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Using and Understanding Java Data Objects

2003. . XXIX, 426 p., Book.
Softcover. EUR 44.95 , £ 32.00
ISBN 1-59059-043-0

Using and Understanding Java Data Objects is an application programmer's guide to the Java Data Objects (JDO) specification recently accepted by the Java Community Process. JDO provides a universal and transactional persistence service for objects. JDO will store and retrieve objects of nearly any application defined class using any data storage technology for which a JDO implementation is available. JDO completely encapsulates the details of the underlying data storage technology that is used. JDO has its own query language (JDOQL) that allows the programmer to find objects based on the fields and relationships of the object model. The syntax of JDOQL is similar to the syntax of Java itself. JDO increases programming productivity by simplifying and minimizing the code that must be written to store and retrieve object state. The use of JDO also allows the application to be ported across different data storage technologies. Like the servlet and EJB specification, JDO is a standard that will be implemented by competing software vendors. Several JDO implementations are currently available as third party products for relational databases and object oriented databases. Using and Understanding Java Data Objects is a guide to the features and uses of JDO. Part I is a guide to the JDO API, the JDO metadata, and JDO's byte code enhancement. Part II explains the use of JDO in several application deployment scenarios, including stand-alone, client-server, servlet, and EJBs. Part III is a tutorial explaining the example programs and learning tools supplied with the book.



From the contents:

1. Overview.- 2. Basic Concepts.- 3. Queries.- 4. Transactions and Caching.- 5. Enhanced Classes and Managed Fields.- 6. The Persistence Manager and Persistence Manager Factory Interfaces.- 7. The Other Interfaces and Exceptions.- 8. Passing JDO Objects by Value.- 9. Designing the Business Service.- 10. Tutorial: Using JDO with a Local Client.- 11. Tutorial: Using JDO with EJBs, RMI, or SOAP.- Glossary.

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David Harel, *The Weizmann Institute of Science, Rehovot, Israel*; Rami Marelly, *The Weizmann Institute of Science, Rehovot, Israel*

Come, Let's Play:

Scenario-Based Programming Using LSCs and the Play-Engine

2003. . XVIII, 382 p. 185 illus. With CD-ROM., Book with CD-ROM.
Hardcover. EUR 49.95 , £ 39.50
ISBN 3-540-00787-3

This book presents a powerful new language and methodology for programming complex reactive systems in a scenario-based manner. The language is live sequence charts (LSCs), a multimodal extension of sequence charts and UML's sequence diagrams, used in the past mainly for requirements. The methodology is play-in/play-out, an unusually convenient means for specifying inter-object scenario-based behavior directly from a GUI or an object model diagram, with the surprising ability to execute that behavior, or those requirements, directly. The language and methodology are supported by a fully implemented tool – the Play-Engine – which is attached to the book in CD form. The design of reactive systems is one of the most challenging problems in computer science. This book starts with a critical insight to explain the difficulty of this problem: there is a fundamental gap between the scenario-based way in which people think about such systems and the state-based way in which these systems are implemented. The book then offers a radical proposal to bridge this gap by means of playing scenarios. Systems can be specified by playing in scenarios and implemented by means of a Play-Engine that plays out scenarios. This idea is carried out and developed, lucidly, formally and playfully, to its fullest. The result is a compelling proposal, accompanied by a prototype software engine, for reactive systems design, which is bound to cause a splash in the software-engineering community. Moshe Y. Vardi, Rice University, Houston, Texas, USA Scenarios are a primary exchange tool in explaining system behavior to others, but their limited expressive power never made them able to fully describe systems, thus limiting their use. The language of Live Sequence Charts (LSCs) presented in this beautifully written book achieves this goal, and the attached Play-Engine software makes these LSCs really come alive.



From the contents:

I. Prelude; 1. Background and Context 2. The Play-in/Play-out Approach - An Overview
II. Foundations; 3. The Model: Object Systems 4. The Language: LSCs 5. The Tool: The Play-Engine
III. Basic Behavior; 6. Variables and Symbolic Messages 7. Assignments and Implemented Functions
8. Conditions 9. Branching and Subcharts
IV. Advanced Behavior: Multiple Charts; 10. Executing Multiple Charts 11. Testing with Existential Charts
V. Advanced Behavior: Richer Constructs; 12. Loops 13. Transition to Design 14. Classes and Symbolic Instances 15. Time and Real-Time Systems 16. Forbidden Elements
VI. Enhancing the Play-Engine; 17. Inside th Play-Engine 18. A Play-Engine Aware GUI Editor
VII. Appendices; A. Formal Semantics of LSCs; B. XML Description of a GUI Application; C. The Play-Engine-Interface; D. The GUI Application Interface; E. The Structure of a (Recorded) Run; F. The Play-Engine Software Modules. Index.

