Web Service Design Document Sample

This book constitutes the refereed proceedings of the 12th International Conference on High-Performance Computing, HiPC 2005, held in Goa, India in December 2005. The 50 revised full papers presented were carefully reviewed and selected from 362 submissions. After the keynote section and the presentation of the 2 awarded best contributions the papers are organized in topical sections on algorithms, applications, architecture, systems software, communication networks, and systems and networks.

Since 1994, the European Conference on Product and Process Modelling (www.ecppm.org) has been providing a review of research, development and industrial implementation of product and process model technology in construction. The 7th European Conference on Product and Process Modelling (ECPPM 2008) provided a unique discussion platform for topics of

This book constitutes the refereed proceedings of the 6th International Conference on Service-Oriented Perspectives in Design Science Research, DERIST 2011, held in Milwaukee, WI, USA, in May 2011. The 29 revised full papers presented together with 5 revised short papers were carefully reviewed and selected from 50 submissions. The papers are organized in topical sections on design theory, design science research strategies, design methods and techniques, design evaluation, design guidelines, service-oriented perspectives in design science, process design, neuroscience in design research, and designing for social media.

Service Design PatternsFundamental Design Solutions for SOAP/WSDL and RESTful Web ServicesAddison-Wesley Collecting the work of the foremost scientists in the field,

Discrete-Event Modeling and Simulation: Theory and Applications presents the state of the art in modeling discrete-event systems using the discrete-event system specification (DEVS) approach. It introduces the latest advances, recent extensions of formal techniques, and real-world examples of various applications. The book covers many topics that pertain to several layers of the modeling and simulation architecture. It discusses DEVS model development support and the interaction of DEVS with other methodologies. It describes different forms of simulation supported by DEVS, the use of real-time DEVS simulation, the relationship between DEVS and graph transformation, the influence of DEVS variants on simulation performance, and interoperability and composability with emphasis on DEVS standardization. The text also examines extensions to DEVS, new formalisms, and abstractions of DEVS models as well as the theory and analysis behind real-world system identification and control. To support the generation and search of optimal models of a system, a framework is developed based on the system entity structure and its transformation to DEVS simulation models. In addition, the book explores numerous interesting examples that illustrate the use of DEVS to build successful applications, including optical network-on-chip, construction/building design, process control, workflow systems, and environmental models. A one-stop resource on advances in DEVS theory, applications, and methodology, this volume offers a sampling of the best research in the area, a broad picture of the DEVS landscape, and trend-setting applications enabled by the DEVS approach. It provides the basis for future research discoveries and encourages the development of new applications. This book provides the first overview of the service technologies available to telecoms operators working in a post-convergence world. Previous books have focused either

on computer networks or on telecoms networks. This is the first to bring the two together and provide a single reference source for information that is currently only to be found in disparate journals, tool specifications and standards documents. In order to provide such broad coverage of the topic in a structured and logical fashion, the book is divided into 3 parts. The first part looks at the underlying network support for services and aims to explain the technology that makes the user-visible services possible. This section covers multimedia networking, both traditional (legacy) and future (softswitch) call processing, intelligent networks, the Internet, and Wireless networks. Part 2 deals with how these services may be analysed and managed. Chapters cover topics such as commercial issues, service management, quality of service, security, standards and APIs. Part 3 concludes the book by looking ahead at evolving technologies and more speculative possibilities, discussing the kinds of services that may be possible in the future and the technologies that will support them. Focuses is on how the technology supports the services, rather than on technology for its own sake Contributors drawn from both academia and industry (companies such as Marconi, BT, Telcordia, Cisco, Analysys) to give both theoretical and real-world perspectives Unique singe-reference source for a wide range of material currently found only in disparate papers, specs and documentation Covers brand new technologies such as JAIN, JTAPI, Parlay, IP, multimedia networking, active networks, WAP, wireless LANs, agent-based services, etc.

This is an edited volume that develops a common understanding of the various technologies intended to facilitate the automation of mediation, choreography and discovery for Web Services using semantic annotations. The volume explores trade-offs among existing approaches, and reveals strengths and weaknesses of proposed approaches,

as well as which aspects of the problem are not yet covered. The book is designed for a professional audience composed of practitioners and researchers in industry. Professionals can use it to evaluate SWS technology for their potential practical use. The book is also suitable for advanced-level students in computer science.

