



The Rich Web Experience will be held November 29 - December 2, 2011 in Fort Lauderdale, Florida. RWX 2011 will cover the hot areas of interest in the web space today: HTML5, CSS3, JavaScript, Ajax Libraries, Semantic Web, iPhone, Android, Flex, GWT, NodeJS, and more. RWX 2011 will feature 7 parallel tracks, over 25 speakers, full-day & half-day workshops, 90+ technical sessions, panel discussions, and keynote presentations. At RWX 2011 you will interact with industry experts, project leads, authors, and top developers.

Front-end development practices continue to evolve at a frantic pace. RWX will help you stay up-to-speed with the latest tools, frameworks, usability, and development practices. Our speakers are opensource leaders, project committers, published authors, and professional trainers. We are excited to make them available to you! If you are ready to take your web skills to the next level, join us in Fort Lauderdale.

### Save Big with Discounts

- 1) All Inclusive Package - great rates include lodging and airfare!
- 2) Earlybird Rates - register early to save
- 3) Group Discounts - Register 4 individuals and receive 1 additional pass free
- 4) Alumni Discounts - Have you attended before? Watch your email for alumni rates.

### Full & Half-Day Workshops

RWX2011 will include 5 full-day hands-on coding workshops. Bring your laptop and be ready to get started coding right away. Workshop options include: iOS, Android, Appcelerator Titanium, Web Security, and Git. In addition, RWX / PAX will include 20 half-day workshops, see the schedule for details.

### Topics for 2011

RWX will offer 7 concurrent sessions. Throughout the duration of the event, there are sure to be sessions of interest available to all developers. Check <http://www.therichwebexperience.com/> for session details.

- HTML5, CSS3
- iPhone and Android
- JavaScript
- Frameworks: jQuery, NodeJS, Dojo, GWT
- WebDesign and CSS
- Flex
- Testing the Web Layer
- Agile Practices
- Architecture & Scaling
- Security

For more information please visit <http://www.therichwebexperience.com/> or email [jzimmerman@nofluffjuststuff.com](mailto:jzimmerman@nofluffjuststuff.com)



Westin Fort Lauderdale Beach Resort  
321 North Fort Lauderdale Beach  
Boulevard  
Fort Lauderdale, FL 33304

### Two Great Events

RWX 2011 will be co-located with the Project Automation Experience. Your registration includes access to both events. PAX will cover the latest automation tools and practices used to develop software for the Java Platform. This event will cover automation for: building, testing, source code management, metrics, and continuous integration.



**Aaron Gustafson**  
*Principal - Easy! Designs, LLC*



**Venkat Subramaniam**  
*Founder of Agile Developer, Inc.*



**Dylan Schiemann**  
*Co-founder of the DoJo Toolkit*



**Nathaniel Schutta**  
*Author, speaker, software engineer focused on user interface design.*



**Mark Meeker**  
*UI Architect at Orbitz Worldwide*

# **The Rich Web Experience**

Westin Fort Lauderdale Beach Resort

Nov 29 - Dec 2, 2011



Thu, Dec. 01, 2011										
	Oceanside II	Bonnet	Atlantic I	Atlantic II	Atlantic III	Atlantic IV	Rio Vista	Atlantic V	Atlantic VI	Himarshee
9:00 - 10:30 AM	In Search of Layout: CSS3 Technologies for Visual Design Molly Holzschlag	Nathaniel Schutta	HTML 5 Overview Brian Sletten	Building Maintainable Javascript with Coffeescript David Bock	Spring MVC Workshop Craig Walls	Write real Java integration tests Dan Allen	Programming with Netty (half day) Venkat Subramaniam		Monitoring What Matters Jeffrey Hulten	Java/Groovy Cloud Computing Brian Sam-Bodden
10:30 - 11:00 AM	MORNING BREAK									
11:00 - 12:30 PM	In Search of Layout: CSS3 Technologies for Visual Design (continued) Molly Holzschlag	jQuery Mobile (continued) Nathaniel Schutta	HTML 5 Overview (continued) Brian Sletten	CoffeeScript Workshop (Bring a Laptop) David Bock	Spring MVC Workshop (continued) Craig Walls	Write real Java integration tests (continued) Dan Allen	Programming with Netty (half day) (continued) Venkat Subramaniam		Stop, DevOp, and Roll Out Software Matt Stine	Java/Groovy Cloud Computing (continued) Brian Sam-Bodden
12:30 - 1:30 PM	LUNCH									
1:30 - 3:00 PM	HTML5: The Good Enough Parts Estelle Weyl	Test Your JavaScript! Eric Wendelin	Security Impact of HTML5 Johannes Ullrich	Building Semantic CSS with Compass and SASS David Bock	Browser Dev Tools Showdown Gabriel Dayley and Tom Valletta	Never Bet Against the Open Web Dylan Schiemann	NoSQL: Getting Started with Neo4j Peter Bell	Vagrant: Virtualized Development Environments Made Simple Matt Stine	Managing Complexity (The Project Integrity Series) David Bock	Portable Cloud Storage with jclouds Adrian Cole
3:00 - 6:00 PM	BEACH BREAK									
6:00 - 7:30 PM	DINNER									
7:30 - 9:00 PM	Hacking Your Brain for Fun and Profit Nathaniel Schutta	Driving Technical Change Terry Ryan	MVC on the Client with Spine.js Brian Sam-Bodden	Compass & SASS Workshop (Bring a Laptop) David Bock	It's Gparty Time! Gabriel Dayley and Mike Heath	Using Sencha Touch to Build Cross-Platform Applications for Fun and Profit Johnny Wey	Architectural Kata Workshop Ted Neward	Plugging Into Gradle Plugins Tim Berglund	Maintaining Source Code Quality (The Project Integrity Series) David Bock	DIY NoSQL: Spinning up services with Whirr Adrian Cole

