



Main sponsor






Premium Sponsors



Sponsors






Day 1 (19th March, Monday)

| Time |  Engineering Business Performance |  |  make IT simple | Room D | Room E | |
|---------------|--|---|---|---|--|--|
| 08:00 – 09:00 | Registration | | | | | |
| 09:00 – 10:30 | Opening Raffi Krikorian Twitter: From Ruby on Rails to the JVM | | | | | |
| 10:30 – 10:50 | Coffee break | | | | | |
| 10:50 – 11:50 | Ken Sipe Complexity of Complexity | | | | | |
| 11:50 – 12:00 | Coffee break | | | | | |
| 12:00 – 13:00 | Venkat Subramaniam Pointy haired bosses and pragmatic programmers: Facts and Fallacies of Software Development | | | | | |
| 13:00 – 14:00 | Lunch break | | | | | |
| 14:00 – 15:00 | Josh Long A Walking Tour of Spring 3.1 | Frederic Simon Build Trust in Your Build to Deployment Flow! | Mike West Dart | Mariusz Sierackiewicz Ewolucyjna architektura (Polish) | Matthew McCullough Workshop: Git | |
| 15:00 – 15:10 | Coffee break | | | | | |
| 15:10 – 16:10 | Sylvain Lebesne The Apache Cassandra storage engine | Andrey Breslav Kotlin: A cool way to program for JVM | Sadek Drobi Non blocking, composable reactive web programming with Iteratees | Tomasz Cejner Node.js: The Good, The Bad and The Ugly | | |
| 16:10 – 16:40 | Coffee break | | | | | |
| 16:40 – 17:40 | Toomas Rõmer import continuous.delivery.*; | Josh Long Cloud Foundry and Spring, a marriage made in heaven | Simon Ritter The Future of the Java Platform: Java SE 8 & Beyond | Wojciech Seliga "Every Rose Has Its Thorn": Taming automated tests beast. | | |
| 17:40 - 20:00 | Join the Rebellion Party hosted by ZeroTurnaround | | | | | |
| 17:50 – 18:50 | Stephen Chin BOF: Cleaner APIs, Cleaner UIs with Visage | Josh Long BOF: Spring and CloudFoundry | Michał Bartyzel BOF: O kliencie, który wie, czego chce – czyli codzienne sprawy między biznesem a IT (Polish) | Multiple Speakers BOF: RFID systems security. A contactless use case. | Rafał Wasielewski BOF: TypeSafe stack 2.0 and Scala Community Talk | |


Partners

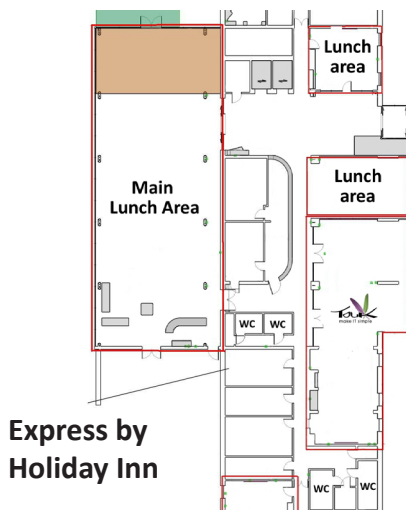


Day 2 (20th March, Tuesday)

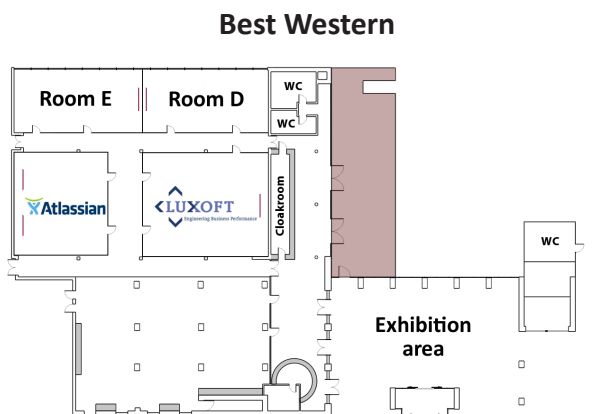
| Time |  LUXOFT Engineering Business Performance |  Atlassian |  Touk make it simple | Room D | Room E | |
|---------------|---|--|---|--|--|--|
| 08:30 – 09:00 | Registration | | | | | |
| 09:00 – 10:00 | Joonas Lehtinen Vaadin, Rich Web Apps in Server-Side Java without Plug-ins or JavaScript | Michael Heinrichs JavaFX for Business Application Developers | Barry O'Reilly Agile, Lean and Startups practice & principles to create the ultimate value creation machine | Luke Daley GEB - Very Groovy browser automation | Arun Gupta Workshop: Java EE 6 = Less Code + More Power | |
| 10:00 – 10:10 | Coffee break | | | | | |
| 10:10 – 11:10 | Matthew McCullough Economic Games in Software Projects | Lars Vogel What is so cool about Android. 4.x | James Lewis Micro services - Java, the Unix Way | Patrycja Węgrzynowicz Hibernate puzzlers | | |
| 11:10 – 11:30 | Coffee break | | | | | |
| 11:30 – 12:30 | Venkat Subramaniam Concurrency without Pain in Pure Java | Sadek Drobi Play 2.0, a Web framework for a new era | Paweł Lipiński Agile Design | Sławomir Sobótka Ścisły przewodnik po aspektach miękkich dla ekspertów IT (Polish) | | |
| 12:30 – 13:30 | Lunch break | | | | | |
| 13:30 – 14:30 | Ken Sipe Continuous Delivery Best Practices | Luke Daley Smarter Testing with Spock | Simon Ritter Java, Kinect and Gestural Interfaces | Sławomir Sobótka 8 klasycznych technik programistycznych leżących u podstaw nowoczesnej inżynierii oprogramowania (Polish) | Wolf Schlegel Workshop: Exploring parallel programming in Java | |
| 14:30 – 14:40 | Coffee break | | | | | |
| 14:40 – 15:40 | Guillaume Laforge What's new in Groovy 2.0? | Anton Arhipov Mastering Java bytecode with ASM | Martin Burlinski Building hybrid mobile apps for iOS and Android with PhoneGap and JQueryMobile | Jaroslav Palka Dekonstrukcja architektury w czasach kryzysu (Polish) | | |
| 15:40 – 16:10 | Coffee break | | | | | |
| 16:10 – 17:10 | Venkat Subramaniam Scala for the Intrigued | Manik Surtani Infinispan in 60 minutes | Nathaniel Schutta Designing for Mobile | Szymon Brandys Developing for Web, In Web - Eclipse Orion | | |
| 17:10 – 17:20 | Coffee break | | | | | |
| 17:20 – 18:20 | Multiple Speakers BOF: Groovy and Grails Meetup | Manik Surtani BOF: NoSQL and Data Grid | Michael Heinrichs BOF: Game Development with JavaFX | Jakub Nabrdalik BOF: Beautiful failures | | |

Day 3 (21st March, Wednesday)

| Time |  Engineering Business Performance |  |  make IT simple | Room D | Room E |
|---------------|--|---|--|--|--|
| 08:30 – 09:00 | Registration | | | | |
| 09:00 – 10:00 | Venkat Subramaniam Integrating JVM Languages | Hamlet D'Arcy Static Code Analysis and AST Transformations | Nathaniel Schutta The Mobile App Smackdown: Native Apps vs. The Mobile Web | Jacek Laskowski (map Clojure everyday-tasks) - Clojure for real-world, day-to-day programming | Andreas Krogh Lift from a JEE perspective |
| 10:00 – 10:10 | Coffee break | | | | |
| 10:10 – 11:10 | Ken Sipe MongoDB: Scaling Web Application | Luca Milanese Gerrit | Stephen Chin JavaFX 2.0 and Scala, Like Milk and Cookies | Bartosz Majsak Acceptance Test Driven Development with Arquillian | Tomasz de Jastrzebiec Leading Individuals |
| 11:10 – 11:30 | Coffee break | | | | |
| 11:30 – 12:30 | Robert C. Martin The Three Laws of Test Driven Development | Simon Willnauer Challenges in maintaining a high performance search engine written in Java | Nathaniel Schutta HTML5 For Developers | Szczepan Faber Gradle plugins - build automation evolved | Arun Gupta The Java EE 7 Platform: Developing for the Cloud |
| 12:30 – 13:30 | Lunch break | | | | |
| 13:30 – 14:30 | Nathaniel Schutta Code Craft | | | | |
| 14:30 - 14:40 | Coffee break | | | | |
| 14:40 - 15:40 | Jurgen Appelo How to Change the World | | | | |
| 15:40 - 16:00 | Coffee break | | | | |
| 16:00 - 17:00 | Robert C. Martin Demanding Professionalism | | | | |



Express by
Holiday Inn



Best Western

Lessons from 2011

Conference rooms

We have added 1 room comparing to last year to accommodate as many people as possible and at the same time provide space for participants. We have 15% free seats, so it should be enough to allow you to choose talk you want. Room Luxoft, Atlassian, D and E are located in Best Western hotel. Room Touk is located in hotel next door - Express by Holiday Inn.

WiFi

This year we have dedicated 100Mb/s internet connection sponsored by EPAM. However, keep in mind that providing WiFi access to 700 IT guys is always a challenge. Please use WiFi when you need it, but also try to use offline pdf for schedule and talks details as well as onsite information boards. If you have 3G with flat rate, please use it instead, and turn off your WiFi. It will help us provide better WiFi experience for those who doesn't have 3G.

Toilets

There are multiple toilets in both hotels. Please take a look at the plan on the last page for locations.

Offline content

Some of conferences call it "going eco". We call it "save participants money". This is the reason why we decided to not print out conference materials, but you can download this pdf with all necessary information and browse it on your device. If you want printed copy, you can make it yourself. We will also provide limited number of printed conference agenda. You will be able also to use our onsite boards and online wall presented at exhibition area.

Onsite boards

For your convenience we provide conference schedule at the onsite wall in Best Western and Express by Holiday Inn. We believe it will be nice and easy way to access information you need to choose next talk.

Wall

At the exhibition area we will be showing all current and coming talks at the 40" LCD. You can also access it at <http://2012.33degree.org/now>.

Retrospection board

At the Best Western hotel, we have put retrospection board. You can write your comments what is good and what is bad about 33rd Degree. We will do our best to emphasise good things and eliminate bad as fast as we can. You can also contact registration desk to leave your comment or send email to kontakt@dworld.pl.

Lunch breaks

Serving 500 lunches with nice "restaurant-like" experience is a challenge. We didn't want to serve you packed lunches, so please cooperate with us and try to go for lunch 10, 20 or even 30 minutes after lunch break starts. Otherwise you will have to stay in 500 people long queue. Take this opportunity and speak to friends and join lunch later. Food will be waiting for you and we have 60 minutes to eat. So no worries. You will not be hungry during afternoon talks.

O'Reilly books

This is second year in a row we host O'Reilly bookstore with 40% discounts. Prices are lower than on amazon.com, so take opportunity and buy nice gift from conference. If you are brave enough you can ask our speakers to sign a copy for you.

Join the Rebellion party

Second year in a row, Zero Turnaround will sponsor beer party at the first day. We will start at 5:30pm next to Zero Turnaround booth at the exhibition area. Come by and have a beer with nice guys from Zero Turnaround.

Late night gatherings

For late night meetings, you can choose whatever pub you want. However, we would like to suggest you one pub that is special in Krakow. It is House of Beer (<http://www.houseofbeerkrakow.com/>). With 150 kinds of local beers, you can enjoy 33rd Degree conference even better. And there is high possibility you can meet there other conference participants and speakers as well.

Badges

You are required to wear a badge for the whole time you are at the conference venue. It includes both Best Western and Express by Holiday Inn hotels, as well as lunch breaks.

Blog contest

Come back home and write a blog post about new and cool stuff you have just heard at 33rd Degree. Help us spread the word about 33rd Degree and make 2013 edition even better. Please send us link to your blog entry at kontakt@dworld.pl. We will publish it on the conference website and you will have a chance to win a free ticket for 33rd Degree 2013.

Video recording

We are recording most of the sessions. We will be publishing videos systematically throughout the whole year. We will inform you via email after the conference when you can watch recordings from sessions you were not able to attend.

Invoice

If you have provided us invoicing details and you require paper invoice, you collect it at the registration desk starting after lunch break on the Day 1.

Emergency contact

All rooms should have person responsible for all technical stuff. However, if you experience that something is not working properly, you can contact registration desk or call me directly at +48 691 793 877. I speak Polish and English. You can call me Grzegorz :)

Day 1 (19th March, Monday)

9:30 - 10:30

Twitter: From Ruby on Rails to the JVM, Raffi Krikorian

Twitter, historically, has been one of the Internet's largest Ruby on Rails website. To support the volume of traffic that comes along with that, Twitter has jumped through many hoops: from re-architecting the way it uses Rails to building and running its own custom Ruby interpreter. To help us focus on our core mission of "real-time" we've undergone a transition and are currently running portions of our core logic in the JVM. This has had a side effect of not just improving our efficiency, scalability, and reliability, but it has also given us an opportunity to gain much more flexibility in terms of language and overall architecture.

10:50 - 11:50

Complexity of Complexity, Ken Sipe

Of all the non-functional requirements of software development, complexity receives the least attention and seems to be the most important from a long term standard point. This talk will look at some of forces that drive complexity at the code level and at a system level and their impact. We will discuss what causes us to over look complexity, how our perception of it changes over time and what we can do about it?

In this session we will break down the meaning of complexity and simplicity and measure the application of those means against the common software development dogma. Looking at common development trends and pressures, we'll discuss where simplify does and doesn't help. We will examine areas of development which at first glance seem to be simple (such as the creation of an equals method in Java), that end up being difficult or impossible based on normal constraints. We will example the drivers of complexity with some discussion on what you can do about it. This session will finish with a discussion around several challenges to high scale software architectures and how to keep it simple.

12:00 - 13:00

Pointy haired bosses and pragmatic programmers: Facts and Fallacies of Software Development, Venkat Subramaniam

Creating a successful, quality, maintainable product take a lot more than coding-it takes innovation and a good dose of discipline. It takes smart people who question the status-quo, figure our ways to make themselves and their teams productive, and maintain agility without compromising quality and sustainability. In this presentation, award winning author, programmer, and mentor Dr. Venkat Subramaniam will discuss some of the facts and fallacies that affect our ability to succeed in this exciting field. He will remind us about the key ingredients of success and will discuss ways to remove the impediments to clear the way to realize our full potential, as individuals and as an organization.

14:00 - 15:00

A Walking Tour of Spring 3.1, Josh Long

Spring 3.1 is here, and it offers a LOT! The question is - what does it offer for you? Josh Long will introduce Spring 3.1 in this fast paced tour of all the new features, including profiles, Hibernate 4 support, XML free web applications, numerous updates to the code-centric component model, the environment abstraction, a caching abstraction, an improved REST API, and much more. Josh introduces numerous new features in terms of an application that he'll introduce along the way.

Build Trust in Your Build to Deployment Flow!, Frederic Simon

Frequently deploying to production puts bigger pressure than before on DevOps to make sure the good, qualified application is provisioned with no mistakes.

This session will explore some common pitfalls with traditional Continuous-Integration that increase risk, introduce manual input and human error, and generally make DevOps cringe before hitting the "deploy" button.

We will then demonstrate automation techniques that overcome these issues using popular tools, like Maven, Gradle, your CI server, custom scripts and a Binary Repository.

Whether you are building software for the cloud or in-house, this presentation will show you how to have completely automated production builds that release applications which are fully traceable, managed and ready to be provisioned with no fear!

Dart, Mike West

Dart is a new programming language for structured web programming. The Dart project includes a language, libraries, a virtual machine, and even an IDE. It also takes a fresh look at DOM and HTML interfaces. Join Mike West, a Developer Advocate with the Chrome team, as he gives a tour of Dart and its motivations.

Ewolucyjna architektura (Polish), Mariusz Sierackiewicz

Na co dzień najbardziej skupiamy się na dostarczaniu klientom wartości biznesowej. Wdrożenie za wdrożeniem, robimy co możemy, ale praca użytkowników była łatwiejsza. Jako jeden z minusów tej projektowej gonitwy pojawia się dość często kłopot z architekturą systemu.

W trakcie prezentacji zajmiemy się sposobami na to, aby architektura systemu dojrzewała razem z wymaganiami. Będą interesować następujące pytania:

- * Jak zdefiniować proces ewolucji architektury?
- * Jak wdrożyć ten proces?
- * Jak określić zakres odpowiedzialności architekta?
- * Jak powiązać proces ewolucji architektury z cyklem produkcyjnym w organizacji?
- * Jak zarządzać wiedzą o architekturze i projektowaniu w zespole?

14:00 - 17:00

Workshop: Git, Matthew McCullough

You've heard about Git, Mercurial, Bazaar and the Distributed Version Control System revolution. In this deeply hands on session, we'll load Git on participants laptops, build repositories and share out pieces of work. We'll explore the optimized agile workflows that Git facilitates, building branches for each story card and merging with our team mates, even when a network isn't present. We'll explore the incredibly polished interoperability of this radical source code control tool in a hands on session and requires attendees to bring a laptop (Windows, Linux, or Mac).

15:10 - 16:10

The Apache Cassandra storage engine, Sylvain Lebesne

Apache Cassandra is a distributed database built to handle massive amounts of data on large clusters of community servers. This talk will present the storage engine at the core of Cassandra, motivating the use of a structure akin to a Log-Structured Merge Tree rather than of a usual B-Tree and it's implications for the

data model. We will also introduce most of the current features of that engine (secondary indexes, integrated caching, TTL...) including recent developments introduced in Cassandra 1.0 like compression/checksumming and the new leveled compaction.

Kotlin: A cool way to program for JVM, Andrey Breslav

Kotlin is a statically typed JVM-targeted OO-programming language, recently introduced by JetBrains. The language is under development, but we can already demo quite a few cool things you can do with it, such as:

- * Safer programs with static null checks;
- * Concise code with type inference and first-class functions (closures);
- * Convenient internal DSLs and fluent interfaces;
- * Strong and flexible typing with reified, variant generics;
- * and much more!

Non blocking, composable reactive web programming with Iteratees, Sadek Drobi

Being a part of the wild wild web, your application is encompassed by a lot of streams of live business, social events and messages. It is becoming hard for any modern application to resist integrating into these flows of data. To do so, however, you need the appropriate paradigm with a composable model to consume, combine, forward and publish these live streams with minimal and predictable consumption of resources (CPU, memory, ...). Play2, a web framework targeting Java and Scala, uses functional programming and a model called Iteratee to respond to these needs.

Node.js: The Good, The Bad and The Ugly, Tomasz Cejner

Over past few years, JavaScript paved the way from browser scripting language to world of server side. There have been some attempts in the past, but most recent one captured big attention and excitement.

Node.js is scalable, event-driven environment for building network programs using JavaScript. It is built on top of V8 engine that compiles JavaScript into machine's native code and asynchronous I/O toolkits for each supported platform.

Node concurrency model is based on asynchronous event processing instead of creating threads for every connection, which may show much better memory efficiency. Let's see if Node is a silver bullet, a new killer application stack that will rule the backend world.

16:40 - 17:40

import continuous.delivery.*;; Toomas R  mer

When you send a package through FedEx it goes through a tracked, automated process that makes sure that the package arrives promptly at the destination. The same should apply to every commit that you check into the trunk. Continuous delivery describes how this process can be made fully automated and transparent and we will show you how your commits can be "fedexed" to production with the help from Jenkins and LiveRebel.

The main idea of continuous delivery is the deployment pipeline. Every commit that enters the pipeline should go through automated integration and testing and, if successful, produce a release candidate. We will show how Jenkins can be used to orchestrate the process all the way to the staging environment.

Once we're there, the most complicated phase begins. The release candidate needs to be deployed to production, without disrupting the users or introducing risks. LiveRebel makes production updates quick, automated, non-disruptive and immediately reversible. It finishes the job and delivers the updated version right into the users hands.

In this talk we will build a full clustered environment and a deployment pipeline so that commits into the trunk would update a live chat server while you keep on chatting.

Cloud Foundry and Spring, a marriage made in heaven, Josh Long

This talk will describe the Cloud Foundry Open PaaS (Platform as a Service), with its open source, multi-framework, multi-service, multi-cloud model, and will explain in depth how to use Cloud Foundry services effectively from Java/Spring applications. Cloud Foundry allows developers to provision apps in Java/Spring, Ruby/Rails, Ruby/Sinatra, JavaScript/Node, and leverage services like MySQL, MongoDB, Redis, Postgres and RabbitMQ. It can be used as a public PaaS on CloudFoundry.com and other service providers (ActiveState, AppFog), to create your own private cloud, or on your laptop using the Micro Cloud Foundry VM. In this talk, Josh will describe the tools available for Spring application developers using Cloud Foundry: STS (Spring Tool Suite) Cloud Foundry Plugin, the Cloud Foundry Maven plugin or the vmc command line. Josh will also describe how Cloud Foundry exposes service information to applications, and the various options Spring app developers have to leverage these services:

- * using the auto-reconfiguration mechanism that allows using services without any modifications to the app
- * using the "cloud" namespace to have an explicit control over consuming services
- * combining the profile support in Spring 3.1 with the "cloud" namespace to create applications that allow explicit control over services, while allowing applications to run locally or in Cloud Foundry without any change.

The talk will include demos of the Spring app development lifecycle with Cloud Foundry: local development with STS, local deployment to Micro Cloud Foundry for testing, deployment to CloudFoundry.com.

The Future of the Java Platform: Java SE 8 & Beyond, Simon Ritter

With the recent release of Java SE 7 the Java platform is back on the move, addressing the needs of developers as platforms and applications change. This session will briefly recap recent developments in Java SE 7 and the Java Community Process before moving onto the current ideas for features in Java SE 8. Discussions are underway within Oracle about the main themes for Java SE 9 and beyond. We'll conclude with a look at some of the features that are being considered for inclusion in versions of Java as far forward as Java SE 12.

"Every Rose Has Its Thorn": Taming automated tests beast., Wojciech Seliga

Automated tests are just great, right? All kinds: unit, UI, functional, integration, acceptance.

Really?

They are your responsibility, they have to be maintained, they are your baggage too, they may slow down your project to a halt, they can doom you ... unless you are careful and think instead of act blindly.

This session shows various common but costly mistakes and misconceptions around automated tests on various abstraction levels which often lead to serious problems in software projects – especially those long-lived where a lot of automated tests get accumulated over years.

The presentation demonstrates those practices, design decisions and organizational changes which helped us steer our projects through the waves of automated tests hell. A lot of examples and remedies base on my experience with Atlassian JIRA – a Java-based product developed now for about 10 years with many thousands of automated tests on various levels of abstractions and using various technologies.

17:50 - 18:50

BOF: Cleaner APIs, Cleaner UIs with Visage, Stephen Chin

Visage is a JVM language designed specifically for UI development, with special syntax for hierarchically describing UIs, binding data and behavior, and representing UI specific concepts such as animation, layout, and styles. It also is a full-featured language with a full compiler tool-chain, static compilation to JVM bytecodes, and IDE plug-ins. This talk will demonstrate how to use the Visage language to build UIs for JavaFX 2.0, Apache Pivot, Vaadin, and other Java-based UI platforms. Find out how you can take control of your UI development by writing cleaner, more maintainable UI code using the Visage language in your existing Java projects.

BOF: Spring and CloudFoundry, Josh Long

Meet Spring and CloudFoundry expert and ask any question you have around Spring or CloudFoundry.

BOF: O klientie, który wie, czego chce – czyli codzienne sprawy między biznesem a IT (Polish), Michał Bartyzel

W niezliczonych ilościach departamentów i działów, analitycy, programiści, marketingowcy i sprzedawcy wciąż zadają sobie te same pytania: O czym on/ona mówi? Dlaczego mnie nie rozumie?

W trakcie sesji zastanowimy się nad tym, jak lepiej dogadywać się z tak zwanym Biznesem, a pierwszym krokiem będzie przyjrzenie się przekonaniom, o których prawdziwości jesteśmy absolutnie przekonani. Zapraszamy!

BOF: RFID systems security. A contactless use case, Multiple Speakers

Radio-frequency identification (RFID) is the use of a wireless contactless systems that use radio-frequency to transfer information.

Those systems are becoming more and more popular. They are used in payment systems, building access and benefits systems.

This new technology opens gates for innovating products but we can not forget about security.

The presentation shows the current applications of RFID systems, it's usage and complexity.

It also shows the security problems around RFID systems and demonstrates new methods for securing such systems.

Presentation also focuses on usage Java for accessing RFID based systems using ISO/IEC 14443 protocols.

BOF: TypeSafe stack 2.0 and Scala Community Talk, Rafał Wasielewski

As new JVM-based languages like Xtend are continually being introduced, how will these impact the success of Scala over time?

As Java itself introduces features like modules and lambdas, will Java programmers wishing to add the functional paradigm simply stick with Java?

There has been some debate in the Scala community about the need to add features versus keeping it lean. Can you give us a sense of where Scala is headed? Does Scala need to become a bloated multiparadigm and multipurpose language to be considered mainstream?

Typesafe was founded to provide a set of open source technologies called the Typesafe Stack.

Complementing the stack, we offer a Typesafe Subscription that adds certified builds, professional maintenance, support, and operations tools.

Stack 2.0: Akka, Play, and Scala

Typesafe Stack Version 2.0 contains three distinct technologies that work great together or separately:

Akka (an event-driven middleware), Play (a web framework), and Scala (a programming language). A common thread is our mission to modernize software development on the Java Virtual Machine.

Some of what you'll find in Typesafe Stack 2.0:

Strategies for working in a world of horizontal scale . Modern software plans for more cores and more machines, rather than faster single cores.

- An emphasis on developer agility, productivity, and enthusiasm . Developers want to work quickly and focus on business logic rather than boilerplate.

- Fewer bugs. The Typesafe Stack has tools to avoid bugs up front . For example, Akka helps you avoid tricky thread synchronization issues, and Scala helps you write side-effect-free, typesafe code with fewer opportunities for error.

- An emphasis on pragmatic interoperability . The Typesafe Stack APIs can be used from Java or Scala or both; and they can be adopted incrementally. It's as simple as adding some jars to your project.

We will discuss about Scala community and we find a time for a free form talk!

Day 2 (20th March, Tuesday)

9:00 - 10:00

Vaadin, Rich Web Apps in Server-Side Java without Plug-ins or JavaScript, Joonas Lehtinen

Get introduced to Vaadin open source web framework by its founder. The framework provides a desktop-like user experience on the web without writing any HTML, XML or JavaScript. The user interface is written completely in Java and run at the server-side. Applications are deployed as Servlets, Portlets or to Google App Engine and run in any modern web browser without plug-ins or applets.

Java-developers interested in writing rich desktop-like user interfaces for web should attend

- * no experience of web technologies is needed.

- * Get introduced to server-side RIA frameworks

- * Learn pros and cons compared to client-side RIA and Google Web Toolkit

- * Start writing beautiful web applications with Vaadin

JavaFX for Business Application Developers, Michael Heinrichs

JavaFX is an environment for building rich client applications. Using a scenegraph at its core and providing many advanced features, e.g. effects, animations, media-support, it greatly simplifies the task of implementing expressive user interfaces with engaging user experience. The API is entirely provided as a Java API making it also available for other programming languages that run on top of the JVM.

This talk focuses on functionality in JavaFX, that is usually most interesting for business application developers, e.g. working with the SceneBuilder for rapid UI development, using layouts, UI controls with data-binding, CSS styling, and FXML. All concepts will be explained and demoed using a JavaFX client for a JavaEE 6 application.

After this talk you will have a good idea of how JavaFX can help you write more compelling user interfaces for your business applications efficiently.

Agile, Lean and Startups practice & principles to create the ultimate value creation machine, Barry O'Reilly

Startups. 4 people in a room changing the world. Fluid, optimised, responding dynamically to changes in the product based on detailed customer data to drive value and build their proposition. No bureaucracy, no waste just beauty.

Agile. 10 people in a room fighting an organisation. A system, bloated, ridged and wasteful. Challenging a business to change its perspective on product development and deliver amazing products.

While it sounds like Cinderella and the ugly sister both have lessons to learn from one another. Principles are as important and useful in established companies as they are in the startup world. Lean Startup isn't just about how we can create an amazing product - it's about how we can learn from the results of our efforts to improve everything we do. Agile is an iterative, incremental approach to software development. Lean is a customer focus value creation process.

They are all ultimately searching for an answer to the question 'How can we learn more quickly what works, and discard what doesn't'?

This presentation reviews all approaches to seek to leverage all disciplines to the achieve the ultimate outcome.

GEB - Very Groovy browser automation, 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.

In this session we'll explore the foundations of Geb and illustrate how it uses the language features of Groovy to make web automation and testing productive and effective. After exploring the basics we'll explore Geb's rich Content DSL and discuss patterns for achieving maintainable tests. We'll also look at how it combines with Spock, the Enterprise ready testing framework, to enable low cost executable specifications that describe user behaviour, not browser details.

9:00 - 12:00

Workshop: Java EE 6 = Less Code + More Power, Arun Gupta

The Java EE 6 platform allows you to write enterprise Java applications using much lesser code from its earlier versions. It breaks the "one size fits all" approach with Profiles and improves on the Java EE 5 developer productivity features. Several specifications like CDI, JSF 2, JAX-RS, JPA 2, and Servlets 3 make the platform more powerful. It also enables extensibility by embracing open source libraries and frameworks such that they are treated as first class citizens of the platform. This hands-on lab will explain the Java EE 6 key concepts and specifications using NetBeans and GlassFish.

10:10 - 11:10

Economic Games in Software Projects, Matthew McCullough

The full title of this talk reveals its grand aims: Game Theory and Software Development: Explaining Brinksmanship, 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.

Then, with a good Game Theory vocabulary under your belt, several standard games are studied in a manner that will allow you to better manipulate the inputs. These games are present in web framework choices, project planning and estimation, and even team decisions on which bug to solve first. With a good understanding of Game Theory, you'll be able to understand and influence what you previously labeled 'irrational behavior.' It turns out to be far from irrational when examined in the context of self-preservation. Once these behaviors are understood, you will be able to ethically influence the outcomes to your personal and corporate advantage.

What is so cool about Android. 4.x, Lars Vogel

Android 4.0 finally merges the source tree for Handsets and Tablets. In this session we will look at the ActionBar, Fragment Support and Drag and Drop and look why these concepts are useful for Android developers.

If time permits we also have a look at the new APIs as for example Calendar and the social API and ViewPager.

Micro services - Java, the Unix Way, James Lewis

"Write programs that do one thing and do it well. Write programs to work together" was accepted 40 years ago yet we have spent the last decade building monolithic applications, communicating via bloated middleware and with our fingers crossed that Moore's Law keeps helping us out. There is a better way.

Micro services. In this talk we will discover a consistent and reinforcing set of tools and practices rooted in the the Unix Philosophy of small and simple. