Superdistribution Objects As Property On The Elect

Their story takes us through a maze of dead ends and exhilarating breakthroughs as they and their colleagues wrestle not only with the abstraction of code but with the unpredictability of human behavior, especially their own. Along the way, we encounter black holes, turtles, snakes, dragons, axe-sharpening, and yak-shaving—and take a guided tour through the theories and methods, both brilliant and misguided, that litter the history of software development, from the famous "mythical man-month" to Extreme Programming. Not just for technophiles but for anyone captivated by the drama of invention, Dreaming in Code offers a window into both the information age and the workings of the human mind.

We welcome you to the Second International Conference on E commerce and Web Technology (ECWEB 2001) held in conjunction with DEXA 2001 in Munich, Germany. This conference, now in its second year, is a forum to bring together researchers from academia and commercial developers from industry to discuss the state of the art in E commerce and web technology and explore new ideas. We thank you all for coming to Munich to participate and debate the new emerging advances in this area. The research presentation and discussion during the conference will help to exchange new ideas among the researchers, developers, and practitioners. The conference program consists of an invited talk by Hannes Werthner, University of Trento, Italy, as well as the technical sessions. The regular sessions cover topics from XML Transformations and Web Development to User Behavior and Case Studies. The workshop has attracted more than 80 papers and each paper has been reviewed by at least 3 program committee members for its merit. The program committee have selected 31 papers for presentation. We would like to express our thanks to the people who helped put together the technical program: the program committee members and external reviewers for their timely and rigorous reviews of the papers, the DEXA organizing committee for their help in administrative work and support, and special thanks to Gabriela Wagner for always responding promptly.

*This volume provides essential guidance for transforming mathematics learning in schools through the use of innovative technology, pedagogy, and curriculum. It presents clear, rigorous evidence of the impact technology can have in improving students learning of important yet complex mathematical concepts -- and goes beyond a focus on technology alone to clearly explain how teacher professional development, pedagogy, curriculum, and student participation and identity each play an essential role in transforming mathematics classrooms with technology. Further, evidence of effectiveness is complemented by insightful case studies of how key factors lead to enhancing learning, including the contributions of design research, classroom discourse, and meaningful assessment. The volume organizes over 15 years of sustained research by multiple investigators in different states and countries who together developed an approach called "SimCalc" that radically transforms how Algebra and Calculus are taught. The SimCalc program engages students around simulated motions, such as races on a soccer field, and builds understanding using visual representations such as graphs, and familiar representations such as stories to help students to develop meaning for more abstract mathematical symbols. Further, the SimCalc program leverages classroom wireless networks to increase participation by all students in doing, talking about, and reflecting on mathematics. Unlike many technology programs, SimCalc research shows the benefits of balanced attention to curriculum, pedagogy, teacher professional development, assessment and technology -- and has proven effectiveness results at the scale of hundreds of schools and classrooms. Combining the findings of multiple investigators in one accessible volume reveals the depth and breadth of the research program, and engages readers interested in: * Engaging students in deeply learning the important concepts in mathematics * Designing innovative curriculum, software, and professional development · Effective uses of technology to improve mathematics education * Creating integrated systems of teaching that transform mathematics classrooms * Scaling up new pedagogies to hundreds of schools and classrooms * Conducting research that really matters for the future of mathematics learning * Engaging students in deeply learning the important concepts in mathematics * Designing innovative curriculum, software, and professional development · Effective uses of technology to improve mathematics education * Creating integrated systems of teaching that transform mathematics classrooms * Scaling up new pedagogies to hundreds of schools and classrooms * Conducting research that really matters for the future of mathematics learning*

UML ... : ... International Workshop ... : Selected Papers

Digital Rights Management

Advances in Information Security and Assurance

Coordination Technology for Collaborative Applications

Analysis of U.S., Europe and China

From Paper to Digitized Expression

Security and Privacy in Digital Rights Management

Here are the refereed proceedings of the EUC 2006 workshops, held in conjunction with the IFIP International Conference on Embedded and Ubiquitous Computing in Seoul, Korea, August 2006. The book presents 102 revised papers spanning six workshops: network-centric ubiquitous systems (NCUS 2006), security in ubiquitous computing systems (SecUbiq 2006), RFID and ubiquitous sensor networks (USN 2006), trustworthiness, reliability and services in ubiquitous and sensor networks (TRUST 2006), embedded software optimization (ESO 2006), and multimedia solution and assurance in ubiquitous information systems (MSA 2006).

Digital rights management (DRM) is a set of business models and technologies that allows media companies to protect their intellectual property -- and profit in the online world. Cowritten by DRM pioneer William Rosenblatt, this lucid primer outlines the state of DRM today for media executives and IT decision-makers, covering business models (such as subscriptions), core technologies (watermarking, encryption, authentication), standards (such as XrML), vendors, and more.

Few would doubt the potential of information technology to connect individuals, firms and organisations. Whether this will actually lead to the integration of markets and societies is a different issue. The articles collected in this book shed light on crucial considerations for the success of global communication networks. These include frameworks for regulation, inclusion of customers in defining product and service strategies, access to advanced technology and networks for all groups, and more.

Towards the E-Society

Conversations with the Creators of Major Programming Languages

Object Thinking

Proceedings

Objects as Property on the Electronic Frontier

ACM CCS-8 Workshop DRM 2001, Philadelphia, PA, USA, November 5, 2001. Revised Papers

Handbook of Research on Secure Multimedia Distribution

Masterminds of Programming features exclusive interviews with the creators of several historic and highly influential programming languages. In this unique collection, you'll learn about the processes that led to specific design decisions, including the goals they had in mind, the trade-offs they had to make, and how their experiences have left an impact on programming today. Masterminds of Programming includes individual interviews with: Adin D. Falkoff: APL Thomas E. Kurtz: BASIC Charles H. Moore: FORTH Robin Milner: ML Donald D. Chamberlin: SQL Alfred Aho, Peter Weinberger, and Brian Kernighan: AWK Charles Geschke and John Warnock: PostScript Bjarne Stroustrup: C++ Bertrand Meyer: Eiffel Brad Cox and Tom Love: Objective-C Larry Wall: Perl Simon Peyton Jones, Paul Hudak, Philip Wadler, and John Hughes: Haskell Guido van Rossum: Python Luiz Henrique de Figueiredo and Roberto Ierusalimschy: Lua James Gosling: Java Grady Booch, Ivar Jacobson, and James Rumbaugh: UML Anders Hejlsberg: Delphi inventor and lead developer of C# If you're interested in the people whose vision and hard work helped shape the computer industry, you'll find Masterminds of Programming fascinating.

This book outlines the development currently underway in the technology of new media and looks further to examine the unforeseen effects of this phenomenon on our culture, our philosophies, and our spiritual outlook. The digital revolution is something fundamentally different from simply the introduction of yet another medium to our culture: it marks a paradigm shift in our relation to all media, to all our senses, all our expressions. The new media are transforming our definitions of culture and knowledge and transcending barriers in ways that will have lasting implications for generations to come.

New models for distributing, sharing, linking, and marketing information are appearing.

A Treatment of Intellectual Property Issues in Application to Rhetoric and Technical Communication

Dreaming in Code

Augmented Knowledge & Culture

Controlling Voices

Contemporary Authors

Proceedings of the 1997 Winter Simulation Conference

Education Plc

Is the privatisation of state education defendable? Did the public sector ever provide a fair education for all learners? In Education plc, Stephen Ball provides a comprehensive, analytic and empirical account of the privatisation of education. He questions the kind of future we want for education and what role privatisation and the private sector may have in that future. Using policy sociology to describe and critically analyse changes in policy, policy technologies and policy regimes, he looks at the ethical and democratic impacts of these changes and raises the following questions: Is there a legitimacy for privatisation based on the convergence of interests between business and the 'third way' state? Is the extent and value of private participation in public education misunderstood? How is the selling of private company services linked to the remodelling of schools? Why have the technical and political issues of privatisation been considered but ethical issues almost totally neglected? What is happening here, beyond mere technical changes in the form of public service delivery? Is education policy being spoken by new voices? Drawing upon extensive documentary research and interviews with senior executives from the leading 'education services industry' companies, the author challenges preconceptions about privatisation. He concludes that blanket defence of the public sector as it was, over and against the inroads of privatisation, is untenable, and that there is no going back to a past in which the public sector as a whole worked well and worked fairly in the interests of all learners, because there was no such past. This book breaks new ground and builds on Stephen Ball's previous work on education policy. It should appeal to those researching and studying in the fields of social policy, policy analysis, sociology of education, education research and social economics.

This book constitutes the thoroughly refereed post-proceedings of the International Workshop on Security and Privacy in Digital Rights Management, DRM 2001, held during the ACM CCS-8 Conference in Philadelphia, PA, USA, in November 2001. The 14 revised full papers presented were carefully reviewed and selected from 50 submissions. The papers are organized in topical sections on renewability, fuzzy hashing, cryptographic techniques and fingerprinting, privacy and architectures, software tamper resistance, cryptanalysis, and economic and legal aspects.

In OBJECT THINKING, esteemed object technologist David West contends that the mindset makes the programmer—not the tools and techniques. Delving into the history, philosophy, and even politics of object-oriented programming, West reveals how the best programmers rely on analysis and conceptualization—on thinking—rather than formal process and methods. Both provocative and pragmatic, this book gives form to what's primarily been an oral tradition among the field's revolutionary thinkers—and it illustrates specific object-behavior practices that you can adopt for true object design and superior results. Gain an in-depth understanding of: Prerequisites and principles of object thinking. Object knowledge implicit in eXtreme Programming (XP) and Agile software development. Object conceptualization and modeling. Metaphors, vocabulary, and design for object development. Learn viable techniques for: Decomposing complex domains in terms of objects. Identifying object relationships, interactions, and constraints. Relating object behavior to internal structure and implementation design. Incorporating object thinking into XP and Agile practice.

Internet Publishing and Beyond
An Introduction to Enterprise Networking in e-Business ACID Environment
The Word of Mouse
American Programmer
E-Commerce, E-Business, and E-Government
Essays in Honor of Don Lavoie
Systems Implementation 2000

Your students and users will find biographical information on approximately 300 modern writers in this volume of Contemporary Authors(R).

This book concentrates on the relationships between coordination technology and business application requirements, introducing general elements of a cooperative infrastructure that allows for collaborative applications.

At a time when political interest in mathematics education is at its highest, this book demonstrates that the issues are far from straightforward. A wide range of international contributors address such questions as: What is mathematics, and what is it for? What skills does mathematics education need to provide as technology advances? What are the implications for teacher education? What can we learn from past attempts to change the mathematics curriculum? Rethinking the Mathematics Curriculum offers stimulating discussions, showing much is to be learnt from the differences in culture, national expectations, and political restraints revealed in the book. This accessible book will be of particular interest to policy makers, curriculum developers, educators, researchers and employers as well as the general reader.

Humane Economics
Understanding Private Sector Participation in Public Sector Education
The Economics of Digital Information and Intellectual Property
Intellectual Property, Humanistic Studies, and the Internet
Modern Programming: Object Oriented Programming and Best Practices
Electronic Commerce and Web Technologies
Rethinking the Mathematics Curriculum

Information technology is a powerful tool for meeting environmental objectives and promoting sustainable development. This collection of papers by leaders in industry, government, and academia explores how information technology can improve environmental performance by individual firms, collaborations among firms, and collaborations among firms, government agencies, and academia. Information systems can also be used by nonprofit organizations and the government to inform the public about broad environmental issues and environmental conditions in their neighborhoods. Several papers address the challenges to information management posed by the explosive increase in information and knowledge about environmental issues and potential solutions, including determining what information is environmentally relevant and how it can be used in decision making. In addition, case studies are described and show how industry is using information systems to ensure sustainable development and meet environmental standards. The book also includes examples from the public sector showing how governments use information knowledge systems to disseminate ⬚best practices⬚ beyond big firms to small businesses, and from the world of the Internet showing how knowledge is shared among environmental advocates and the general public.

Discover the untapped features of object-oriented programming and use it with other software tools to code fast, efficient applications. Key Features Explore the complexities of object-oriented programming (OOP) Discover what OOP can do for you Learn to use the key tools and software engineering practices to support your own programming needs Book Description Your experience and knowledge always influence the approach you take and the tools you use to write your programs. With a sound understanding of how to approach your goal and what software paradigms to use, you can create high-performing applications quickly and efficiently. In this two-part book, you'll discover the untapped features of object-oriented programming and use it with other software tools to code fast and efficient applications. The first part of the book begins with a discussion on how OOP is used today and moves on to analyze the ideas and problems that OOP doesn't address. It continues by deconstructing the complexity of OOP, showing you its fundamentally simple core. You'll see that, by using the distinctive elements of OOP, you can learn to build your applications more easily. The next part of this book talks about acquiring the skills to become a better programmer. You'll get an overview of how various tools, such as version control and build management, help make your life easier. This book also discusses the pros and cons of other programming paradigms, such as aspect-oriented programming and functional programming, and helps to select the correct approach for your projects. It ends by talking about the philosophy behind designing software and what it means to be a "good" developer. By the end of this two-part book, you will have learned that OOP is not always complex, and you will know how you can evolve into a better programmer by learning about ethics, teamwork, and documentation. What you will learn Untangle the complexity of object-oriented programming by breaking it down to its essential building blocks Realize the full potential of OOP to design efficient, maintainable programs Utilize coding best practices, including TDD, pair programming and code reviews, to improve your work Use tools, such as source control and IDEs, to work more efficiently Learn how to most productively work with other developers Build your own software development philosophy Who this book is for This book is ideal for programmers who want to understand the philosophy behind creating software and what it means to be "good" at designing software. Programmers who want to deconstruct the OOP paradigm and see how it can be reconstructed in a clear, straightforward way will also find this book useful. To understand the ideas expressed in this book, you must be an experienced programmer who wants to evolve their practice.

There is substantial interest in research in developing countries, especially in the use, implementation and development of information technology and systems. Many researchers have been moving toward an understanding of indigenous social and cultural structures and how they influence the use and development of information systems. E-Commerce and Cultural Values addresses these issues and brings together scholars to share their expertise on different aspects of the social side of e-Commerce and information systems and how they impact the cultural values of a society.

Second International Conference, EC-Web 2001 Munich, Germany, September 4-6, 2001 Proceedings

Regulatory Model for Digital Rights Management

Third International Conference York, UK, October 2-6, 2000 Proceedings

Connecting Societies and Markets with IT

Masterminds of Programming

Advances in Enterprise Information Technology Security

Scandinavian Studies in Law

The implementation of Enterprise Networks or e-Networking is of paramount importance for organisations. Enterprise-wide networking would warrant that the components of information architecture are organised to harness more out of the organisation's computing power on the desktop. This would also involve establishment of networks that link the various but important subsystems of the enterprise. Our firm belief is that in order to gain a competitive edge the organisations need knowledge and sound strategy. This conviction is particularly true today, considering the pressures from international competition, environmental concerns and complicated ethical issues. This book, entitled A Manager's Primer on e-Networking, negotiates the hyper dimensions of the Internet through stories from myriad of Web sites with its fluent presentation and simple but chronological organisation of topics highlighting numerous opportunities and providing a solid starting point not only for inexperienced entrepreneurs and managers but anyone interested in applying information technology in the business. I sincerely hope the book will help as well many small and medium size companies and organisations to launch corporate networking successfully in order to attain their strategic objectives. Rajiv Jayashankar, Ph. D.