Fri, Dec. 02, 2011										
	Oceanside II	Bonnet	Atlantic I	Atlantic II	Atlantic III	Atlantic IV	Rio Vista	Atlantic V	Atlantic VI	Himarshee
8:00 - 9:00 AM	BREAKFAST									
9:00 - 10:30 AM	10 jQuery Techniques for better Web Applications Brian Sam-Bodden	Extreme Node.JS web-app development (bring a laptop) Eric Wendelin	HTML5 Nathaniel Schutta	Delivering the rich web at low cost: Bidirectional client/server messaging in GWT Dan Allen	Native Mobile vs. The Open Web Gabriel Dayley and Tom Valletta	Selenium 2.0 Workshop - Part I: Hands-on Introduction to WebDriver and the Page Object Pattern Matt Stine	Introduction to Solr Erik Hatcher	Continuous Delivery Part 1: Deployment Pipelines (continued) Neal Ford	Jenkins Continuous Integration Workshop Matthew McCullough	Glu-ing the last Mile Ken Sipe
10:30 - 10:45 AM	MORNING BREAK									
10:45 - 12:15 PM	Relax with CouchDB Johnny Wey	Extreme Node.JS web-app development (bring a laptop) (continued) Eric Wendelin	HTML5 (continued) Nathaniel Schutta	Mobile UI Performance Estelle Weyl	Measuring Compromise: techniques to detect and quantify large scale automated web application exploits Johannes Ullrich	Selenium 2.0 Workshop - Part II: Advanced Techniques, Mobile, Grid Matt Stine	Solr Recipes - 1/2 Day Workshop Erik Hatcher	Continuous Delivery Part 1: Deployment Pipelines (continued) Neal Ford	Jenkins Continuous Integration Workshop (continued) Matthew McCullough	Glu Ken Sipe
12:15 - 1:30 PM	LUNCH									
1:30 - 3:00 PM	Advanced CSS Troubleshooting and Efficiency (or, How to be a Super CSS Detective) Denise Jacobs	Semantic Web Workshop Brian Sletten	Agile UI Nathaniel Schutta	Turbocharge the Web with Coffeescript Pratik Patel	HTML5: All about Web Forms Estelle Weyl	Busy Java Developer's Guide to Physics Engines Ted Neward	Solr Recipes - 1/2 Day Workshop (continued) Erik Hatcher	Continuous Delivery Part 2: Agile Infrastructure (continued) Neal Ford	Running in the Cloud with Chef Jeffrey Hulten	Glu (continued) Ken Sipe
3:00 - 3:15 PM	AFTERNOON BREAK									
3:15 - 4:45 PM	Developing for the Anywhere, Everywhere Web Tim Kadlec	Semantic Web Workshop (continued) Brian Sletten	Agile UI (continued) Nathaniel Schutta	Building Apps for Google TV Gabriel Dayley and Mike Heath	Going Mobile with Java-Based Technologies Today Dan Allen	Busy Java Developer's Guide to Games Ted Neward	Lucene for Solr Developers Erik Hatcher	Continuous Delivery Part 2: Agile Infrastructure (continued) Neal Ford	Cooking Lessons: Hands on with Chef Jeffrey Hulten	Mockito Workshop Szczepan Faber
4:45 - 5:00 PM	CONCLUSION OF RICH WEB/PROJECT AUTOMATION EXPERIENCE 2011									

# The Rich Web Experience

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## Intro to the next generation of Javascript Frameworks by Peter Bell

As our web applications become more interactive, frameworks like jQuery or dojo are "necessary but not sufficient".

## node.js - why you should \*really\* care by Peter Bell

Javascript on the server. OK, cool. So what? Node.js isn't about javascript any more than the web is about http headers. With node.js you can create asynchronous, non-blocking web servers than can easily handle thousands or even tens of thousands of connections - with a single thread.

## Awesome Acceptance Testing with Cucumber by Peter Bell

Awesome acceptance testing with Cucumber can make your projects run more smoothly, your website have less bugs and your development process run more efficiently.

## How to Build a Mobile App by Peter Bell

Native? Titanium? PhoneGap? How should you build a mobile app? What are the trade offs and the issues you run into? Does write one run anywhere really work, and when it doesn't, what do you have to do next?

## NoSQL: Getting Started with Neo4j by Peter Bell

What is a graph database, why would you use it, and how do you get started? In this session we'll look at the kinds of problems that graph databases can solve and will run through the process of getting started with neo4j

## Getting Started with Grails by Tim Berglund

Grails is emerging as a standard JVM web framework in environments ranging from startups to the enterprise. It's a full-stack solution build on rock-solid components, fully relying on convention over configuration, and using the best application language the JVM has yet seen: Groovy. This is the place to be for web apps on the JVM. In this introductory talk, we'll get a whirlwind introduction to Grails, visiting seven things you need to know about the framework to get started.

