

Advanced Corba R Programming With C Apc

Computational Science is the scientific discipline that aims at the development and understanding of new computational methods and techniques to model and simulate complex systems. The area of application includes natural systems - such as biology environmental and geo-sciences, physics, and chemistry - and synthetic systems such as electronics and financial and economic systems. The discipline is a bridge bet ween 'classical' computer science - logic, complexity, architecture, algorithm- mathematics, and the use of computers in the aforementioned areas. The relevance for society stems from the numerous challenges that exist in the various science and engineering disciplines, which can be tackled by advances made in this field. For instance new models and methods to study environmental issues like the quality of air, water, and soil, and weather and climate predictions through simulations, as well as the simulation-supported development of cars, airplanes, and medical and transport systems etc. Paraphrasing R. Kenway (R.D. Kenway, Contemporary Physics. 1994): 'There is an important message to scientists, politicians, and industrialists: in the future science, the best industrial design and manufacture, the greatest medical progress, and the most accurate environmental monitoring and forecasting will be

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done by countries that most rapidly exploit the full potential of computational science'. Nowadays we have access to high-end computer architectures and a large range of computing environments, mainly as a consequence of the enormous stimulus from the various international programs on advanced computing, e.g.

This book is a clearly written, well structured hands-on guide for the professional software developer and engineer who needs to build secure applications with CORBA. It offers guidance securing CORBA applications, integrating security infrastructure with COBRA applications, evaluating the security effectiveness of distributed applications, and MICOsec CORBA security implementation.

Professionals get a comprehensive study of CORBA security architecture, providing a better understanding of its goals and limitations. It serves as a complete reference for understanding security in distributed systems. The book generously illustrates the usage of the MICOsec CORBA security services implementation, including important information on the installation and configuration of MICOsec, usage of two different kinds of application-facing interfaces, and the configuration of CORBA security not containing any security-related modifications.

Considered a standard industry resource, the Embedded Systems Handbook

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provided researchers and technicians with the authoritative information needed to launch a wealth of diverse applications, including those in automotive electronics, industrial automated systems, and building automation and control. Now a new resource is required to report on current developments and provide a technical reference for those looking to move the field forward yet again. Divided into two volumes to accommodate this growth, the Embedded Systems Handbook, Second Edition presents a comprehensive view on this area of computer engineering with a currently appropriate emphasis on developments in networking and applications. Those experts directly involved in the creation and evolution of the ideas and technologies presented offer tutorials, research surveys, and technology overviews that explore cutting-edge developments and deployments and identify potential trends. This second self-contained volume of the handbook, Network Embedded Systems, focuses on select application areas. It covers automotive field, industrial automation, building automation, and wireless sensor networks. This volume highlights implementations in fast-evolving areas which have not received proper coverage in other publications. Reflecting the unique functional requirements of different application areas, the contributors discuss inter-node communication aspects in the context of specific applications of networked embedded systems. Those looking for guidance on

preliminary design of embedded systems should consult the first volume: Embedded Systems Design and Verification.

During the past few years there has been an dramatic upsurge in research and development, implementations of new technologies, and deployments of actual solutions and technologies in the diverse application areas of embedded systems. These areas include automotive electronics, industrial automated systems, and building automation and control. Comprising 48 chapters and the contributions of 74 leading experts from industry and academia, the Embedded Systems Handbook, Second Edition presents a comprehensive view of embedded systems: their design, verification, networking, and applications. The contributors, directly involved in the creation and evolution of the ideas and technologies presented, offer tutorials, research surveys, and technology overviews, exploring new developments, deployments, and trends. To accommodate the tremendous growth in the field, the handbook is now divided into two volumes. New in This Edition: Processors for embedded systems Processor-centric architecture description languages Networked embedded systems in the automotive and industrial automation fields Wireless embedded systems Embedded Systems Design and Verification Volume I of the handbook is divided into three sections. It begins with a brief introduction to embedded

systems design and verification. The book then provides a comprehensive overview of embedded processors and various aspects of system-on-chip and FPGA, as well as solutions to design challenges. The final section explores power-aware embedded computing, design issues specific to secure embedded systems, and web services for embedded devices. Networked Embedded Systems Volume II focuses on selected application areas of networked embedded systems. It covers automotive field, industrial automation, building automation, and wireless sensor networks. This volume highlights implementations in fast-evolving areas which have not received proper coverage in other publications. Reflecting the unique functional requirements of different application areas, the contributors discuss inter-node communication aspects in the context of specific applications of networked embedded systems.

