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Exploring Web Marketing & Project Management - Donald Emerick 2000

Annotation This series of innovative, interactive workbooks is an entire Webmaster curriculum! Each workbook comes with a free, interactive training Web site featuring sample code, projects, examples, and more.

Sams Teach Yourself E-Commerce Programming with ASP in 21 Days - Stephen

Walther 1996-04-20

The friendly, tutorial style of Sams Teach Yourself E-

Commerce Programming with ASP in 21 Days empowers you to create your own online stores quickly and easily. Using online-proven methods, Stephen Walther, an expert e-commerce developer, provides you with an understanding of online commerce applications, then guides you through the use of VBScript and ASP's built-in objects, enabling you to create your own dynamic, database-driven e-commerce solutions. This book does not stop at just creating the online store. The author teaches you

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to create order tracking systems, manage advertising, create store reports, personalize the shopping experience and much more.

Sams Teach Yourself Adobe Dreamweaver CS3 in 24

Hours - Betsy Bruce

2003-05-23

Sams Teach Yourself Adobe® Dreamweaver® CS3 in 24 Hours Betsy Bruce 24 Proven One-hour Lessons In just 24 lessons of one hour or less, you will be able to create a fully functional website using Adobe Dreamweaver CS3. Using a straightforward, step-by-step approach, each lesson offers background knowledge along with practical steps to follow, allowing you to learn the essentials of using Dreamweaver from the ground up. Step-by-step instructions carefully walk you through the most common Dreamweaver tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or

show you easier ways to do something. Watch Out! cautions alert you to possible problems, and give you advice on how to avoid them. Learn how to... Use Dreamweaver CS3 to create simple or advanced web pages Create forms to collect information from users at your site Organize your site with templates and libraries Make Cascading Style Sheets work for you Craft an interactive website with DHTML Display data efficiently with tables Dress up your site with Flash files and other multimedia Insert scripted functionality by using Behaviors Insert content controls using the Spry framework JavaScript libraries Customize and extend Dreamweaver Upload your website to a server with Dreamweaver's built-in FTP capability Betsy Bruce is a consultant and owner of Performance Factor, creators of training and performance support applications using Dreamweaver and Flash. She is an Adobe-certified instructor for Dreamweaver, Flash,

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Captivate, and Authorware. As an authorized trainer, she has traveled the country instructing groups—ranging from corporations to school districts—on effectively creating dynamic and standards-based web content. Register your book at

www.sampublishing.com/register for convenient access to downloads, updates, and corrections as they become available. Category: Web Development Covers: Adobe® Dreamweaver® CS3 User Level: Beginning
E-healthcare - Douglas E. Goldstein 2000
Leadership/Management/Administration

Sams Teach Yourself CGI in 24 Hours - Rafe Colburn 2003
A guide to the Web programming technology covers implementation in C and Perl, customizing existing programs, and writing CGI scripts for survey forms, interactive games, order forms, search tools, and guest books.

Intranet Web Development - John Desborough 1996
A developer's tutorial to the

many aspects of World Wide Web application development provides a professional perspective on web applications and their use in a corporate environment. Original. (Advanced).

VCP4 Exam Cram - Elias Khnaser 2011-01-21

VCP4 Exam Cram VMware Certified Professional VCP-410 Exam Second Edition Elias Khnaser VCP4 Exam Cram, Second Edition, is the perfect study guide to help you pass the VMware VCP-410 exam. It provides coverage and practice questions for every exam topic. The book contains an extensive set of preparation tools, such as quizzes, Exam Alerts, and a practice exam, while the CD provides real-time practice and feedback with a 75-question test engine. Covers the critical information you'll need to know to score higher on your VCP-410 exam! . Master the essential concepts of VMware vSphere 4 . Plan, install, deploy, and configure ESX/ESXi 4.1 . Understand how VMware vSphere 4 is licensed . Implement reliable

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virtualized storage operations . Administer ESX/ESXi 4.1 with vCenter 4.1 . Manage virtual machine operations . Systematically secure your virtual infrastructure . Manage and monitor virtual resources . Troubleshoot problems with ESX/ESXi 4.1 . Implement effective backup, disaster recovery, and business continuity . Maximize system availability in virtualized environments Elias Khnaser is an author, speaker, and IT consultant specializing in Microsoft, Citrix, and VMware virtualization technologies. Elias is the practice manager for virtualization and cloud computing at Artemis Technology. With more than 14 years of experience, Elias is one of the world's leading experts on virtualization and cloud computing and is a recipient of the VMware vExpert award. CD Features 75 Practice Questions The test engine gives you an effective tool to assess your readiness for the exam . Detailed explanations of correct and incorrect answers . Multiple

test modes . Random questions and order of answers .