## Grails Workshop (bring a laptop) by Tim Berglund

If you've gotten your feet wet with Grails. You've talked to friends, you've done some reading, you've seen a presentation that sold you on the awesomeness of the framework. What's next? Why, some hacking, of course! **Prerequisite:** *An introductory Grails session or thorough reading about Grails. No previous Grails coding experience is necessary.*

## Lightweight Web Apps with Ratpack by Tim Berglund

Ratpack is a hyper-lightweight, Groovy-based web framework for developing and deploying simple apps in a hurry. Like its high-achieving cousin Gaelyk, it provides Groovy developers with a way to create web apps without days of iteration zero setup time.

## Ratpack Workshop (bring a laptop) by Tim Berglund

The only thing better than talking about Ratpack is hacking with Ratpack. Come to this workshop for 90 minutes of directed web development using the latest un-framework for Groovy-based web apps. **Prerequisite:** *Ratpack: the Un-Framework for Groovy Web Apps*

## Complexity Theory and Software Development by Tim Berglund

Some systems are too large to be understood entirely by any one human mind. They are composed of a diverse array of individual components capable of interacting with each other and adapting to a changing environment. As systems, they produce behavior that differs in kind from the behavior of their components. Complexity Theory is an emerging discipline that seeks to describe such phenomena previously encountered in biology, sociology, economics, and other disciplines.

## Build Your Own Technology Radar by Neal Ford

A Technology Radar is a tool that forces you to organize and think about near term future technology decisions, both for you and your company.

### **Economic Games in Software Projects by Matthew McCullough**

The full title of this talk reveals its grand aims: Game Theory and Software Development: Explaining Brinkmanship, Irrationality, and Other Selfish Sins Once in a while, a topic, seemingly orthogonal to software development, presents a great opportunity to showcase how engineering can benefit from knowledge of seemingly more social disciplines. In this talk, the fundamental principles of economics' Game Theory are compared to often inexplicable behaviors and decisions we frequently observe in programming projects.

### **Developer Productivity Power Ups on Mac OSX by Matthew McCullough**

You're a talented coder and you apply many agile practices to your daily workflow. Still, you are looking for that next boost to better keep track of information, manage your open applications, make working with the terminal more productive, recall information quickly, manage files rapidly, and produce documentation in a portable and effective manner. This presentation will show you how to apply DevonThink, Delicious bookmarks, RSS feeds, Pinboard.in, Pomodoro, Things, LaunchBar, Bash profiles, mind maps, markdown files and spotlight filters to become a more productive developer that has a world of information sorted and accessible at a moment's notice. *Prerequisite: Very basic developer proficiency on the Mac.*

### **Android Training - Full Day by Ted Neward**

First there was iPod. Then iPhone. Then iPad. And with each new release, the mobile device market grew hotter and hotter. Now, as Google's entry into this race, the Android system, begins to hit its stride as a competitor platform to the iOS, as a Java developer you're intrigued—it's Java (well, assuming you ask anybody except Oracle), and it's a mobile device, and it's open source, and.... What's not to love?

### **Busy Developer's Guide to CouchDB by Ted Neward**

With the rise of the NoSQL movement, a whole new crop of different ways to store data suddenly became available to the Java developer. Unfortunately, what didn't come with them was an owner's manual. CouchDB, for example, was the first of the NoSQL databases to be named as such, and offers features not found in the traditional RDBMS: A distributed, robust, incremental replication document-oriented database server with bi-directional conflict detection and management, accessible via a RESTful JSON API, stored ad-hoc and schema-free with a flat address space, that is both query-able and index-able, featuring a table oriented reporting engine that uses JavaScript as a query language. (With a list of buzzwords like that, what's not to love?)

### **Architectural Kata Workshop by Ted Neward**

Fred Brooks said, "How do we get great designers? Great designers design, of course." So how do we get great architects? Great architects architect. But architecting a software system is a rare opportunity for the non-architect. The kata is an ancient tradition, born of the martial arts, designed to give the student the opportunity to practice more than basics in a semi-realistic way. The coding kata, created by Dave Thomas, is an opportunity for the developer to try a language or tool to solve a problem slightly more complex than "Hello world". The architectural kata, like the coding kata, is an opportunity for the student-architect to practice architecting a software system.

### **Busy Java Developer's Guide to Physics Engines by Ted Neward**

"From Wikipedia: "A physics engine is computer software that provides an approximate simulation of certain simple physical systems, such as rigid body dynamics (including collision detection), soft body dynamics, and fluid dynamics, of use in the domains of computer graphics, video games and film. Their main uses are in video games (typically as middleware), in which case the simulations are in real-time. The term is sometimes used more generally to describe any software system for simulating physical phenomena, such as high-performance scientific simulation."

### **Busy Java Developer's Guide to Games by Ted Neward**

Games? What do games have to do with good business-oriented applications? Turns out, a lot of interesting little tidbits of user-interface, distribution, and emergence, found normally in the games we play, have direct implications on the way enterprise applications can (or should) be built.

### **Appcelerator Titanium Workshop by Pratik Patel**

Bring your laptop! Use your JavaScript skills to build \*native\* iOS and Android apps! Learn from an Appcelerator Titan! This is a full day workshop specifically designed to get you up and running with Titanium and build feature-rich applications! We'll install the latest Titanium Developer and iOS SDK - then create a project in Titanium Developer and run it in the simulator to verify your setup. Basic JavaScript experience is necessary for this session; please complete a basic JavaScript course or book before attending. Titanium is an open-source development tool for producing cross-platform mobile applications by Appcelerator. Using Titanium, you develop your mobile application using Javascript coded against the Titanium API's. Titanium Studio, an IDE for your mobile apps, invokes their compiler and builder to take your Javascript and build a native application for iOS and Android.

