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Code Optimization: Effective Memory Usage	1-931769-24-9	Kris Kaspersky	400	Oct-03	

Always Use Protection: A Teen's Guide to Safe Computing

By Dan Appleman
Apress
1-59059-326-X
288 pp.
May 2004

You Know You're in Trouble When...
- Your family and friends know everything you're doing on your computer!
- Someone is impersonating you during an instant messaging session.
- Sudden dropouts and lag occur during online game play.
- Your computer crashes unexpectedly and for no apparent reason.
- Mysterious pop-up windows appear at strange times.

This is a book about computer security and privacy, written especially for the many people who, just like you, are taking advantage of all the Internet has to offer. It goes beyond the "beware the dangers of chat room" warnings you're already aware of and tells you not only how to protect your computer form the latest invasions of viruses, worms, and Trojans, but also how to fight back and actually do something about them.

You Know You're Safe When...
- You know how anitvirus tools and firewalls actually work—and how they can fail.
- You play online games without leaving your system open to attack.
- You can surf the Web and shop without leaving any traces to follow.
- You can clean viruses off a system—and even get paid for it!

Daniel Appleman is the president of Desaware Inc., a developer of add-on products and components for Microsoft Visual Studio, including SpyWorks, StateCoder and the NT Service Toolkit for .NET languages and VB6. He is a co-founder of Apress, a publishing company specializing in high quality professional level books for computer programmers and Information Technology professionals. He is the author of numerous books including Moving to VB.NET: Strategies, Concepts and Code, How Computer Programming Works, and Dan Appleman's Visual Basic Programmer's Guide to the Win32 API, and he is the author of a series of ebooks on .NET related topics.

Apache Essentials: Install, Configure, Maintain

Darren James Harkness
Apress
1590593553
175 Pages
Published: May 2004

Apache is the most widely used web server on the Internet today, and that comes as no surprise - it's open source and therefore free of charge to use, not to mention gloriously extensible. And it's much more secure than other web servers.

So you've picked this book up and you're wondering what exactly makes it different from all those other Apache books? There are hundreds of books about Apache; books that promise to unleash its power, provide a complete reference for it, or delve into the most miniscule corners of its functionality.

The problem is that none of them talks to the average web designer or developer. Most books on Apache are written by propellerheads for propellerheads. None of them explain how to configure Apache using plain language, giving examples that matter to you - but Apache Essentials does!

In Apache Essentials, I'll show you how to install, configure, and maintain Apache. The key features that you'll use on a daily basis will be emphasized. You'll learn how to host secure (SSL) sites, optimize key Apache modules, use Apache with Perl and PHP, work with Server Side Includes (SSI), and take advantage of the information contained in log files.

By the time you're done reading this book, you'll be an Apache superstar!

www.manaraa.com

Beginning .NET Game Programming in C#

Ellen Hatton, Alexandre Santos Lobao,
David Weller
Apress
1-59059-319-7
468 pp.
March 2004

This long-awaited title provides a clear introduction to game programming for you, C# programmers! Microsoft insiders have written an easy-to-read guide, so you can start programming games quickly. This book even includes an introduction to Managed DirectX9, and other advanced .NET features, like animation and sounds.

Code examples are actually complete games, and include .Nettrix , .Netterpillars, River Pla.NET, Magic KindergarteN., D-iNfEcT, Nettrix II (for the Pocket PC), and a version of the classic game, Spacewars.

Ellen Hatton is a computer science undergraduate at Edinburgh University. She was exposed to computers at a very early age and has been fascinated with them ever since. Her first experience of computer games was playing Dread Dragon Doom, at which she quickly excelled at the age of 5. She's been hooked on games ever since. Ellen is not only interested in computers. She skis frequently, among other sports, and enjoys general student life in the bustling Scottish capital, Edinburgh. As her choice of degree suggests, Ellen still finds computers very interesting and is constantly looking for new challenges.

Alexandre Santos Lobão graduated with a bachelor's degree in computer science in 1991, Alexandre, together with six friends, founded that same year a company that came to be known as a synonym for high-quality services in Brasilia, Brazil: Hepta Informática. At the end of 2000, Alexandre entered Microsoft as a consultant. Looking at the new and extremely interesting possibilities offered by the .NET Framework, he decided to take everything he's learned over the last decade and apply it to this new development platform.

David Weller - Shortly after leaving the military, David was offered a job to help build the Space Station Training Facility at NASA. From that point on, he merrily spent time working on visual simulation and virtual reality applications. He made the odd shift into multitier IT application development during the Internet boom, ultimately landing inside of Microsoft as a technical evangelist, where he spends time playing with all sorts of new technology and merrily saying under his breath, "I can't believe people pay me to have this much fun!"

Beginning C, Third Edition

Ivor Horton
Apress
1-59059-253-0
550 pp.
April 2004

This is an updated classic by teacher, lecturer, and respected academic, Ivor Horton. Horton teaches you the complete C language in a step-by-step, progressive manner. All elements of the C language are carefully explained, in terms of how they work and what they are for. The language features in the book are demonstrated and explained fully with working code examples.

Beginning C, Third Edition is highly recommended for training courses and continuing education students and assumes no prior working knowledge of C.

Ivor Horton is currently self-employed in consultancy and writes programming tutorials. He worked for IBM for many years and holds a bachelor's degree, with honors, in Mathematics. Ivor's experience at IBM includes programming in most languages, including both assembler and high-level languages on a variety of machines; real-time programming; and designing and implementing real-time closed loop industrial control systems. He has extensive experience teaching programming to Engineers and Scientists (Fortran, PL/1, APL,etc.). Ivor is an expert in Mechanical, Process, Electronic CAD systems; mechanical CAM systems; and DNC/CNC system. He is also well-versed in automotive, process, electronics industries systems and applications.

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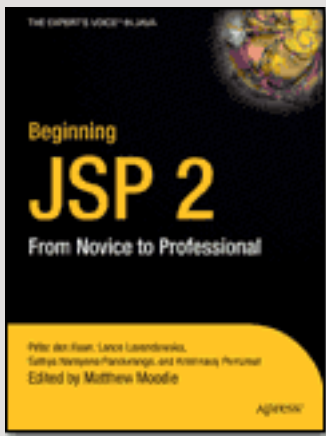
## Beginning JSP 2: From Novice to Professional

Peter den Haan, Lance Lavandowska,
Sathya Narayana Panduranga,
Krishnaraj Perrumal
Apress
1-59059-339-1
463 pages
May 2004

JavaServer Pages (JSP) is a server-side technology that creates highly interactive and flexible Web applications. In today's economic climate, JSP is particularly compelling for businesses because it's cost effective, with a short learning curve and plentiful open-source development and deployment options.

JSP combines HTML, which creates the basic structure of a Web page, and Java, which provides dynamic features such as pulling data from a server and presenting that data in an HTML form. JSP therefore allows you to create interactive websites and web-based applications.

This book is your guide as you begin using JSP. It starts by steering you through your first JSP application. It reviews HTML and provides you with a useful overview of JSP. You'll then be ready to start learning one of the core techniques in JSP—pulling data from a database and working with that data. When you've mastered this technique, you'll be ready to branch out powerfully into other JSP topics in this book: variables, scope, flow control, and code reuse for productive time management. Finally, the book shows you how you can use JSP with XML and gives you a taste of some advanced topics, including using Struts and the Model View Controller.

Beginning JSP 2 gives step-by-step examples to explain the techniques behind the code. It provides realistic scenarios wherever possible to build your knowledge and confidence in JSP. After reading this book, you'll have the knowledge and skills to enter the Web development and Java development industries. All you need to begin this journey is a basic understanding of HTML and Java.
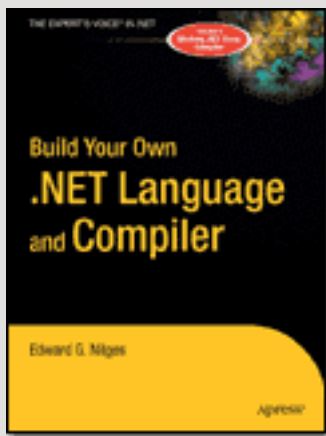
Build Your Own .NET Language and Compiler

Edward G. Nilges
Apress
1-59059-134-8
388 pages
May 2004

All software developers use languages – it's the fundamental tool of the trade. Yet despite widespread curiosity about how languages work, few developers actually learn how they work. For one thing, most texts on language and compiler development are highly academic and theoretical tomes intended for use in college level computer science programs. This is a shame, because the techniques used to make a language work have widespread applications in general programming.

Build Your Own .NET Language and Compiler takes the mystery out of compiler and language development and makes it accessible to every programmer. Ruthlessly practical, this book teaches fundamental techniques that programmers can use in their every day work.

Developers will learn how to

• Add scripts and macro languages to their applications
• Generate code "on the fly"
• Add runtime expression evaluation to their applications
• Understand parsing techniques – essential for extracting information from any structured form of data ranging from text files to user input to XML or HTML.

As a unique added bonus, this book includes a complete QuickBasic compatible compiler with source code. Not only does this illustrate the techniques taught in the book, it provides a great new .NET language ideal for teaching kids, simple scripting, or just for fun.

Computer Security for the Home and Small Office

Thomas C. Greene
Apress
1-59059-316-2
448 pages
March 2004

Computer Security for the Home and Small Office addresses the long-neglected security needs of everyday users in the home, company workstation, and SOHO (Small Office/Home Office) categories, with emphasis on system hardening, eliminating malware, user and Internet privacy, encryption, and data hygiene.

The book offers comprehensive tutorials for protecting privacy, preventing system attacks and, most important, avoiding difficulties from buggy programs and software laced with hidden functions and networking capabilities.

Furthermore, the book is packed with information about open-source products with related security strategies for Windows users. One recurrent strategy: replacing insecure closed-source applications and utilities with safer open-source alternatives, thereby eliminating numerous routes to system exploitation and privacy invasion.

Also included is plenty of guidance for Linux users, and a full chapter weighing the advantages and disadvantages of migrating to Linux—a step that can greatly simplify computer security, even for the novice user.

Thomas C. Greene is Associate Editor of The Register, the leading independent IT news daily, where he has been a senior editor and columnist for five years. Tom covers cybercrime, computer and network security, and Washington politics and legislation related to information technology.

Developing Application Frameworks in .NET

Xin Chen
Apress
1-59059-288-3
369 pp.
April 2004

Application frameworks, which provide a base of common services on which applications are built, offer the benefits of extensibility, modularity, and reusability of both code and design to your applications. This book explains what frameworks are and how they fit into applications, and offers many object-oriented techniques used in application frameworks.

This book also shows you actually how to develop application frameworks through a concrete framework example called Simplified Application Framework (SAF). The SAF framework was developed by Xin Chen in C#. It consists of common services needed by many applications, such as a class factory service, configuration service, event notification service, security service, and transaction service. This book goes into detail on each of these services to explain its benefits, as well as its design and implementation in C#. Through a discussion of each service, you will also learn about many advanced .NET techniques employed by the framework, such as .NET remoting, reflection, custom attributes, multithreading, and serviced components.

Many of the services discussed in the book also use design patterns as their blueprints. This book discusses these design patterns in-depth and shows how to implement them in a real-world scenario. Accompanying the book are the complete source code of the sample framework and sample executable projects (downloadable via the Internet), allowing readers to actually test out each framework service/component of SAF and learn about the development of frameworks, .NET technologies, and design patterns in a more interactive fashion.

Special Note This book covers .NET 1.0 and 1.1. and assumes knowledge of the .NET Framework and C#.