This book constitutes the refereed proceedings of the Third International Conference on the Unified Modeling Language, 2000, held in York, UK in October 2000. The 36 revised full papers presented together with two invited papers and three panel outlines were carefully

reviewed and selected from 102 abstracts and 82 papers submitted. The book offers topical sections on use cases, enterprise applications, applications, roles, OCL tools, meta-modeling, behavioral modeling, methodology, actions and constraints, patterns, architecture, and state charts.

I3E 2001 is the first in a series of conferences on e-commerce, e-business, and- government organised by the three IFIP committees TC6, TC8, and TC11. It provides a forum, where users, engineers, and scientists from academia, industry, and government can present their latest findings in e-commerce, e-business, and- government applications and the underlying technology to support those applications. The conference comprises a main track and mini tracks dedicated to special topics. The papers presented in the main track were rigorously refereed and selected by the International Programme Committee of the conference. Thematically they were grouped in the following sessions: – Sessions on security and trust, comprising nine papers referring to both trust and security in general as well as presenting specific concepts for enhancing trust in the digital society. – Session on inter-organisational transactions, covering papers related to auditing of inter-organizational trade procedures, cross-organizational workflow and transactions in Business to Business platforms. – Session on virtual enterprises, encompassing papers describing innovative approaches for creating virtual enterprises as well as describing examples of virtual enterprises in specific industries. – Session on online communities containing three papers, which provide case studies of specific online communities and various concepts on how companies can build and harness the potential of online communities. – Sessions on strategies and business models with papers describing specific business models as well as general overviews of specific approaches for E- Strategy formulation.

New Age of Networked Media

Journal of the Copyright Society of the U.S.A.

Democratizing Access to Important Mathematics

EUC 2006 Workshops: NCUS, SecUbiq, USN, TRUST, ESO, and MSA, Seoul, Korea, August 1-4, 2006, Proceedings

Proceedings of the ... Meeting

Emerging Directions in Embedded and Ubiquitous Computing

Third International Conference and Workshops, ISA 2009, Seoul, Korea, June 25-27, 2009. Proceedings

An essential guide to how the rapid convergence of media and digital technology will unfold over the coming years, and how our conceptions of "programming" and "consumers" will be transformed by the increasing primacy of networked media. Jim Banister provides cogent analyses of how and why certain high-profile "internet" companies have become models; outlines what different kinds of businesses need to do in order to harness the still largely untapped potential of networked media; and shows why the entertainment industry's efforts to resist the changes in consumer behavior are misguided at best, and doomed at worst. This is a must-read for everyone from business and media professionals to regular consumers.

TyAnna K. Herrington explains current intellectual property law and examines the effect of the Internet and ideological power on its interpretation. Promoting a balanced development of our national culture, she advocates educators' informed participation in ensuring egalitarian public access to information. She discusses the control of information and the creation of knowledge in terms of the way control functions under current property law.

This book highlights the shortcomings of the present Digital Rights Management (DRM) regulations in China. Using literature reviews and comparative analysis from theoretical and empirical perspectives, it appraises different DRM restriction regulations and practices as well as current advice on balance of interests to analyze the dilemma faced by the DRM system. This research intends to help China establish a comprehensive DRM regulatory model through comparative theoretical and empirical critiques of systems in America and Europe. A newly designed DRM regulatory model should be suitable for specific Chinese features, and should consist of government regulated, self-regulated, and even unregulated sections. The new regulation model might be an addition to existing legal structures, while self-regulations/social enforcement also would be as important as legislation based on case studies.

