

High Level Design Doent Sample

Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development. Practitioners have increasingly discovered that close attention to a software system’s architecture pays valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. Documenting Software Architectures, Second Edition, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition: Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models Guidance for documentation in an Agile development environment Deeper treatment of documentation of rationale, reflecting best industrial practices Improved templates, reflecting years of use and feedback, and more information layout options A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system Reference guides for three important architecture documentation languages: UML, AADL, and SysML

It’s axiomatic to state that people fear what they do not understand, and this is especially true when it comes to technology. However, despite their prevalence, computers remain shrouded in mystery, and many users feel apprehensive when interacting with them. Smartphones have only exacerbated the issue. Indeed, most users of these devices leverage only a small fraction of the power they hold in their hands. How Things Work: The Computer Science Edition is a roadmap for readers who want to overcome their technophobia and harness the full power of everyday technology. Beginning with the basics, the book demystifies the mysterious world of computer science, explains its fundamental concepts in simple terms, and answers the questions many users feel too intimidated to ask. By the end of the book, readers will understand how computers and smart devices function and, more important, how they can make these devices work for them. To complete the picture, the book also introduces readers to the darker side of modern technology: security and privacy concerns, identity theft, and threats from the Dark Web.

““This is the single best book on software quality engineering and metrics that I’ve encountered.” --Capers Jones, from the Foreword Metrics and Models in Software Quality Engineering, Second Edition, “is the definitive book on this essential topic of software development. Comprehensive in scope with extensive industry examples, it shows how to measure software quality and use measurements to improve the software development process. Four major categories of quality metrics and models are addressed: quality management, software reliability and projection, complexity, and customer view. In addition, the book discusses the fundamentals of measurement theory, specific quality metrics and tools, and methods for applying metrics to the software development process. New chapters bring coverage of critical topics, including: In-process metrics for software testing Metrics for object-oriented software development Availability metrics Methods for conducting in-process quality assessments and software project assessments Dos and Don’ts of Software Process Improvement, by Patrick O’Toole Using Function Point Metrics to Measure Software Process Improvement, by Capers Jones In addition to the excellent balance of theory, techniques, and

The Information System Consultant’s Handbook familiarizes systems analysts, systems designers, and information systems consultants with underlying principles, specific documentation, and methodologies. Corresponding to the primary stages in the systems development life cycle, the book divides into eight sections: Principles Information Gathering and Problem Definition Project Planning and Project Management Systems Analysis Identifying Alternatives Component Design Testing and Implementation Operation and Maintenance Eighty-two chapters comprise the book, and each chapter covers a single tool, technique, set of principles, or methodology. The clear, concise narrative, supplemented with numerous illustrations and diagrams, makes the material accessible for readers - effectively outlining new and unfamiliar analysis and design topics.

Concepts, Principles, and Practices

Data Management, Analytics and Innovation

Game Design Workshop

A Practical Guide to Content Development for Interactive Media

Integrating Testing, Security, and Audit

The Computer Science Edition

Expert One-on-One J2EE Design and Development

Annotation This resource for technical end users and developers describes an approach to data conversion using Java and C++ that is open, nonproprietary, standards-based, and portable. IT consultant Rawlins offers a tool kit of techniques and utilities for performing common enterprise application integration (EAI), business-to-business (B2B) or electronic data interchange (EDI) data conversion operations using XML. The techniques are illustrated through the building of converters for legacy formats. Annotation (c)2003 Book News, Inc., Portland, OR (booknews.com)

TSPI overview: The logic of the team software process; The TSPI process; The team roles; Using the TSPI Teamwork.

In The Other Blended Learning, Diann Wilson and Ellen Smailanch explain how to successfully blend a variety of learning methods including mentoring, coaching, on-the-job training, and e-learning around classroom-delivered content. Though blended learning is most often associated with e-learning, this “other” blend allows how to maximize the classroom experience to aid learning transfer and improve performance. Written in an easy-to-use format, The Other Blended Learning offers a practical guide for understanding and implementing a successful blended learning approach in any organization no matter what its size or mission.