"This book collects a complete set of studies addressing the security and dependability challenges of Web services and the development of protocols to meet them. Encompassing a complete range of topics including specifications for message level security, transactions, and identity management, it enables libraries to provide researchers an authoritative guide to a most challenging technological topic"--Provided by publisher.

SharePoint is obviously a hot technology. But the last year in development technology has seen such major releases as Ajax, ASP.NET 2.0, SQL Server 2005, and more. These technologies combined have an audience too wide to estimate. However, SharePoint 2003 was built before these new techniques and methodologies were ready for public consumption. And while the newer versions of SharePoint support development using these new techniques, the installed base of SharePoint 2003 is still growing, and migration to SharePoint 2007 is still at least 18 months off. Therefore, developers are hungry to "webify" their existing SharePoint sites and applications. This book is the intersection between contemporary development techniques and SharePoint application development.

This proceedings volume brings together some 189 peer-reviewed papers presented at the International Conference on Information Technology and Computer Application Engineering, held 27-28 August 2013, in Hong Kong, China. Specific topics under consideration

include Control, Robotics, and Automation, Information Technology, Intelligent Computing and Telecommunication, Computer Science and Engineering, Computer Education and Application and other related topics. This book provides readers a state-of-the-art survey of recent innovations and research worldwide in Information Technology and Computer Application Engineering, in so-doing furthering the development and growth of these research fields, strengthening international academic cooperation and communication, and promoting the fruitful exchange of research ideas. This volume will be of interest to professionals and academics alike, serving as a broad overview of the latest advances in the dynamic field of Information Technology and Computer Application Engineering. Advances in Computers covers new developments in computer technology. Most chapters present an overview of a current subfield within computer science, with many citations and often include new developments in the field by the authors of the individual chapters. Topics include hardware, software, theoretical underpinnings of computing, and novel applications of computers. This current volume emphasizes the role of the internet, the world wide web and other aspects of a distributed computing environment. Open source development as well as computing for the handicapped are additional important topics. Key Features: In-depth surveys and tutorials on new computer technology Well-known authors are researchers in the field Extensive bibliographies with most chapters Important chapters on new technologies for software development: open source

development and the technology needed to use the web for electronic commerce In-depth surveys and tutorials on new computer technology Well-known authors are researchers in the field Extensive bibliographies with most chapters Important chapters on new technologies for software development: open source development and the technology needed to use the web for electronic commerce

This book will draw you into the service-oriented architecture (SOA) mindset and immerse you in updated code and reference material specifically architected for Visual Studio 2005 and Web Services Enhancements (WSE) 3.0. The book provides a head start on building SOA applications using the author's clear conceptual discussions, practical examples, and accurate treatment of difficult material that doesn't simply "gloss over" the hard stuff. This book will show you how to shift your development paradigm to create Web services that process sophisticated XML messages within a secure, service-oriented, loosely-coupled architecture.

This book constitutes the refereed proceedings of the 10th International Conference on Cooperative Design, Visualization, and Engineering, CDVE 2013, held in Palma de Mallorca, Spain, in September 2013. The 34 revised full papers presented were carefully reviewed and selected from numerous submissions. The papers cover all the topics of cooperative engineering, basic theories, methods and technologies that support CDVE, cooperative design, visualization and applications. There are special contributions dealing with the cooperative issues brought by the Internet of things - such as the

situation in the ambient assisted living systems. Other papers in the volume cover a wide range of cooperative application topics such as cooperative e-learning, cooperative decision making and cooperative simulation etc.

This comprehensive text explains the principles and practice of Web services and relates all concepts to practical examples and emerging standards. Its discussions include: Ontologies Semantic web technologies Peer-to-peer service discovery Service selection Web structure and link analysis Distributed transactions Process modelling Consistency management. The application of these technologies is clearly explained within the context of planning, negotiation, contracts, compliance, privacy, and network policies. The presentation of the intellectual underpinnings of Web services draws from several key disciplines such as databases, distributed computing, artificial intelligence, and multi-agent systems for techniques and formalisms. Ideas from these disciplines are united in the context of Web services and service-based applications. Featuring an accompanying website and teacher's manual that includes a complete set of transparencies for lectures, copies of open-source software for exercises and working implementations, and resources to conduct course projects, this book makes an excellent graduate textbook. It will also prove an invaluable reference and training tool for practitioners. Design of complex artifacts and systems requires the cooperation of multidisciplinary design teams using multiple sophisticated commercial and non-commercial

