

# Liferay Umentation

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**World Heritage and tourism in a changing climate** - Markham, Adam 2016-06-06

Aucune information saisie

Domino Development with Java - Anthony Patton 2000

Covering the most recent Domino, version 5.0, this book is a tutorial and resource for current and new Domino developers. It explains how to use the popular Java language to develop Domino applications instead of Lotus's proprietary LotusScript. 20 line drawings, 10 tables, 96 screen shots.

**Restlet in Action** - Thierry Templier 2012-09-25

Summary Restlet in Action gets you started with the Restlet Framework and the REST architecture style. You'll create and deploy applications in record time while learning to use popular RESTful Web APIs effectively. This book looks at the many aspects of web development, on both the server and client side, along with cloud computing, mobile Android devices, and Semantic Web applications. About the Technology In a RESTful architecture any component can act, if needed, as both client and server—this is flexible and powerful, but tricky to implement. The Restlet project is a reference implementation with a Java-based API and everything you need to build servers and web clients that integrate with most web and enterprise technologies. About the Book Restlet in Action introduces the Restlet Framework and RESTful web APIs. You'll see how

to easily create and deploy your own web API while learning to consume other web APIs effectively. You'll learn about designing, securing, versioning, documentation, optimizing, and more on both the server and client side, as well as about cloud computing, mobile Android devices, and Semantic Web applications. The book requires a basic knowledge of Java and the web, but no prior exposure to REST or Restlet. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Written by the creators of Restlet! How to create your own web API How to deploy on cloud and mobile platforms Focus on Android, Google App Engine, Google Web Toolkit, and OSGi technologies Table of Contents PART 1 GETTING STARTED Introducing the Restlet Framework Beginning a Restlet application Deploying a Restlet application PART 2 GETTING READY TO ROLL OUT Producing and consuming Restlet representations Securing a Restlet application Documenting and versioning a Restlet application Enhancing a Restlet application with recipes and best practices PART 3 FURTHER USE POSSIBILITIES Using Restlet with cloud platforms Using Restlet in browsers and mobile devices Embracing hypermedia and the Semantic Web The future of Restlet

**Spring 5.0 Projects** - Nilang Patel 2019-02-28

Discover the latest features of Spring framework by building robust, fast,

and reactive web applications Key FeaturesTake advantage of all the features of Spring 5.0 with third party tools to build a robust back endSecure Spring based web application using Spring Security framework with LDAP and OAuth protocolDevelop robust and scalable microservice based applications on Spring Cloud, using Spring BootBook Description Spring makes it easy to create RESTful applications, merge with social services, communicate with modern databases, secure your system, and make your code modular and easy to test. With the arrival of Spring Boot, developers can really focus on the code and deliver great value, with minimal contour. This book will show you how to build various projects in Spring 5.0, using its features and third party tools. We'll start by creating a web application using Spring MVC, Spring Data, the World Bank API for some statistics on different countries, and MySQL database. Moving ahead, you'll build a RESTful web services application using Spring WebFlux framework. You'll be then taken through creating a Spring Boot-based simple blog management system, which uses Elasticsearch as the data store. Then, you'll use Spring Security with the LDAP libraries for authenticating users and create a central authentication and authorization server using OAuth 2 protocol. Further, you'll understand how to create Spring Boot-based monolithic application using JHipster. Toward the end, we'll create an online book store with microservice architecture using Spring Cloud and Netflix OSS components, and a task management system using Spring and Kotlin. By the end of the book, you'll be able to create coherent and flexible real-time web applications using Spring Framework. What you will learnBuild Spring based application using Bootstrap template and JQueryUnderstand the Spring WebFlux framework and how it uses Reactor libraryInteract with Elasticsearch for indexing, querying, and aggregating dataCreate a simple monolithic application using JHipsterUse Spring Security and Spring Security LDAP and OAuth libraries for AuthenticationDevelop a microservice-based application with Spring Cloud and NetflixWork on Spring Framework with KotlinWho this book is for This book is for competent Spring developers who wish to understand how to develop complex yet flexible applications

with Spring. You must have a good knowledge of Java programming and be familiar with the basics of Spring.

