you to a number of open source tools which you can use to improve your application quality and your development process.

Portal Standards and implementation by Venkat Subramaniam

Portals and Portlets allow you to personalize your web application. However, developing and deploying portlets across different portals can be a challenge. What is WSRP and JSR-168. How are these related and how are these different? Are these competing technologies or do they work with each other?