Coverage of each VCP-410 exam topic

Word 2003 Personal Trainer - CustomGuide Inc 2005

Provides a training manual on using Microsoft Office Word 2003, covering such topics as working with tables, performing mail merge, using Document collaboration, and working with forms.

Sams Teach Yourself Adobe Illustrator 10 in 24 Hours - Peter Bauer 2001

In just 24 lessons of one hour or less, you will get up to speed on the basics of creating and editing computer graphics with Adobe Illustrator. Using a straightforward, step-by-step approach, each lesson builds upon the previous one, allowing you to learn the fundamentals of Illustrator from the ground up.

Sams Teach Yourself Microsoft Expression Web 2 in 24 Hours - Morten Rand-Hendriksen 2008-09-24

In just 24 sessions of one hour or less, you'll learn how to build flexible, easy-to-maintain,

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standards-based websites with Microsoft Expression Web 2. Using this book's straightforward, step-by-step approach, you'll master the entire process—from concept and design through delivery! Each lesson builds on what you've already learned, giving you a strong real-world foundation for success, no matter what kind of site you're building! Step-by-step instructions carefully walk you through the most common Expression Web 2 tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... · Build your first Expression website in just five minutes! · Import text from Microsoft Word and other software · Make the most of Expression Web 2's advanced image-editing features · Create

hyperlinks that simplify navigation, perform actions, and send commands · Write error-free code quickly and easily with Code View and IntelliSense · Use CSS to control your site's appearance, create standards-based, cross-browser content, and simplify redesigns · Design site layouts that communicate more effectively · Use Dynamic Web Templates to consistently format (or reformat) hundreds of pages · Implement state-of-the-art interactivity with Behaviors · Add Silverlight, Flash, and other multimedia content · Build a web-based email form with FrontPage Server Extensions and PHP · Integrate web application code written in ASP.NET or PHP

Morten Rand-Hendriksen is a web designer, developer, programmer, and digital media expert based in Burnaby, B.C., Canada. He has operated Pink and Yellow Media since 2002, creating web and design solutions for small businesses and individuals. For his work with Expression Web, he was invited as a Canadian VIP to

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the MIX08 conference in Las Vegas and asked to present on Building Compelling Websites on the Microsoft Platform at Microsoft's Innovation Briefing. He blogs on Expression Web at <http://blog.pinkandyellow.com/>.
Category: Web Development
Covers: Microsoft Expression Web 2 User Level: Beginning-Intermediate
Sams Teach Yourself Web Services in 24 Hours - Mike Kopack 2003-05-02
According to recent press reports, everyone is developing Web Services, but many are still in the exploratory phase - learning what's involved and how to achieve ROI. This book is designed to give a working introduction to Web Services to help decision-makers prepare for the implementation in their companies. It demystifies the topic by providing a beginning level explanation of what this technology is, what it means to businesses, where to apply it, and how to make it work. Using numerous simple examples, the book explains the core concepts of Web Services: SOAP, UDDI, and WSDL, as

well as tools and related concepts that will help create the "big picture" in readers' minds.

Knowledge-Based Software Engineering: 2018 - Maria Virvou 2018-08-03

This book summarizes the new research results presented at the 12th Joint Conference on Knowledge-Based Software Engineering (JCKBSE 2018), which took place on August 27-30, 2018 on the island of Corfu, Greece. The JCKBSE is a well-established international biennial conference that focuses on the applications of Artificial Intelligence in Software Engineering. The JCKBSE 2018 was organized by the Department of Informatics of the University of Piraeus, the Department of Computer and Information Engineering of Nippon Institute of Technology, and the Department of Informatics of Ionian University. The book will benefit not only experts and researchers in the field of (Knowledge-Based) Software Engineering, but also general readers in the fields of

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Artificial Intelligence, Computational Intelligence and Computer Science who wish to learn more about the field of (Knowledge-Based) Software Engineering and its applications. An extensive list of bibliographic references at the end of each paper encourages readers to probe further into the application areas that interest them most.