Teaching as a Design Science - Diana Laurillard 2012

Teaching is changing. It is no longer simply about passing on knowledge to the next generation. Teachers in the twenty-first century, in all educational sectors, have to cope with an ever-changing cultural and technological environment. Teaching is now a design science. Like other design professionals architects, engineers, programmers teachers have to work out creative and evidence-based ways of improving what they do. Yet teaching is not treated as a design profession. Every day, teachers design and test new ways of teaching, using learning technology to help their students. Sadly, their discoveries often remain local. By representing and communicating their best ideas as structured pedagogical patterns, teachers could develop this vital professional knowledge collectively. Teacher professional development has not embedded in the teacher's everyday role the idea that they could discover something worth communicating to other teachers, or build on each other's ideas. Could the culture change? From this unique perspective on the nature of teaching, Diana Laurillard argues that a twenty-first century education system needs teachers who work collaboratively to design effective and innovative teaching."

**Liferay 6.x Portal Enterprise Intranets Cookbook** - Piotr Filipowicz 2015-05-30

If you are a Java developer or administrator with a technical background and want to install and configure Liferay Portal as an enterprise intranet, this is the book for you. In short, reusable recipes help you realize business goals as working features in Liferay. This book will also give you useful hints on how to easily improve the default functionality of the system and its performance.

*Liferay Portal Administrator's Guide, 3rd Edition* - Richard Sezov 2009

The Liferay Portal Administrator's Guide is your complete guide to installing, integrating, configuring, and maintaining Liferay Portal. This comprehensive guide will show you how to install Liferay Portal, configure it for your use, and maintain your Liferay-powered site on a

day-to-day basis. From installing a bundle to creating your users; from managing site security to administering message boards; from integrating single sign-on to configuring a Liferay cluster, every aspect of running Liferay Portal is covered.

**Societal Impact of Spaceflight** - Steven J. Dick 2007

Since the dawn of spaceflight, advocates of a robust space effort have argued that human activity beyond Earth makes a significant difference in everyday life. Assertions abound about the "impact" of spaceflight on society and its relationship to the larger contours of human existence. Fifty years after the Space Age began, it is time to examine the effects of spaceflight on society in a historically rigorous way. Has the Space Age indeed had a significant effect on society? If so, what are those influences? What do we mean by an "impact" on society? And what parts of society? Conversely, has society had any effect on spaceflight? What would be different had there been no Space Age? The purpose of this volume is to examine these and related questions through scholarly research, making use especially of the tools of the historian and the broader social sciences and humanities. Herein a stellar array of scholars does just that, and arrives at sometimes surprising conclusions.

*Frontier Defense on the Upper Ohio, 1777-1778* - Reuben Gold Thwaites 1912

**Groovy in Action** - Dierk König 2015-06-27

Summary Groovy in Action, Second Edition is a thoroughly revised, comprehensive guide to Groovy programming. It introduces Java developers to the dynamic features that Groovy provides, and shows how to apply Groovy to a range of tasks including building new apps, integration with existing code, and DSL development. Covers Groovy 2.4. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology In the last ten years, Groovy has become an integral part of a Java developer's toolbox. Its comfortable, common-sense design, seamless integration with Java, and rich ecosystem that includes the Grails web framework, the Gradle build system, and Spock testing platform have created a large