engine- ing tools such as CAD tools, modeling, simulation and optimization software, en- neering databases, and knowledge-based systems. Individuals or individual groups of multidisciplinary design teams usually work in parallel and independently with various engineering tools, which are located on different sites, often for quite a long period of time. At any moment, individual members may be working on different versions of a design or viewing the design from various perspectives, at different levels of details. In order to meet these requirements, it is necessary to have efficient comput- supported collaborative design systems. These systems should not only automate in- vidual tasks, in the manner of traditional computer-aided engineering tools, but also enable individual members to share information, collaborate, and coordinate their activities within the context of a design project. Based on close international collaboration between the University of Technology of Compiègne in France and the Institute of Computing Technology of the Chinese Ac- emy of Sciences in the early 1990s, a series of international workshops on CSCW in Design started in 1996. In order to facilitate the organization of these workshops, an International Working Group on CSCW in Design (CSCWD) was established and an International Steering Committee was formed in 1998. The series was converted to int- national conferences in 2000 building on the success of the four previous workshops.

This complete, comprehensive reference is for both experienced Perl programmers and beginners. The book includes all the basic documentation for the core Perl

languages.

Facilitates communication and networking among Web services and e-business researchers and engineers in a period where considerable changes are taking place in Web services technologies innovation.

EEA2011 is an integrated conference concentration its focus on Electrical Engineering and Automation. In the proceeding, you can learn much more knowledge about Electrical Engineering and Automation of researchers from all around the world. The main role of the proceeding is to be used as an exchange pillar for researchers who are working in the mentioned fields. In order to meet the high quality of Springer, AISC series, the organization committee has made their efforts to do the following things. Firstly, poor quality paper has been refused after reviewing course by anonymous referee experts. Secondly, periodically review meetings have been held around the reviewers about five times for exchanging reviewing suggestions. Finally, the conference organizers had several preliminary sessions before the conference. Through efforts of different people and departments, the conference will be successful and fruitful.

In SOA and Web Services Interface Design, data architecture guru James Bean teaches you how to design web service interfaces that are capable of being extended to accommodate ever changing business needs and promote incorporation simplicity. The book first provides an overview of critical SOA principles, thereby offering a basic conceptual summary. It then provides explicit, tactical, and real-world techniques for ensuring compliance with these principles. Using a focused, tutorial-based approach the book provides

working syntactical examples - described by Web services standards such as XML, XML Schemas, WSDL and SOAP - that can be used to directly implement interface design procedures, thus allowing you immediately generate value from your efforts. In summary, SOA and Web Services Interface Design provides the basic theory, but also design techniques and very specific implementable encoded interface examples that can be immediately employed in your work, making it an invaluable practical guide to any practitioner in today's exploding Web-based service market. Provides chapters on topics of introductory WSDL syntax and XML Schema syntax, taking take the reader through fundamental concepts and into deeper techniques and allowing them to quickly climb the learning curve. Provides working syntactical examples - described by Web services standards such as XML, XML Schemas, WSDL and SOAP - that can be used to directly implement interface design procedures. Real-world examples generated using the Altova XML Spy tooling reinforce applicability, allowing you to immediately generate value from their efforts.

This book constitutes the refereeds proceedings of the International Conference on High Performance Architecture and Grid Computing, HPAGC 2011, held in Chandigarh, India, in July 2011. The 87 revised full papers presented were carefully reviewed and selected from 240 submissions. The papers are organized in topical sections on grid and cloud computing; high performance architecture; information management and network security.

New techniques and tools for database and database technologies are continuously being introduced. These technologies are the heart of many business information systems and can benefit from theories, models, and research results from other disciplines. Innovations in Database Design, Web Applications, and Information Systems

Management presents ideal research in the areas of database theory, systems design, ontologies, and many more. Including examples of the convergence of ideas from various disciplines aimed at improving and developing the theory of information technology and management of information resources, this book is useful for researchers and practitioners in the IT field.