"Providing a snapshot of current methods and development activities in the area of Internet databases, this book supplies answers to many questions that have been raised regarding database access through the web. Provided are a number of case studies of successful web database applications, including multiple-choice assessment through the web, an online pay claim, a product catalog, and content management and dynamic web pages. Also covered are querying and mining of web data and issues such as gaining physical/low-level access to web-

powered databases and heterogeneous web databases."

To build today's highly distributed, networked applications and services, you need deep mastery of sockets and other key networking APIs. One book delivers comprehensive, start-to-finish guidance for building robust, high-performance networked systems in any environment: *UNIX Network Programming, Volume 1, Third Edition*.

Component-based software development (CBD) is an emerging discipline that promises to take software engineering into a new era. Building on the achievements of object-oriented software construction, CBD aims to deliver software engineering from a cottage industry into an industrial age for Information Technology, wherein software can be assembled from components, in the manner that hardware systems are currently constructed from kits of parts. This volume provides a survey of the current state of CBD, as reflected by activities that have been taking place recently under the banner of CBD, with a view to giving pointers to future trends. The contributions report case studies - self-contained, fixed-term investigations with a finite set of clearly defined objectives and measurable outcomes - on a sample of the myriad aspects of CBD. The book includes chapters dealing with COTS (commercial off-the-shelf) components; methodologies for CBD; compositionality, i.e. how to calculate or

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predict properties of a composite from those of its constituents; component software testing; and grid computing.

Complex artificial dynamic systems require advanced modeling techniques that can accommodate their asynchronous, concurrent, and highly non-linear nature. Discrete Event systems Specification (DEVS) provides a formal framework for hierarchical construction of discrete-event models in a modular manner, allowing for model re-use and reduced development time. Discrete Event Modeling and Simulation presents a practical approach focused on the creation of discrete-event applications. The book introduces the CD++ tool, an open-source framework that enables the simulation of discrete-event models. After setting up the basic theory of DEVS and Cell-DEVS, the author focuses on how to use the CD++ tool to define a variety of models in biology, physics, chemistry, and artificial systems. They also demonstrate how to map different modeling techniques, such as Finite State Machines and VHDL, to DEVS. The in-depth coverage elaborates on the creation of simulation software for DEVS models and the 3D visualization environments associated with these tools. A much-needed practical approach to creating discrete-event applications, this book offers world-class instruction on the field's most useful modeling tools.

Remoting offers developers many ways to customize the communications process, for

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efficiency, security, performance and power, and allows seamless integration of components running on several computers into a single application. This book exposes the full power of remoting to developers working in mixed platform environments in a way that will ensure they have a deep understanding of what remoting is capable of, and how they can make it work the way they want.

Índice abreviado: General techniques -- Objects and equality -- Exception handling -- Performance -- Multithreading -- Classes and interfaces -- Appendix: learning Java.

Introduces the authors' philosophy of Internet security, explores possible attacks on hosts and networks, discusses firewalls and virtual private networks, and analyzes the state of communication security.

"This multiple-volume publication advances the emergent field of mobile computing offering research on approaches, observations and models pertaining to mobile devices and wireless communications from over 400 leading researchers"--Provided by publisher.