Groovy community About the Book Groovy in Action, Second Edition is the undisputed definitive reference on the Groovy language. Written by core members of the Groovy language team, this book presents Groovy like no other can—from the inside out. With relevant examples, careful explanations of Groovy's key concepts and features, and insightful coverage of how to use Groovy in-production tasks, including building new applications, integration with existing code, and DSL development, this is the only book you'll need. Updated for Groovy 2.4. Some experience with Java or another programming language is helpful. No Groovy experience is assumed. What's Inside Comprehensive coverage of Groovy 2.4 including language features, libraries, and AST transformations Dynamic, static, and extensible typing Concurrency: actors, data parallelism, and dataflow Applying Groovy: Java integration, XML, SQL, testing, and domain-specific language support Hundreds of reusable examples About the Authors Authors Dierk König, Paul King, Guillaume Laforge, Hamlet D'Arcy, Cédric Champeau, Erik Pragt, and Jon Skeet are intimately involved in the creation and ongoing development of the Groovy language and its ecosystem. Table of Contents PART 1 THE GROOVY LANGUAGE Your way to Groovy Overture: Groovy basics Simple Groovy datatypes Collective Groovy datatypes Working with closures Groovy control structures Object orientation, Groovy style Dynamic programming with Groovy Compile-time metaprogramming and AST transformations Groovy as a static language PART 2 AROUND THE GROOVY LIBRARY Working with builders Working with the GDK Database programming with Groovy Working with XML and JSON Interacting with Web Services Integrating Groovy PART 3 APPLIED GROOVY Unit testing with Groovy Concurrent Groovy with GPar Domain-specific languages The Groovy ecosystem

**Mining Software Engineering Data for Software Reuse** -

Themistoklis Diamantopoulos 2020-03-30

This monograph discusses software reuse and how it can be applied at different stages of the software development process, on different types of data and at different levels of granularity. Several challenging hypotheses are analyzed and confronted using novel data-driven

methodologies, in order to solve problems in requirements elicitation and specification extraction, software design and implementation, as well as software quality assurance. The book is accompanied by a number of tools, libraries and working prototypes in order to practically illustrate how the phases of the software engineering life cycle can benefit from unlocking the potential of data. Software engineering researchers, experts, and practitioners can benefit from the various methodologies presented and can better understand how knowledge extracted from software data residing in various repositories can be combined and used to enable effective decision making and save considerable time and effort through software reuse. Mining Software Engineering Data for Software Reuse can also prove handy for graduate-level students in software engineering.

Scaling Topic Maps - Lutz Maicher 2008-08-15

The papers in this volume were presented at TMRA 2007, the International Conference on Topic Maps Research and Applications, held October 11-12, 2007, in Leipzig, Germany. TMRA 2007 was the third conference in an annual series of international conferences dedicated to Topic Maps in science and industry. The motto of TMRA 2007 was "Scaling Topic Maps." Taken literally the motto implies developing Topic Maps approaches that scale to large data and user volumes. This is a very real and useful research problem which is addressed by many of the contributions to the conference. But there is an even broader interpretation of the motto: wide adoption of Topic Maps in academia and industry. This is an equally important problem, and one that the TMRA conference series exists to help solve. And there is a more fanciful view on the motto. To "scale" can also mean to climb, so for the attendees the conference provided a way to "scale the mountain of Topic Maps." In all these ways TMRA 2007 helped to scale Topic Maps.

Mastering Android Wear Application Development - Siddique Hameed 2016-12-08

Master the future of mobile devices in wearable technology About This Book Mastering Android Wear Development is a complete guide to wearable technology for experienced Android developers Notifications,

