

Southern Ohio Software Symposium 2006

Sheraton Cincinnati North Hotel - Cincinnati, OH

August 04 - 06, 2006

(session listing as of 8/5/2006)

The No Fluff Just Stuff Software Symposium 2006 tour is pleased to announce the Southern Ohio Software Symposium coming to Cincinnati on August 04 - 06, 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 75 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 Southern Ohio Software Symposium will offer 5 concurrent sessions over three days with over 55 sessions to choose from. The following topics will be featured:

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

Registration Fees

Attendees	Before 7/10/2006	After 7/10/2006
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) Great NFJS Swag
- 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: zimmerman@nofluffjuststuff.com or (303)469-0486.

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Effective Teams: The dirty little secret by Bruce Tate

Most conferences will try to tell you that the secret to good software development lies with a process, or a technology, or an architecture. Here's a dirty little secret. You can build working software with an outdated two tier architecture, a waterfall process and COBOL. How? By building a great team.

Java/Ruby Integration with JRuby and ReST by Bruce Tate

You can have rapid web development with Rails without losing access to your critical Java code. With the explosion of the Ruby programming language, more developers will need a strategy for letting Java and Ruby interoperate. This session explores two strategies: JRuby and Rails-based web services.

Politics of Persistence by Bruce Tate

This session will help a Java developer choose a persistence framework. After the session, you will # Understand the core strengths and weaknesses of the main persistence frameworks in the Java space # Understand where marketing influences can impact persistence # Know what's going on behind the scenes to impact the persistence pictures # Answer questions about persistence frameworks that might not be mainstream

What's New in Spring 2 by Bruce Tate

In this session, we'll review the new features of Spring 2.0. If you've been using Spring 1.x, you'll want to hear about the improvements.

Where Agile meets Argyle: New processes in established companies by Bruce Tate

Agile programming is a collection of core principles and techniques that allow software developers to create lighter, more responsive applications, and to have fun doing it. Many established organizations are either openly or sub-consciously hostile to many of the principles of Agile development.

Trails: RAD That Ain't Bad by Chris Nelson

The Trails framework aims to take a new approach to Rapid Application Development in Java using proven frameworks like Spring, Tapestry, and Hibernate. By eliminating redundant steps in the development process and stressing convention over configuration, Trail can greatly accelerate development of RDBMS persistent web applications.

Creating, Telling, and Tracking User Stories by David Hussman

The participants of this session will become agile customers and product owners, using personas to create stories for a sample product development.

Losing Battles and Winning Wars: 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.

Ready, Set, Agile? by David Hussman

As with many methodologies, moving agile into an organizations poses larger challenges. Before jumping in, it helps to ask a few questions before "racing toward agility". This session will provide 3 tactical steps that can help your adoption of agile.

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

This session will focus on tools and techniques for tracking an agile project plan from creation to project completion.

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.

Extreme Agility with jMatter by Eitan Suez

The jMatter framework is a modern implementation of the Naked Objects Architectural Pattern using Swing, Hibernate, and deployed with Java WebStart. This open-source framework produces 2-tier workgroup apps (Swing front-ends that talk to rdbms back-ends) intended to be used in a LAN or VPN environment. Developers using a Naked Objects style framework focus on building a behaviourally complete domain model and leave everything else (UI, persistence, etc) to the framework. By focusing on the domain model only, jMatter claims to offer 10x productivity for building Swing workgroup apps. Come discover jMatter in a hands-on presentation where we'll be developing a live application and hold discussions about this new empowering style of producing business applications.

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.

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.

Pragmatic Unit Testing with TestNG 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 and the easy and powerful TestNG.

Tapestry In Action (Part One) 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 mode. The use of several important components (including the powerful Table data grid) will be featured.

Tapestry In Action (Part Two) 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.

EJB 3 Part 1: Core Spec and Spring Comparison by Mark Richards

The new EJB 3 specification (JSR-220) offers some great improvements over the prior EJB specs in terms of development simplicity and new features. In this session we will explore in detail some of the new features of the core EJB 3 specification. Included in this session will be defining and accessing session beans, JTA transaction management, declarative security, and interceptors. During the session I will demonstrate the new features of EJB 3 through interactive coding examples. We will then look at how the EJB 3 specification differs from the Spring Framework, where each is useful, and speculate as to what will happen in the future with these two frameworks. This session is part one of a two-part EJB 3 session (part two covers the new Java Persistence API).

EJB 3 Part 2: Java Persistence API (JPA) by Mark Richards

In addition to providing a simplified API, the new EJB 3 specification (JSR-220) defines a standard ORM Java Persistence API (JPA) that replaces those nasty Entity Beans that were part of the EJB 2.x specification. As you will see in this session, JPA bears a striking resemblance to popular ORM solutions like Hibernate and Toplink. In this session we will explore in detail the new Java Persistence API offered by JSR-220. We will start by discussing the overall design and architecture of the JPA and how the major components within JPA interact. We will then look at defining mapping objects (entities) and how to use the EntityManager to manage these entities. Through interactive coding examples we will see how to use the JPA for simple queries, complex queries, and finally stored procedures. This session is part two of a two-part EJB 3 session.