“...the authors provide very sound and realistic advice for the types of projects envisaged, not necessarily only IT projects. For readers in senior positions, the book provides a good read and actionable advice and templates for advancing the cause of the enterprise at its upper levels. After all, as the authors observe, “The next decade of digital business will see continued pressure for organizations to react quickly to changing conditions in the economy, market, and competition.” --R. Max Wideman, Fellow, PMI Every year technology projects face hard decisions about how to mitigate risk and address challenges as teams work on creating useful solutions to deliver promised business value. Those decisions impact scope at every step and help to evolve it until the final product is delivered and implemented. Scope can longer be set in stone! This book will help project teams understand how and when scope changes and evolves as a part of a living-development process by answering the ultimate question: “Are we doing the right things the right way?” Going Beyond the Waterfall explains how to define scope at the outset of a project. It provides a solid model for predicting and managing solution scope across a project life cycle where the decisions and

actions of every team member contribute to that evolutionary process. In addition, it identifies the impacts that key tasks and activities will have on scope and how each can be managed effectively to prevent unnecessary scope creep and reduce run-away projects.

The Ultimate Guide to Video Game Writing and Design

The Information System Consultant’s Handbook

Fundamentals of Game Design

The Group Session Approach to System Design

Writing for Multimedia and the Web

Metrics and Models in Software Quality Engineering

The Office of Environmental Management Technical Reports

IBM® i2® Integrated Law Enforcement is an IBM Smarter Cities® solution that addresses the needs of modern-day law enforcement agencies. It is a solution framework that provides the individual capabilities of the products that comprise the solution and extended capabilities developed through the synergistic integration of those product components. As a framework, IBM i2 Integrated Law Enforcement allows for the continuous expansion of capabilities by putting together building blocks within the system and integrating with new, external systems. In doing so, an organization can respond and adapt to its changing needs. Simply stated, the configuration, integration, and implementation of IBM i2 Integrated Law Enforcement and its components provide the tools for more effective law enforcement. This IBM Redpape™ publication explains the technology and the architecture on which the solution is built. Most importantly, this paper enables technical teams to install, configure, and deploy an instance of the i2 Integrated Law Enforcement solution using the product i2 Intelligent Law Enforcement V1.0.1. This paper is targeted to solution architects, system and deployment engineers, security specialists, data management experts, system analysts, software developers and test engineers, and system administrators. Readers of this paper will benefit from the IBM Redguide™ publication “Integrated Law Enforcement: A Holistic Approach to Solving Crime”, REDP-5116.

Software Quality Assurance: Integrating Testing, Security, and Audit focuses on the importance of software quality and security. It defines various types of testing, recognizes factors that propose value to software quality, and provides theoretical and real-world scenarios that offer value and contribute quality to projects and applications. The p

Learning how to write for just one type of interactive media, such as web sites or games, is not enough! To be truly successful as an interactive writer or designer, you need to understand how to create content for all types of new media. Writing for Multimedia and the Web is the most comprehensive guide available for interactive writing. It covers web sites, computer games, e-learning courses, training programs, immersive exhibits, and much more. Earlier editions have garnered rave reviews as a writing handbook for multimedia and web professionals, as well as a classroom text for interactive writing and design. New Sections and Completely Updated Chapters: *Writing a corporate web site: T. Rowe Price *Creating blogs and podcasts *Web writing tips from usability experts *Optimizing text for web search engines *Defining the user with use cases and user scenarios *Dealing with web editors *Software for organizing and writing interactive media content *Script formats for all types of multimedia and web projects *Writing careers

Best of The eLearning Guild’s Learning Solutions delivers expert content that e-Learning professionals worldwide have found to be indispensable. The book includes guidelines, checklists and instructions that will help you create solutions that result in real learning.