voice input, coping with round screens - all the key challenges of wearable technology are covered This book describes not just how to write code for wearables, but also how to think about wearable technology and design apps that work well with the physical limitations of wearable devices Who This Book Is For This book is for application developers (the web, mobile, and desktop) who are interested in building new wearable apps, and mobile developers who already have apps on iTunes or Google Play Store and are looking to provide Android Wear support for their existing Android or iOS apps. What You Will Learn Understand the Wearable computing technology Set up a development environment to build Android Wear apps using Android Studio Master the Android Wear SDK and APIs Understand the UI patterns and UX principles to build Android Wear apps Work with the different form factors of wearable devices (round and square) Take advantage of the sensors available on Android Wear devices Develop Android Wear sample apps Communicate between Android mobile and Android Wear apps Get to know the steps involved in publishing Android Wear apps to the Play store In Detail Wearable technology is the future of mobile devices. It looks set to be a breakthrough technology, just like the iPad was before it. With the Apple Watch being widely regarded as a success, all eyes are now on Google to provide a similar device for its users. Keep your skills ahead of the competition and be one of the first to fully understand this powerful new trend. This book will give you a very solid understanding of the philosophy, thought process, development details, and methodologies involved in building well-designed, robust Android Wear applications. We cover the advantages and disadvantages of the wearable computing paradigm and provide a good foundational knowledge for you to build practical, real-world wearable apps. You will learn about the various tools, platforms, libraries, SDKs, and technology needed to build Android Wear apps. By the end of the book, you will be an expert in building Android wearable apps. Style and approach This one-stop professional tutorial will teach you everything you need to know to begin designing and developing applications for this exciting new technology. Every step from development through testing to deployment is explained in depth.

*StrategEast Westernization Index 2020* - StrategEast 2020-01-27

The StrategEast Westernization Index 2020 assesses the processes of adherence to the Western values in post-Soviet countries outside of Russia across five dimensions - political, legal, economic, cultural, and lifestyle. The second edition of this Index, released two years after the first one, retains its unique features:- it is the only report to analyze the 14 countries of the Post-Soviet, Non-Russian region (PSNR) region as a whole;- it measures each country's wholesale integration into the Western world across many sectors;- it is prepared for the West by experts from the region. However, the present edition of the Index has a fundamentally different quality: it now reveals not only a static but also a dynamic picture of Westernization in the post-Soviet countries outside of Russia. The second edition shows trends in political, economic, and legal Westernization, and by extension, the effectiveness of efforts by Western institutions operating in the region. The Index is a useful tool for public institutes, both in the Post-Soviet, Not-Russian (PSNR) region itself, and in the West.

**The Public** - 1907

*Book of Vaadin* - Marko Grönroos 2011

*Spring in Action, Sixth Edition* - Craig Walls 2022-04-05

If you need to learn Spring, look no further than this widely beloved and comprehensive guide! Fully revised for Spring 5.3, and packed with interesting real-world examples to get your hands dirty with Spring. In *Spring in Action*, 6th Edition you will learn: Building reactive applications Relational and NoSQL databases Integrating via HTTP and REST-based services, and sand reactive RSocket services Reactive programming techniques Deploying applications to traditional servers and containers Securing applications with Spring Security Over the years, *Spring in Action* has helped tens of thousands of developers get a major productivity boost from Spring. This new edition of the classic bestseller covers all of the new features of Spring 5.3 and Spring Boot 2.4 along with examples of reactive programming, Spring Security for

REST Services, and bringing reactivity to your databases. You'll also find the latest Spring best practices, including Spring Boot for application setup and configuration. About the technology Spring is required knowledge for Java developers! Why? Th is powerful framework eliminates a lot of the tedious configuration and repetitive coding tasks, making it easy to build enterprise-ready, production-quality software. The latest updates bring huge productivity boosts to microservices, reactive development, and other modern application designs. It's no wonder over half of all Java developers use Spring. About the book *Spring in Action*, Sixth Edition is a comprehensive guide to Spring's core features, all explained in Craig Walls' famously clear style. You'll put Spring into action as you build a complete database-backed web app step-by-step. This new edition covers both Spring fundamentals and new features such as reactive flows, Kubernetes integration, and RSocket. Whether you're new to Spring or leveling up to Spring 5.3, make this classic bestseller your bible! What's inside Relational and NoSQL databases Integrating via RSocket and REST-based services Reactive programming techniques Deploying applications to traditional servers and containers About the reader For beginning to intermediate Java developers. About the author Craig Walls is an engineer at VMware, a member of the Spring engineering team, a popular author, and a frequent conference speaker. Table of Contents PART 1 FOUNDATIONAL SPRING 1 Getting started with Spring 2 Developing web applications 3 Working with data 4 Working with nonrelational data 5 Securing Spring 6 Working with configuration properties PART 2 INTEGRATED SPRING 7 Creating REST services 8 Securing REST 9 Sending messages asynchronously 10 Integrating Spring PART 3 REACTIVE SPRING 11 Introducing Reactor 12 Developing reactive APIs 13 Persisting data reactively 14 Working with RSocket PART 4 DEPLOYED SPRING 15 Working with Spring Boot Actuator 16 Administering Spring 17 Monitoring Spring with JMX 18 Deploying Spring