CompTIA Security+ SY0-401 Exam Cram - Diane Barrett
2015-02-07

CompTIA® Security+ Exam Cram, Fourth Edition, is the perfect study guide to help you pass CompTIA's newly updated version of the Security+ exam. It provides coverage and practice questions for every exam topic. The book contains a set of 200 questions in two full practice exams. The CD-ROM contains the powerful Pearson IT Certification Practice Test engine that provides real-time practice and feedback with all the questions so you can simulate the exam. Covers the critical information you need to know to score higher on your Security+

exam! --Categorize types of attacks, threats, and risks to your systems --Secure devices, communications, and network infrastructure -- Troubleshoot issues related to networking components -- Effectively manage risks associated with a global business environment -- Differentiate between control methods used to secure the physical domain -- Identify solutions to secure hosts, data, and applications -- Compare techniques to mitigate risks in static environments -- Determine relevant access control, authorization, and authentication procedures -- Select appropriate mitigation techniques in response to attacks and vulnerabilities -- Apply principles of cryptography and effectively deploy related solutions -- Implement security practices from both a technical and an organizational standpoint

Web Marketing for Small Businesses - Stephanie Diamond 2008

Web Marketing for Small Businesses shows entrepreneurs how to take

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advantage of the marketing opportunities on the Internet to get the word out about their business and win new customers.

Sams Teach Yourself Dreamweaver CS5 in 24

Hours - Betsy Bruce
2010-12-27

In just 24 lessons of one hour or less, you will be able to create a fully functional website using Adobe Dreamweaver CS5. Using a straightforward, step-by-step approach, each lesson offers background knowledge along with practical steps to follow, allowing even complete beginners to learn the essentials from the ground up. Full-color figures and clear step-by-step instructions visually show you how to use Dreamweaver. Quizzes and Exercises at the end of each chapter help you test your knowledge. Practical, hands-on examples show you how to apply what you learn. Learn how to... Start using HTML5 in your web pages with Dreamweaver's new HTML5 support Create forms to collect

information from users at your site Manage your site with templates and libraries Design web page layout with CSS Work with WordPress and content management systems Display data efficiently with tables Dress up your site with Flash files and other multimedia Insert scripted functionality by using Behaviors Use Ajax frameworks and libraries Create custom CSS for mobile devices and printing Make web graphics in Fireworks CS5

Sams Teach Yourself HTML and CSS in 24 Hours - Julie

C. Meloni 2010

Twenty-four one-hour lessons explain the creation of Web pages using graphics, motion, interactivity, animation, tables and frames, sound, and video.

Sams Teach Yourself Crystal Reports 9 in 24 Hours - Joe

Estes 2002

Demonstrates Crystal reports' newest features while explaining how to turn information extracted from relational databases into reports and integrated presentations.

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FDA Consumer - 2004

Sams Teach Yourself

SharePoint 2007 in 24 Hours -

Mike Walsh 2008-09-24

In just 24 sessions of one hour or less, you will be up and running with Windows SharePoint Services 3.0. Using a straightforward, step-by-step approach, each lesson builds upon a real-world foundation forged in both technology and business matters, allowing you to learn the essentials of SharePoint 2007 and Windows SharePoint Services 3.0 from the ground up. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. The Q&A sections and quizzes at the end of each lesson help you build and test your knowledge. Notes, Tips, and Cautions point out shortcuts, solutions, and potential problems to avoid. Learn how to... Explore and fully utilize all the core WSS 3.0 features
Install WSS 3.0 on different versions of Windows Server
Explore the interoperability between SharePoint and

various Office 2003 and 2007 products
Create and enhance workflows
Manage user permissions at all levels
Enhance search functionality using Search Server 2008
Express Create internal blogs using the Extended Blog Edition
Get your site up-and-running quickly with the Microsoft application templates
Enhance your site by utilizing free and commercial third-party web parts
Create sites in different languages

Sams Teach Yourself Visual Studio .NET 2003 in 21 Days

- Jason Beres 2003

Covers the key components of Visual Studio .NET and the .NET architecture, covering topics such as Windows Forms, data-driven applications, Crystal Reports, Visual SourceSafe, and the Application Center Test tool.