Java EE Command Pattern Architecture by Mark Richards

Tired of dealing with EJBs but cannot use other frameworks like Spring? How would you like to replace all of your remote Stateless Session Beans with POJOs and still access them remotely within Java EE? By using the Java EE Command Pattern we can write EJBs as POJOs and solve many of the issues facing EJB, including testability, configuration complexity, and performance, and still remain within our behemoth Java

EE environment. The Java EE Command Pattern is a simple pattern that can significantly reduce the complexity of large-scale Java EE enterprise applications. In this session we will explore the numerous issues facing a typical EJB architecture and learn how the use of the Java EE Command Pattern can solve these issues. We will walk through the different design alternatives and see how the command pattern is implemented. Through interactive coding examples you will learn what components make up the Command Pattern framework and what simple coding changes are required to convert a complex remote EJB-based application to a much simpler remote POJO-based application. Finally, we will see how the Java EE Command Pattern helps facilitate the move towards Service Oriented Architecture (SOA)

Understanding the Role of an ESB by Mark Richards

The Enterprise Service Bus is an integral part of any Service-Oriented Architecture. It is the glue that binds the business services to the client applications. There are many ESB third-party products and solutions in the marketplace, but in most cases these products only serve to further confuse us in terms of what an ESB is, particularly when you consider that an ESB is really an architectural component that has many different implementations. In this session we will take a detailed, product-agnostic look at the role of an ESB and the capabilities an ESB must provide. Through this session you will learn what an ESB is, the role of an ESB, what capabilities it provides, and the various ways an ESB can be implemented. We will also take a close look at the Java Business Integration (JBI) specification (JSR-208) and see what impact it will have with the ESB world. With the information from this session you will learn how to determine your own specific requirements for an ESB and then match those requirements to the product space rather than having the tail wag the dog!

Foundations of Ajax by Nathaniel Schutta

Seemingly overnight, Ajax has gone from an obscure acronym to, well, having conferences devoted to it. People are often surprised when they learn that Ajax isn't really anything new - so if it's yesterday's technology, why all the hype? This talk will examine the course of events that led up to the current love affair with richer client applications. We'll talk examine the technologies that power an Ajax application and discuss how to work with them - and then we'll examine a number of frameworks that will do much of the heavy lifting for us!

Pragmatic Usability (aka, Software Engineer's Guide to Usability) by Nathaniel Schutta

While some companies have the luxury of a full time usability team, most of us have to make do on our own. Sure, it might be easier (and more comfortable) to focus on all the hip back end goodness, but if your user interface makes users yack, your product is doomed.

Clean Up Your Code: 10 Java Coding Tricks, Techniques, and Philosophies by Neal Ford

This session delivers 10 techniques for improving your code, whether you are freshly graduated or a grizzled veteran.

Real-world Agile Development by Neal Ford

Lots of developers want to use Agile development technique but don't know where to start. This session discusses how to get started with Agility, the key benefits you can expect, and the pitfalls to avoid.

Ruby for Java Developers by Neal Ford

This session introduces Ruby, aimed specifically at Java developers.

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

Is Service Oriented Architecture 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. I talk about SOA, ESB, CORBA, your MOM, and a bunch of other acronyms.

Testing with Selenium by Neal Ford

This session describes the use and workings of Selenium, the open source web user interface testing tool.

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.

Domain Driven Design with AOP and DI by Ramnivas Laddad

Domain Driven Design (DDD) suggests dealing with complex software system using a domain model and preserving the model in implementation. Since domain model entities have rich behavior, so should their software implementation artifacts. A direct mapping between domain model and software artifacts create

simple-to-understand, inexpensive-to-implement, and easy-to-evolve systems. While the idea behind DDD isn't new and the value is easily understood, many implementations do not adhere to its principles. This disconnection may be due to many obstacles in implementing it. Combining Dependency Injection (DI) with a full-fledged aspect-oriented programming (AOP) system such as AspectJ help overcome many obstacles.

Enterprise AOP with AspectJ by Ramnivas Laddad

Enterprise application development is a gold mine for applications of AOP. There are many crosscutting concerns found in a typical enterprise application, ranging from well-known security and transaction management to application- and technology-specific concerns. Using AOP leads to implementations that are easy to understand and easy to change.