### **Turbocharge the Web with Coffeescript by Pratik Patel**

CoffeeScript is a programming language that compiles to JavaScript. The language adds syntactic sugar inspired by Ruby and Python to enhance JavaScript's brevity and readability, as well as adding more sophisticated features like array comprehension and pattern matching. CoffeeScript compiles predictably to JavaScript, programs can be written with less code (typically 1/3 fewer lines) with no effect on runtime performance. In this session, you'll need your laptop as we code through Coffeescript basics. Please bring a laptop with either Chrome and Safari installed. The coding session can be done on Windows, Mac, or Linux.

### **jQuery by Nathaniel Schutta**

Sure, Ajax might not be the hardest thing you'll have to do on your current project, but that doesn't mean we can't use a little help here and there. While there are a plethora of excellent choices in the Ajax library space, jQuery is fast becoming one of the most popular. In this talk, we'll see why. In addition to it's outstanding support for CSS selectors, dirt simple DOM manipulation, event handling and animations, jQuery also supports a rich ecosystem of plugins that provide an abundance of top notch widgets. Using various examples, this talk will help you understand what jQuery can do so you can see if it's right for your next project.

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### **jQuery Mobile by Nathaniel Schutta**

The word just came down from the VP - you need a mobile app and you need it yesterday. It needs to be polished and have that design stuff too. Oh and it needs to be on all the major platforms in time for the big marketing push next month. After a moment of panic, you wonder if it's too late to become a plumber but don't worry, there's hope! More and more developers are falling in love with the "write less do more" library and for good reason; it simplifies the job of today's front end engineer. But did you know jQuery could also help you with your mobile needs as well? That's right, jQuery Mobile is a touch optimized framework designed to provide a common look and feel across a wide variety of today's most popular platforms. In this workshop, we'll take a look at all that jQuery Mobile has to offer and we'll convert a native application to an HTML5, jQuery Mobile masterpiece.

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### **Hacking Your Brain for Fun and Profit by Nathaniel Schutta**

The single most important tool in any developers toolbox isn't a fancy IDE or some spiffy new language - it's our brain. Despite ever faster processors with multiple cores and expanding amounts of RAM, we haven't yet created a computer to rival the ultra lightweight one we carry around in our skulls - in this session we'll learn how to make the most of it. We'll talk about why multitasking is a myth, the difference between the left and the right side of your brain, the importance of flow and why exercise is good for more than just your waist line.

### **HTML5 by Nathaniel Schutta**

Interested in HTML5? Want a change to play around with the latest and greatest in web app development? This workshop is for you! We'll cover feature detection, web forms, the new HTML elements, take a spin around the canvas, and we'll finish up with offline/local storage and web sockets.

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### **Agile UI by Nathaniel Schutta**

Day in and day out we are subjected to poorly designed applications. From those we experience directly to the time we waste waiting on others who are struggling with systems that seem like they were built to hinder the user. It doesn't have to be like this and many users are waking up and demanding better applications. Are you prepared to deliver? After this workshop, you will be. When you're done, you'll have the tools you need to make sure your application helps your users kick ass!

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### **Web Security by Ken Sipe**

As a web application developer, you want to just focus on the user stories producing business value for your company or clients. Increasingly however the world wide web is more like the wild web which is growing hostile environment for web applications. It is absolutely necessary for web application teams to have security knowledge, a security model and to leverage proper security tools.

### **WebGL by Brian Sletten**

HTML 5 has introduced us to the Canvas API, 2D graphics and the pleasures of plugin-free video and audio playback. One of the next hurdles we will face is native support for 3D graphics for simulations, visualizations and games.

### **Visualizing Data on the Web by Brian Sletten**

We are far from the early days of ugly HTML. We have sophisticated visualization tools available to us now to help our users consume complex data in attractive and informative ways. Come hear how you can adopt these visualization systems (calling them libraries is inappropriate) today.

### **HTML 5 Overview by Brian Sletten**

People are confused about the status of HTML 5. Is it ready? Is it not? What is part of the spec and what isn't? We'll talk about the situation in the "HTML 5 and the Kitchen Sink" discussion, but as always, the proof is in the pudding. We will introduce the most exciting new features of HTML 5 and its related technologies and build examples that use them.

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### **Semantic Web Workshop by Brian Sletten**

The Web is changing faster than you can imagine and it is going to continue to do so. Webs of Documents are giving way to machine-processable Webs of Information. We no longer care about data containers, we only care about data and how it connects to what we already know. Perhaps the concepts of the Semantic Web initiative are new to you. Or perhaps you have been hearing for years how great technologies like RDF, SPARQL, SKOS and OWL are and have yet to see anything real come out of it. Whether you are jazzed or jaded, this workshop will provide you with the understanding of a technological tidal wave that is heading in your direction.