This book contains the step by step information about the NetBeans 6.0 IDE. This book is for you if you are familiar with java programming and are looking for a book that effectively explains the concepts of the NetBeans IDE. This book gives the core information about features of the NetBeans IDE and developing applications using the same. This book contains lots of examples and helps you to learn about the NetBeans IDE in an easier way.It is a precise yet complete book that helps you understand different concepts and methodologies involved in developing scalable and distributed applications using NetBeans IDE 6. The book covers all advanced concepts of NetBeans IDE 6 and each concept is explained through simple steps and supported by numerous examples. This makes the book unique in itself.Covers:Features of NetBeans 6.0 IDEInstallation of NetBeans 6.0Exploring NetBeans 6.0 IDECreating a Java ApplicationDeveloping Web Applications in NetBeansDeveloping Enterprise Projects in NetBeansDeveloping Web Services in NetBeansDeveloping NetBeans Plug In ModulesRefactoring Source Code Debugging the ApplicationsPeforming Junit TestingGenerating and Accessing JavadocsImplementing Ant Script

A complete practitioner's catalog of proven domain services design solutions that can help any organization leverage SOA's full benefits * *Provides a vocabulary of proven SOA design solutions, with concrete examples and code that is easy for architects to adapt and implement. *By Rob

Daigneau, one of the industry's leading experts in complex systems integration. *Helps architects and IT leaders accurately set stakeholder expectations for major SOA initiatives. Service-oriented architectures are typically called upon to deliver two general categories of services: enterprise services and domain services. Enterprise services are essentially composite services that typically leverage technologies such as message-oriented middleware. Domain services are the building blocks these composites depend upon. Each service category is best served by a distinct set of design solutions. This is the first book to systematically identify and explain best practice patterns for domain services. Rob Daigneau expands upon the Service Layer concept (covered expertly by Fowler in Patterns of Enterprise Application Architecture) domain services can be used with Enterprise Integration Patterns (made famous by Hohpe and Woolf). Daigneau begins by reviewing SOA concepts, illuminating the distinctions between enterprise and domain services, and identifying key relationships between domain services and other pattern groups. Next, he introduces each essential pattern for creating and delivering domain services, providing a vocabulary of design solutions that architects and other IT professionals can implement by referencing and adapting the concrete examples he supplies.

This text introduces students to the concepts of building Web-distributed applications and helps develop the necessary skills through numerous examples, projects, case studies and hands-on examples.

This book constitutes the refereed proceedings of the 21st International Conference on Advanced Information Systems Engineering, CAiSE 2009, held in Amsterdam, The Netherlands, on June 8-12, 2009. The 36 papers presented in this book together with 6 keynote papers were carefully reviewed and selected from 230 submissions. The topics

covered are model driven engineering, conceptual modeling, quality and data integration, goal-oriented requirements engineering, requirements and architecture, service orientation, Web service orchestration, value-driven modeling, workflow, business process modeling, and requirements engineering.

Celebrate Thanksgiving with Annie and Snowball in this Level 2 Ready-to-Read story from the Theodor Seuss Geisel Award-winning creators of Henry and Mudge! Annie loves fall and she especially loves Thanksgiving. There is a big table at Annie's house, and she wants lots of people around it for a yummy dinner. But Annie lives with just her dad and her bunny, Snowball. She doesn't have a big family of her own. Who can she invite to share Thanksgiving?

This book is a collection of notes and sample codes written by the author while he was learning WSDL himself. Topics include introduction to WSDL (Web Services Definition Language); WSDL document structure; 'types', 'interface', 'binding' and 'service' definition elements; differences between style='rpc' and style='document' in WSDL 1.1; using WSDL document with SoapUI; parsing WSDL documents with PHP, Perl, and Java programs. Updated in 2020 (Version 2.20) with 'WSDL 2.0 Part 2: Adjuncts' tutorials. For latest updates and free sample chapters, visit http://www.herongyang.com/WSDL.

The Handbook of Human Factors in Web Design covers basic human factors issues relating to screen design, input devices, and information organization and processing, as well as addresses newer features which will become prominent in the next generation of Web technologies. These include multimodal interfaces, wireless capabilities, and agents that can improve convenience and usability. Written by leading

researchers and/or practitioners in the field, this volume reflects the varied backgrounds and interests of individuals involved in all aspects of human factors and Web design and includes chapters on a full range of topics. Divided into 12 sections, this book covers: historical backgrounds and overviews of Human Factors and Ergonomics (HFE) specific subfields of HFE issues involved in content preparation for the Web information search and interactive information agents designing for universal access and specific user populations the importance of incorporating usability evaluations in the design process task analysis, meaning analysis, and performance modeling specific Web applications in academic and industrial settings Web psychology and information security emerging technological developments and applications for the Web the costs and benefits of incorporating human factors for the Web and the state of current guidelines The Handbook of Human Factors in Web Design is intended for researchers and practitioners concerned with all aspects of Web design. It could also be used as a text for advanced courses in computer science, industrial engineering, and psychology.