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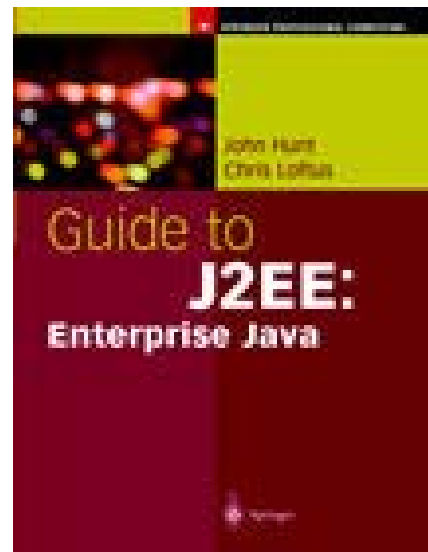
John Hunt, JayDee Technology Ltd., Wiltshire, UK; Chris Loftus, University of Wales, Aberystwyth, UK

Guide to J2EE: Enterprise Java

2003. . XXV, 672 p., Book.
(Springer Professional Computing)
Hardcover. EUR 69.95 , £ 45.00
ISBN 1-85233-704-4

In this book, John Hunt and Chris Loftus take you through the core technologies that make up the Enterprise Edition of the Java 2 platform (J2EE). They cover all the aspects of J2EE that both professionals and students need to know to build multi-tier enterprise applications in Java - the technologies, the design methodology and design patterns. Whether you are a professional or student, this book will help equip you with the skills you need to build enterprise wide applications in Java. Key Topics Includes design issues using J2EE patterns Covers all parts of the enterprise application J2EE Uses an integrated example that spans the chapters to be built up by the reader More accessible and less daunting than a lot of the competition A coherent whole, rather than independent separate chapters (as with some rivals) Features and Benefits Provides an overview of J2EE technologies and their benefits. Discusses architectural design issues using J2EE patterns. Looks at the issues of designing and building multi-tier J2EE applications.

Includes fully worked examples, built up throughout the book, which enable you to quickly develop your own multi-tier applications. About the Authors: Dr. John Hunt is Technical Director at JayDeeTechnology Ltd. He runs industrial courses, including server-side Java technologies. He also leads development projects for government and blue chip organisations using Java, J2EE, XML and C#. Chris Loftus is a Teaching Fellow at the Department of Computer Science at the University of Wales, Aberystwyth. He has taught Java-based courses, including J2EE, both in university and industry.



From the contents:

PART 1: BACKGROUND.- Why J2EE?.- Introduction to Distributed Systems.- The J2EE Tour .- Java Remote Method Invocation.- Activate Yourself!.- JNDI.- Java Message Service.- Java, IDL and Object Request Brokers.- Java Database Connectivity.- XML and Java.- JavaMail API: The Mail is in.- PART 2: EJB ARCHITECTURE.- The EJB Architecture.- Stateless Session EJBs.- Entity EJBs: How to implement a container-managed entity EJB.- Gluing EJBs Together.- Message-Driven EJBs.- PART 3: SERVLETS AND JSPS.- Web Applications in Java.- Session Management and Lifecycle Monitoring.- Java Server Pages.- JSP Tags and Implicit Objects.- JSP Tag Libraries.- Request Dispatching.- Filtering.- Securing Web Applications.- Deployment Configuration.- Accessing EJBs from Servlets/JSPs.- PART 4: ADDITIONAL TECHNOLOGIES.- Deployment Issues: transactions.- Deployment Issues: Security.- Bean-managed Persistence.- Stateful Session EJBs.- J2EE Connector Architecture.- From Java to SVG.- Web Services.- PART 5: DESIGN.- J2EE Patterns.- The Fault Tracker J2EE Case Study.