Introduction to Aspect-oriented Programming with AspectJ by Ramnivas Laddad

Aspect Oriented Programming (AOP) enables modularizing implementation of crosscutting concerns that abound in practice: logging, tracing, dynamic profiling, error handling, service-level agreement, policy enforcement, pooling, caching, concurrency control, security, transaction management, business rules, and so forth. Traditional implementation of these concerns requires you to fuse their implementation with the core concern of a module. With AOP, you can implement each of the concerns in a separate module called aspect. The result of such modular implementation is simplified design, improved understandability, improved quality, reduced time to market, and expedited response to system requirement changes. Come to this session and learn all about how AOP can help you simplify developing complex systems.

Testing Strategies for Web Applications by Ramnivas Laddad

Ever wondered if you can automate testing of your web application, but couldn't produce a satisfactory solution? If so, this is the session for you! Attend this session to understand the alternatives you have for unit and functional testing of web applications.

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 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.

Guerrilla Web Techniques by Scott Davis

Frameworks? We don't need no stinkin' web frameworks. OK, so maybe that's overstating the case. Web frameworks do plenty of good things, but sometimes they can also be golden handcuffs. Too many web developers fall into the trap of thinking, "If it can't be done by my web framework, then it simply can't be done."

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

In this talk, we'll survey the web services exposed by leading websites (Google, Yahoo, Amazon, eBay) and discuss how they are driving the AJAX revolution. You'll see examples of RESTful, SOAP, and JSON web services, as well as the strengths and weaknesses of each.

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.

JavaScript for Ajax Programmers by Stuart Halloway

This presentation covers JavaScript from the perspective of an Ajax programmer. We assume that you may be using an Ajax toolkit, but still need to be able to read, modify, and test the JavaScript code in your application. You will learn the common idioms of JavaScript by looking at working code from the Ajax toolkits themselves.

Prototype: Ajax and JavaScript++ by Stuart Halloway

Learn to simplify Ajax development with Prototype through a series of real-world examples. Along the way, learn to code in Prototype's modern JavaScript style, taking advantage of Prototype's extensions to

JavaScript's object model

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.

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 Security with ACEGI by Stuart Halloway

Spring offers developers a simpler, more robust method for configuring applications. These benefits extend to security through the ACEGI framework. ACEGI makes the otherwise daunting task of securing your application logical and straightforward. More importantly, through its support for single sign-on provision through Yale's CAS system and its ability to provide instance-level authorization, Spring extends the common security model of most J2EE apps beyond what they are traditionally capable of.

What's New in Rails 1.1? by Stuart Halloway

Rails 1.1 is a major new release, with features in every area. We'll cover the most powerful new features, showing the strengths of Rails and of Ruby itself. You'll see not only how to use the new features, but implementation details that you can use to add your own new features.

Extend the Customization Possibilities of Your Java App with Scripts by Ted Neward

Ever wished you could just put parts of your program in end-users' hands and let them build the infinite little changes they want? Ever thought about how you might make your application more robust by writing less code, not more? Embed a scripting engine into your application--complete with the safeguards necessary to ensure that users can't do anything they shouldn't be able to--and release yourself from the Principle of Perpetual Enslavement.

Java5: The Language, The Libraries, The VM by Ted Neward

Java5 introduced a whole slew of new features, including annotations (JSR 175), new language features (the enhanced for loop, generics, static imports, and more), new library support (java.lang.instrument, among others), and some interesting enhancements to the virtual machine itself.

Effective Enterprise Java: State Management by Ted Neward

Managing state--both transient state (like your shopping cart) and your durable state (like your order placements, your inventory management forms, and so on)--is tricky in an enterprise application. In this talk, we'll examine some of the trickiness, both high-level and low-level.

Pragmatic XML Services by Ted Neward

There's a lot of talk about web services, and most of it falls into one of two categories: lots of low-level talk about vendor-specific tools and extensions, or lots of high-level talk that never shows you a line of code. XML services aren't that hard, and in this talk, we'll see how, why and when to do one.

Get Groovier with Grails by Venkat Subramaniam

Inspired by the Ruby on Rails project, Grails brings the ease of web development and "convention over configuration" to the Java platform. We will learn how to create web applications using Grails, how to integrate it with Hibernate, and how to Ajax it, all using the built-in features of Grails. This section assumes that you are familiar with Groovy or you have attended the #Groovy for Java Programmers session. The session will be example driven with live coding where we will build a web application from scratch.

Groovy for Java Programmers by Venkat Subramaniam

Object-oriented scripting languages, or agile dynamic languages, as some like to call those, are gaining programmers' attention. Groovy brings this excitement to the Java platform with its ability to generate byte code. You can use Groovy instead of Java for some parts of your application. By learning it, you can switch between the languages where you consider fit.

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.

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.

Programming with Mock objects by Venkat Subramaniam

You are convinced that Test Driven Development is good for you and your project. You realize the benefits it has to offer. What's holding you back? All the code and components that your code so heavily depends on is most likely making you wonder if TDD is really for you. We will start out by looking at dependency and dependency inversion. Then we will discuss how mock objects can help separate our code from its dependencies.

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.