This book fills a gap between high-level overview texts that areoften too general and low-level detail oriented technical handbooksthat lose sight the "big picture". This book discusses SOAfrom the low-level perspective of middleware, various XML-basedtechnologies, and basic service design. It also examinesbroader implications of SOA, particularly where it intersects withbusiness process management and process modeling.

Concreteoverviews will be provided of the methodologies in those fields, sothat students will have a hands-on grasp of how they may be used inthe context of SOA. As Web service technologies have matured in recent years, an increasing number of geospatial Web services designed to deal with spatial information over the network have emerged. Geospatial Web Services: Advances in Information Interoperability provides relevant theoretical frameworks and the latest empirical research findings and applications in the area. This book highlights the strategic role of geospatial Web services in a distributed heterogeneous environment and the life cycle of geospatial Web services for building interoperable geospatial applications.

The 13th International Conference on Human–Computer Interaction, HCI Inter- tional 2009, was held in San Diego, California, USA, July 19–24, 2009, jointly with the Symposium on Human Interface (Japan) 2009, the 8th International Conference on Engineering Psychology and Cognitive Ergonomics, the 5th International Conference on Universal Access in Human-Computer Interaction, the Third International Conf- ence on Virtual and Mixed Reality, the Third International Conference on Internati- alization, Design and Global Development, the Third International Conference on Online Communities and Social Computing, the 5th International Conference on Augmented Cognition, the Second International Conference on Digital Human Mod- ing, and the First International Conference on Human Centered Design. A total of 4,348 individuals from academia, research institutes, industry and gove- mental agencies from 73

countries submitted contributions, and 1,425 papers that were judged to be of high scientific quality were included in the program. These papers - dress the latest research and development efforts and highlight the human aspects of the design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of human–computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. Developing Semantic Web Services is "well-informed about work on WS [Web Services] and the SemWeb [Semantic Web], and in particular . . . understand[s] OWL-S . . . very well . . .. Also, the book . . . fill[s] a need that, to my knowledge, hasn't been met at all." ---David Martin, editor OWL-S Coalition The inventor of the World Wide Web, Tim Berne

This book highlights how to integrate and realize Service Oriented Architecture with web services which is one of the emerging technologies in IT. It also focuses on the latest technologies, such as Metadata Management, Security issues, Quality of Service and its commercialization. A chapter is also devoted to the study of Emerging standards and development tools for Enterprise Application Integration. Most enterprises have made extensive investments in system resources over the course of many years. Such enterprises have an enormous amount of data stored in legacy enterprise information systems (EIS), so it is not practical to discard existing systems. It is more cost-effective to evolve and enhance EIS. This could be done with the help of SOA realizing with web services, which is an emerging field in

Information technology. SOA is usually realized through web services. Web services specifications may add to the confusion of how to best to utilize SOA to solve business problems. In order for a smooth transition to SOA, using an architectural style that helps in realizing web services through SOA. The book concentrates on this architecture, realization and integration of SOA with web services. It consists of 12 chapters and is recommended for all postgraduate Computer Science Students.

This book constitutes revised selected papers from the 10th International Conference on Web Information Systems and Technologies, WEBIST 2014, held in Barcelona, Spain, April 2014, organized by the Institute for Systems and Technologies of Information, Control and Communication (INSTICC), and technically sponsored by the European Research Center for Information Systems (ERCIS). The purpose of the WEBIST series of conferences is to bring together researches, engineers and practitioners interested in technological advances and business applications of web-based information systems. The 21 papers presented in this volume were carefully reviewed and selected originally 153 paper submissions. They were organized in topical sections names, internet technology; web interfaces and applications; society, e-business and e-government; web intelligence; and mobile information systems. The book also contains two invited talks in full-paper length.

The first textbook to focus on Web Services ? the wave of the future for Web-based distributed computing.