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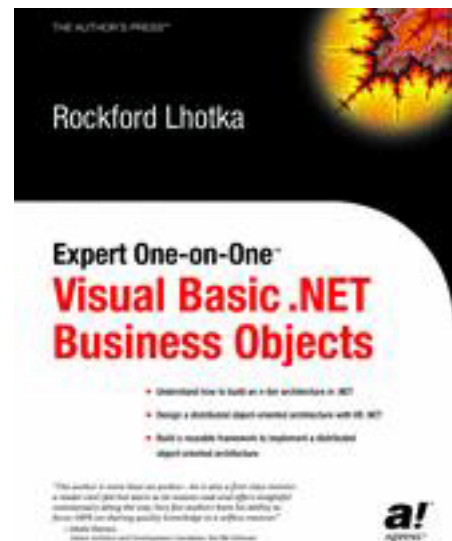
Rockford Lhotka, Minneapolis, MN, USA

Expert One-on-One Visual Basic.NET Business Objects

2003. . Approx. 720 p., Book.
Softcover. EUR 59.95 , £ 43.00
ISBN 1-59059-145-3

Whether you've already made the move to Visual Basic .NET, or you want to know what's in it for you when you do, Expert One-on-One Visual Basic .NET Business Objects will show you the kinds of opportunities that .NET makes available. It will allow you to make clear, informed decisions about the right way to develop your projects, and show you how the trade-off between performance and flexibility can be made successfully.

In addition, this book contains the author's Component-based, Scalable, Logical Architecture (CSLA .NET), an object-oriented framework that can act as the foundation for a diverse range of enterprise applications, and which you're free to examine, use, and modify for your needs.



From the contents:

Distributed Architecture.- Framework Design.- Key Technologies.- Business Framework Implementation.- Data Access and Security.- Object-Oriented Application Design.- Business Object Implementation.- Windows Forms UI.- Web Forms UI.- Web Services Interface.- Reporting and Batch Processing.- Appendix A: NetRun.

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Igor Livshin, Deerfield, IL, USA

WebSphere Studio Application Developer 5.0: Practical J2EE Development

2003. . XXI, 630 p., Book.
Softcover. EUR 59.95 , £ 43.00
ISBN 1-59059-120-8

WSAD is a new generation server-side Integrated Development Environment (IDE) that targets development of the Java enterprise applications. From the moment of its introduction, WSAD became very popular and won several important awards in the past years. WSAD is tightly integrated with the WebSphere Application Server 4.0 (WAS) – the runtime environment, where the WSAD-developed applications run. This tight integration between the development and the runtime environments is very important for seamless future application deployment. By being tightly integrated with WebSphere Application Server, the new tool has an important advantage over the older IBM's Java development tool - Visual Age for Java, which (in its latest release 4.0) still restricts development and testing to the obsolete release of WebSphere Application Server 3.5 (with necessary future conversion to WebSphere Application Server 4.0). In fact, according to IBM, Visual Age for Java 4.0 is the last supported release for this tool and it will be discontinued soon. WSAD is now considered an official tool for WebSphere-based J2EE development. WebSphere Application Server (WAS) has become a dominant Java Application Server environment, controlling about 35% of the Java Application Server market. Thus, WSAD, as an official development tool for WebSphere Application Server, should be in great demand by the J2EE development community.



From the contents:

Part I. Getting Started with WebSphere Studio Application Developer: Introduction to WebSphere Studio Application Developer (WSAD); WSAD Workbench; Developing Database Applications.- Part II. Developing J2EE Applications with WSAD: Developing EJB Applications; Developing Web Applications; Developing XML Applications; Preparing J2EE Applications for Deployment.- Part III. Integrating WebSphere Studio App Dev with Enterprise Messaging: Introduction to Enterprise Messaging; JMS Point-to-Point Development with WSAD; JMS Public/Subscribe Development with WSAD.