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### **Selenium 2.0 Workshop - Part I: Hands-on Introduction to WebDriver and the Page Object Pattern by Matt Stine**

This focus of part one will be to introduce web developers and testers to the powerful WebDriver API that comes with the release of Selenium 2.0. In addition, we'll look at the differences found in WebDriver's API and architecture as compared to the classic Selenium 1.x, and demonstrate how we can gracefully migrate our test suites forward. In this session you'll have an opportunity to build an automated test suite that will verify the behavior of a simple web application across multiple modern browsers. We'll start by recording and running tests within the Selenium IDE Firefox plugin. We'll then export our tests to Java JUnit tests and then leverage WebDriver's powerful support for the Page Object pattern, a mechanism for the separation of the orthogonal concerns of logical application functionality and DOM structure, to construct effective tests which read more like executable specifications than code. ***Prerequisite:** Familiarity with Java will be necessary for an effective student experience. Familiarity with JUnit and/or TestNG will be helpful.*

### **Selenium 2.0 Workshop - Part II: Advanced Techniques, Mobile, Grid by Matt Stine**

This session builds on "Selenium 2.0 Workshop - Part I" by experimenting with some of the more advanced features of Selenium. We'll dig into WebDriver's new Advanced User Interactions API, which allows us to perform actions such as drag and drop or clicking multiple elements while holding down the Control key. We'll also look at Selenium 2.0's capabilities for testing mobile web applications on both the iOS and Android platforms. ***Prerequisite:** Selenium 2.0 Workshop - Part I*

### **Fundamentals of iOS Apps Development (day long) by Venkat Subramaniam**

Come to this workshop for an in depth understanding of the fundamentals of developing applications on the iOS platform for iPhone and iPad devices.

### **Mastering JavaScript by Venkat Subramaniam**

JavaScript is one of those very powerful languages that is often misunderstood and underutilized. It's quite popular, yet there's so much more we can do with it.

### **Automated testing tools and techniques for JavaScript by Venkat Subramaniam**

Programmers often complain that it is hard to automate unit and acceptance tests for JavaScript. Testability is a design issue and with some discipline and careful design we can realize good automated tests.

### **Testing with Spock by Venkat Subramaniam**

Spock is an awesome tool that exploits Groovy AST transformation to provide elegant, fluent syntax for writing automated tests.

### **Towards a Humane Interface—Aesthetics and Usability by Venkat Subramaniam**

A successful application has to focus on three dimensions—value (business), design (engineering) and usability. Usability is not only about the wow factor. It is about making the application easier and intuitive to use. In this presentation we will learn the fundamentals of creating a usable application. We will look at some basic dos and don't. These will help you move forward from being a programmer to a good application developer.

### **Programming with Netty (half day) by Venkat Subramaniam**

Distributed computing is one of those problems with great potential but huge risk. The API is often messy and requires extensive efforts. However, distributed computing and network programming are here to stay and with rich client applications and mobile devices, the demand is only rising.

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### **Building Social Web Clients by Craig Walls**

You see them everywhere: "Like" buttons, "Tweet" buttons, and now there are "+1" buttons. The social networks have extended their reach beyond their own websites and into almost every web site you visit. But did you know that these simple little buttons are just the tip of the iceberg when it comes to adding social features to your website?

### **Spring MVC Workshop by Craig Walls**

For as long as there has been a Spring Framework, there has been Spring MVC, a web framework built around the principals of Spring. Although it was originally designed around a deep hierarchy of controller classes and focused on HTML-oriented views, Spring MVC has evolved in the past few years to embrace an annotation-oriented model and RESTful web development.

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### **Write real Java integration tests by Dan Allen**

In this workshop, you'll discover the missing link in enterprise Java development: simple, portable integration tests. For many, developing with enterprise Java has long been an arduous undertaking because it's been a bear to test. Though development life is simple with unit tests and mocks, they only get you so far. Eventually, you need to validate that your components interact and operate properly in their intended environment--you real need integration tests. The main obstacle is that your integration tests live in a different world than your application. We'll overcome this discrepancy by adopting a component model for your tests, a service provided by Arquillian. This lab puts Arquillian in your toolbox. The goal is to allow you to make a smooth transition from unit to integration tests. What's the secret? Arquillian, a container-oriented testing framework for TestNG and JUnit, makes testing enterprise Java applications easy by bringing your test to the runtime rather than requiring you to manage the runtime from your test. Picking up where unit tests leave off, Arquillian enables you to test real components that rely on real enterprise services in a real runtime. We'll begin by introducing you to the fluent API provided by ShrinkWrap that is used to package a test archive, giving you fine-grained control over which resources are available to be tested. We'll work on examples that demonstrate how the test archive is deployed and executed inside standalone, embedded and remote containers. You'll work through tests that exercise a wide range of technologies, including CDI, EJB, JPA, Spring, JAX-RS, JSF, web UI tests and more.

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your tests, a service provided by Arquillian. This lab puts Arquillian in your toolbox. The goal is to allow you to make a smooth transition from unit to integration tests. What's the secret? Arquillian, a container-oriented testing framework for TestNG and JUnit, makes testing enterprise Java applications easy by bringing your test to the runtime rather than requiring you to manage the runtime from your test. Picking up where unit tests leave off, Arquillian enables you to test real components that rely on real enterprise services in a real runtime. We'll begin by introducing you to the fluent API provided by ShrinkWrap that is used to package a test archive, giving you fine-grained control over which resources are available to be tested. We'll work on examples that demonstrate how the test archive is deployed and executed inside standalone, embedded and remote containers. You'll work through tests that exercise a wide range of technologies, including CDI, EJB, JPA, Spring, JAX-RS, JSF, web UI tests and more.