Object-Oriented Analysis and Design Through Unified Modeling Language

Total Quality Management for Software

Systems Analysis and Design

Executing SOA

Business Analyst Career Roadmap

IBM i2 Integrated Law Enforcement: Technical Architecture and Deployment Guide

Game Design

The Expert, Practical Guide to Succeeding with SOA in the Enterprise In Executing SOA, four experienced SOA implementers share realistic, proven, “from-the-trenches” guidance for successfully delivering on even the largest and most complex SOA initiative. This book follows up where the authors’ best-selling Service-Oriented Architecture Compass left off, showing how to overcome key obstacles to successful SOA implementation and identifying best practices for all facets of execution—technical, organizational, and human. Among the issues it addresses: introducing a service discipline that supports collaboration and information process sharing; integrating services with preexisting technology assets and strategies; choosing the right roles for new tools; shifting culture, governance, and architecture; and bringing greater agility to the entire organizational lifecycle, not just isolated projects. Executing SOA is an indispensable resource for every enterprise architect, technical manager, and IT leader tasked with driving value from SOA in complex environments. Coverage includes - Implementing SOA governance that reflects the organization’s strategic and business focus - Running SOA projects successfully: practical guidelines and proven methodologies around service modeling and design - Leveraging reusable assets: making the most of your SOA repository - Enabling the architect to choose the correct tools and products containing the features required to execute on the SOA method for service design and implementation - Defining information services to get the right information to the right people at the right time - Integrating SOA with Web 2.0 and other innovative products and solutions - Providing highly usable human interfaces in SOA environments

What does a video game director actually do? What guiding principles do they follow while leading a team of game creators? Longtime Ratchet & Clank director, Brian Algeier, boils down his decades of experience into 101 fully illustrated tips. Written for both aspiring and experienced creative leaders, this book covers the expansive and multi-faceted role of the director, from developing the initial vision to key methods on tackling design, story development, and production challenges. 5 essential qualities of a creative director: 1. Hold the Vision 2. Provide Structure 3. Keep a Creative Toolbox 4. Lead Effectively 5. Know Production For those who are curious about what it takes to be a video game director or want learn more about the art of creative collaboration, this book covers the basic principles for leading and inspiring a team to make great games. “Directing Video Games is a literal loot drop of knowledge, decades of experience concisely and expertly crafted into 101 densely packed tips. Even a page—with no exaggeration—can be transformative to a project’s success.” —Brenda Romero, Award winning game designer “This book is one of a kind, and is essential reading for anyone who wants to lead the creation of a video game. It’s full of great visuals and excellent advice, and belongs on every game director’s bookshelf.” —Richard Lemarchand, Associate Professor in the Interactive Media Division USC “Born of experience, this is a comprehensive developer’s handbook for their side.” —Meni Rosen, Program Director of Games and Playable Media, USC “Brian has managed to present a broad, complex, multi-faceted subject in a clear, easy-to-understand manner.” —Michael Smith, Creative Director of Resistance 3 and Sunset Overdrive

This book presents the latest findings in the areas of data management and smart computing, big data management, artificial intelligence, and data analytics, along with advances in network technologies. The book is a collection of peer-reviewed research papers presented at Sixth International Conference on Data Management, Analytics and Innovation (ICDMAI 2022), held virtually during January 14–16, 2022. It addresses state-of-the-art topics and discusses challenges and solutions for future development. Gathering original, unpublished contributions by scientists from around the globe, the book is mainly intended for a professional audience of researchers and practitioners in academia and industry.

This work aims to explain how, with JAD (Joint Application Design) methodology, systems and software engineering specialists can design more usable systems faster. The book details how organizations can use JAD to bring users and information systems professionals together productively.