*Everyone Eats* - E. N. Anderson 2014-02-07

Everyone eats, but rarely do we investigate why we eat what we eat. Why

do we love spices, sweets, coffee? How did rice become such a staple food throughout so much of eastern Asia? *Everyone Eats* examines the social and cultural reasons for our food choices and provides an explanation of the nutritional reasons for why humans eat what they do, resulting in a unique cultural and biological approach to the topic. E. N. Anderson explains the economics of food in the globalization era; food's relationship to religion, medicine, and ethnicity; and offers suggestions on how to end hunger, starvation, and malnutrition. This thoroughly updated Second Edition incorporates the latest food scholarship, most notably recognizing the impact of sustainable eating advocacy and the state of food security in the world today. Anderson also brings more insight than ever before into the historical and scientific underpinnings of our food customs, fleshing this out with fifteen new and original photographs from his own extensive fieldwork. A perennial classic in the anthropology of food, *Everyone Eats* feeds our need to understand human ecology by explaining the ways that cultures and political systems structure the edible environment.

Dr. Dobb's Journal - 2005

Liferay Portal 5.2 Systems Development - Jonas X. Yuan 2009

*Child Language* - Michelle Aldridge 1996

Comprises 17 papers presented at the Child Language Seminar, Bangor 1994, with contributions in areas as diverse as bilingual development, phonological disorders, sign language development, and the language of Down's syndrome children.

*Big Data - BigData 2018* - Francis Y. L. Chin 2018-06-20

This volume constitutes the proceedings of the 7th International Conference on BIGDATA 2018, held as Part of SCF 2018 in Seattle, WA, USA in June 2018. The 22 full papers together with 10 short papers published in this volume were carefully reviewed and selected from 97 submissions. They are organized in topical sections such as Data analysis, data as a service, services computing, data conversion, data storage, data centers, dataflow architectures, data compression, data

exchange, data modeling, databases, and data management.

*Mashups* - Florian Daniel 2014-08-12

Mashups have emerged as an innovative software trend that re-interprets existing Web building blocks and leverages the composition of individual components in novel, value-adding ways. Additional appeal also derives from their potential to turn non-programmers into developers. Daniel and Matera have written the first comprehensive reference work for mashups. They systematically cover the main concepts and techniques underlying mashup design and development, the synergies among the models involved at different levels of abstraction and the way models materialize into composition paradigms and architectures of corresponding development tools. The book deliberately takes a balanced approach, combining a scientific perspective on the topic with an in-depth view on relevant technologies. To this end, the first part of the book introduces the theoretical and technological foundations for designing and developing mashups, as well as for designing tools that can aid mashup development. The second part then focuses more specifically on various aspects of mashups. It discusses a set of core component technologies, core approaches and architectural patterns, with a particular emphasis on tool-aided mashup development exploiting model-driven architectures. Development processes for mashups are also discussed and special attention is paid to composition paradigms for the end-user development of mashups and quality issues. Overall, the book is of interest to a wide range of readers. Students, lecturers, and researchers will find a comprehensive overview of core concepts and technological foundations for mashup implementation and composition. Even without low-level coding details, practitioners like software architects will find guidance on key implementation concepts, architectural patterns and development tools and approaches. A related website provides additional teaching material which can be used either as part of a course or for self study.