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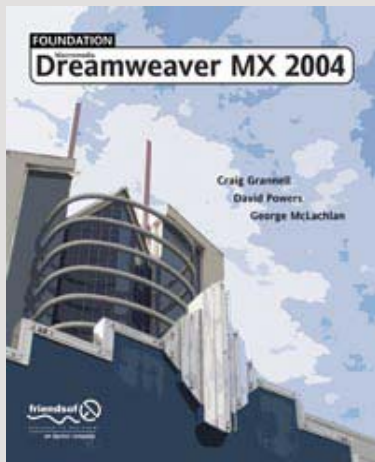
**Foundation
Dreamweaver MX 2004**

Craig Grannell, George McLachlan &
David Powers
Apress
1590593081
300 pages
February 2004

Dreamweaver MX 2004 is the latest version of Macromedia's world-class visual web-authoring tool, which includes powerful yet easy-to-use database integration. Unlike many other books, ***Foundation Dreamweaver MX 2004*** focuses on both sides of coin – no matter what your background, this book will give you a solid foundation in graphic design and layout issues as well as full training in the powerful server-side and database integration features that Dreamweaver offers. The truth is that in today's climate database integration is no more of an extra than faultless visual design, and this book is here to guide you through this new world, covering dynamic scripting with PHP and the popular MySQL database. This book covers:

Site design and layout principles
• Using templates and Cascading Style Sheets to create advanced site designs
• Adding interactivity to pages with PHP script
• Setting up PHP and MySQL to create powerful dynamic database-driven applications

Even if you are already using Dreamweaver and want to extend your skills towards dynamic content, interactive and engaging to your visitors. Or maybe you're a developer who wants to make the most of this sophisticated productivity tool and take full advantage of the renowned Dreamweaver interface to improve your workflow. Foundation Dreamweaver MX 2004 gives you the essential grounding that you'll need in the all-important design context. Whether a complete novice or a past user, after reading this book, you'll be fluent in the full breadth of the powerful functionality that Dreamweaver MX 2004 has to offer. This book presents a unique learning curve backed up by solid real-world case studies and tutorials.

Macromedia Dreamweaver MX 2004 makes this all possible, and Foundation Dreamweaver MX 2004 makes it easier than you could have imagined! This book will benefit you if you're:

• Someone who wants to learn Dreamweaver MX 2004, but only wants a static site.
• The same, but who might take a look at dynamic sites later.
• Someone who already has a static site, but wants to make it dynamic.
• Someone who wants to create a dynamic site from scratch.
• Those who want to improve their sites and learn best practices and web standards.

**Foundation
Flash MX
2004**

Kris Besley & Sham Bhangal
Apress
1590593030
465 pages
January 2004

If you've never used Flash before and you're looking for a book that will give you a rock solid grounding in Flash MX 2004, then this is the title for you. This book uses a series of structured exercises to give you the broad, solid foundation knowledge you need to start your exploration of Flash from scratch. Foundation Flash MX 2004 uses a proven sequential, detailed, and accessible tutorial style to ensure that you'll retain your learning and be able to draw on it throughout your Flash career.

Macromedia Flash MX 2004 is an exciting product, providing rich creative opportunities for Flash designers and developers at all levels of ability and experience. No single book can hope to provide adequate coverage of all aspects of Flash MX 2004, which is why this book focuses relentlessly on the core skills that you need to get you started: understanding the interface; familiarizing yourself with the creative tools and their capabilities; grasping the relationships between the different components that make up a Flash movie; getting insight into how to put all the pieces together and hook them up with ActionScript. All these aspects (and much more) are covered in detailed tutorials and exercises, reinforced with a case study that runs throughout the book to apply everything in a real-world context.

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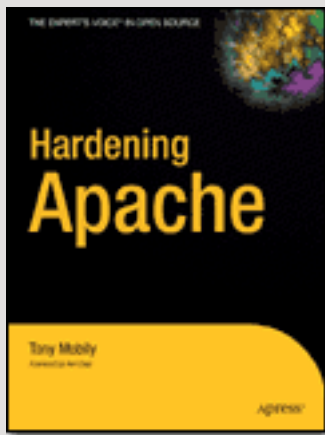
Hardening Apache

Tony Mobily
Apress
1-59059-378-2
270 pages
April 2004

A must-read for any system administrator installing or currently using Apache, Hardening Apache shows you exactly what to do to make Apache more secure. Throughout this book, renowned author Tony Mobily introduces you to many of the security problems you'll inevitably stumble across when using Apache---and most important, you'll learn how to protect yourself and your server.

Mobily provides in-depth instruction on the safe installation and configuration of Apache and gives detailed guidance on tightening the security of your existing Apache installation. This comprehensive book covers a wide variety of the most important issues, including common attacks, logging, downloading, administration, cross-site scripting attacks, and web-related RFC details. The book also delves into many of the more advanced system administration techniques including "jailing" Apache and securing third-party modules.

Tony Mobily - When he is not talking about himself in the third person, Tony Mobily is an ordinary human being, enjoying his life in the best city in the world: Perth (Western Australia). He is a senior system administrator and security expert, and manages the Italian computer magazine Login, working daily with many Internet technologies. (He loves Linux, Apache, Perl, C, and Bash.)

He is also trained in Classical Ballet (ISTD, RAD), Jazz (ISDT), and singing. Tony is working to obtain format teaching qualifications in these disciplines. He also writes short and long stories, and practices Buddhism (Karma Kagyu lineage) and meditation. His web site is www.mobily.com.

Illustrator CS Most Wanted: Techniques and Effects

Matt Kloskowski
1590593723
Apress
350 pages
May 2004

If you're looking for a book to teach you some of the most useful techniques in Adobe Illustrator CS, your search is over. If you're looking for exercises that make learning about Illustrator CS more fun, look no further. Most of all, if you're looking for a book to empower you to create illustrations that are worth bragging about, you've found it!

Illustrator CS Most Wanted: Techniques and Effects responds to the demands of a growing group of illustrators who want to take their skills to the next level.

In this book, you'll learn how to do the following:

• Create stunning 3D illustrations using Illustrator CS's new 3D effects.
• Expand your drawing abilities and learn how to make use of Illustrator's various path tools to do the work for you.
• Transform a photograph into a stylized vector illustration.
• Master transparency techniques that will give your illustrations a lifelike appearance.
• Fade, transform, and blend artwork like never before using opacity masks and the powerful Blend tool.
• Use Illustrator to create retro-styled artwork.
• Produce cartoon, game, and animation effects that can be used with various animation programs.
• Explore the huge library of preset artwork Adobe has included with Illustrator CS and see how it can save you time and provide you with endless inspiration.
• Design illustrations that are worth bragging about.
• Utilize the downladable creative and inspirational source files (even the fonts are included!) for every exercise so you can work at your own pace and never be left without the final illustration.

Intermediate Robot Building

David Cook
Apress
1-59059-373-1
442 pages
April 2004

For readers of Robot Building for Beginners (Apress, 2002), welcome to the next level.

Intermediate Robot Building offers the kind of real-world knowledge that only an experienced robot builder can offer—the kind of knowledge beginners usually have to learn through mistakes. In this book, you'll learn the value of a robot heartbeat and the purpose of the wavy lines in photocells. You'll find out what electronic part you should sand. You'll discover how a well-placed switch can help a robot avoid obstacles better than a pair of feelers. And you'll avoid mistakes that can cause a capacitor to explode.

Want a robot that can explore rooms, follow lines, or battle opponents in mini-sumo? This book presents step-by-step instructions and circuit and part descriptions so that you can build the robot featured in the book or apply the modules to your own robot designs.

Finally, you'll find the complete schematics for Roundabout, a room explorer that requires no programming and uses only off-the-shelf electronics. With Roundabout, you'll use many of the same techniques used by professional robotics engineers—and you'll experience many of the same challenges and joys they feel when a robot "comes to life."

David Cook is an Engineering Manager at Motorola. He has 20 years of experience as a software developer, creating everything from award-winning computer games to mobile background-check applications for police. Self-taught in electronics and basic mechanics, David explains his years of robot experiences to the average backyard scientist, in a comfortable and helpful manner, without scholarly intimidation. David hosts the popular robot site RobotRoom.com.
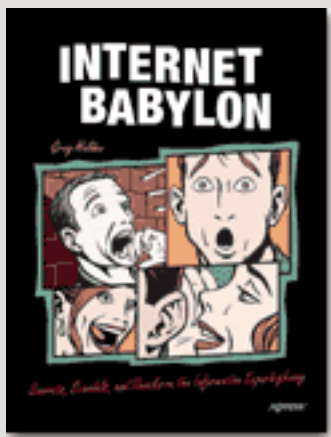
Internet Babylon: Secrets, Scandals, and Shocks on the Information Superhighway

Greg Holden
Apress
1-59059-299-9
352 pages
April 2004

This book looks at the Internet from a sordid and entertaining perspective. The line between truth and fiction is blurred on the Net, just as it is in Hollywood, and so are the scandals involving well-known movie and TV personalities, politicians, and the Internet's own brand of celebrities. The battle between illusion and reality is every bit as intense on the Internet as on the celluloid screen. Going beyond sites that glorify the seamier side to life, Internet Babylon is a guide to the unique sites that appeal to selective sensibilities.

Internet Babylon gives you the ability to live vicariously through and be a participant in extraordinary, even strange, goings-on that you might never otherwise encounter in your day-to-day life. You'll not only find entertaining and titillating stories that define the rough and wild side of a major force in society that's still developing, but you'll also discover the tools you need to be on top of breaking stories and find the news that's not fit to print.

Greg Holden - Since 1996, Greg Holden has been a full-time writer of books, articles, and columns on computer and Internet-related topics. He is the author of over twenty books on e-commerce, Web design, and computing.

Fireworks MX 2004 Zero to Hero

Joyce J. Evans & Charles E. Brown
1590593065
Apress
350 pages
February 2004

Macromedia's Fireworks MX 2004 enables you to design, optimize, and add basic interactivity to your graphics and is mainly used for designing and optimizing web graphics, then exporting them to website creation programs like Dreamweaver or Flash.

With extensive tools for editing bitmap and vector graphics, Fireworks makes collaborative site design much quicker with improved integration of the Studio products. Graphics in Flash or Dreamweaver libraries can be quickly edited in Fireworks and instantly updated throughout your website. Extra photo-editing tools, Auto Shapes, Live Effects animation, and additional anti-aliasing options provide more creative scope and developers can extend Fireworks image-editing capabilities into Dreamweaver.

The Definitive Guide to GCC

William von Hagen, Kurt Wall
Apress
1-59059-109-7
504 pages
January 2004

The Definitive Guide to GCC is a comprehensive tutorial and guide to using the newest version of GCC, the GNU Compiler Collection. GCC is quite simply the most used and most powerful tool for programmers on the planet. GCC has long been available for most major hardware and operating system platforms and is often the preferred compiler for those platforms. As a general-purpose compiler, GCC produces higher quality, faster performing executable code with fewer bugs than equivalent offerings supplied by hardware and software vendors. GCC, along with GNU Emacs, the Linux operating system, the Apache web server, the Sendmail mail server, and the BIND DNS server, is one of the showpieces of the free software world and proof that sometimes you can get a free lunch.

In The Definitive Guide to GCC, authors William von Hagen and Kurt Wall teach you how to build, install, customize, use, and troubleshoot GCC 3.2. This guide goes beyond just command-line invocations to show you how to use GCC to improve the quality of your code (with debugging, code profiling, and test code coverage), and how to integrate other GNU development tools, such as libtool, automake, and autoconf, into your GCC-based development projects.
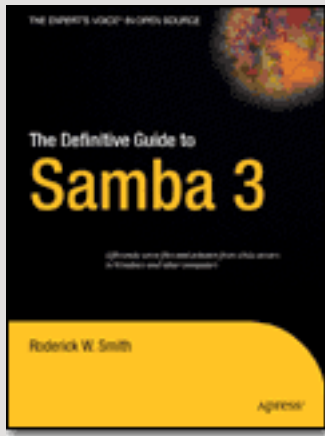
The Definitive Guide to Samba 3

Roderick W. Smith
Apress
1-59059-277-8
648 pages
April 2004

If you're familiar with Unix administration, TCP/IP networking, and other common Unix servers, and you want to learn how to deploy Samba, this book is ideal for you. With this book as a guide, you can quickly configure a basic Samba server and then move on to learn about Samba's more exotic features, including those new to Samba 3.0. The topics in this book are approached from both an experienced Unix user and an administrator's point of view, to help you optimize Samba.