Scientific and Technical Aerospace Reports

Prevention and Turnaround

101 Tips for Creative Leaders

Best of The eLearning Guild’s Learning Solutions

Theory and Practice

Troubled IT Projects

Hyatt Regency Atlanta, Atlanta, Georgia, March 19-20, 1986

“With burgeoning game designers and devoted gamers should consider [Game Design: Theory & Practice] an essential read.” —Computer Gaming World “Ultimately, in both theory and practice, Rouse’s Game Design bible gets the job done. Let us pray.” - Next Generation magazine In the second edition to the acclaimed Game Design: Theory & Practice, designer Richard Rouse III balances a discussion of the essential concepts behind game design with an explanation of how you can implement them in your current project. Detailed analysis of successful games is interwoven with concrete examples from Rouse’s own experience. This second edition thoroughly updates the popular original with new chapters and fully revised text.

Advances in Computers covers new developments in computer technology. Most chapters present an overview of a current subfield within computer science, with many citations, and often include new developments in the field by the authors of the individual chapters. Topics include hardware, software, theoretical underpinnings of computing, and novel applications of computers. This current volume emphasizes architectural issues in the design of new hardware and software system. An architectural design evaluation process is described that allows developers to make sure that their source programs adhere to the architectural design of the specifications. This greatly aids in the maintenance of the system. Telecommunications issues are covered from the impact of new technology to security of wireless systems. Quantum computing, an exciting development that may greatly increase the speed of present computers, is described. The book series is a valuable addition to university courses that emphasize the topics under discussion in that particular volume as well as belonging on the bookshelf of industrial practitioners who need to implement many of the technologies that are described. In-depth surveys and tutorials on new computer technology Well-known authors and researchers in the field Extensive bibliographies with most chapters All chapters discuss aspects of architectural design of new hardware and software Quantum computing is an exciting new prospect for future machine design

Master the design and deployment of small and medium-sized business networks. Theory and Practice uses examples, review questions, chapter exercises, and case study assignments to provide students and practitioners with the understanding required to design complex software systems. Explaining the concepts that are immediately relevant to software designers, it be

A Bibliography

Software Engineering Design

Managing Interactive Video/multimedia Projects

Implementing Microsoft Dynamics 365 for Finance and Operations

Microsoft Windows Server 2003

Proceedings of 4th Annual National Conference on Ada Technology

Create a Writing Career in Animation and Games

To create a great video game, you must start with a solid game design: A well-designed game is easier to build, more entertaining, and has a better chance of succeeding in the marketplace. Here to teach you the essential skills of player-centric game design is one of the industry’s leading authorities, who offers a first-hand look into the process, from initial concept to final tuning. Now in its second edition, this updated classic reference by Ernest Adams offers a complete and practical approach to game design, and includes material on concept development, gameplay design, core mechanics, user interfaces, storytelling, and balancing. In an easy-to-follow approach, Adams analyzes the specific design challenges of all the major game genres and shows you how to apply the principles of game design to each one. You’ll learn how to: Define the challenges and actions at the heart of the gameplay. Write a high-concept document, a treatment, and a full design script. Understand the essentials of user interface design and how to define a game’s look and feel. Design for a variety of input mechanisms, including the Wii controller and multi-touch iPhone. Construct a game’s core mechanics and flow of resources (money, points, ammunition, and more). Develop appealing stories, game characters, and worlds that players will want to visit, including persistent worlds. Work on design problems with engaging end-of-chapter exercises, design worksheets, and case studies. Make your game accessible to broader audiences such as children, adult women, people with disabilities, and casual players. Ernest Adams provides encyclopedic coverage of process and design issues for every aspect of game design, expressed as practical lessons that can be immediately applied to a design