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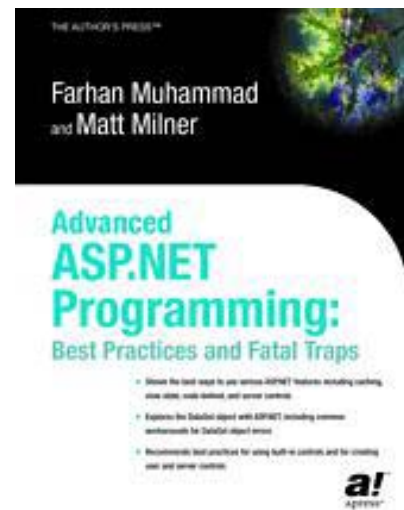
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Farhan Muhammad; Matt Milner

Real World ASP .NET Best Practices

2003. . XIV, 210 p., Book.
Softcover. EUR 39.95 , £ 28.50
ISBN 1-59059-100-3

Real World ASP.NET Best Practices goes far beyond the documentation to teach ASP.NET development best practices based on the authors' real-world experience. The book's emphasis is on helping developers perform tasks correctly and avoid mistakes, not on teaching ASP.NET in general. ASP.NET is a wonderful new enabling technology that allows developers to create business solutions much more effectively than ever before. However, there is room for improvement. Developers often do not see the potholes and pitfalls related to this technology until they stumble. Real World ASP.NET Best Practices helps readers to avoid just such frustrations. The book's in-depth coverage includes data handling, caching, JavaScript, user and server controls, distributed programming, configuration, and deployment.



From the contents:

Separating Code From Content.- Session, Cache, and View State.- Client-Side JavaScript.- Effectively Handling Data.- The Repeater, DataList, and DataGrid Controls: Choose Your Weapons Wisely.- User and Server Controls.- Web Services or Remoting?- Configuration and Deployment.

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David Salomon, *California State University, Northridge, CA, USA*

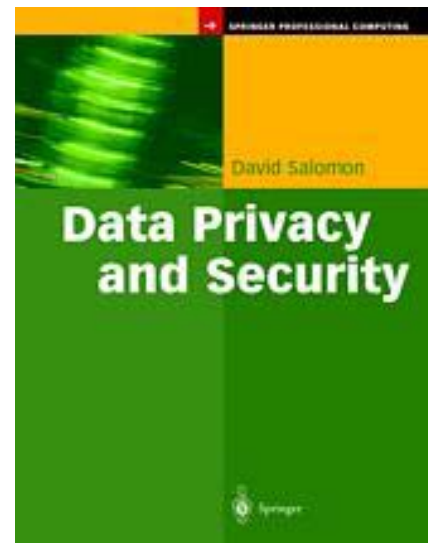
Data Privacy and Security

Encryption and Information Hiding

2003. . XIV, 465 p. 122 illus., Book.
Hardcover. EUR 69.95 , £ 54.00
ISBN 0-387-00311-8

This integrated volume focuses on keeping data secure and private and covers classical cryptography, modern cryptography, and steganography. Each topic is presented and explained by describing various methods, techniques, and algorithms. Moreover, there are numerous helpful examples to reinforce the reader's understanding and expertise with these techniques and methodologies. Features & Benefits: *

Incorporates both data encryption and data hiding in a self-contained and practical volume * Supplies a wealth of exercises and solutions to help readers readily understand the material * Presents information in an accessible, nonmathematical style * Concentrates on specific methodologies that readers can choose from and pursue, for their data-security needs and goals * Describes new topics, such as the advanced encryption standard (Rijndael), quantum cryptography, and elliptic-curve cryptography The book, with its accessible style, is an essential companion for all security practitioners and professionals who need to understand and effectively use both information hiding and encryption to protect digital data and communications. It is also suitable for self-study in the areas of programming, software engineering, and security.



From the contents:

Part I: Data Encryption: Monoalphabetic Substitution Ciphers.- Transposition Ciphers.- Polyalphabetic Substitution Ciphers.- Random Numbers.- The Enigma.- Stream Ciphers.- Block ciphers.- Public-Key Cryptography.- Quantum Cryptography.- Part II: Data Hiding: Data Hiding in Text.- Data Hiding in Images.- Other Methods Appendixes: Convolution.- Hashing.- Cyclic Redundancy Codes.- Galois Fields.- Glossary.- Index.