### **Delivering the rich web at low cost: Bidirectional client/server messaging in GWT by Dan Allen**

End users now expect to be presented with real time data in a web application. But these rich experiences are complex to develop. Tools like GWT enable efficient development of high-performance, rich web applications by shielding developers from JavaScript, browser quirks and evolving markup languages. However, GWT only addresses the client-side environment. Developers need a similar abstraction for exchanging real time data with the server. Errai, an open-source GWT extension framework, streams data asynchronously over a high-performance, bidirectional messaging bus. Errai's bus runs concurrently in the browser and on the server (inside a Java Servlet). Errai's push technology delivers data from the server to any connected browser simultaneously and in real time, while the method of communication is transparent to the developer. Errai also brings CDI, the standard Java programming model, to the browser. What, CDI in the browser? Yep, in JavaScript. This means the developer can use a single programming model for both client and server-side development. To take it a step further, Errai hooks the CDI event notifications to its messaging bus, hiding the high-performance messaging behind CDI's declarative event model. Client or server, it's all just CDI programming.

### **Going Mobile with Java-Based Technologies Today by Dan Allen**

Mobile devices such as smartphones and tablets are rapidly becoming the primary Web clients for many users. Taking your existing skills from traditional Web application development and applying them to a mobile interface can be daunting. This session walks through best practices for building a mobile solution using a combination of JSF, CDI, JMS, data grid, HTML5, and CSS3 technologies.

### **Building Maintainable Javascript with Coffeescript by David Bock**

CoffeeScript is a little language that compiles into JavaScript. Underneath all of those embarrassing braces and semicolons, JavaScript has always had a gorgeous object model at its heart. CoffeeScript is an attempt to expose the good parts of JavaScript in a simple way. The golden rule of CoffeeScript is: "It's just JavaScript". The code compiles one-to-one into the equivalent JS, and there is no interpretation at runtime. You can use any existing JavaScript library seamlessly (and vice-versa). The compiled output is readable and pretty-printed, passes through JavaScript Lint without warnings, and runs in every JavaScript implementation.

### **CoffeeScript Workshop (Bring a Laptop) by David Bock**

TBA

### **Building Semantic CSS with Compass and SASS by David Bock**

Compass is a tool that can help you build cleaner, better structured, and less error-prone CSS. Semantic CSS is a technique where your CSS vocabulary describes \*WHAT\* things are on your page, rather than \*WHERE\* they are. Together, this tool and this concept can radically improve the structure of your html.

### **Compass & SASS Workshop (Bring a Laptop) by David Bock**

TBA

### **Building Mobile and Enterprise Apps with HTML 5 and Google Web Toolkit by David Chandler**

The browser has become an increasingly important platform for enterprise development, and GWT has long appealed to developers looking to migrate desktop apps to the Web. There are still limitations of Web apps vs. desktop apps, but HTML 5 has addressed many of these.

### **Building Modern Web Apps with HTML 5 and DART by David Chandler**

Modern Web apps are rich, snappy, and work offline and mobile, too. In this talk, we'll look at the frameworks and HTML5 features that make these possible and introduce DART, a new language for structured Web programming.

#### **Next Level Spock by Luke Daley**

So you already know and love Spock, the Enterprise ready testing framework, but want to know how to make the most of it and take your testing to the next level? Then this talk is for you. Even if you're new to Spock, but are interested in making your testing more effective this talk is for you.

#### **Geb - Very Groovy Browser Automation by Luke Daley**

Geb is a browser automation solution for Groovy. It brings together the power of WebDriver, the elegance of jQuery content selection, the robustness of Page Object modelling and the expressiveness of the Groovy language. Geb enables more expressive, more concise, and (very importantly) more maintainable web tests.

#### **JavaScript Puzzlers by Gabriel Dayley and Tom Valletta**

We will be going through a handful of strange and seemingly anomalous JavaScript programming puzzles in the style of Joshua Bloch's entertaining and enlightening game show.

#### **Mobile Web Workshop (Web Bowling) by Gabriel Dayley and Tom Valletta**

Build a Web Bowling game using HTML5, CSS, accelerometer and gyroscope, web sockets, and Box2D physics.

#### **Browser Dev Tools Showdown by Gabriel Dayley and Tom Valletta**

Every developer has their favorite tools and today when it comes to which browsers to develop in we have a few choices.

#### **It's Gpardy Time! by Gabriel Dayley and Mike Heath**

Come test your knowledge of HTML5 in an interactive way as you battle others in the audience in a jeopardy style game built using open web technologies. Contestants will be able buzzin using there smart phones, web browser, or even a chat client. Afterwards we will dive in and explain the technologies that we used to build the app.

#### **Native Mobile vs. The Open Web by Gabriel Dayley and Tom Valletta**

We will be exploring the features and capabilities of native platforms and comparing them to what is available via the mobile browsers. The strengths and weaknesses of both native and web approaches will be demonstrated through example applications and code.

#### **Building Apps for Google TV by Gabriel Dayley and Mike Heath**

Just as the phone has evolved and changed the way we communicate, the TV is maturing from something that we simply watch to a device that we richly interact with. Google TV is bringing the same innovation that we have enjoy on our Android phones to the television set.

#### **Introduction to Solr by Erik Hatcher**

Apache Solr serves search requests at the enterprises and the largest companies around the world. Built on top of the top-notch Apache Lucene library, Solr makes indexing and searching integration into your applications straightforward.

#### **Solr Recipes - 1/2 Day Workshop by Erik Hatcher**

Solr Recipes provides quick and easy steps for common use cases with Apache Solr. Bite-sized recipes will be presented for data ingestion, textual analysis, client integration, and each of Solr's features including faceting, more-like-this, spell checking/suggest, and others.