Gain the knowledge and tools to deliver compelling mobile phone applications. Mobile and wireless application design is complex and challenging. Selecting an application technology and designing a mobile application require an understanding of the benefits, costs, context, and restrictions of the development company, and user, target device, and industry structure. Designing the Mobile User Experience provides the experienced product development professional with an understanding of the users, technologies, devices, design principles, techniques and industry players unique to the mobile and wireless space. Barbara Ballard describes the different components affecting the user experience and principles applicable to the mobile environment, enabling the reader to choose effective technologies, platforms, and devices, plan appropriate application features, apply pervasive design patterns, and choose and apply appropriate research techniques. Designing the Mobile User Experience: Provides a comprehensive guide to the mobile user experience, offering guidance to help make appropriate product development and design decisions. Gives product development professionals the tools necessary to understand development in the mobile environment. Clarifies the components affecting the user experience and principles uniquely applicable to the mobile application field. Explores industry structure and power dynamics, providing insight into how mobile technologies and platforms become available on current and future phones. Provides user interface design patterns, design resources, and user research methods for mobile user interface design. Illustrates concepts with example photographs, explanatory tables and charts, and an example application. Designing the Mobile User Experience is an invaluable resource for information architects, user experience planners and designers, interaction designers, human factors specialists, ergonomists, product marketing specialists, and brand managers. Managers and directors within organizations entering the mobile space, advanced students, partnership managers, software architects, solution architects, development managers, graphic designers, visual designers, and interface designers will also find this to be an excellent guide to the topic.

Praise for the first edition: “This excellent text will be useful to every system engineer (SE) regardless of the domain. It covers ALL relevant SE material and does so in a very clear, methodical fashion. The breadth and depth of the author’s presentation of SE principles and practices is outstanding.” —Philip Allen This textbook presents a comprehensive, step-by-step guide to System Engineering analysis, design, and development via an integrated set of concepts, principles, practices, and methodologies. The methods presented in this text apply to any type of human system – small, medium, and large organizational systems and system development projects delivering engineered systems services across multiple business sectors such as medical, transportation, financial, educational, governmental, aerospace and defense, utilities, political, and charity, among others. Provides a common focal point for “bridging the gap” between and unifying System Users, System Acquirers, multi-discipline System Engineering, and Project, Functional, and Executive Management

education, knowledge, and decision-making for developing systems, products, or services Each chapter provides definitions of key terms, guiding principles, examples, author’s notes, real-world examples, and exercises, which highlight and reinforce key SE & D concepts and practices Addresses concepts employed in Model-Based Systems Engineering (MBSE), Model-Driven Design (MDD), Unified Modeling Language (UML/TM) / Systems Modeling Language (SysML/TM), and Agile/Spiral/V-Model development such as user needs, stories, and use cases analysis; specification/development; system architecture development; User-Centric System Design (UCSD); interface definition & control; system integration & test; and Verification & Validation (V&V) Highlights/introduces a new 21st Century Systems Engineering & Development (SEKD) paradigm that is easy to understand and implement. Provides practices that are critical steppingstones for technical decision making such as Technical Strategy Development; Life Cycle requirements; Phases, Modes, & States; SE Process; Requirements Derivation; System Architecture Development, User-Centric System Design (UCSD); Engineering Standards, Coordinate Systems, and Conventions; et al. Thoroughly illustrated, with end-of-chapter exercises and numerous case studies and examples, Systems Engineering Analysis, Design, and Development, Second Edition is a primary textbook for multi-discipline, engineering, system analysis, and project management undergraduate/graduate level students and available reference for professionals.

This book adheres to the B.Tech. and MCA syllabus of JNT University, Hyderabad and many other Indian universities. The first two chapters represent the fundamentals of object technology, OOP and OOAD and how people are inclined towards object-oriented analysis and design starting from traditional approach and the different approaches suggested by the three pioneers-Booch, Rum Baugh and Jacobson. Chapters 3 to 18 represent the UML language, the building blocks of UML i.e., things, relationships and diagrams and the use of each diagram with an example. Chapters 19 and 20 discuss a case study “Library Management System”. In this study one can get a very clear idea what object oriented analysis

and design is and how UML is to be used for that purpose. Appendix-A discusses the different syntactic notations of UML and Appendix-B discusses how the three approaches of Booch, Rum Baugh and Jacobson are unified and the Unified Process. --