Component Database Systems is a collection of invited chapters by the researchers making the most influential contributions in the database industry's trend toward componentization This book represents the sometimes-divergent, sometimes-convergent approaches taken by leading database vendors as they seek to establish commercially viable componentization strategies. Together, these contributions form the first book devoted entirely to the technical and architectural design of component-based database systems. In addition to detailing the current state of their research, the authors also take up many of the issues affecting the likely future directions of component databases. If you have a stake in the evolution of any of today's leading database systems, this book will make fascinating reading. It will also help prepare you

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for the technology that is likely to become widely available over the next several years. * Is comprised of contributions from the field's most highly respected researchers, including key figures at IBM, Oracle, Informix, Microsoft, and POET. * Represents the entire spectrum of approaches taken by leading software companies working on DBMS componentization strategies. * Covers component-focused architectures, methods for hooking components into an overall system, and support for component development. * Examines the component technologies that are most valuable to Web-based and multimedia databases. * Presents a thorough classification and overview of component database systems.

A text on networking theory and practice, providing information on general networking concepts, routing algorithms and protocols, addressing, and mechanics of bridges, routers, switches, and hubs. Describes all major network algorithms and protocols in use today, and explores engineering trade-offs that each different approach represents. Includes chapter homework problems and a glossary. This second edition is expanded to cover recent developments such as VLANs, Fast Ethernet, and AppleTalk. The author is a Distinguished Engineer at Sun Microsystems, Inc., and holds some 50 patents. Annotation copyrighted by Book News, Inc., Portland, OR

missions in fact also treat an envisaged mutual impact among them. As for the 2002 edition in Irvine, the organizers wanted to stimulate this cross-pollination with a program of shared famous keynote speakers (this year we got Sycara, - ble, Soley and Mylopoulos!), and encouraged multiple attendance by providing authors with free access to another conference or workshop of their choice. We received an even larger number of submissions than last year for the three conferences (360 in total) and the workshops (170 in total). Not only can we

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therefore again claim a measurable success in attracting a representative volume of scientific papers, but such a harvest allowed the program committees of course to compose a high-quality cross-section of worldwide research in the areas covered. In spite of the increased number of submissions, the Program Chairs of the three main conferences decided to accept only approximately the same number of papers for presentation and publication as in 2002 (i. e. , around 1 paper out of every 4–5 submitted). For the workshops, the acceptance rate was about 1 in 2. Also for this reason, we decided to separate the proceedings into two volumes with their own titles, and we are grateful to Springer-Verlag for their collaboration in producing these two books. The reviewing process by the respective program committees was very professional and each paper in the main conferences was reviewed by at least three referees. This volume constitutes the refereed proceedings of the 18th International Conference on Database and Expert Systems Applications held in September 2007. Papers are organized into topical sections covering XML, data and information, datamining and data warehouses, database applications, WWW, bioinformatics, process automation and workflow, knowledge management and expert systems, database theory, query processing, and privacy and security.

Here is a programmer's guide to using and programming POSIX threads, commonly known as Pthreads. A "coder's book", this title tells how to use Pthreads in the real world, making efficient and portable applications. Pthreads are an important set of current tools programmers need to have in today's network-intensive climate.

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This book constitutes the refereed proceedings of the 11th International Conference on Advanced Information Systems Engineering, CAiSE'99 held in Heidelberg, Germany in June 1999. The 27 revised full papers presented together with 12 short research papers and two invited contributions were carefully selected from a total of 168 submissions. The papers are organized in topical sections on components, information systems management, method engineering, data warehouses, process modeling, CORBA and distributed information systems, workflow systems, heterogeneous databases, and information systems dynamics.

Distributed Object Computing teaches readers the fundamentals of CORBA, the leading architecture for design of software used in parallel and distributed computing applications. Since CORBA is based on open standards, it is the only effective way to learn object-oriented programming for distributed systems. This language independent book allows material to be taught using Java, C++ or other Object Oriented Programming Languages.

This book constitutes the refereed proceedings of the IFIP/ACM International Conference on Distributed Systems Platforms and Open Distributed Processing, Middleware 2000, held in New York, NY, USA, in April 2000. The 21 revised full papers presented were carefully selected from a total of 70 submissions. The

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book offers an excellent state-of-the-art report on research in the design, implementation, deployment, and evaluation of distributed systems platforms and architectures for future networked environments. The papers are organized in sections on caching, indirection, reflection, messaging, quality of service, transactions and workflow, and composition.