Picture-Perfect Science Lessons - Karen Ansberry 2010

In this newly revised and expanded 2nd edition of Picture-Perfect Science Lessons, classroom veterans Karen Ansberry and Emily

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Morgan, who also coach teachers through nationwide workshops, offer time-crunched elementary educators comprehensive background notes to each chapter, new reading strategies, and show how to combine science and reading in a natural way with classroom-tested lessons in physical science, life science, and Earth and space science.

HTML, CSS & JavaScript Web Publishing in One Hour a Day, Sams Teach Yourself -

Laura Lemay 2015-12-22

Thoroughly revised and updated with examples rewritten to conform to HTML5, CSS3, and contemporary web development practices, this easy-to-understand, step-by-step tutorial helps you quickly master the basics of HTML and CSS before moving on to more advanced topics such as graphics, video, and interactivity with JavaScript and jQuery. In just one hour a day, you'll learn the skills you need to design, create, and maintain a professional-looking website. No previous

experience required. By following each short, one-hour lesson in this book, anyone can learn the basics of web development. Learn at your own pace. You can work through each lesson sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each lesson ends with a Workshop section filled with questions, answers, and exercises for further study. Learn how to... Fully implement the HTML5 and CSS3 standards Work with text and create links Add images and graphics to your page Use CSS to style a site and position elements on a page Structure a page with HTML5 Use responsive web design to make your pages look good on different-sized screens Use JavaScript to add dynamic elements and interactivity on your pages Leverage jQuery to add JavaScript features to your pages Design for the mobile web Get your site online and

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let people know it's there
Optimize your site for search engines Contents at a Glance
PART I: Getting Started 1 What Is Web Publishing 2 Getting Your Tools in Order 3
Introducing HTML and CSS
PART II: Creating Web Pages 4 Learning the Basics of HTML 5
Organizing Information with Lists 6 Working with Links
PART III: Doing More with HTML and CSS 7 Formatting Text with HTML and CSS 8
Using CSS to Style a Site 9 Using Images on Your Web Pages 10 Building Tables 11
Using CSS to Position Elements on a Page 12 Designing Forms 13
Structuring a Page with HTML5 14 Integrating Multimedia: Video and Sound 15
Advanced CSS: Page Layout in CSS 16 Using Responsive Web Design
PART IV: Using JavaScript and jQuery 17
Introducing JavaScript 18 Using jQuery 19
Using JavaScript in Your Pages 20 Working with Frames and Linked Windows
PART V: Designing for Everyone 21
Designing for the Mobile Web

22 Designing for User Experience
PART VI: Going Live on the Web 23 How to Publish Your Site 24 Taking Advantage of the Server 25
Search Engines and SEO
Sams Teach Yourself UML in 24 Hours - Joseph Schmuller 2004
Learn UML, the Unified Modeling Language, to create diagrams describing the various aspects and uses of your application before you start coding, to ensure that you have everything covered.
Millions of programmers in all languages have found UML to be an invaluable asset to their craft. More than 50,000 previous readers have learned UML with Sams Teach Yourself UML in 24 Hours. Expert author Joe Schmuller takes you through 24 step-by-step lessons designed to ensure your understanding of UML diagrams and syntax. This updated edition includes the new features of UML 2.0 designed to make UML an even better modeling tool for modern object-oriented and component-based

programming. The CD-ROM includes an electronic version of the book, and Poseidon for UML, Community Edition 2.2, a popular UML modeling tool you can use with the lessons in this book to create UML diagrams immediately.

Sams Teach Yourself Web Publishing with HTML and XHTML in 21 Days - Laura Lemay 2001

Completely revised hardcover edition of the leading Web publishing tutorial.

ELearning with

Dreamweaver MX - Betsy Bruce 2002

Explains how to design and implement online learning applications using Dreamweaver MX, covering topics such as creating interactions without scripting, using templates, and integrating with a tracking database.

Sams Teach Yourself XML in 21 Days - Steven Holzner 2003
Engineered to be the answer for learning XML, expert author Holzner offers hundreds of real-world examples demonstrating the uses of XML

and the newest tools developers need to make the most of it.