Managing SOA Effectively Across the Project Life Cycle

Proceedings of ICDMAI 2022

System Engineering Analysis, Design, and Development

Designing the Mobile User Experience

Documenting Software Architectures

Views and Beyond

Prescriptions for Successful Implementation of Computer-based Training in Your Organization

Launch your career in writing for video games or animation with the best tips, tricks, and tutorials from the Focal press catalog--all at your fingertips. Let our award-winning writers and game developers show you how to generate ideas and create compelling storylines, concepts, and narratives for your next project. Write Your Way Into Animation and Games provides invaluable information on getting into the game and animation industries. You will benefit from decades of insider experience about the fields of animation and games, with an emphasis on what you really need to know to start working as a writer. Navigate the business aspects, gain unique skills, and develop the craft of writing specifically for animation and games. Learn from the cream of the crop who shared their knowledge and experience in these key Focal Press guides: Digital Storytelling, Second Edition by Carolyn Handler Miller Animation Writing and Development by Jean Ann Wright Writing for Animation, Comics, and Games by Christy Marx Story and Simulations for Serious Games by Nick Iuppa and Terry Borst Writing for Multimedia and the Web, Third Edition by Timothy Garrard

Harness the power of Dynamics 365 Operations and discover all you need to implement it About This Book Master all the necessary tools and resources to evaluate Dynamics 365 for Operations, implement it, and proactively maintain it. Troubleshoot your problems effectively with your Dynamics 365 partner Learn about architecture, deployment choices, integration, configuration and data migration, development, testing, reporting and BI, support, upgrading, and more. Who This Book Is For This book is for technology leaders, project managers solution architects, and consultants who are planning to implement, are in the process of implementing, or are currently upgrading to Dynamics 365 for Operations. This book will help you effectively learn and implement Dynamics 365 for Operations. What You Will Learn Learn about Microsoft Dynamics 365, it’s offerings, plans and details of Finance and Operations, Enterprise edition Understand the methodology and the tool, architecture, and deployment options Effectively plan and manage configurations and data migration, functional design, and technical design Understand integration frameworks, development concepts, best practices, and recommendations while developing new solutions Learn how to leverage intelligence and analytics through Power BI, machine learning, IoT, and Cortana intelligence Master testing, training, go-live, upgrading, and how to get support during and after the implementation in Detail Microsoft Dynamics 365 for Finance and Operations, Enterprise edition, is a model-first, mobile-first, ERP solution suitable for medium and large enterprise customers. This book will guide you through the entire life cycle of a implementation, helping you avoid common pitfalls while increasing your efficiency and effectiveness at every stage of the project. Starting with the foundations, the book introduces the Microsoft Dynamics 365 offerings, plans, and products. You will be taken through the various methodologies, architectures, and deployments so you can select, implement, and maintain Microsoft Dynamics 365 for Finance and Operations, Enterprise edition. You will delve in-depth into the various phases of implementation: project management, analysis, configuration, data migration, design, development, using Power BI, machine learning, Cortana analytics for intelligence, testing, training, and finally deployment, support cycles, and upgrading. This book focuses on providing you with information about the product and the various concepts and tools, along with real-life examples from the field and guidance that will empower you to execute and implement Dynamics 365 for Finance and Operations, Enterprise edition. Style and approach This book is a step-by-step guide focusing on implementing Dynamics 365 Operations solutions for your organization.

This book provides systematic guidance on how to avoid the causes of IT project failure at every stage. It includes a detailed analysis of the 40 root causes of troubled IT.