Risk Management at Heritage Sites: A Case Study of the Petra World Heritage Site - Anna Paolini 2012

*Satyajit Ray* - Andrew Robinson 1989-01-01

Profiles the life of the Indian director, and discusses the making of each of his films

*Liferay Portal Systems Development* - Jonas X. Yuan 2011-01

This book focuses on teaching by example. Every chapter provides an overview, and then dives right into hands-on examples so you can see and play with the solution in your own environment. This book is for Java developers who don't need any prior experience with Liferay portal.

Although Liferay portal makes heavy use of open source frameworks, no prior experience of using these is assumed.

**The Public** - Louis Freeland Post 1907

Remembering the Space Age - Steven J. Dick 2008

From the Publisher: Proceedings of October 2007 conference, sponsored by the NASA History Division and the National Air and Space Museum, to commemorate the 50th anniversary of the Sputnik 1 launch in October 1957 and the dawn of the space age.

**Android in Action** - Frank Ableson 2011-11-14

Summary Android in Action, Third Edition is a comprehensive tutorial for Android developers. This fast-paced book puts you in the driver's seat -- you'll master the SDK, build WebKit apps using HTML 5, and even learn to extend or replace Android's built-in features by building useful and intriguing examples. About the Technology When it comes to mobile apps, Android can do almost anything, and with this book, so can you! Android, Google's popular mobile operating system and SDK for tablets and smart phones, is the broadest mobile platform available. It is Java-based, HTML5-aware, and loaded with the features today's mobile users demand. About this Book Android in Action, Third Edition takes you far beyond "Hello Android." You'll master the SDK, build WebKit apps using HTML 5, and even learn to extend or replace Android's built-in features. You'll find interesting examples on every page as you explore cross-platform graphics with RenderScript, the updated notification system, and the Native Development Kit. This book also introduces important tablet concepts like drag-and-drop, fragments, and the Action Bar, all

new in Android 3. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Covers Android 3.x SDK and WebKit development from the ground up Driving a robot with Bluetooth and sensors Image processing with Native C code This book is written for hobbyists and developers. A background in Java is helpful. No prior experience with Android is assumed.

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*Liferay in Action* - Rich Sezov 2011-09-19

Summary Liferay in Action is a comprehensive and authoritative guide to building portals on the Liferay 6 platform. Fully supported and authorized by Liferay, this book guides you smoothly from your first exposure to Liferay through the crucial day-to-day tasks of building and maintaining an enterprise portal that works well within your existing IT infrastructure. About the Technology A portal is a website built around a collection of components that request, display, and share information. Liferay Portal 6, an enterprise-ready development platform, makes it a snap to build portals that integrate with your existing backend systems and provide a rich interactive user experience. Because Liferay uses standard Java and JavaScript, along with built-in SOAP and JSON support for web services, developers can be productive immediately. And since it's available in both a free, open source version as well as a fully-supported commercial edition, it's an affordable solution for almost any business or organization About the Book Liferay in Action is the official

guide to building Liferay portal applications using Java and JavaScript. If you've never used Liferay before, don't worry. This book starts with the basics: setting up your development environment and creating a working portal. Then, it builds on that foundation to help you discover social features, tagging, ratings, and more. You'll also explore the Portlet 2.0 API, and learn to create custom themes and reusable templates. Experienced developers will learn how to use new Liferay APIs to build social and collaborative sites, use the message bus and workflow, implement indexing and search, and more. This book was developed in close collaboration with Liferay engineers, so it answers the right questions, and answers them in depth. No experience with Liferay or the Portlets API is required, but basic knowledge of Java and web technology is assumed. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Complete coverage of Liferay Portal 6 Covers both the commercial and open source versions Custom portlet development using the Portlet 2.0 spec Liferay's social network API Add functionality with hooks and Ext plugins