Samba is an efficient file and print server that enables you to get the most out of your computer hardware. In Samba 3.0, many important features have been added, particularly in the realm of domain administration and membership, such as improved support for membership in Windows 200x domains and a wider array of authentication options. Samba also boasts several advanced features with which you can perform very complex tasks. For instance, Samba can control an NT domain, burn CD-Rs with drag-and-drop operations from the client, and function as part of a network backup system.

The Samba dance after which the server is named is known for its liveliness, and the server is similarly energetic and dynamic. So join in—you may make a misstep or two, but this book will help you avoid making too many, and you'll soon be doing the (TCP/IP) Samba along with the best!

Roderick W. Smith is a long-time author of Linux, system administration, and networking books. His most recent book is Linux Power Tools, and he previously wrote a book about Samba for the Craig Hunt series for Sybex. Smith holds a Ph.D. in cognitive psychology. Smith is also the "Guru Guidance" (system administration) columnist for Linux Magazine.

Never Threaten to Eat Your Co-Workers: Best of Blogs

Bonnie Burton (Editor) &
Alan Graham (Editor)
Apress
1-59059-321-9
255 pages
April 2004

Do you occasionally wonder,

- What kind of person works at a porn video store?
- Do public defenders believe in their clients?
- What does a reporter feel when he visits war-torn Iraq?
- What happens after a child star falls into obscurity?

Thanks to Web logs, or "blogs" as they're affectionately nicknamed by Net-savvy voyeurs, anyone can jump into the shoes of a video salesclerk, a criminal court lawyer, an international journalist, or a TV star, among others.

While entertaining and educating, these virtual diaries represent a cross section of the people who dwell online. This book features the Internet's most provocative writing, by unknown writers and underground celebrities.

Neil Forrester, former cast member of MTV's The Real World, gives new meaning to the phrase "Bite your tongue." Meanwhile, Star Trek:The Next Generation actor, Wil Wheaton, gives his take on the Hollywood system and fleeting stardom.

Elsewhere, web designer Heather Hamilton finds herself unemployed after postin on-the-job stories to her personal blog. And humorist Choire Sicha shares advice about broken hearts and timeshares. Plus: tales of creepy video-store customers, office pranks gone awry, a childhood encounter with Darth Vader, and so much more!

Bonnie Burton (Editor) - Bonnie Burton is the founder of GRRL.com. She is a devoted blogger, both writing and reading them.

Alan Graham (Editor) - Alan is a longtime computer industry veteran who survived the dotcom boom. His latest challenge: this book and a newborn baby girl.

www.manaraa.com

XML and FrameMaker

Kay Ethier
Apress
1-59059-276-X
416 pages
March 2004

This book is designed to teach anyone working in data-intensive publishing how XML can be leveraged to make the job of presenting data easier. While the XML discussions within the book are general, FrameMaker is used for all of the examples since it supports a wide variety of XML import and export options. In addition, author Kay Ethier shows you how FrameMaker's powerful formatting features lend themselves to publishing XML documents—without reworking them.

This book is written for a professional audience, including writers, database administrators, developers, and production staff. Ethier shows you how to

• Capture or emit XML from existing documents or databases
• Use XML to create documents that may be published to many other formats
• Build an "XML round-trip" for Adobe FrameMaker 7

This book is also a featured publication at the Society for Technical Communication.

Kay Ethier is an Adobe Certified Expert in FrameMaker 7 and several prior versions. She instructs training classes, performs consulting, and provides hotline support for clients in a variety of industries. She resides in the Research Triangle Park, North Carolina area. In 2001 Kay co-authored the book, "XML Weekend Crash Course", for HungryMinds. She has most recently been a contributing author on "Advanced FrameMaker," a self-published book.

Black Hat: Misfits, Criminals, and Scammers in the Internet Age

John Biggs
Apress
1-59059-379-0
176 pages
June 2004

Homes are becoming increasingly wired and, thanks to Wi-Fi, unwired. Hackers can strike quickly and create disastrous results! These stories and follow-ups are a fascinating insight into the modern threats we all face in the techno jungle. Written by internationally recognized author, John Biggs, this book is an ideal read for anyone who owns a computer—and has ever pondered the threats of modern technology.

Black Hat takes a fair and thorough look at the hacking cases that have made the news in recent years. These stories include all the juicy details, like the people behind the hacking, as well as legislative attempts to curtail hacking, cracking, and spam.

John Biggs is a skilled journalist with seven years of intensive, real-world experience in IT programming and management as well as a Master's degree in business and economic reporting/management. He is an expert in open source software, theory and technical aspects.

Competitive MINDSTORMS: A Complete Guide to Robotic Sumo using LEGO MINDSTORMS

David J. Perdue
Apress
1-59059-375-8
350 pages
July 2004

With the advent of TV shows such as Junkyard Wars and BattleBots, robot building is gaining popularity throughout the mainstream population, but no books have been published with this particular focus. Competitive MINDSTORMS: A Complete Guide to Robotic Sumo using LEGO MINDSTORMS sets a new precedent, covering the design and construction of Robot-Sumo robots using MINDSTORMS.

Written by an experienced robot builder active in the building-community, this groundbreaking guide features thorough, realistic, premium-quality LEGO instructions. This book helps bridge the gap between the builder and the technology.

David Perdue has been working with LEGO® products his entire life. He discovered the Robotics Invention System almost three years ago, and has been building robots and mechanisms ever since. He runs his own website to showcase his creations, at www.theartofbrick.com. Perdue has been awarded 3 Special Mention awards by the official LEGO® MINDSTORMS company. Perdue is a member of LUGNET (LEGO® User Groups Networks) and participates in several related websites.

Decompiling Java

Godfrey Nolan
Apress
1-59059-265-4
232 pages
June 2004

Both Java and .NET use the idea of a "virtual machine," or VM. And while VMs are useful for some purposes, they undermine the security of your source code, because creation can be reversed, or "decompiled." Which makes this one-of-a-kind book extremely useful: you must understand decompilation, to properly protect your intellectual property.

For example, how secure is your code after you run an obfuscator? The book will answer questions like this, and provide more thorough information about Java byte codes and the Java Virtual Machine (JVM) than any other book on the market. This book redresses the imbalance by providing insights into the features and limitations of today's decompilers and obfuscators, and offering a detailed look at what JVM's actually do.

Godfrey Nolan is President of RIIS LLC, where he specializes in website optimization. He has written numerous articles for magazines and newspapers in the US, the UK, and Ireland. Nolan has had a healthy obsession with reverse engineering bytecode since he wrote Decompile Once, Run Anywhere which first appeared in Web Techniques in September 1997.

www.manaraa.com

Dive Into Python

Mark Pilgrim
Apress
1-59059-356-1
500 pages
July 2004

Python is a new and innovative scripting language. It is set to replace Perl as the programming language of choice for shell scripters, and for serious application developers who want a feature-rich, yet simple language to deploy their products.

Dive Into Python is a hands-on guide to the Python language. Each chapter starts with a real, complete code sample, proceeds to pick it apart and explain the pieces, and then puts it all back together in a summary at the end.

This is the perfect resource for you if you like to jump into languages fast and get going right away. If you're just starting to learn Python, first pick up a copy of Magnus Lie Hetland's Practical Python (Apress, 2002).

Mark Pilgrim is the author of several technical books, including Dive Into Accessibility, a free book on Web accessibility techniques. Mark works for MassLight, a training and Web development company based in Washington, D.C. He lives near of Raleigh, North Carolina, mostly because it's warmer. Check out this book's site at http://diveintopython.org/.
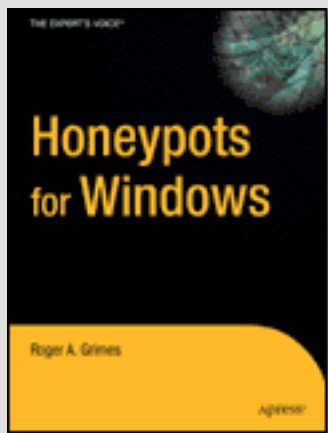
Honeypots for Windows

Roger A. Grimes
Apress
1-59059-335-9
350 pages
July 2004

If you're a developer who's tired of reading Unix and Linux documentation and newsgroup letters to get information on building and maintaining a Windows-based Honeypot, then this book is for you. No longer will you have to rummage through Unix-only advice and utilities to extract information relevant to your Windows deployment. This insightful guide will teach you special tricks and provide troubleshooting tips to help you efficiently run and maintain a Windows-based Honeypot.

Honeypots for Windows covers installing, configuring, and maintaining security Honeypots on Windows platforms. This reference also discusses the popular open source Honeypot product "honeyd" and summarizes other commercial Honeypot solutions.

Roger A. Grimes - Roger (CPA, MCSE NT/2000, CNE 3/4, A+), is the author of Malicious Mobile Code: Virus Protection for Windows (O'Reilly) and has been fighting malware since 1987. Roger was in Newsweek magazine for his work on fighting computer viruses way back in 1992! He has consulted for some of the world's largest companies, universities, and the Navy. Roger has written dozens of articles for national computer magazines such as, Windows & .Net Magazine, Security Administrator, Microsoft Certified Professional magazine, Network Magazine, and for mainstream newspapers. Recently, Roger was part of a team that helped re-write and create Microsoft technet security content and authored two chapters in McGraw-Hill's upcoming book, Network Security: The Complete Reference. As a frequent speaker on computer security, including at MCP's Tech Mentor Security Summit and SANS Conferences, Roger's sessions are highly rated for their practical application and real world fixes.
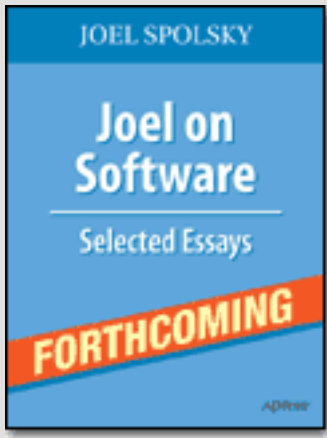
Joel on Software

Joel Spolsky
Apress
1-59059-389-8
200 pages
August 2004

Joel Spolsky began his legendary web log, www.joelonsoftware.com, in March 2000, in order to offer insights for improving the world of programming. Spolsky based these observations on years of personal experience.

The result just a handful of years later? Spolsky's technical knowledge, caustic wit, and extraordinary writing skills have earned him status as a programming guru! His blog has become renowned throughout the programming world—now linked to more than six hundred websites and translated into over thirty languages.

Joel on Software covers every conceivable aspect of software programming—from the best way to write code, to the best way to design an office in which to write code! All programmers, all people who want to enhance their knowledge of programmers, and all who are trying to manage programmers will surely relate to Joel's musings.

Joel Spolsky, a software industry veteran, writes a Web log called Joel on Software www.joelonsoftware.com that is one of the most popular independent Web sites for programmers. His site has been described as the "anti-Dilbert manifesto." Spolsky has designed and developed software used by millions of people and has worked on a variety of products, from Microsoft Excel to the Juno user interface. He is the founder of Fog Creek Software in New York City.

New Masters of Flash, Vol. 3

Spencer Phillips, Peters Marks, Bhangal
Yard, Adam Phillips, Billy Bussey,
Shane Mielke
Apress
1590593146
496 pages
August 2004

Macromedia Flash is an industry standard design application providing rich creative opportunities for designers and developers at all levels of ability and experience. With the recent release of Flash MX 2004, the latest version of this exciting product, Macromedia has yet again upped the standard for integrating video, text, audio, and graphics into immersive, rich experiences for websites, presentations, e-learning, and applications. Flash is now the world's most pervasive software platform, used by over one million professionals and reaching more than 97% of Internet-enabled desktops worldwide, as well as a wide range of devices.

New Masters of Flash: Volume 3 is both a global showcase and practical tutorial book aimed at working Flash designers who are looking for inspirations and radical techniques. Following on from the phenomenal success of the first two volumes of New Masters of Flash, Volume 3 will bring together the world's most awe-inspiring and innovative Flash designers to share their influences, ideas, and objectives in a series of individual essays, offering a unique insight into the creative professional's life. They will take the reader through a step-by-step tutorial explaining in detail how to re-create the interfaces, applications, and effects in Macromedia Flash MX 2004. These are the legendary artists and designers who are expanding the horizons of interactive interface design with Flash.

www.manaraa.com

New Masters of Photoshop, Vol. 2

Corné van Dooren, Oliver Ottner, Marin Musa, Alicia Buelow, Jason Morrison, Colin Smith
Apress
1590593154
475 pages
August 2004

Adobe Photoshop is the standard image editing application used by creative professionals around the globe to create high-quality images for print, the web, or any graphic-rich destination. Whether it's retouching photos, graphic design, texturing computer game environments, or mocking up storyboards for film – any project where image editing is required – Photoshop is the core tool of choice for every digital designer.

New Masters of Photoshop: Volume 2 is a showcase of the most innovative, inspiring, and imaginative work in Photoshop today. Each chapter is written by an individual designer recognized for their expertise and mastery of Photoshop through their work in areas such as photo realism, abstract art, print illustration, modeling, animation, web design, advertising, fantasy art, and film. Each designer drills into one of their images, showing the reader how to recreate it through tutorial-style instructions and insider tips. They also discuss their graphic inspirations and how they work with Photoshop professionally, offering a unique insight into the creative professional's life and art.

Corne van Dooren is currently consulting on Interactive Media Concepts at Hunterskil Howard, an international B2B communications agency in Eindhoven (The Netherlands). Van Dooren created the cover design for Extending Macromedia Flash MX 2004 and has tech reviewed several books for friends of ED.

Pro J2EE 1.4: From Professional to Expert

Meeraj Kunnumpurath, Sue Spielman
Apress
1-59059-340-5
950 pages
June 2004

Authors Spielman and Kunnumpurath have spent hours coding the new features of J2EE 1.4—so that you can catapult the examples into your own development projects without spinning extra cycles. This book will shape your understanding of intricate, complex J2EE 1.4 development. It is packed with real-world experience, best practices, and plenty of code, so you can move forward with your project, using the latest and greatest J2EE 1.4 functionality.

Pro J2EE 1.4 runs the gamut, from building industrial-strength Web applications with advanced Servlets 2.4, to using custom actions in JSP 2.0. The authors also provide details on all aspects of EJBs, like session, entity, message beans, and container services. Once you've built a J2EE application using this book, you'll look at managing applications, components and resources, as well as J2EE deployment issues. Eventually, this book will become your well-worn reference guide, kept open continually upon your desk.

Meeraj Kunnumpurath works as a Senior Information Specialist at Electronic Data Systems. He has been using Enterprise Java for more than four years. He is a Sun Certified Java Programmer and Web Component Developer. Meeraj also writes for popular web sites and journals.

Sue Spielman is President and Senior Consulting Engineer for Switchback Software LLC www.switchbacksoftware.com. Switchback Software provides a full range of software development and consulting services for enterprise business, web, and wireless applications. Sue frequently speaks at industry conferences around the US and is the author of The Struts Framework: Practical Guide for Java Programmers, JSTL: Practical Guide for JSP Programmers, and The Web Conferencing Book.
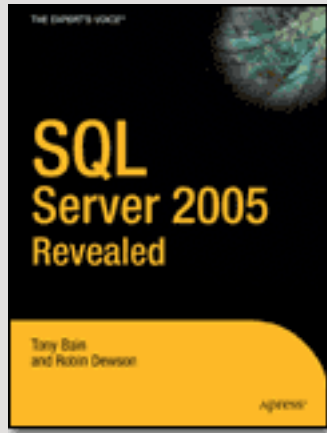
SQL Server 2005 Revealed

Tony Bain, Robin Dewson
Apress
1-59059-385-5
350 pages
July 2004

Written by an experienced and well-respected author team, this book will help you quickly learn the new features of SQL Server 2005. With plenty of Spatial examples, you'll be able to architect your own applications and exploit the newly included features. Case studies focus on advanced Spatial applications in healthcare, telecom, retail, and distribution industries.

But the book's greater aspiration is offer a deeper look at the database internals and features—not just the programming features. Sticking to this goal, the authors discuss changes to T-SQL, analytic functions, stored procedures, tables, indexes, transactions, and performance tools. Because it is based on extensive feedback from training courses, discussion lists, and customers, this book will offer best practice approaches to the most common problems with which you now struggle.

Tony Bain is the founder of Tony Bain & Associates and he has worked with SQL Server for the last 6 years. He is passionate about all database technologies especially when they relate to enterprise availability and scalability. Tony currently has Microsoft Certified System Engineer, Microsoft Certified Solution Developer, and Microsoft Certified Database Administrator certification.

Robin Dewson has been hooked on programming ever since he bought his first computer in 1980, a Sinclair ZX80. Starting out with SQL Server 6.5, he soon moved to SQL Server 7 and Visual Basic 5 and became involved in developing several applications for clients both in the UK and the US. From there he moved to SQL Server 2000 and Visual Basic 6. Robin currently is consulting at Lehman Brothers in London, where he has been for nearly 5 years, using Visual Basic 6 and Sybase on a trading system called Kojak. Robin is also the author of Beginning SQL Server 2000 Programming.

The Firebird Book: A Reference for Database Developers

Helen Borrie
Apress
1-59059-279-4
800 pages
August 2004

Although less publicized than other open source database management systems, Firebird continues to gain a dedicated following of professional users. Figures have already reached hundreds of thousands worldwide, in Firebird's short three-year history in open source. And until now, no other book has been available.

This is the first, official book on Firebird—the free, independent, open source relational database server that emerged in 2000. Based on the actual Firebird Project, this book will provide you all you need to know about Firebird database development, like installation, multi-platform configuration, SQL language, interfaces, and maintenance.

This comprehensive guide will help you build stable and scalable relational database back-ends for all sizes of client/server networks. The text is well-stocked with tips, code examples, and explanations to reinforce the material covered. This book concentrates on Firebird edition 1.5—complete with updated language, security and optimization features—without neglecting the needs of Firebird 1.0 users.

Helen Borrie is a database and application developer, a member of the Firebird project team and a former journalist, who doubles as a technical writer. She is a frequent contributor to support lists for Firebird, InterBase and Delphi database programming.

C# Programmer's Handbook

Gregory S. MacBeth
Apress
1-59059-270-0
584 pp.
Oct 2003

C# Programmer's Handbook is a complete description of the C# language as used in .NET development for both the current version of .NET (version 1.1) and the version of .NET due out in late 2004 (version 2.0). This is the only book that will include full coverage of C# 2.0 features such as generics for the foreseeable future (next 6 months). MacBeth is a Microsoft insider who has been working with the Whidbey release internally since its conception. Addressed to experienced programmers, this book will remain extremely useful to current users of .NET 1.1 even if they have only limited curiosity about .NET 2.0.

Gregory S. MacBeth is currently employed by Microsoft as a Solution Integration Engineer in Charlotte, North Carolina, where he helps customers realize the potential of Microsoft products. He specifically aids customers in resolving complex problems where multiple products are involved. In addition, he often assists customers in developing first-class software using C# and .NET. He holds MCAD, MCSD (.NET and VS 6), MCSE, MCDBA, MCT, N+, and A+ certifications.

Flash MX 2004 Games Most Wanted

Authors: Sham Bhangal, Keith Peters, Anthony Eden, Brian Monnone, Glen Rhodes, Brad Ferguson, Kristian Besley & Steve Young
Apress
1590592360
266 pages
December 2003

Flash MX 2004 Games Most Wanted presents a definitive selection of game design techniques using the latest version of Macromedia Flash – now the industry standard for creating multimedia applications, used by over one million professionals.

Each chapter covers a distinct area of online gaming, describing the design and development of a finished Flash game. The book delivers as many complete example games as possible and is packed full of the most wanted tips, tricks, and techniques to demonstrate exactly how to produce exciting and interactive games. This is an inspiring sample of all the very best techniques that professional Flash game designers are using today.

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Chapter 1 Logic
Chapter 2 Character Animation & Personality
Chapter 3 Collisions and Friction
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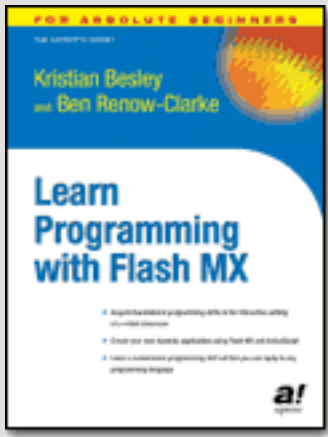
Learn Programming with Flash MX

Kristian Besley, Ben Renow-Clarke
Apress
1-59059-241-7
480 pp.
Oct 2003

Learn Programming with Flash MX, a book for absolute beginners, covers the fundamental programming principles and skills that every programmer needs to master in order to create well-structured and efficient code that lives up to professional standards.

This book employs a truly unique classroom-based approach to learning, with the goal of establishing core, practical programming skills. Each chapter presents a lesson covering a distinct topic of programming with ActionScript. In each "class", theory and practice are smoothly blended together with plenty of practical examples. The class project that runs through the book reinforces the learning in an integrated, real-world context, using Flash MX as the illustrative vehicle.

Kristian Besley currently works as a freelance author and Flash/web developer, specializing in interactivity and dynamic-driven content. He has written a number of books on Flash, including Foundation Flash MX, Flash MX Video, and Learn Design with Flash MX. He is also a contributor to Computer Arts magazine. In 2002, his website, www.graphci.com, hosted the first ever worldwide competition on HTML-based TableArt, which Kristian himself describes as "pictures, designs, or creations made with the fantasmagorical technology of tables in HTML." The entries of last year's competition are viewable at www.graphci.com/tableart. Kristian can be reached at besley@ntlworld.com.

Ben Renow-Clarke - Originally a Commissioning Editor for friends of ED, Ben has worked on many best-selling books on Flash. His projects at the moment include recreating childhood memories by converting old BBC games into Flash, and making strange algorithmic graphics for no particular reason.
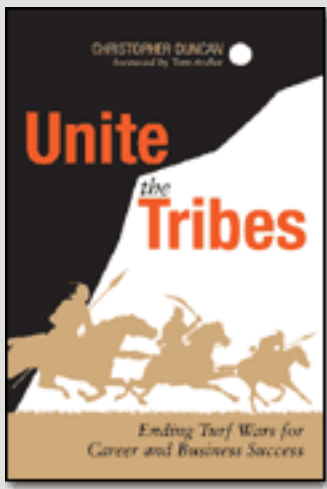
Unite the Tribes: Ending Turf Wars for Career and Business Success

Christopher Duncan
Apress
1-59059-240-9
344 pp.
Nov 2003

No matter what business you're in, at the end of the day it's all about people. Workers are people, and so are managers. Every day millions of people wake up, get dressed, and go to work. The fact that all of them do different jobs and have different levels of authority has been used for ages to divide us. The truth of the matter, however, is that we're all just trying to make a living and provide for the ones we love—and that's a powerful common bond.