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Elizabeth Sparrow, Sparrow Associates Ltd, Richmond, UK

Successful IT Outsourcing

From Choosing a Provider to Managing the Project

2003. . XV, 272 p., Book.
(Practitioner Series)
Hardcover. EUR 54.95 , £ 35.00
ISBN 1-85233-610-2

Outsourcing permeates the IT world and has had a profound impact on the work of IS professionals. Nearly all will, at some stage in their careers, work with outsourced services as customer or supplier. Elizabeth Sparrow's insights into the benefits and pitfalls of this complex area will help IS professionals tackle the challenges of outsourcing. Combining relevant background information with practical guidance this book covers the whole outsourcing process, from the initial decision to outsource through to managing the outsourced services on a day-to-day basis. Successful IT Outsourcing considers:



- The objectives behind outsourcing
- The selection of a service provider
- The management and measurement of the performance of outsourced services
- The role of the outsourcing contract
- Why outsourcing sometimes fails and how to turn failure into success Features and Benefits:
- Describes the origins of IT outsourcing, and recent developments
- Examines the way in which an organization might determine whether to outsource and how it can choose a service provider
- Discusses how to develop effective outsourcing relationships
- Provides context and advice to assist IS professionals, whose work is being outsourced, as they consider their future careers and the possibility of transferring to a new employer

From the contents:

Introduction to Outsourcing.- The Case For and Against Outsourcing.- Objectives and Parameters for Outsourced Services.- Choosing a Service Provider.- Managing Performance.- Measuring Performance.- Risks and Controls.- When Outsourcing Fails to Deliver.- ASPs, WASPs and the Future of Outsourcing.

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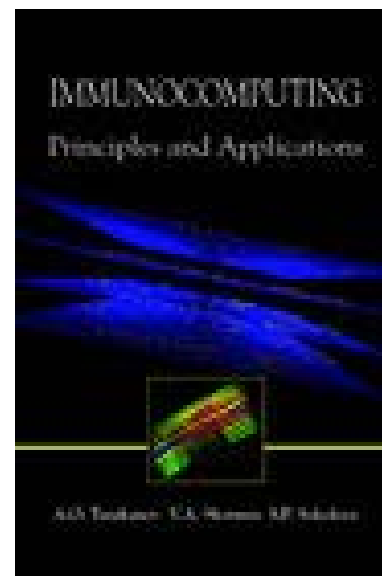
Alexander O. Tarakanov, *St. Petersburg Institute for Informatics and Automation, St. Petersburg, Russia*; **Victor A. Skormin**, *University of Binghamton, NY, USA*; **S.P. Sokolova**, *St. Petersburg Institute for Automatics and Automation, St. Petersburg, Russia*

Immunocomputing

Principles and Applications

2003. . Approx. 230 p. 35 illus., Book.
Hardcover. EUR 56.95 , £ 44.00
ISBN 0-387-95533-X

This book is an attempt to introduce immunocomputing (IC) as a new computing approach replicating the principles of information processing by proteins and immune networks. A rigorous mathematical basis of the IC, consistent with the recent findings of immunology, is established. Various applications of IC to specific computationally- intensive real-life problems are presented. The hardware implementation aspects of the IC concept in an immunocomputer as a new kind of computing media and its potential connections with modern biological microchips (biochips) and future biomolecular computers (biocomputers) are discussed. The book is intended for experts in computer science, artificial intelligence and biomolecular computing interested in adopting the principles of computing, honed to perfection by million-year evolution, immunologists seeking to further quantify their field of research, multidisciplinary researchers interested in mutual enhancement of computer science and immunology, and university students exploring their individual "entry points" to the world of science.



From the contents:

Introduction.- Mathematical basis of immunocomputing.- Pattern recognition.- Language representation and knowledge-based reasoning.- Modeling of natural and technical systems.- Applications.- Immunocomputing systems: Architecture and implementation.- Conclusion.

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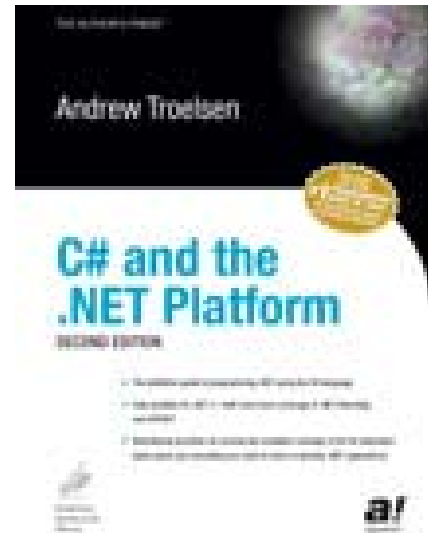
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Andrew Troelsen

C# and the .NET Platform

2003. 2nd ed.. XXXII, 1158 p., Book.
Hardcover. EUR 59.95 , £ 43.00
ISBN 1-59059-055-4

C# and the .NET Platform, Second Edition starts with a brief overview of the C# language and then quickly moves to key technical and architectural issues for .NET developers. Not only is there extensive coverage of the .NET Framework, but Andrew Troelsen also shows programmers what they need to know about such necessary, but subtle, areas as the proper use of threads and how to leverage the new .NET remoting protocol. Readers will also see how to use C# for GUI applications with a complete discussion of Windows Forms, custom controls, and GDI+. There are equally useful discussions on how to use C# and .NET for Web development, Web services, and data access using ADO.NET. From Windows-based to Web-based applications, it's all here. There are detailed discussions of every aspect of .NET development and useful examples with no toy code.



From the contents:

Platform Invocation Services (PInvoke).- The Anatomy of a COM Server.- A Primer on COM Programming Frameworks.- COM Type Information.- The Anatomy of a .NET Server.- .NET Type Information.- .NET to COM Interoperability (Basic topics).- .NET to COM Interoperability (Intermediate topics).- .NET to COM Interoperability (Advanced topics).- COM to .NET Interoperability (Basic Topics).- COM to .NET Interoperability (Intermediate Topics).- COM to .NET Interoperability (Advanced Topics).- Building Serviced (COM+) Components.

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Pranish Kumar; Jasjit S. Grewal; Bogdan Crivat; Eric Lee

ATL Server: High Performance C++ on .NET

2003. . XXI, 498 p., Book.
Softcover. EUR 59.95 , £ 43.00
ISBN 1-59059-128-3

Four expert authors give a comprehensive look at the ATL Server library designed for building high-end web applications and web services. Other books on ATL do not go into depth on the ATL Server portion of the library (web services and web applications). Other books on ISAPI do not provide insight into the one library designed to make ISAPI development much easier. This is the only book written by the very people who created the ATL Server library.

From the contents:

Introduction.- SRF.- Request Handlers - Basics.- ISAPI.- Architecture.- User Input.- Deployment.- Session State.- Perform.- Web Service Introduction.- Stand Alone Components.- Caching.- Performance tuning - Basics.- Exposing ISAPI Services.- Debugging.- Data Access.- Request Handlers – Advanced.- Accessing Passport.- SMTP.- Extending Web Services.- Interoperability with Web Services.- Advanced Web Services.- HTTP Client.- Performance Tuning - Advanced.- Securing your Application.- Frequently Asked Questions.



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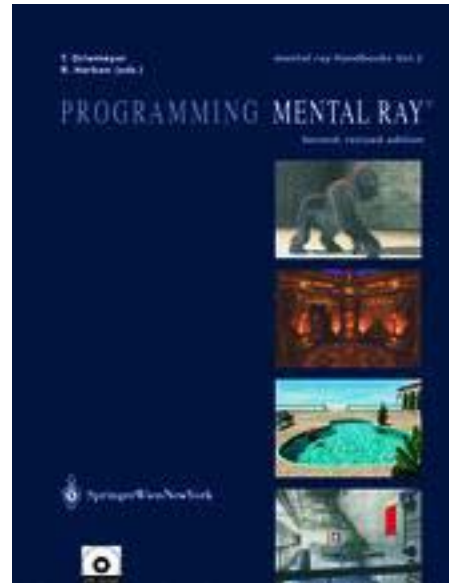
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T. Driemeyer, *mental images, Berlin, Germany*; R. Herken, *mental images, Berlin, Germany* (Eds.)

Programming mental ray®

2003. 2nd rev. ed.. XV, 725 p. With CD-ROM., Book with CD-ROM.
(mental ray® Handbooks, Volume 2)
Softcover. EUR 132.62 , £ 99.00
ISBN 3-211-83851-1

This book is the definitive reference manual for mental ray version 2.1 and 3.0. It starts with a brief overview of the features of mental ray and continues with the specification of the mental ray scene description language, the mental ray shader interface, and the integration interface for third-party applications. All material is presented in reference form, organized by grammar elements and C function call, rather than by feature set. The book is intended for translator writers, shader writers, and integrators, who are familiar with the C and C++ programming languages. This second, revised edition was extended to cover the new generation of mental ray, version 3.0, throughout the book, and also includes the new mental ray integration manual. The enclosed CD contains a full-featured demo version of the mental ray stand alone and the mental ray library, as well as example shaders with source code and demo scenes, for a variety of computer platforms.



From the contents:

Chapter 1 gives a brief overview of the functionality of mental ray. Chapter 2 describes the scene language in detail. This chapter is organized by language unit. Chapter 3 explains how custom shaders and Phenomena(tm) are written, and documents the shader call interface. Chapter 4 describes the extended geometry shader interface. Chapter 5 describes the integration interface of the library version of mental ray. This chapter is useful only for application developers, and not part of the standard mental ray manual. Chapter 6 contains porting guidelines for users and shader writers upgrading from mental ray 1.9 to mental ray 2.x, from 2.1 to 3.0, and from 3.0 to 3.1. Appendix A describes the command-line interface of mental ray. Appendix B contains the source code of mental ray's scene language parser.

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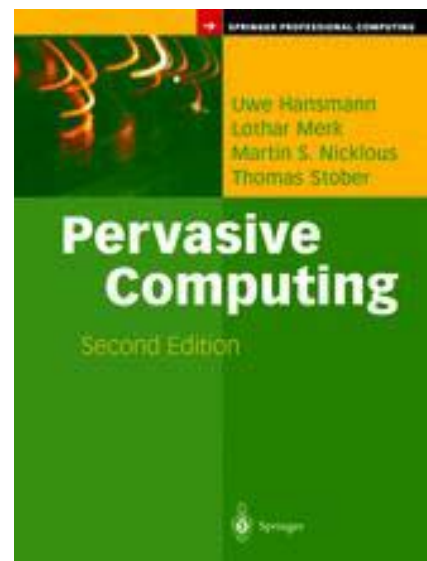
Uwe Hansmann, IBM Deutschland Entwicklung GmbH, Böblingen, Germany; **Lothar Merk**, IBM Deutschland Entwicklung GmbH, Böblingen, Germany; **Martin S. Nicklous**, IBM Deutschland Entwicklung GmbH, Böblingen, Germany; **Thomas Stober**, IBM Deutschland Entwicklung GmbH, Böblingen, Germany

Pervasive Computing

The Mobile World

2003. 2nd ed.. XX, 448 p. 211 illus., Book.
(Springer Professional Computing)
Hardcover. EUR 44.95 , £ 29.50
ISBN 3-540-00218-9

This book describes a new class of computing devices which are becoming omnipresent in everyday life. They make information access and processing easily available for everyone from anywhere at any time. Mobility, wireless connectivity, diversity, and ease-of-use are the magic keywords of Pervasive and Ubiquitous Computing. Devices include handheld computers, mobile phones, interactive television, smart cards, household appliances as well as intelligent automotive equipment. The book covers these front-end devices as well as their operating systems and the back-end infrastructure which integrate these pervasive components into a seamless IT world. A strong emphasis is placed on the underlying technologies and standards applied when building up pervasive solutions. These fundamental topics include commonly used terms such as XML, WAP, UMTS, GPRS, Bluetooth, Jini, transcoding, and cryptography, to mention just a few. Voice, Web Application Servers, Portals, Web Services, and Synchronized and Device Management are new in the second edition.



From the contents:

Part I: What Pervasive Computing is all about.- Introduction.- Part II: Pervasive Components.- Pervasive Devices.- Pervasive Operating Systems.- Pervasive Java.- Pervasive Middleware.- Pervasive Security.- Part III: Connecting the Pervasive World.- Internet Protocols and Formats.- Wireless Application Protocol.- Pervasive Connectivity.- Pervasive Service Discovery.- Part IV: Back-end Server Infrastructure.- Application Servers.- Gateways and Proxies.- Application and Device Management.- Content Adaptation and Synchronization.- Part V: New Services in the Pervasive Space.- Pervasive Portals.- Networked Home.- e-Finance.- e-Travel.- Security Services.- Part VI: Pervasive Computing at Work.- Part VII: Appendixes.- Useful Web Sites.- Bibliography.- Glossary.- Index.

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