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**Liferay Administrator's Guide, 2nd Edition** - Richard Sezov 2008  
The Liferay Portal Administrator's Guide is your complete guide to installing, integrating, configuring, and maintaining Liferay Portal. This comprehensive guide will show you how to install Liferay Portal, configure it for your use, and maintain your Liferay-powered site on a day-to-day basis. From installing a bundle to configuring a Liferay cluster, every aspect of running Liferay Portal is covered. This newly-updated guide is your roadmap to a successful implementation of Liferay

Portal. Now covering Liferay Portal 5.1 and below, this book contains the information you need to keep your portal environment running smoothly.

**Music and Empathy** - Elaine King 2017-03-16

In recent years, empathy has received considerable research attention as a means of understanding a range of psychological phenomena, and it is fast drawing attention within the fields of music psychology and music education. This volume seeks to promote and stimulate further research in music and empathy, with contributions from many of the leading scholars in the fields of music psychology, neuroscience, music philosophy and education. It exposes current developmental, cognitive, social and philosophical perspectives on research in music and empathy, and considers the notion in relation to our engagement with different types of music and media. Following a Prologue, the volume presents twelve chapters organised into two main areas of enquiry. The first section, entitled 'Empathy and Musical Engagement', explores empathy in music education and therapy settings, and provides social, cognitive and philosophical perspectives about empathy in relation to our interaction with music. The second section, entitled 'Empathy in Performing Together', provides insights into the role of empathy across non-Western, classical, jazz and popular performance domains. This book will be of interest to music educators, musicologists, performers and practitioners, as well as scholars from other disciplines with an interest in empathy research.

**Engineering Secure Software and Systems** - Frank Piessens 2015-02-27

This book constitutes the refereed proceedings of the 7th International Symposium on Engineering Secure Software and Systems, ESSoS 2015, held in Milan, Italy, in March 2015. The 11 full papers presented together with 5 short papers were carefully reviewed and selected from 41 submissions. The symposium features the following topics: formal methods; cloud passwords; machine learning; measurements ontologies; and access control.

*Portlets in Action* - Ashish Sarin 2011-09-15

Summary Portlets in Action is a comprehensive, hands-on guide to



building portlet-driven applications in Java. Covers Portlet 2.0, Spring 3.0 Portlet MVC, WSRP 2.0, Portlet Bridges, Ajax, Comet, Liferay, GateIn, Spring JDBC, and Hibernate. About the Technology Portlets are the small Java applications that run within a portal. Good portlets work independently and also communicate fluently with the portal, other portlets, as well as outside servers and information sources. Using Java's Portlet 2.0 API and portal servers like Liferay, you can build flexible, stable business portals without the design overhead required by other application styles. About the Book Portlets in Action is a comprehensive guide to building portlet-driven applications in Java. It teaches portlet development hands-on as you develop a portal that incorporates most key features of the Portlet 2.0 API. And because portals and portlets are so flexible, the accompanying source code can be easily adapted and reused. Along the way, you'll learn how to work with key web frameworks like Spring 3.0 Portlet MVC and DWR. Written for Java developers. No prior experience with portlets required Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Complete coverage of the Portlet 2.0 API Spring 3.0 Portlet MVC and the Liferay portal server Portal design best practices Reusable source code ===== Table of Contents PART 1 GETTING STARTED WITH PORTLET DEVELOPMENT Introducing portals and portlets The portlet lifecycle Portlet 2.0 API - portlet objects and container-runtime options Portlet 2.0 API - caching, security, and localization Building your own portal Using the portlet tag library PART 2 DEVELOPING PORTLETS USING SPRING AND HIBERNATE Getting started with Spring Portlet MVC Annotation-driven development with Spring Integrating portlets with databases PART 3 ADVANCED PORTLET DEVELOPMENT Personalizing portlets Communicating with other portlets Ajaxing portlets Reusable logic with portlet filters Portlet bridges Web Services for Remote Portlets (WSRP) **The Great Mystery of Life Beyond Death** - Hiralal L. Kaji 2003-10 Transcript of the communication, recorded on ouija board, received from the spirit of Sir Arthur Conan Doyle, 1859-1930, author and spiritualist.