If you can grasp that one concept, you'll have the power to change your world for the better in ways that you never dreamed possible. When you reach people at this fundamental level—letting them know that you care about what's important to them and showing what's in it for them personally when they join forces with you—nothing is beyond your grasp.

Unite the Tribes: Ending Turf Wars for Career and Business Success presents the "Ten Pillars of the Empire" for just this purpose. You don't have to become a great charismatic leader to make them work. Each pillar speaks to you as an individual employee and shows you how to improve both your career and the company's bottom line in a practical and organized manner. These principles and tactics are designed for the real world, where things inevitably do not always go right. The pillars are at once practical, sensible, and applicable in the hectic realities of the workplace because they focus on people, which you'll come to see as the most unstoppable force in a company's dynamic. The workfoce doesn't have to settle for less any longer. Working together, we have the power to build a better tomorrow. Unite, and be invincible!

Christopher Duncan - Author, musician, veteran programmer and corporate troublemaker, Christopher Duncan is President of Show Programming of Atlanta, Inc. Irreverent, passionate, unconventional and sometimes controversial, his focus has always been less on the academic and more on simply delivering the goods, breaking any rules that happen to be inconvenient at the moment. He can be reached at Chris@ShowProgramming.com.
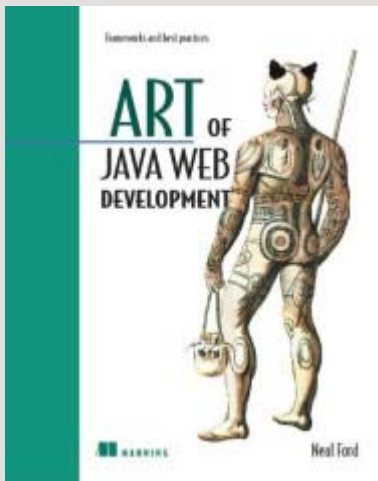
Art of Java Web Development

Neal Ford
Manning Publications
ISBN 1932394060
624 pages
November 2003

A guide to the topics required for state of the art web development, this book covers wide-ranging topics, including a variety of web development frameworks and best practices. Beginning with coverage of the history of the architecture of web applications, highlighting the uses of the standard web API to create applications with increasingly sophisticated architectures, developers are led through a discussion on the development of industry accepted best practices for architecture.

Described is the history and evolution towards this architecture and the reasons that it is superior to previous efforts. Also provided is an overview of the most popular web application frameworks, covering their architecture and use. Numerous frameworks exist, but trying to evaluate them is difficult because their documentation stresses their advantages but hides their deficiencies. Here, the same application is built in six different frameworks, providing a way to perform an informed comparison. Also provided is an evaluation of the pros and cons of each framework to assist in making a decision or evaluating a framework on your own. Finally, best practices are covered, including sophisticated user interface techniques, intelligent caching and resource management, performance tuning, debugging, testing, and Web services.

Neal Ford is the chief technology officer at the DSW Group, Ltd. He is an architect, designer, and developer of applications, instructional materials, magazine articles, and video presentations and the author of Developing with Delphi: Object-Oriented Techniques and JBuilder 3 Unleashed. He lives in Atlanta, Georgia.
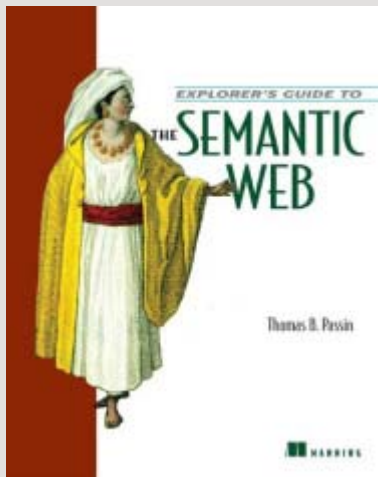
Explorer's Guide to the Semantic Web

Thomas B. Passin
Manning Publications
1932394206
300 pages
June 2003

This guide acquaints readers with the basic technologies and their interrelations that will be instrumental in the development of the Semantic Web. Key technology areas are covered, such as knowledge modeling (RDF, Topic Maps), agents (DAML, FIPA), and Trust and Authentication. This broad introduction takes a basic conceptual approach so that readers with a wide range of backgrounds come understand the essential nature of the Semantic Web, how it works, and which technologies are being used or proposed for the Semantic Web's development. Important points are illustrated with diagrams and code fragments to help develop a familiarity with the latest Semantic Web initiatives. The book is written for readers with a basic familiarity with today's World Wide Web, including programmers, developers, managers, and anyone who has written a web page or two and would like to find out how the current inititatives extend the Web technologies they know something about.

Thomas Passin is Principal Systems Engineer with Mitretek Systems, a non-profit systems and information engineering company. He has been involved in data modeling and created several complex database-backed web sites and also became engaged in a range of conceptual modeling approaches and graphical modeling technologies. He was a key member of a team that developed several demonstration XML-based web service applications, and worked on creating XML versions of draft standards originally written in ASN.1.

He graduated with a B. S. in physics from the Massachussetts Institute of Technology, then studied graduate-level physics at the University of Chicago. He became involved with XML-related work in 1998, with Topic Maps in 1999 and developed the open-source TM4JScript Javascript topic map engine.

Mr. Passin is the coauthor of the book Signal Processing in C. He lives in Reston, Virginia.

www.maharaa.com

Explorer's Guide to Java Open Source Tools

Michael P. Nash
Manning
1932394192
300 pages
July 2004

This guide to the major open source Java projects available today provides the information needed to determine how specific projects address programming needs. As it is uncommon for a single open source project to solve every problem programmers are shown the connectivity between projects with a focus on modern component and service-oriented design and the preservation of long-term flexibility and sustainability.

Special attention is given to server-side Java with an emphasis on web application development. Projects reviewed are placed into functional categories, including supporting tools, frameworks and meta-frameworks, workflow, data mining, and analysis. The business realities of open source such as the licenses involved, the community behind a project, its leadership, and the availability of commercial support, are also discussed.

What's Inside?
Explore over 45 open source Java projects
Select the right project for your development
Understand the synergy between projects and how to use multiple projects in development

Michael P. Nash is the president and founder of JGlobal Limited, a software development, support, training, and research company, and the author of Java Frameworks and Components. He is a member of the Sun Microsystems Expert team for JSR-127, the upcoming JavaServer Faces UI API for web applications. He is one of the founding developers of the Keel meta-framework and the original lead developer of the Expresso web application framework.
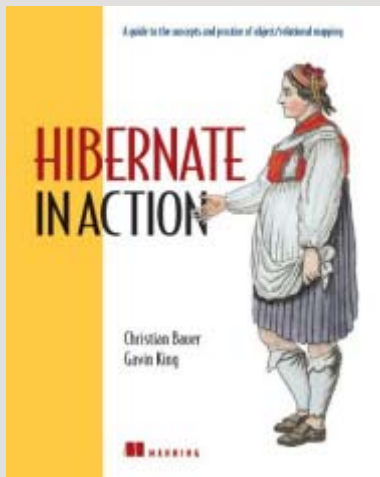
Hibernate in Action

Christian Bauer and Gavin King
Manning
ISBN 193239415X
400 pages
August 2004

Hibernate practically exploded onto the Java scene. Why? Because with it developers avoid a dreaded problem: object/relational mapping (ORM). There's a mismatch between your object-oriented code and the relational database you use. This"object/relational"mismatch requires you to write persistence code that"maps"one to the other, code which is often complex, tedious and costly to develop. Hibernate does it for you.

But not only that, Hibernate makes persistence easy. Positioned as a layer between your application and your database, Hibernate takes care of loading and saving of objects. Hibernate apps are cheaper, more portable, and more resilient to change. And they perform better than anything you are likely to develop yourself.

Hibernate in Action carefully explains the concepts you need, then gets you started quickly. Using a single, continuing example, it shows you how to use Hibernate in practice, how to deal with concurrency and transactions, how to efficiently retrieve objects and use caching. The authors developed Hibernate. They answered many community questions. Their experience seeps out of every pore of this book.

What's Inside
ORM concepts
Getting started with Hibernate
Many real-world tasks
The Hibernate application development processes

A member of the core Hibernate developer team, Christian Bauer also maintains the Hibernate documentation and website. He is a senior software engineer in Frankfurt, Germany. Hibernate founder Gavin King is an enthusiastic proponent of agile development, open source software and lightweight"Java frameworks. He is a J2EE consultant based in Melbourne, Australia.
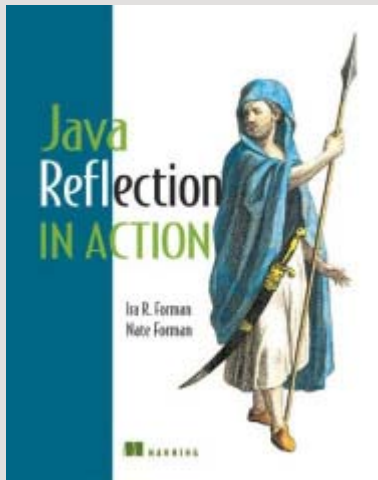
Java Reflection in Action

Ira R. Forman and Nate Forman
Manning
1932394184
300 pages
August 2004

You are a Java developer. You are asked to add a simple feature to your application. But "simple" can be deceiving: you have to make many changes, in locations which can be difficult to find.

If this sounds familiar, you want to know about Java reflection. With reflection, you can work smarter by designing flexible applications to which you can easily add likely new requirements. Then, with a few code changes in easy-to-find places, you've got the job done. Reflection adds a new dimension to your programming skills. It will boost your effectiveness.

Java Reflection in Action starts from the basics. It gradually builds a complete understanding, adding as it goes reflective concepts illustrated with many small examples that are useful in real applications.

In a subplot, the book follows a programmer, George, as he tackles common but difficult tasks. In each case, George finds flexible, reflective solutions that replace the usual hard-coded ones. The power of reflection becomes clear through his story.

What's Inside
Introduction to reflective programming
How reflective code generation can address common cross-cutting concerns
How to load new classes dynamically into a running application
How to decide when reflection is the best solution

Dr. Ira Forman is a senior software engineer at IBM. He started working on reflection in the early 1990s when he developped IBM's SOM Metaclass Framework. Nate Forman works for Ticom Geomatics where he uses reflection in day-to-day problems. Ira and Nate are father and son. They live in Austin, Texas.
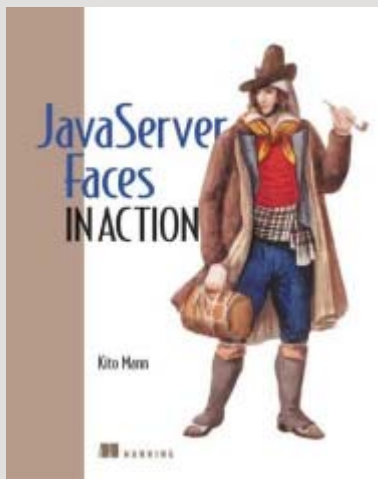
JavaServer Faces in Action

Kito D. Mann
Manning
ISBN 1932394125
600 pages
July 2004

JavaServer Faces is the new big thing in Java web development. It improves your power and reduces your workload through the use of UI components and events instead of HTTP requests and responses. JSF components — buttons, text boxes, checkboxes, data grids, etc. — live between user requests, which eliminates the hassle of maintaining state. JSF also synchronizes user input with application objects, automating another tedious aspect of web development.

JavaServer Faces in Action is an introduction, a tutorial, and a handy reference. With the help of many examples, the book explains what JSF is, how it works, and how it relates to other frameworks and technologies like Struts, Servlets, Portlets, JSP, and JSTL. It provides detailed coverage of standard components, renderers, converters, and validators, and how to use them to create solid applications. This book will help you start building JSF solutions today.