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#### **Lucene for Solr Developers by Erik Hatcher**

You're Solr powered, and needing to customize its capabilities. Apache Solr is flexibly architected, with practically everything pluggable. Under the hood, Solr is driven by the well-known Apache Lucene. Lucene for Solr Developers will guide you through the various ways in which Solr can be extended, customized, and enhanced with a bit of Lucene API know-how. We'll delve into improving analysis with custom character mapping, tokenizing, and token filtering extensions; show why and how to implement specialized query parsing, and how to add your own search and update request handling.

### **netty vs. node.js by Mike Heath and Tom Valletta**

Node.js and Netty are both frameworks for building scalable network applications. While Node.js runs on Chrome's V8 JavaScript engine and Netty runs on the JVM, they both have a similar architecture for building event-driven network applications.

### **Crackin' the Browser Open: HTML5, APIs, and the Evolution of Web Applications by Molly Holzschlag**

In this half-day session, Molly will provide an overview of where HTML5 is within the W3C process, what its originators at the WHAT-WG are thinking about, and then jump on in to the really interesting topics of the day. Continuing deeper, we'll look at HTML5 media elements and APIs including video, audio and canvas; we'll examine related technologies such as Scalable Vector Graphics (SVG) and its role within contemporary site and application design; and finally, wrap up with a variety of related work in geolocation and device-oriented standards such as is emerging via other standards bodies.

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### **In Search of Layout: CSS3 Technologies for Visual Design by Molly Holzschlag**

We've been searching for layout techniques for a long time! In fact, since the days of tables, we've not found solutions to a wide range of layout problems within the presentation layer of front-end development. Part of this is due to delays in implementation, but there's a lot to look at as we move forward.

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### **The Age of Responsive Design by Denise Jacobs**

We are at a critical nexus point in the history of web design: the web is finally coming of age with respect to increasing sophistication of the structure and presentation of visual information, the standardization of technologies to more easily create and display this information, physical devices that make this information easily accessible, and finally growing social connectivity. The confluence of these factors creates an improved platform and foundation upon which to start designing user interfaces that create user affinity by being beautiful, easy to use and delightful -- and responsive to various devices through which users access sites and applications.

### **CSS3: Ripe and Responsive - (presentation) - [introduction to CSS3 properties and the foundations of Responsive Web Design] by Denise Jacobs**

Maybe you've wanted to dive in to CSS3, but have held back because you just didn't think it was ready. Don't be fooled, CSS3 isn't the future, it's the present, and is ripe for the pickin' and is ready to respond to display your sites in multiple devices right now.

### **On-Demand Inspiration by Denise Jacobs**

As web industry professionals, we rarely experience a shortage of creativity itself. What tends to be elusive and fleeting is inspiration - often when we need it the most for important projects. Wouldn't it be great to be

able to have a reliable method to evoke and tap into creative inspiration at will to spur the process of ideation and production?

### **Advanced CSS Troubleshooting and Efficiency (or, How to be a Super CSS Detective) by Denise Jacobs**

This session is for students who have a good understanding of CSS, but who want to gain additional troubleshooting skills.

### **Optimizing for Mobile Performance by Tim Kadlec**

In 2009, 20% of people said they would leave after waiting 5 seconds for a mobile site to load. Today, that number is 74%. In spite of hardware limitations, network connectivity and latency issues, mobile users expect a fast, responsive mobile experience. It will be the sites that can provide their users the content they need quickly and efficiently that will be rewarded with user loyalty.

### **Developing for the Anywhere, Everywhere Web by Tim Kadlec**

We are just now starting to understand and embrace the web for what it truly is—an inherently flexible and responsive medium. As the number of internet-connected devices explodes, we are forced to reassess how we create our sites and applications. We don't know for certain what device our users will be using or where they'll be using them from. All we know is that they will expect to see meaningful content in a design that is tailored to the constraints of the device, and that this content will be delivered to them quickly—no matter where they are.

### **Design for the Developer by Terry Ryan**

"That's really useful, but it looks like it was designed by a developer." Ever heard that? Want to fix it? Think you don't have design ability? Here's a dirty little secret, design is a skill, it can be learned. This session will take you through the basics of design theory for applications. By the end you should be on your way to building not just useful apps that people have to use, but awesome apps that people love to use.

### **Driving Technical Change by Terry Ryan**

Ever been to a conference, get inspired, try to bring what you learned back to the office, only to be stymied by co-workers who aren't interested in rocking the status quo? It turns out that people tend to resist change in patterns, and like any pattern they can be overcome by using other people's experiences with those skeptics. This session will teach you how to identify the skeptics, how to counter them, and give you a strategic framework to convince your whole office.

### **jQuery Workshop by Brian Sam-Bodden**

In this course students will learn how to add interactivity and asynchronous behavior to web sites using Javascript via the jQuery library and its companion the jQuery UI library.

### **Testing your JavaScript with Jasmine by Brian Sam-Bodden**

In this session you'll learn about Jasmine, a behavior-driven development (BDD) framework for testing JavaScript code. Come and learn how to raise the bar for your client side testing using the BDD mindset.

### **MVC on the Client with Spine.js by Brian Sam-Bodden**

Recently a emergence of lightweight Javascript Frameworks has brought structure to client side by providing MVC (Model-View-Controller) implementations. In this talk we'll examine two of the most prominent frameworks; Backbone.js and Spine and their implications on how we structure and design our applications

### **10 jQuery Techniques for better Web Applications by Brian Sam-Bodden**

In this session you'll learn 10 tried and true jQuery techniques/plugins/practice.