**IFZ FinTech study 2017 : an overview of Swiss FinTech** - Thomas Ankebrand, 1966- 2017

The "IFZ FinTech Study 2017" of the Lucerne University of Applied Sciences and Arts provides interested parties with a comprehensive overview of the Swiss FinTech sector. The first part of the study describes the ecosystem of FinTech: On the one hand, it deals with the political and legal, economic, social, as well as technological environment. On the other hand, it provides the reader with an evaluation of the business models of 190 Swiss FinTech companies. The second part of the study introduces the reader in more detail to 104 Swiss companies that offer digital financial services. These overviews of the companies include information about target markets, distribution channels and revenue models, as well as various business performance indicators.

**E-Technologies: Innovation in an Open World** - Gilbert Babin 2009-04-30

This volume constitutes the proceedings of the 4th International Conference on E-Technologies, MCETECH 2009, held in Ottawa, Canada, during May 4-6, 2009. The 23 full and 4 short papers included in this volume were carefully reviewed and selected from a total of 42 submissions. They cover topics such as inter-organizational processes, service-oriented architectures, security and trust, middleware infrastructures, open source and open environments, and applications including eGovernment, eEducation, and eHealth.

**Liferay User Interface Development** - Jonas X. Yuan 2010-11-24

This is a basic tutorial that teaches you how to use the tools provided by Liferay to create your own applications. It covers a lot of the material that has API references and documentation of the architecture and illustrates its key concepts with examples. If you have basic knowledge of Java Web applications, know the basic operational functionality of Liferay, and have written a servlet or JSP file, you are ready to get the most out of this book. Whether you are a web portal engineer or an experienced Liferay Portal developer, you can benefit from this book. You are not expected to have prior knowledge of Liferay theming.

*Smart Universities* - Vladimir L. Uskov 2017-05-18

This book presents peer-reviewed contributions on smart universities by various international research, design and development teams. Smart university is an emerging and rapidly evolving area that creatively integrates innovative concepts; smart software and hardware systems; smart classrooms with state-of-the-art technologies and technical platforms; smart pedagogy based on modern teaching and learning strategies; smart learning and academic analytics; as well as various branches of computer science and computer engineering. The contributions are grouped into several parts: Part 1—Smart Universities: Literature Review and Creative Analysis, Part 2—Smart Universities: Concepts, Systems and Technologies, Part 3—Smart Education: Approaches and Best Practices, and Part 4—Smart Universities: Smart Long Life Learning. The book is a valuable source of research data and findings, design and development outcomes, and best practices for faculty, scholars, Ph.D students, administrators, practitioners and anyone interested in the rapidly growing areas of smart university and smart education.

*Practical Liferay* - Poornachandra Sarang 2009-07-10

Liferay Portal is the leading open-source enterprise portal framework that uses Java and Web 2.0 technologies. Web portals often function as a point of access to information on the World Wide Web. Web portals, such as Yahoo!, present information from diverse sources in a unified way. Aside from the search engine standard, web portals offer other services such as e-mail, news, stock prices, infotainment, and various other features. Portals provide a means for enterprises to supply a consistent look and feel with access control and procedures for multiple applications that otherwise would have been separate entities altogether. So, how do developers bring existing applications, as well as integrate content management systems and search engines, into a portal? And how do developers get started with the Liferay Portal engine? In *Practical Liferay: Java-based Portal Applications Development*, Dr. Poornachandra Sarang answers these questions and more. This book is for those who want to learn how to use Liferay to develop vertical or company-specific web portals and beyond. The book will serve as a practical guide to learning Liferay and developing real-world web portals.