This book embarks on a mission to dissect, unravel and demystify the concepts of Web services, including their implementation and composition techniques. It provides a comprehensive perspective on the fundamentals of implementation standards and strategies for Web services (in the first half of the book), while also presenting composition techniques for leveraging existing services to create larger ones (in the second half). Pursuing a unique approach, it begins with a sound overview of concepts, followed by a targeted technical discussion that is in turn linked to practical exercises for hands-on learning. For each chapter, practical exercises are available on Github. Mainly intended as a comprehensive textbook on the implementation and composition of Web services, it also offers a useful reference guide for academics and practitioners. Lecturers will find this book useful for a variety of courses, from undergraduate courses on the foundational technology of Web services through graduate courses on complex Web service composition. Students and researchers entering the field will benefit from the combination of a broad technical overview with practical self-guided exercises. Lastly, professionals will gain a well-informed grasp of how to synthesize the concepts of conventional and "newer" breeds of Web services, which they can use to revise foundational concepts or for practical implementation tasks. In today's market, where rival web services compete for attention, a well-designed REST API is a must-have feature. This concise book presents a set of API design rules, drawn primarily from best practices that stick close to the Web's

REST architectural style. Along with rules for URI design and HTTP use, you'll learn guidelines for media types and representational forms. REST APIs are ubiquitous, but few of them follow a consistent design methodology. Using these simple rules, you will design web service APIs that adhere to recognized web standards. To assist you, author Mark Massé introduces the Web Resource Modeling Language (WRML), a conceptual framework he created for the design and implementation of REST APIs. Learn design rules for addressing resources with URIs Apply design principles to HTTP's request methods and response status codes Work with guidelines for conveying metadata through HTTP headers and media types Get design tips to address the needs of client programs, including the special needs of browser-based JavaScript clients Understand why REST APIs should be designed and configured, not coded BEA's WebLogic Server implements the full range of J2EE technologies, and includes many additional features such as advanced management, clustering, and web services. Widely adopted, it forms the core of the WebLogic platform, providing a stable framework for building scalable, highly available, and secure applications. In fact, in the long list of WebLogic's strengths and features, only one shortcoming stands out: the documentation that comes with the WebLogic server often leaves users clamoring for more information. WebLogic: The Definitive Guide presents a 360-degree view of the world of WebLogic. Providing in-depth coverage of the WebLogic server, the book takes the concept of "definitive" to a whole new level. Exhaustive treatment of the WebLogic server and management console answers any question that developers or administrators might think to ask. Developers will find a useful guide through the world of WebLogic to help them apply their J2EE expertise to build and manage applications. Administrators will discover all they need to manage a

WebLogic-based setup. And system architects will appreciate the detailed analysis of the different system architectures supported by WebLogic, the overall organization of a WebLogic domain and supporting network infrastructure, and more. WebLogic: The Definitive Guide is divided into three sections that explore WebLogic and J2EE, Managing the WebLogic Environment, and WebLogic Enterprise APIs. Some of the topics covered in this comprehensive volume include: Building web applications on the WebLogic Server Building and optimizing RMI applications Using EJBs with WebLogic, including CMP entity beans Packaging and deploying applications Understanding WebLogic's support for clustering Performance tuning and related configuration settings Configuring WebLogic's SSL support Maximizing WebLogic's security features Building web services with XML Using WebLogic's JMX services and MBeans Anyone who has struggled with mastering the WebLogic server will appreciate the thorough, clearly written explanations and examples in this book. WebLogic: The Definitive Guide is the definitive documentation for this popular J2EE application server.

Discover the RESTful technologies, including REST, JSON, XML, JAX-RS web services, SOAP and more, for building today's microservices, big data applications, and web service applications. This book is based on a course the Oracle-based author is teaching for UC Santa Cruz Silicon Valley which covers architecture, design best practices and coding labs. Pro RESTful APIs: Design gives you all the fundamentals from the top down: from the top (architecture) through the middle (design) to the bottom (coding). This book is a must have for any microservices or web services developer building applications and services. What You'll Learn Discover the key RESTful APIs, including REST, JSON, XML, JAX, SOAP and more Use these for web

services and data exchange, especially in today's big data context Harness XML, JSON, REST, and JAX-RS in examples and case studies Apply best practices to your solutions' architecture Who This Book Is For Experienced web programmers and developers.

With the rapid advancement in information technologies, e-business is rapidly growing in significance and is having a direct impact upon business applications and technologies. E-Business Models, Services and Communications provides researchers and practitioners with valuable information on recent advances and developments in emerging e-business models and technologies. This book covers a variety of topics such as e-business models, telecommunication network utilization, online consumer behavior, electronic communication adoption and service provider strategies, and privacy policies and implementation issues.

* Describes the architecture of a scalable .NET application using various Microsoft technologies not only .NET but also SQL Server 2000. * Focuses the importance of correct design to avoid scalability problems in production. * Gives a thorough overview of scalability design suitable for IT Architects, system designers and developers. * Teaches the essential application frameworks to enhance scalability in a multi tiered application.

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