Business and Technology

The Journal of Materials Education

Understanding New Media

UML 2000 - The Unified Modeling Language. Advancing the Standard

Renaissance Waverly Hotel, Atlanta, Georgia, 7-10 December 1997

Deconstruct object-oriented programming and use it with other programming paradigms to build applications

A Manager's Primer on e-Networking

This book answers one of the most perplexing questions of the information-age economy: Now that object-oriented technologies ranging from programming languages to graphical user interfaces to the world wide web have made it feasible to manufacture objects made of bits, what does it mean to buy, sell and own them? Brad Cox has the answer: "Superdistribution" a comprehensive yet controversial solution that allows software to flow freely, without resistance from copy protection or piracy. Computers vanish altogether, becoming just part of the plumbing through which people communicate, cooperate, and compete as members of a mature, global, electronically-connected society. Superdistribution means giving up on copyright as the sole basis of electronic ownership and turning to useright instead. It means

giving the bits away, but charging customers when they use them. In this book, Cox Discusses the information age economy in terms of objects made of bits and defined as property in tangible, intellectual and electronic domains; Introduces superdistribution as a comprehensive yet controversial solution to the challenges of developing the information age economy; Traces the cause of the software crisis to the lack of robust means for supporting electronic ownership and revenue collection within elaborate cooperative communities; Applies the concepts of interchangeable parts and inspection gauges--techniques pioneered during the industrial revolution--to today's challenge of software engineering on the electronic frontier. 0201502089B04062001

Welcome to the Third International Conference on Information Security and Ass- ance (ISA 2009). ISA 2009 was the most comprehensive conference focused on the various aspects of advances in information security and assurance. The concept of security and assurance is emerging rapidly as an exciting new paradigm to provide reliable and safe life services. Our conference provides a chance for academic and industry professionals to discuss recent progress in the area of communication and networking including modeling, simulation and novel applications associated with the utilization and acceptance of computing devices and systems. ISA 2009 was a succ- sor of the First International Workshop on Information Assurance in Networks (IAN 2007, Jeju-island, Korea, December, 2007), and the Second International Conference on Information Security and Assurance (ISA 2008, Busan, Korea, April 2008). The goal of this conference is to bring together researchers from academia and industry as well as practitioners to share ideas, problems and solutions relating to the multifaceted aspects of information technology. ISA 2009 contained research papers submitted by researchers from all over the world. In order to guarantee high-quality proceedings, we put extensive effort into reviewing the papers. All submissions were peer reviewed by at least three Program Committee members as well as external reviewers. As the quality of the submissions was quite high, it was extremely difficult to select the papers for oral presentation and publication in the proceedings of the conference.

This state-of-the-art book aims to address problems and solutions in implementing complex and high quality systems past the year 2000. In particular, it focuses on the development of languages, methods and tools and their further evaluation. Among the issues discussed are the following: evolution of software systems; specific application domains; supporting portability and reusability of software components; the development of networking software; and software architectures for various application domains. This book comprises the proceedings of the International Conference on Systems Implementation 2000: Languages, Methods and Tools, sponsored by the International Federation for Information Processing (IFIP) and was held in Germany, in February 1998. It will be particularly relevant to researchers in the field of software engineering and to software developers working in larger companies.

The Unified Modeling Language

Advances in Mobile Commerce Technologies

The SimCalc Vision and Contributions

Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software

Superdistribution

Organizations, Processes, and Agents

Governance of Communication Networks

Provides a broad working knowledge of all the major security issues affecting today's enterprise IT activities. Multiple techniques, strategies, and applications are examined, presenting the tools to address opportunities in the field. For IT managers, network administrators, researchers, and students.

Don Lavoie's published work encompassed a wide range of subjects - socialism, hermeneutics, information technology, and culture. The subjects appear unrelated, but a close examination of his research reveals an underlying unity of thought and an economics at sharp variance with the post World War II mainstream. By linking economics to other disciplines, Lavoie demonstrated that economics is closer to the humanities than to the physical sciences. The contributors to this volume explore Don Lavoie's legacy and its implications for economics.

"This handbook is for both secure multimedia distribution researchers and also decision makers in obtaining a greater understanding of the concepts, issues, problems, trends, challenges and opportunities related to secure multimedia distribution"--Provided by publisher.

Information Systems and the Environment