### **Real Time, Real Fast by Dylan Schiemann**

As web applications continue to become more interactive and sophisticated, real-time messaging and updates are becoming increasingly prevalent. One of the hottest new APIs in HTML5 is WebSocket, which enables true duplex communication without the overhead, complexity, and extraneous latency of HTTP-based solutions. See how the WebSocket removes these barriers to create optimal real-time delivery of messages from servers to browsers, including mobile. Although WebSocket is an exciting new API, we can easily fallback to HTTP-based techniques when WebSocket is not available with Dojo's Socket API.

The server-side is equally important, and real-time messaging has pushed the need for asynchronous I/O in the server. The Tunguska library is one example of create scalable real-time applications using the Node.js platform that is so perfectly suited for Comet.

### **Dojo 2.0: Modular, Mobile, and Reinventing Web App Development by Dylan Schiemann**

The Dojo Toolkit is one of the original Ajax toolkits, and has reinvented itself again through a series of improvements in modularity, performance, API improvements, adjustments for HTML5 and mobile platforms, and much more to provide a stellar platform for building web apps.

### **Never Bet Against the Open Web by Dylan Schiemann**

The open web is quickly either replacing, diminishing, or lowering the barrier to entry for all native platform capabilities. Strategies for logically separating data and user experience concerns create web app architectures that are easy to modify to work anywhere.

### **Security Impact of HTML5 by Johannes Ullrich**

HTML 5 does more than add a couple new and nifty tags to the venerable HTML markup language. It has to be seen as part of the new dynamic web which no longer delivers static documents but dynamic applications that interact with backend web services.

### **Measuring Compromise: techniques to detect and quantify large scale automated web application exploits by Johannes Ullrich**

About ten years ago, collecting firewall logs and aggregated analysis of rejected packets was a good measure of prevalent automated attacks originating from worms, and later bots. However, over time attacks moved up the stack and Firewall logs became less interesting. Currently, most attacks against servers use open ports and attack the applications listening on these ports. In some ways, web applications have become the new firewall, and collecting data about web application attacks has become an important research topic. However, collecting web application attack logs from live networks has proven itself to be a lot harder than collecting firewall logs. Privacy, log formats and data volume are just some of the topics that need to be considered.

### **JavaScript + Jenkins = Winning by Eric Wendelin**

JavaScript popularity is exploding. There have been a ton of analysis, testing and reporting tools developed recently to help us keep our JS more maintainable. Those tools are of no use unless they're run regularly to keep us informed about our code health. That's where Jenkins comes in. You know it's a great CI tool for managing your JVM/Ruby/.NET projects, so let's take it a step further and extend these benefits to your JavaScript.

### **Test Your JavaScript! by Eric Wendelin**

In this talk, we will learn how to write testable JavaScript code, explore different testing strategies and frameworks in code, and think about what types of solutions would be best for you.

### **Extreme Node.JS web-app development (bring a laptop) by Eric Wendelin**

You might have heard of this hot new platform called Node.JS that puts JavaScript on the server, and now it's time to see how easy it is to be productive with tools like express and MongoDB.

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### **WebSockets Overview by Johnny Wey**

Ever wanted to send a realtime "push" message from a server to a client running in a browser? Send messages from one client to another? Write realtime games and other demanding applications using JavaScript?

### **Intelligently Organizing Large JavaScript Projects by Johnny Wey**

Using the same techniques we've learned over the last decade of Java and other OO languages, find out how to think about and organize a large JavaScript code base intelligently.

### **Using Sencha Touch to Build Cross-Platform Applications for Fun and Profit by Johnny Wey**

Ever wanted to use a single code base to run touch-enabled web applications that run on just about every smart phone and tablet around?

### **Relax with CouchDB by Johnny Wey**

Now that 'NoSQL' is firmly entrenched in our vocabulary, the next step is finding a solution that works for your project. CouchDB, a key / value JSON database, is an outstanding choice for many reasons and makes things like queries, JavaScript integration, and replication simple and straight forward.

### **CSS3: Creating Snow (in Florida) without JavaScript by Estelle Weyl**

Improved browser support of CSS3 has allowed us to build a richer web with visual treatments like web fonts, animations, transformations, gradients, transparency and drop-shadows. But with great power comes great responsibility. Just because you can add a skewed animated rainbow with drop shadow to your site doesn't mean you should.

### **HTML5: The Good Enough Parts by Estelle Weyl**

HTML5 is the new buzz word. The HTML5 specifications may still be in draft form, but that hasn't stopped browser developers from implementing many of the proposed features. Recruiters will soon be asking for 5 to 10 years of HTML5 experience. While we can't give that to you, we can help you stay ahead of the game!

### **Mobile UI Performance by Estelle Weyl**

Mobile browser performance is constrained by more than just bandwidth. You already know slow loading sites create a bad user experience. But even if you've resolved download speed, what happens to the user experience if a site is jumpy, choppy, or worse yet, non-responsive to basic interaction. Yes, your site loads quickly even with low bandwidth. You've followed the 14 WOP tips. You've improved your sites performance, or so you think. Your app is loading quickly, but why is it not responding quickly?

### **HTML5: All about Web Forms by Estelle Weyl**

HTML forms have been the bane of web developers for years. Not anymore! With HTML5 you may learn to love forms. Imagine a day when you can validate a form without any JavaScript. Date pickers, place holder text, pattern matching, required fields, auto focus, error handling, all without JavaScript? That day is not as far off as you think.