What's Inside
A gentle introduction
JSF under the hood
Using JSF widgets
How to:
integrate with Struts and existing apps
benefit from JSF tools from Oracle, IBM, and Sun
build custom components (lots of examples)
build renderers, converters, validators
put it all together in a JSF application

A developer for 16 years, Kito D. Mann is an enterprise architect who has consulted for several Fortune 500 companies. He runs the JSFCentral.com community site. Kito lives in Stamford, Connecticut with his wife, two parrots, and four cats.

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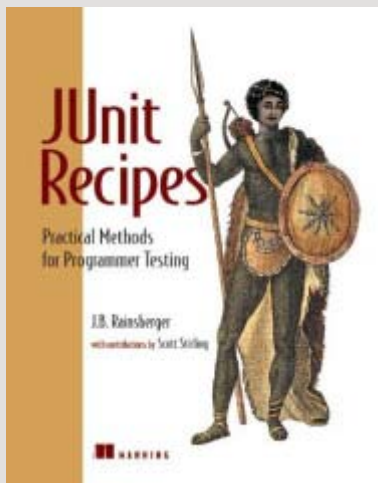
JUnit Recipes
Practical Methods for
Programmer Testing

J. B. Rainsberger with contributions by
Scott Stirling
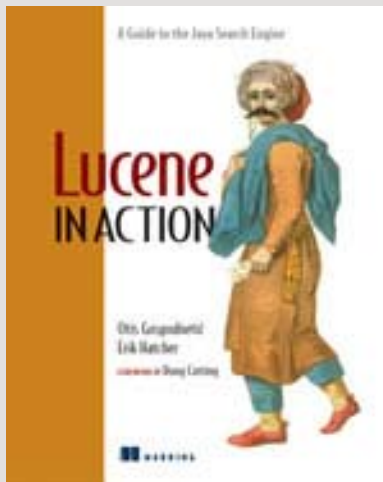1932394230
600 pages
July 2004

JUnit Recipes is a cookbook for building better Java applications. It contains 150 recipes for better code, using JUnit as both a testing tool and a design tool. Each recipe is a short, self-contained article that answers your questions about how to use JUnit, from taking your first steps all the way to testing complex J2EE applications, including servlets, JSPs, EJBs and JMS components.

If you want to use JUnit on a new project, this book tells you how to design easy-to-test applications, helping you avoid the design pitfalls of many legacy applications.

If you need to start testing an existing application, you will find recipes dedicated to testing even the most difficult-to-test legacy components, like EJBs and JDBC code.

The book also discusses many extensions to the JUnit framework, including JUnit-addons, HTMLUnit, XMLUnit, ServletUnit, DBUnit, JUnitX and EasyMock, choosing each to do the job it does best.

These recipes have been collected over the past several years from a variety of Java and J2EE projects, showing you what to do, how to do it, when to do it, and why. Test-Driven Design and Agile Software Development practitioners will recognize much of the book's advice as following the principles of simple, flexible, supple design.

Lucene in Action

Erik Hatcher and Otis Gospodnetic
Manning
1932394281
300 pages
September 2004

Lucene is a rare gem in the Apache Jakarta world—a highly scalable, fast, and pure Java search engine. Its initial attractions are its performance, its simplicity, and its disarming ease-of-use. But there are many caveats, best practices, and examples that users are looking for that are not yet well documented. The lucene-user e-mail list is very active and helpful, but many users seek more guidance and examples. Lucene in Action describes what Lucene is and how it works and most importantly how it can be used in a variety of real-world use cases, such at Nutch. Nutch—an open-source project designed to index the internet very much like Google—is built upon Lucene.

Lucene in Action provides readers with best practices, tried and true from the field, including:

• Understanding and solving "analysis paralysis"
• Advanced searching techniques, including filtering and custom query parsing techniques.
• Handling document types such as Word, PDF, HTML, XML, and others.

Erik Hatcher Co-author of Manning's award-winning Java Development with Ant. Frequent speaker at industry events including JavaOne (upcoming; 2004), OSCON, JUG meetings, and the No Fluff, Just Stuff symposiums; co-author of many articles published at java.net, JavaPro, and developerWorks; Apache Software Foundation member and committer on several projects including Ant, Lucene, and Tapestry.

Otis Gospodnetic Active Apache Jakarta committer, a member of Apache Jakarta Project Management Committee, a developer of Lucene and maintainer of the jGuru's Lucene FAQ, and author of several articles published on O'Reilly Network, IBM developerWorks, and "interChange", the International SGML/XML User Group publication.

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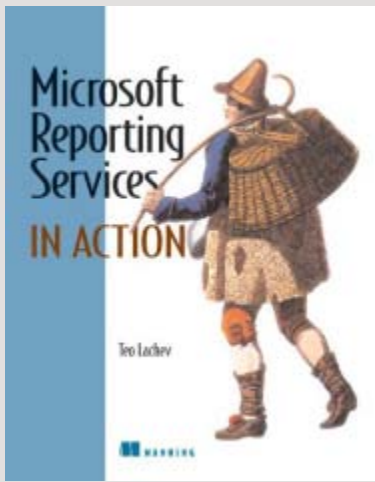
Microsoft Reporting Services in Action

Teo Lachev
Manning
ISBN 1932394222
500 pages
July 2004

Knowledge is power. In the information age, we're awash in an ocean of data—but compiling facts is not enough to ensure that an enterprise will succeed. Only by carefully screening and analyzing that data can an organization fully know and understand its customers, its markets, and itself. To facilitate such data manipulation, almost every application requires reporting capabilities.

In the past, application developers relied on third-party tools, homegrown solutions, or the built-in features of the development platform to provide reporting functionality, with a limited degree of success. With the release of Microsoft Reporting Services, developers can easily add reporting features to any type of application, regardless of its targeted platform and development language.

This book serves as a detailed, practical guide to the functionality provided by Reporting Services. Following the report lifecycle's logical path, it explains how you can author, manage, and run RS reports. The book is aimed at .NET developers who plan to fully utilize this product's features to add reporting capabilities to Windows Forms or web-based applications. However, because of the service-oriented architecture of Reporting Services, the book will also benefit developers who target other platforms but want to integrate their applications with RS. The accompanying code samples are written in C# and Visual Studio.NET 2003. Many sample reports are included, to demonstrate all aspects of report authoring with Reporting Services.

Read this book before you decide to buy a third-party tool or invent a homegrown solution to solve your application's reporting needs. Written by an experienced developer/ trainer, this book is the only source you need to learn how to add reporting capabilities to your WinForms or web-based applications.
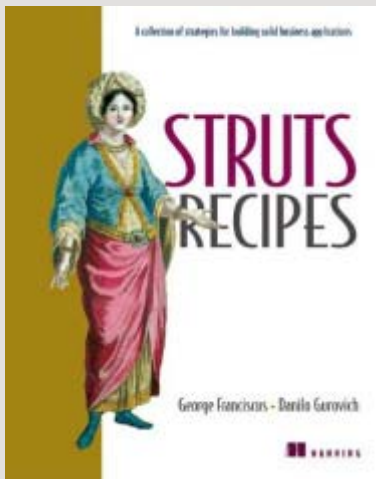
Struts Recipes

George Franciscus and Danilo Gurovich
Manning
1932394249
450 pages
July 2004

Struts Recipes is a detailed collection of useful strategies to help developers and architects solve real-life Struts business problems. The book is filled with "tried and true" techniques, complete with detailed code listings, designed to save the reader time and money by jumping straight to the answer. In addition to a solution, each recipe clearly defines the business problem, provides the reader with the necessary background to understand the recipe, and discusses the implications of using the solution. The book highlights many little known "gotchas" and is peppered with valuable best practices to ensure your applications are secure, robust and maintainable.

Struts Recipes is directly aimed at the developer or architect who already understands the basics of Struts. If you are faced with projects that you need instant answers for, the book contains recipes for every layer of the Model View Controller (2) Design Pattern. There are detailed descriptions and real world examples of how to use Basic and Extended Tag Libraries (including Struts-Layout), Using Ant with Struts, Validation, Security and Complex Problem Solving. All of these recipes have been used and implemented in Enterprise-Level applications, and can be used with confidence.

George Franciscus is a consultant at Nexcel.ca, providing technical and management consulting services. George has almost 20 years of experience in a diverse range of technologies, including Java, J2EE, Domino, relational databases, and mainframe technologies. George is the co-author of Manning's Struts In Action. He holds a BSc in Computer Science from the University of Toronto. George lives in Toronto, Ontario, with his wife and three children.

Danilo Gurovich is Manager of Web Development at LowerMyBills.com in Santa Monica. His experiences include designing and implementing Struts-based applications in High-Traffic Commerce, Enterprise Application Integration Monitoring and Controlling, and Business Process Management. His non-Java experience extends to GUI Design, Human Factors, and Graphics. He graduated from Claremont McKenna College.

SWT/JFace in Action
GUI Design with Eclipse 3.0

Matthew Scarpino, Stephen Holder,
Stanford Ng, and Laurent Mihalkovic
Manning
ISBN 1932394273
350 pages
August 2004

This guide provides an in-depth coverage of Eclipse's new capability for building graphical user interfaces: the Standard Widget Toolkit (SWT) and JFace, version 3.0. These award-winning tools have received broad support for creating desktop applications. With theory and practical examples, this book will teach you how to build GUIs that combine the look and feel of native interfaces with the platform-independence of Java. The authors have investigated the Eclipse source code at length to provide an expert understanding of the subject.

SWT/JFace in Action shows how SWT makes use of the widgets provided by the operating system. It describes how these components can be associated with events, containers, and graphics. With this knowledge, programmers can build fully-featured user interfaces that communicate directly with the underlying platform. The book also shows how JFace simplifies and organizes the process of GUI design. With this library, developers can use classes that modify and adapt components, separating their information from their appearance. JFace is also vitally necessary for applications that interact with the Eclipse Workbench.

In addition to covering these important topics, the book describes applications of SWT and JFace beyond traditional Java GUIs. It discusses how the Rich Client Framework (RCF) can help you integrate Workbench capabilities within your GUI. It explains the use of ActiveX, and how to deploy an SWT/JFace application with Java Web Start. Finally, it presents a full walk-through of creating a graphical editor using Draw2D and the Graphical Editing Framework.

Throughout the book, readers are encouraged to learn by doing. Newcomers to Java GUI development will appreciate the clear descriptions of widgets, event models, and graphics. For experienced developers, this book also presents the finer aspects of GUI development, including using viewers and registries to organize components for more effective operation.
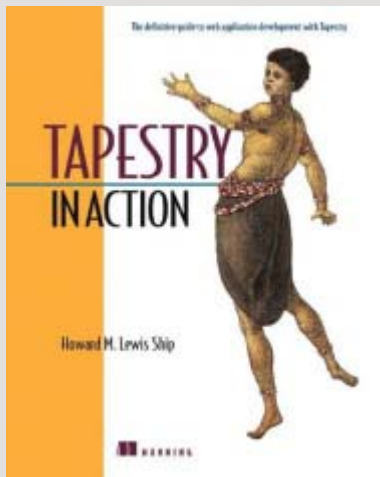
Tapestry in Action

Howard M. Lewis Ship
Manning
ISBN 1932394117
580 pages
March 2004

Many web development frustrations can be traced back to the underlying stateless HTTP protocol. Tapestry represents state and behavior as standard Java objects, methods and properties. That means state management and multithreading are handled by the framework, leaving you with just your application's business logic. Tapestry does more, you do less.

Tapestry in Action is the definitive guide to the Tapestry approach: creating full-featured web apps by connecting framework components to economical amounts of application code. Many simple examples show you how to tackle common tasks such as form validation, application localization, client-side scripting, and synchronization between browser and app server. Later chapters discuss more advanced topics including creation of new components and integration with J2EE.