Advanced CORBA Programming with C++ provides designers and developers with the tools required to understand CORBA technology at the architectural, design, and source code levels. This book offers hands-on explanations for building efficient applications, as well as lucid examples that provide practical advice on avoiding costly mistakes. With this book as a guide, programmers will find the support they need to successfully undertake industrial-strength CORBA development projects.

A state-of-the-art guide to middleware technologies, and their pivotal role in communications networks. Middleware is about integration and interoperability of applications and services running on heterogeneous computing and communications devices. The services it provides - including identification, authentication, authorization, soft-switching, certification and security - are used in a vast range of global appliances and systems, from smart cards and wireless devices to mobile services and e-Commerce. Qusay H. Mahmoud has created an

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invaluable reference tool that explores the origins and current uses of middleware (highlighting the importance of such technologies as CORBA, J2EE and JMS) and has thus compiled the roadmap to future research in this area. Middleware for Communications: discusses the emerging fields of Peer-to-Peer (P2P) and grid middleware detailing middleware platforms such as JXTA and the Globus middleware toolkit. shows how Middleware will play a significant role in mobile computing. presents a Platform Supporting Mobile Applications (PLASMA) - a middleware platform that consists of components for location, event, and profile handling of Location-Based Services. introduces middleware security focusing on the appropriate aspects of CORBA, J2EE, and .NET and demonstrates how to realize complex security capabilities such as role-based access control (RBAC) and mandatory access control (MAC). discusses how Quality of Service (QoS) component middleware can be combined with Model Driven Architecture (MDA) technologies to rapidly develop, generate, assemble and deploy flexible communications applications. This incomparable overview of middleware for communications is suitable for graduate students and researchers in communications and computing departments. It is also an authoritative guide for engineers and developers working on distributed systems, mobile computing and networked appliances.

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Corpus linguistics is a research approach to investigate the patterns of language use empirically, based on analysis of large collections of natural texts. While corpus-based analysis has had relatively little influence on theoretical linguistics, it has revolutionized the study of language variation and use: what speakers and writers actually do with the lexical and grammatical resources of a language. Corpus-based research employs the research methods of quantitative and qualitative social science to investigate language use patterns empirically. This four-volume collection is organized around linguistic research questions that can be investigated from a corpus perspective and includes amongst others studies of individual words, comparisons of supposedly synonymous words, studies of grammatical variation, and sociolinguistic studies of dialects, registers, styles, and world varieties. Corpus-based analysis has also proven to be important for the study of historical change.

This two-volume set LNCS 3760/3761 constitutes the refereed proceedings of the three confederated conferences CoopIS 2005, DOA 2005, and ODBASE 2005 held as OTM 2005 in Agia Napa, Cyprus in October/November 2005. The 89 revised full and 7 short papers presented together with 3 keynote speeches were carefully reviewed and selected from a total of 360 submissions.

Corresponding with the three OTM 2005 main conferences CoopIS, DOA, and

ODBASE, the papers are organized in topical sections on workflow, workflow and business processes, mining and filtering, petri nets and processs management, information access and integrity, heterogeneity, semantics, querying and content delivery, Web services, agents, security, integrity and consistency, chain and collaboration mangement, Web services and service-oriented architectures, multicast and fault tolerance, communication services, techniques for application hosting, mobility, security and data persistence, component middleware, java environments, peer-to-peer computing architectures, aspect oriented middleware, information integration and modeling, query processing, ontology construction, metadata, information retrieval and classification, system verification and evaluation, and active rules and Web services.

This book constitutes the refereed proceedings of the 9th International Conference on Algorithms and Architectures for Parallel Processing, ICA3PP 2009, held in Taipei, Taiwan, in June 2009. The 80 revised full papers were carefully reviewed and selected from 243 submissions. The papers are organized in topical sections on bioinformatics in parallel computing; cluster, grid and fault-tolerant computing; cluster distributed parallel operating systems; dependability issues in computer networks and communications; dependability issues in distributed and parallel systems; distributed scheduling and load balancing,

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industrial applications; information security internet; multi-core programming software tools; multimedia in parallel computing; parallel distributed databases; parallel algorithms; parallel architectures; parallel IO systems and storage systems; performance of parallel distributed computing systems; scientific applications; self-healing, self-protecting and fault-tolerant systems; tools and environments for parallel and distributed software development; and Web service.

A special mention for 2004 is in order for the new Doctoral Symposium Workshop where three young postdoc researchers organized an original setup and formula to bring PhD students together and allow them to submit their research proposals for selection. A limited number of the submissions and their approaches were independently evaluated by a panel of senior experts at the conference, and presented by the students in front of a wider audience. These students also got free access to all other parts of the OTM program, and only paid a heavily discounted fee for the Doctoral Symposium itself. (In fact their attendance was largely sponsored by the other participants!) If evaluated as successful, it is the intention of the General Chairs to expand this model in future editions of the OTM conferences and so draw in an audience of young researchers to the OnTheMove forum. All three main conferences and the associated workshops

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share the distributed aspects of modern computing systems, and the resulting applications created by the Internet and the so-called Semantic Web. For DOA 2004, the primary emphasis stayed on the distributed object infrastructure; for ODBASE 2004, it was the knowledge bases and methods required for enabling the use of

formal semantics; and for CoopIS 2004 the main topic was the interaction of such technologies and methods with management issues, such as occurs in networked organizations. These subject areas naturally overlap and many submissions in fact also treat envisaged mutual impacts among them.

Parlay will enable rapid and cost-effective delivery of services based on telecommunications networks, and will be an essential part of the 3G future. We live in an exciting time. 3G networks are taking off, and as greater bandwidth and communication speeds become available, people are seeking new means by which to increase their interaction potential. Newer and more exciting services are being developed to drive more revenues and to enhance end-user experiences. New technologies are being designed and implemented to supplement and leverage the new capabilities being built into core networks.

Parlay/OSA: From Standards to Reality is an accessible primer on network ecosystems and operations today, discussing the need for Parlay, the details of

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standards, aspects of network evolution and support for legacy systems, and advanced topics from an implementation perspective. The authors examine the potential of the Parlay/OSA (Open Service Access) solution from a number of points of view: business need, service development and service deployment. Parlay/OSA: From Standards to Reality: Provides a comprehensive account and examination of the Parlay technology. Covers standards capabilities and directions, and the twelve Service Capability Features, including call control, mobility management, data session control, generic messaging service and content based charging and policy management. Addresses architectural alternatives and advanced architecture patterns. Provides use cases, architecture, deployment scenarios and advanced topics for further reading. This invaluable resource will provide product managers, software developers, application developers, network architects and engineers, as well as advanced students and researchers in academia and industry with an in-depth understanding of Parlay.

The Art of UNIX Programming poses the belief that understanding the unwritten UNIX engineering tradition and mastering its design patterns will help programmers of all stripes to become better programmers. This book attempts to capture the engineering wisdom and design philosophy of the UNIX, Linux, and

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Open Source software development community as it has evolved over the past three decades, and as it is applied today by the most experienced programmers. Eric Raymond offers the next generation of "hackers" the unique opportunity to learn the connection between UNIX philosophy and practice through careful case studies of the very best UNIX/Linux programs.

Demonstrates how to create generic frameworks, libraries, classes, and tools that can be used in the .NET environment and provides instructions on how to select the right language to develop parts of a system and how to integrate them at runtime.

The primary audience for this book are advanced undergraduate students and graduate students. Computer architecture, as it happened in other fields such as electronics, evolved from the small to the large, that is, it left the realm of low-level hardware constructs, and gained new dimensions, as distributed systems became the keyword for system implementation. As such, the system architect, today, assembles pieces of hardware that are at least as large as a computer or a network router or a LAN hub, and assigns pieces of software that are self-contained, such as client or server programs, Java applets or protocol modules, to those hardware components. The freedom she/he now has, is tremendously challenging. The problems alas, have increased too. What was before mastered

and tested carefully before a fully-fledged mainframe or a closely-coupled computer cluster came out on the market, is today left to the responsibility of computer engineers and scientists invested in the role of system architects, who fulfil this role on behalf of software vendors and integrators, add-value system developers, R&D institutes, and final users. As system complexity, size and diversity grow, so increases the probability of inconsistency, unreliability, non responsiveness and insecurity, not to mention the management overhead. What System Architects Need to Know The insight such an architect must have includes but goes well beyond, the functional properties of distributed systems. This book comprises a selection of papers on new methods for analysis and design of hybrid intelligent systems using soft computing techniques from the IFSA 2007 World Congress, held in Cancun, Mexico, June 2007.

This book constitutes the refereed proceedings of the Third International Conference on Service-Oriented Computing, ICSOC 2005, held in Amsterdam, The Netherlands in December 2005. The 32 revised full papers and 14 short papers presented together with 8 industrial and demo papers were carefully reviewed and selected from over 200 submissions. The papers are organized in topical sections on vision papers, service specification and modelling, service design and validation, service selection and discovery, service composition and

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aggregation, service monitoring, service management, semantic Web and grid services, as well as security, exception handling, and SLAs.

This book reports on the concepts and ideas discussed at the well attended ICRA2005 Workshop on "Principles and Practice of Software Development in Robotics", held in Barcelona, Spain, April 18 2005. It collects contributions that describe the state of the art in software development for the Robotics domain. It also reports a number of practical applications to real systems and discuss possible future developments.

"This book presents cutting-edge research and analysis of the most recent advancements in the fields of database systems and software development"--Provided by publisher.

Middleware is the bridge that connects distributed applications across different physical locations, with different hardware platforms, network technologies, operating systems, and programming languages. This book describes middleware from two different perspectives: from the viewpoint of the systems programmer and from the viewpoint of the applications programmer. It focuses on the use of open source solutions for creating middleware and the tools for developing distributed applications. The design principles presented are universal and apply to all middleware platforms, including CORBA and Web Services. The authors have created an open-source implementation of CORBA, called MICO, which is freely available on the web. MICO is one of the most successful of all open source projects and is widely used by demanding companies and institutions, and has also been adopted by many in the Linux community. * Provides a comprehensive look at the architecture and design of middleware the bridge that connects distributed software applications * Includes a complete, commercial-

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quality open source middleware system written in C++ * Describes the theory of the middleware standard CORBA as well as how to implement a design using open source techniques

"This book is a compilation of advanced research results in architecture and modeling issues of multi-agent systems. It serves as a reference for research on system models, architectural design languages, methods and reasoning, module interface design, and design issues"--Provided by publisher.

Advanced CORBA Programming with C++Addison-Wesley Professional Company
TCP/IP Illustrated, an ongoing series covering the many facets of TCP/IP, brings a highly-effective visual approach to learning about this networking protocol suite. TCP/IP Illustrated, Volume 2 contains a thorough explanation of how TCP/IP protocols are implemented. There isn't a more practical or up-to-date bookthis volume is the only one to cover the de facto standard implementation from the 4.4BSD-Lite release, the foundation for TCP/IP implementations run daily on hundreds of thousands of systems worldwide. Combining 500 illustrations with 15,000 lines of real, working code, TCP/IP Illustrated, Volume 2 uses a teach-by-example approach to help you master TCP/IP implementation. You will learn about such topics as the relationship between the sockets API and the protocol suite, and the differences between a host implementation and a router. In addition, the book covers the newest features of the 4.4BSD-Lite release, including multicasting, long fat pipe support, window scale, timestamp options, and protection against wrapped sequence numbers, and many other topics. Comprehensive in scope, based on a working standard, and thoroughly illustrated, this book is an indispensable resource for anyone working with TCP/IP.

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This book constitutes the joint refereed proceedings of six international workshops held as part of OTM 2003 in Catania, Sicily, Italy, in November 2003. The 80 revised full workshop papers presented together with various abstracts and summaries were carefully reviewed and selected from a total of 170 submissions. In accordance with the workshops, the papers are organized in topical main sections on industrial issues, human computer interface for the semantic Web and Web applications, Java technologies for real-time and embedded systems, regulatory ontologies and the modelling of complaint regulations, metadata for security, and reliable and secure middleware.

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