HTML5 Game Development by Example: Beginner's

Guide - Makzan, 2015-06-26

HTML5 is a markup language used to structure and present content for the World Wide Web and is a core technology of the Internet. It is supported across different platforms and is also supported by various browsers. Its innovative features, such as canvas, audio, and video elements, make it an excellent game building tool. HTML5 Game Development by Example Beginner's Guide Second Edition is a step-by-step tutorial that will help you create several games from scratch, with useful examples. Starting with an introduction to HTML5, the chapters of this book help you gain a better understanding of the various concepts and features of HTML5. By the end of the book, you'll have the knowledge, skills, and level of understanding you need to efficiently develop games over the network using HTML5.

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Dreamweaver MX Application Development in 21 Days - John Ray 2002

Sams Teach Yourself

Dreamweaver X in 21 Days teaches the reader all the skills needed to learn how to effectively develop database-driven Web applications with Macromedia Dreamweaver X. The tutorial approach aids the reader in learning the basics quickly and then moves on to the more advanced features and concepts. By the end of the 21 days, the reader will know how to create Web sites with dynamic content, develop a browser-based sales and inventory management system, create a discussion forum, develop a complete e-commerce solution, write custom validations and extend functionality with JavaScript, design enhanced navigation of the Web site, and make an informed decision as to which server platform is the right one for the project at hand.

Sams Teach Yourself Adobe LiveMotion 2 in 24 Hours -

Molly E. Holzschlag 2002

A quick and practical

introduction to LiveMotion, Adobes object-oriented design tool for creating Web graphics and animation.

Sams Teach Yourself Web Publishing with HTML and CSS in One Hour a Day -

Laura Lemay 2006-06-08

Sams Teach Yourself Web Publishing with HTML and CSS in One Hour a Day is a new edition of the best-selling book that started the whole HTML/web publishing phenomenon. The entire book has been revised and refined to reflect current web publishing practices and technologies. It includes extensive coverage of Cascading Style Sheets (CSS), which have become a staple in web development. You'll have no problem learning from expert author Laura Lemay's clear and approachable writing style. Simple, step-by-step instructions with lots of practical, interesting examples of web pages will guide you as you master current web publishing technologies and practices.

Sams Teach Yourself XML in 24 Hours - Michael Morrison

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2002

This manual shows what can be done with XML, while also teaching where the technology is headed. It includes topics like displaying XML files in HTML files, performing queries in XSL and building an online store.

Sams Teach Yourself More Visual Basic .NET in 21 Days - Lowell Mauer 2002

"Sams Teach Yourself More Visual Basic.NET in 21 Days" provides step-by-step coverage of the most important new features of Visual Basic.NET, plus information on VB.NET that will shorten the learning curve for programmers who wish to migrate to VB.NET. The author's thorough coverage gives programmers an understanding of the advanced building blocks that are necessary to use when creating Windows applications.

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Sams Teach Yourself HTML 4 in 24 Hours - Dick Oliver
2002-02-12

Sams Teach Yourself HTML 4 in 24 Hours, Fourth Edition, is

a carefully organized tutorial that teaches the beginning Web page author just what you need to know in order to get a Web page up in the shortest time possible. The book covers only those HTML tags and technologies that are likely to be used on a beginner's Web page, and it is organized in a logical step-by-step order. This new edition updates coverage of new Web publishing technologies. Refined and reworked parts of the book to make it even more clear and straightforward for beginners.

Sams Teach Yourself C# Web Programming in 21 Days - Philip Syme 2002

Learn how to how to use C# for Internet programming with the hands-on techniques and clear explanations. This book discusses some C# features that allow rapid development of solutions such as garbage collection, simplified type declarations, and scalability support. The book explains key concepts in a simple and practical manner. Web Forms and Web Controls usher in an elegant way to make dynamic

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Web pages. The book covers these topics with how-to code examples and projects. One of the newest developments in Internet programming is the use of XML and the SOAP communication protocol. .NET Web Services harness these two technologies, and is covered in later sections of the book.

Sams Teach Yourself Adobe Acrobat 5 in 24 Hours -

Christopher Smith 2001
Provides instructions on how to use and create PDF files from electronic documents, review and edit PDF files, organize documents, devise multimedia presentations, and add security to PDF files and documents.

Sams Teach Yourself Visual C++ .NET in 24 Hours -

Richard J. Simon 2002
The typical user of this book will be past users of Visual C++ looking to get up to speed quickly on developing applications for the .NET framework in Visual C++.

Sams Teach Yourself Apache 2 in 24 Hours - Daniel López

Ridruejo 2002

Sams Teach Yourself Apache in

24 Hours covers the installation, configuration, and ongoing administration of the Apache Web server, the most popular Internet Web server. It covers both the 1.3 and the new 2.0 versions of Apache. Using a hands-on, task-oriented format, it concentrates on the most popular features and common quirks of the server. The first part of the book helps the reader build, configure, and get started with Apache. After completing these chapters the reader will be able to start, stop, and monitor the Web server. He also will be able to serve both static content and dynamic content, customize the logs, and restrict access to certain parts of the Web server. The second part of the book explains in detail the architecture of Apache and how to extend the server via third-party modules like PHP and Tomcat. It covers server performance and scalability, content management, and how to set up a secure server with SSL.

Sams Teach Yourself

Dreamweaver UltraDev 4 in 21

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Days - John Ray 2001

Ready-to-use building blocks for integrated circuit design. Why start coding from scratch when you can work from this library of pre-tested routines, created by an HDL expert?

There are plenty of introductory texts to describe the basics of Verilog, but "Verilog Designer's Library" is the only book that offers real, reusable routines that you can put to work right away. "Verilog Designer's Library" organizes Verilog routines according to functionality, making it easy to locate the material you need. Each function is described by a behavioral model to use for simulation, followed by the RTL code you'll use to synthesize the gate-level implementation. Extensive test code is included for each function, to assist you with your own verification efforts. Coverage includes: Essential Verilog coding techniques Basic building blocks of successful routines State machines and memories Practical debugging guidelines Although "Verilog Designer's

Library" assumes a basic familiarity with Verilog structure and syntax, it does not require a background in programming. Beginners can work through the book in sequence to develop their skills, while experienced Verilog users can go directly to the routines they need. Hardware designers, systems analysts, VARs, OEMs, software developers, and system integrators will find it an ideal sourcebook on all aspects of Verilog development.

Sams Teach Yourself ASP.NET Ajax in 24 Hours -

Joydip Kanjilal 2008-07-09
In just 24 sessions of one hour or less, you'll learn how to build advanced web sites and applications with ASP.NET Ajax--and upgrade existing pages to deliver more power and business value. Using a straightforward, step-by-step approach, each lesson equips you with sufficient information and guides you to mastery of Ajax in real-world applications. One step at a time, you'll discover how to make the most

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of the Microsoft Ajax Library and Ajax Server Extensions. You'll develop secure, reliable Web services and applications that solve real problems-- including a complete sample e-commerce application. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. Quizzes help you build and test your knowledge. Notes, tips, and cautions point out shortcuts, solutions, and potential problems to avoid. New terms are clearly defined and explained. Learn how to... Incorporate ASP.NET Ajax into any new or existing web site or application Use ASP.NET architecture, key concepts, and client-side scripting techniques Design and build a complete e-commerce application Use ASP.NET Ajax to create higher-performance web applications Use all the key Ajax Server Extensions, including the Ajax Control Toolkit Work with the ASP.NET Ajax authentication and profile services Extend the Microsoft Ajax Library Efficiently debug and trace ASP.NET Ajax code Leverage

the benefits of Ajax by implementing a sample application Joydip Kanjilal, honored by Microsoft as an ASP.NET MVP, writes frequently on ASP.NET and other .NET technologies for web sites such as www.asptoday.com, www.devx.com, www.aspalliance.com, and www.aspnetpro.com. He is currently lead architect for a consulting company based in Hyderabad, India. He has designed and architected solutions for various domains. Sriram Putrevu, lead developer for a consulting company in Hyderabad, specializes in Microsoft .NET technologies. He has extensive experience developing large-scale applications in healthcare, supply chain/logistics, EAI, and e-commerce.

Sams Teach Yourself EJB in 21 Days - Ragae Ghaly 2002

The authors provides an in-depth introduction to Enterprise JavaBeans, a core component of the Java 2 Enterprise platform. Security information is included for

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enterprise applications, a very important topic in today's technology arena.