What is this book about? The results of using J2EE in practice are often disappointing: applications are often slow, unduly complex, and take too long to develop. Rod Johnson believes that the problem lies not in J2EE itself, but in that it is often used badly. Many J2EE publications advocate approaches that, while fine in theory, often fail in reality, or deliver no real business value. Expert One-on-One: J2EE Design and Development aims to demystify J2EE development. Using a practical, step-by-step approach, it shows how to use J2EE technologies to reduce, rather than increase, complexity. Rod draws on his experience of designing successful high-volume J2EE applications and salvaging failing projects, as well as intimate knowledge of the J2EE specifications, to offer a real-world, how-to guide on how you too can make J2EE work in practice. It will help you to solve common problems with J2EE and avoid the expensive mistakes often made in J2EE projects. It will guide you through the complexity of the J2EE services and APIs to enable you to build the simplest possible solution, on time and on budget. Rod takes a practical, pragmatic approach, questioning J2EE orthodoxy where it has failed to deliver results in practice and instead suggesting effective, proven approaches. What does this book cover? In this book, you will learn When to use a distributed architecture When and how to use EJB How to develop an efficient data access strategy How to design a clean and maintainable web interface How to design J2EE applications for performance Who is this book for? This book would be of value to most enterprise developers. Although some of the discussion (for example, on performance and scalability) would be most relevant to architects and lead developers, the practical focus would make it useful to anyone with some familiarity with J2EE. Because of the complete design-deployment coverage, a less advanced developer could work through the book along with a more introductory text, and successfully build and understand the sample application. This comprehensive coverage would also be useful to developers in smaller organisations, who might be called upon to fill several normally distinct roles. What is special about this book? Wondering what differentiates this book from others like it in the market? Take a look: It does not just discuss technology, but stress its practical application. The book is driven from the need to solve common tasks, rather than by the elements of J2EE. It discusses risks in J2EE development It takes the reader through the entire design, development and build process of a non-trivial application. This wouldn’t be compressed into one or two chapters, like the Java

Pet Store, but would be a realistic example comparable to the complexity of applications readers would need to build. At each point in the design, alternative choices would be discussed. This would be important both where there’s a real problem with the obvious alternative, and where the obvious alternatives are perhaps equally valid. It emphasizes the use of OO design and design patterns in J2EE, without becoming a theoretical book

Using XML with Legacy Business Applications

IBM Systems Journal

Directing Video Games

Top Articles from the eMagazine’s First Five Years

The Definitive Guide to Quality Application Delivery

A Classroom-Centered Approach

Architectural Issues

“This book covers the planning, design, prototype testing, implementation, administration, and support of Windows 2003 and Active Directory as well as the security aspects of protecting an organization from external and internal attacks. Additionally, this book addresses the design and implementation of DNS, WINS, DHCP, and Global Catalog Servers that make up the backbone of an Active Directory implementation.” -- back cover.

Create the Digital Games You Love to Play Discover an exercise-driven, non-technical approach to game design without the need for programming or artistic expertise using Game Design Workshop, Third Edition. Author Tracy Fullerton demystifies the creative process with a clear and accessible analysis of the formal and dramatic systems of game design. Examples of popular games, illustrations of design techniques, and refined exercises strengthen your understanding of how game systems function and give you the skills and tools necessary to create a compelling and engaging game. The book puts you to work prototyping, playtesting, and revising your own games with time-tested methods and tools. It provides you with the foundation to advance your career in any facet of the game industry, including design, producing, programming, and visual design.

• Authors are top game designers • Aspiring game writers and designers must have this complete bible There are other books about creating video games out there. Sure, they cover the basics. But The Ultimate Guide to Video Game Writing and Design goes way beyond the basics. The authors, top game designers, focus on creating games that are an involving, emotional experience for the gamer. Topics include integrating story into the game, writing the game script, putting together the game bible, creating the design document, and working on original intellectual property versus working with licenses. Finally, there’s complete information on how to present a visionary new idea to developers and publishers. Got game? Get The Ultimate Guide to Video Game Writing and Design.

Theory and Practice, Second Edition

Advances in Computers

Write Your Way Into Animation and Games

Joint Application Design

Software Quality Assurance

The Other Blended Learning

Going Beyond the Waterfall