If you want to create great web applications using Tapestry and know Java (plus plain-vanilla HTML and a little XML), this book is for you.

What's Inside
Tapestry's Component Object Model
How to write new components
How to configure third party components
Dynamic JavaScript integration
Form validation
Tapestry/JSP integration
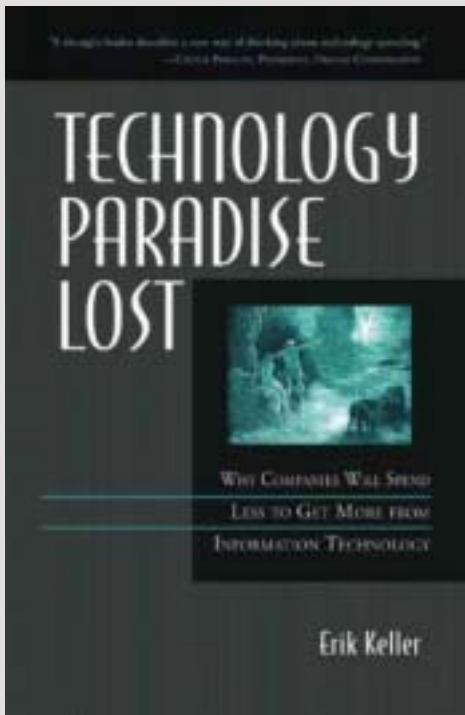Localization/internationalization
J2EE integration

www.manaraa.com

***Technology Paradise Lost
Why Companies Will Spend
Less to Get More from
Information Technology***

Erik Keller
Manning
1932394133
260 pages
April 2004

An engine of the world economy—the computer industry—is sputtering. What happened? Will it regain its power and again drive economic growth as in the past?

No.

That's the surprising conclusion reached by Erik Keller, a central player in the booming IT world of the 1990s. Driven by fear of being left behind, American corporations let IT grow until it reached one half of all corporate capital spending by the year 2000. Now, chastened by their spending failures, IT managers are converging on a new consensus: to exploit IT competitively they must use their smarts over big money.

This shift in thinking comes just as free, open-source software, low-cost international programming labor, and new technologies combine to make the new approach possible.

A former Research Fellow at Gartner, Keller had an insider's view of the irrational spending at many Fortune 500 companies, personally influencing billions of dollars of technology acquisitions.

In Technology Paradise Lost Keller describes how the new thinking is working inside some of the country's most complex and successful organizations—including Merrill Lynch, JetBlue, Harrah's, and Motorola—which have cut IT spending to gain a competitive edge, and experienced marked gains to their bottom lines.

As it advances, the new IT think will cause further massive disruptions in the computer business, with fundamental changes in the ways software is developed, sold, and used. Efficiency of IT investment will grow as excess fat is squeezed out of IT salaries, software system costs, and consultants' fees.

In an unexpected twist, Keller argues that even as IT spending is reduced its importance for competitiveness will grow. Reduced spending does not mean IT has become a commodity. Counterintuitively, companies that spend less in order to get more from information technology will likely be the big winners.

Erik Keller: A 20-year veteran of the IT industry, Keller is currently a highly sought-after consultant and speaker. Over ten years at Gartner he advised more than 1,000 companies including many of the Fortune 100. Keller accurately foresaw many industry trends and is known as the "father of ERP." His site: www.wapitillc.com.
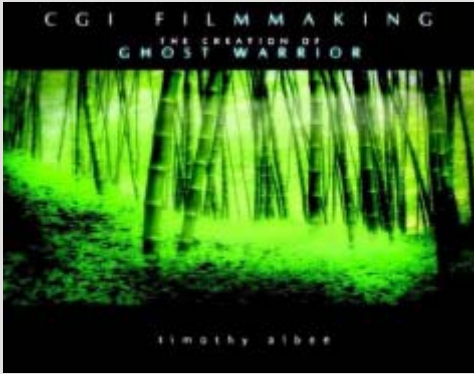
CGI Filmmaking: The Creation of Ghost Warrior

Timothy Albee
Wordware Publishing
ISBN: 1556222270
344 pages
(April 2004)

"One person, two computers, six months … twenty-two minutes"

Part "art-of," part "how-to," CGI Filmmaking: The Creation of Ghost Warrior explores how one artist created a feature-quality, 22-minute animated film in six months of production. The recent advancements in powerful, yet reasonably priced programs for 3D animation and compositing make such an undertaking possible. This book blazes a trail for others to follow in crafting a complete animated film. From concept, design, scripting, and storyboarding to modeling, lighting, animating, editing, and distribution, every step is outlined, every solution is documented. Pre-visualization, voice casting and recording, music composition and performance, and post-processing are discussed as well, enabling even a lone filmmaker to bring his or her dream to life.

This book:
* Includes the complete script and final shot list for Kaze, Ghost Warrior, along with production and location stills
* Offers detailed discussion of the entire process of creating an animated film, from creating the concept to presenting the finished film to an audience
* Explores the latest technology for modeling, animating, compositing, editing, and sound design
* Provides a complete map for crafting an animated film

Timothy Albee has worked in the entertainment industry since 1990 as a writer, director, animator, concept artist, producer, and studio owner/executive. His credits include Walt Disney Feature Animation, Warner Brothers/Infogrammes, Babylon 5, and numerous commercials and video game titles. He has written, produced, and directed three short films in addition to Kaze, Ghost Warrior and is the author of LightWave 3D 7 Character Animation and Essential LightWave 3D 7.5, both from Wordware Publishing.

LightWave 3D 8 Texturing

Leigh van der Byl
Wordware Publishing
1556222858
504 pages
April 2004

Creating interesting and detailed surfaces for objects and characters in 3D is a process many artists find complex and confusing. LightWave 3D 8 Texturing demystifies this task with a thorough discussion of how to use the various LightWave 3D tools to create stunning textures.

• Utilize texturing theory to create any type of surface you wish.
• Use the various options in the Surface Editor to affect your textures.
• Work with textures using vertex color maps, gradients, weight maps, and image maps.
• Manipulate layers in the Texture Editor.
• Apply textures with projection techniques and UV maps.
• Enhance your surfaces using image filters.
• Create metal, wood, and organic surfaces by working through a series of tutorials.,

ON THE CD:

• Tutorial files and completed examples
• Demo versions of Deep Paint 3D® and Deep UV™ from Right Hemisphere and BodyPaint 3D R2 from Maxon
• Models from various artists for your own use
• Color images of all the figures in the book

3D artist **Leigh van der Byl** has worked professionally as a texturing artist, modeler, and lecturer in the visual effects industry for a number of years. She is a member of the advisory board for Keyframe magazine, a manager for CG Talk forums, and a contributor to CGNetworks. She has also contributed a number of tutorials to newtek.com. She lives in Cape Town, South Africa.

LightWave 3D 8 Lighting

Nicholas Boughen
Wordware Publishing
1556220944
536 Pages
March 2004

Whether you are lighting your own scene or adding CG elements to a background image, LightWave 3D 8 Lighting can help you achieve your lighting goals. From a discussion of lighting principles and color theory to a number of tutorials demonstrating the application of lighting tools and concepts, the emphasis throughout is on making your lighting believable, accurate, and pleasing to the eye.

• Discover the new features in LightWave 3D 8 that can improve your lighting.
• Learn how angles, colors, shadows, light sources, and atmospheric conditions affect the emotional impact of a scene.
• Enhance effect lighting using projection images.
• Find out how to add effects such as radiosity, volumetrics, and lens flares.
• Understand the process that goes into planning and creating a production lighting rig.

ON THE CD:

• Images, objects, and scene files discussed in the book, including a 60-frame underwater texture image sequence used in the tutorials
• All the figures from the book

Nicholas Boughen has been a visual effects animator using LightWave 3D since 1997. Currently living in North Vancouver, British Columbia, he has a 20-year background as a scenic and lighting designer for the stage and video. Among his visual effects credits are the television movies Voyage of the Unicorn, Aftershock: Earthquake in New York, and Snow White, the television series Stargate SG-1 and Dead Like Me, and the feature films Good Boy! and The Lizzie McGuire Movie.

Learn Vertex and Pixel Shader Programming with DirectX 9

James Leiterman
Wordware Publishing
1556222874
285 pages
January 2004

Because graphics systems for video games and game console hardware have become more complex, graphics applications must also advance. This is where programmable vertex and pixel shaders come in. Learn Vertex and Pixel Shader Programming with DirectX 9 shows how to write assembly language for programming the vertex shader and pixel shader hardware using DirectX 9 and covers the fundamentals of programming vectors using SIMD methodology in conjunction with the Direct3D 9 application interfaces.

• Find out about the valid vertex shader and pixel shader instruction sets.
• Learn how branching and branchless code can be used for flow control.
• Understand the vertex shader instructions that support matrices.
• Discover how to use quaternions to accurately represent rotating objects.
• Use texturing with both vertex and pixel shaders, including bump mapping.

The companion files can be downloaded from www.wordware.com/files/vshaders.

James C. Leiterman is a senior computer engineer who has been developing hardware and software professionally since 1978 and programming video and computer games for 18 years. He has worked for several game companies including LucasArts, Atari, a casino gaming company, and three online game companies, shipping nine computer games, and is also the author of Vector Game Math Processors. He lives in Los Angeles, California.

LightWave 3D8: 1001 Tips & Tricks

Steve Warner, Timothy Albee, Deuce Bennett, et.al.
Wordware Publishing
1556220901
500 pages
May 2004

Follow 25 of the world's leading 3D artists as they share 1001+ secret tips and tricks for getting the most out of LightWave. In this book of collective wisdom, you will learn about hidden software features, time-saving tricks, and professional techniques for achieving better results in less time. More than a collection of hints from a single user, you'll learn from specialists - masters in the fields of character modeling, animation, texturing, lighting, digital cinematography, special effects, and programming. Featuring 11 topics ranging from pre-visualization to plug-ins, containing more than 70 distinct categories, and including more than 1001 unique tips and tricks, this is an invaluable resource for any LightWave 3D user.

LightWave 3D 8: 1001 Tips and Tricks is suitable for both Macintosh and PC users. This book features the world's foremost computer graphic artists in one feature-rich book. This covers every aspect of computer graphics from pre-visualization to scripting and rigging. This book includes the following key features:

* 25 industry professional artists as authors
* Technical consultation from NewTek's LightWave Project Manager, Art Howe
* NewTek employees as authors
* Quick reference style book
* NewTek advertising the book and promotion

Timothy Albee, Gerald Abraham, Patrik Beck, Wes Beckwith, Deuce Bennett, Nicholas Boughen, Richard Brak, David Ebner, Jonny Gordon, Todd Grimes, Jennifer Hachigian, Erkki Halkka, David Jerrard, Geoffrey Kater, Arne Kaupang, Brad Krause, Mike Pauza, Kevin Phillips, Robert Powers, Emanuele Salvucci, Larry Shultz, Lee Stranahan, Leigh van der Byl, William Vaughan, Steve Warner, Robin Wood
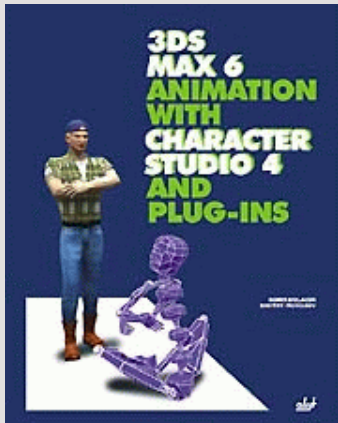
3Ds Max 6 Animation with Character Studio 4 & Plug-ins

Boris Kulagin & Dmitry Morozov
A-List Publishing
1931769311
300 pages
June 2004

This 3ds max project-based book shows how to animate a character with perfect anatomy. This examination of the advanced modeling of a character in 3ds max 5, with Character Studio 4 and plug-ins, will be a welcome addition to the 3ds max book collection. It includes a description of key modeling and texturing.

The book demonstrates how to apply the new features of Character Studio 4 and how to use Stitch and Shag:Hair plug-ins. It covers advanced biped posing and freeform walk cycles and animation. It also provides tips on skinning with Standard Skin and Physique.

With the excellent methods given for using the MoCap files, readers will be able to create believable animations. The book includes an overview of the Reactor Cloth, ClothReyes, SimCloth, and Kelseus Cloth plug-ins. Using Motion Mixer, it shows the CS capabilities for nonlinear animation. Additional capabilities – Biped and 3ds max Bones, MoCap, Crowd, and Motion Flow – complete the magic of character animation.

This book is intended for advanced 3ds max users ready to improve their character rigging and animating skills. It focuses on the tools needed to achieve a result in minimal time. Examples from the book will help readers obtain realistic motions. The result presented on the accompanying CD-ROM is an animation clip developed within the key-frame task. Readers can go straight from considering examples to applying techniques to their own work and come away with the same outstanding results.

Key features include:
• Creating, customizing, and embedding a biped with Character Studio 4
• Animating characters with freeform animation, the MoCap files, and Motion Mixer
• Using Biped and 3ds max Bones, Crowd, and Motion Flow
• Creating and animating clothes with the Stitch plug-in
• Styling and animating hair with the Shag:Hair plug-in
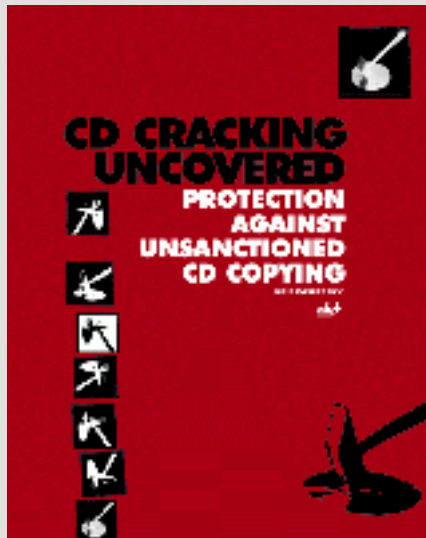
CD Cracking Uncovered: Protection Against Unsanctioned CD Copying

Kris Kaspersky
A-List Publishing
1931769338
300 pages
April 2004

This book is a practical manual on protecting CDs against unsanctioned copying. It shows how crackers copy CDs using various access methods (via the CDFS driver, cooked mode, SPTI, ASPI, the SCSI port, the MSCDEX driver, etc.). It also explains how to prevent cracker break-ins, using protections based on nonstandard CD formats, the CD driver, weak CD sectors, and so on. This book includes comprehensive information on CD functioning fundamentals and a lot of secrets, tricks, and tips related to CD protection (many known only to professionals) in an easy-to-understand format almost free of math and assembling: data formats, the scrambler, the Reed-Solomon coder/encoder, the CIRC coder/encoder, a weak-sectors generator, etc.

The main program interfaces, which provide direct control via peripheral devices on the application level in UNIX, Novell, and Windows 9x/NT/2000/XP, are considered. The book demonstrates how to read and write RAW sectors and explains why it is not possible to make identical CD copies. This book teaches you how to gain low-level control of a CD-RW. The author shows how to create protection mechanisms that allow CD copies to differ greatly from the original. The author considers the pros and cons of existing protection techniques and offers his own methods for securing software against break-ins.

Readers will find detailed information about most commercial software protectors (StarForce, SecuROM, SafeDisk, Cactus Data Shield, CD-Cops, and others), and they will learn about their advantages and disadvantages. The author's protection mechanisms will allow readers to prevent unauthorized CD copying. The book describes the most popular CD copiers — the CloneCD and Alcohol 120% programs — used by crackers.

After reading this book, readers will know how to change a CD format to make it accessible for reading/writing on most CD drives, but not accessible for copying.

Directed toward shareware and commercial software programmers, as well as toward users interested in CD protection, this book aims to help readers defeat hackers and crackers who try to copy CDs without authorization. It targets advanced users as well as application and system programmers.

The accompanying CD-ROM includes the source code of examples considered in the book, the source and executable code of the author's utilities used for CD protection and research, colored pictures from the book, CD documentation in the PDF format, and CD images enhanced by the author for experimental work.

PC Hardware Interfaces: A Developer's Reference

Michael Gook
A-List Publishing
193176929x
554 pages
February 2004

Drawing on the latest research on hardware interfaces used in modern information technology, this developer's reference describes expansion buses and universal external, peripheral-device, wireless, network, and auxiliary serial interfaces. Specific technologies covered include LPT, COM, USB, FireWire, SCSI, mouse, monitor, printer, audio and video interfaces, Serial ATA and flash cards, AGP, PCI, PCI-X, PCI Express, LPC, PCMCIA, CardBus, Bluetooth, SPI, MII, SMI, JTAG, and Ethernet. Also included is information on signal line definitions and signal arrangement on I/O connectors, timing diagrams, interrupts, adapters (ATA and NIC), controllers (DMA, PCI IDE, and FDC AT), and multifunction cards. This comprehensive resource will help hardware developers and engineers perform computer maintenance and explain the inner workings of various devices.
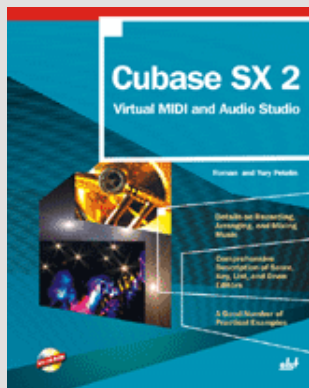
Key Features:
- Fundamentals of PC interfaces, ports, and buses
- PC interfacing basics and advanced techniques
- Comparison analysis of different kind of IBM PC compatible interfaces

Cubase SX2: Virtual MIDI & Audio Studio

Roman & Yury Petelin
A-List Publishing
1931769192
550 pages
March 2004

This book is dedicated to using a computer in the world of music. It covers the newest version of the professional software for work with music and sound — Cubase SX 2 — which can be used for recording melodies and accompaniments, arrangements, recording the vocal and actual musical instruments, processing MIDI and audio effects, using virtual synthesizers, and mixing.

For beginners, the authors take a look at forms of representing musical information in Cubase SX 2(Score Editor, Key Editor, List Editor, Drum Editor). They also describe the order of executing basic operations — loading and saving project files, playing back and recording MIDI compositions, recording the audio track, and connecting plug-ins.

More experienced computer musicians will find interesting the detailed description of the interface and methods of effectively working in all the program's windows.

The authors include the essence of and ways of working with the basic audio effects. The methodology of connecting audio effects to tracks and controlling their parameters in real time, as well as organizing the "un-paralleling" of calculations in a studio computer network, are also covered.
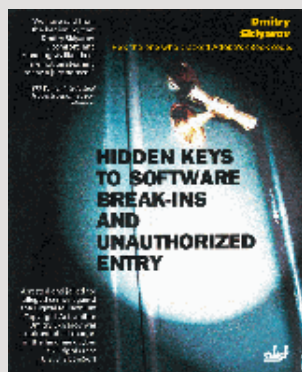
Hidden Keys to Software Break-Ins & Unauthorized Entry

Dmitry Sklyarov
A-List Publishing
1931769303
320 pages
January 2004

The author is the one who cracked Adobe's eBook code. Arrested and jailed for alleged crimes against the Digital Millennium Copyright Act, Dmitry Sklyarov was acquitted of all charges in the landmark cyber civil rights case U.S. v. ElcomSoft in December 2002. "We have said from the beginning that Dmitry Sklyarov, Elcomsoft, and technologists like them are not pirates, and today a jury agreed,"— said the EFF Senior Intellectual Property Attorney von Lohmann.

Primarily for software developers, but also useful for those who want to grasp the integral ideas and problems of modern data protection technologies, this book deals with the underlying problems concerning software and data security. The most common mistakes made by developers and the main principles to be reckoned with when developing security tools are stressed. Information on cryptography and cryptanalysis and a review of the means and methods commonly used for software security, as well as a demonstration of the weak points of these methods, are also provided. In addition, the problems associated with implementing digital rights management (DRM) systems are covered, along with the current methods and technologies used to look for weak areas in a program.

EXAM CRAM 2

Title	ISBN	Author(s)	Pages	Pub Date
LPIC Exam Cram 2	789731274	Ross Brunson.	512	8/13/04
MCDST 70-271 Exam Cram 2: Supporting Users & Troubleshooting a Windows XP Operating System	789731495	Dan Balter, Philip Wiest, Ed Tittel.	500	7/12/04
MCDST 70-272 Exam Cram 2: Supporting Users & Troubleshooting Desktop Applications on a Windows XP Operating System	789731509	Diana Huggins, Will Schmied, Ed Tittel.	500	5/25/04
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MCSA/MCSE Implementing and Managing Exchange Server 2003 Exam Cram 2 (Exam Cram 70-284)	789730987	Orin Thomas, Will Schmied, Ed Tittel.	528	5/4/04
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MCSE Planning and Maintaining a Windows Server 2003 Network Infrastructure Exam Cram 2 (Exam Cram 70-293)	78973012X	Jason Zandri, Ed Tittel.	528	12/1/03
CCSP CSI Exam Cram 2 (Exam Cram 642-541)	789730243	Annlee Hines.	456	11/25/03
Lotus Notes and Domino 6 System Administrator Exam Cram 2 (Exam Cram 620, 621, 622)	789729180	Karen Fishwick, Tony Aveyard.	624	11/13/03
CCSP CSVPN Exam Cram 2 (Exam Cram 642-511)	78973026X	David Minutella.	456	11/11/03
CCNP BCRAN Exam Cram 2 (Exam Cram 642-821)	789730200	Eric Quinn, Fred Glauser.	456	11/10/03
CCNP BCMSN Exam Cram 2 (Exam Cram 642-811)	789729911	Richard Deal.	528	11/7/03

EXAM CRAM 2

Title	ISBN	Author(s)	Pages	Pub Date
Server 2003 Environment Exam Cram 2 (Exam Cram 70-292)	789730111	Bruce Parrish, Kirk Hausman, Ed Tittel.	384	11/4/03
MCSE Planning, Implementing, and Maintaining a Microsoft Windows Server 2003 Active Directory Infrastructure Exam Cram 2 (Exam Cram 70-294)	789729504	Will Willis, David Watts, Ed Tittel.	480	10/31/03
CCSP CSPFA Exam Cram 2 (Exam Cram 642-521)	789730235	Daniel Newman.	528	10/30/03
MCSA/MCSE Implementing, Managing, and Maintaining a Windows Server 2003 Network Infrastructure Exam Cram 2 (Exam Cram 70-291)	789729474	Diana Huggins, Ed Tittel.	384	10/28/03
CCNP CIT Exam Cram 2 (Exam Cram 642-831)	789730219	Sean Odom.	552	10/21/03
MCSA/MCSE Managing and Maintaining a Windows Server 2003 Environment Exam Cram 2 (Exam Cram 70-290)	789729466	Dan Balter, Ed Tittel.	600	10/20/03
PMP Exam Cram 2	789730375	David Francis, Greg Horine.	360	10/17/03
MCAD Developing XML Web Services and Server Components with Visual C#™ .NET and the .NET Framework Exam Cram 2 (Exam Cram 70-320)	789728974	Kirk Hausman, Ed Tittel.	528	10/15/03
Solaris 9 Network Administrator Exam Cram 2 (Exam CX-310-044)	789728702	John Philcox.	432	9/18/03
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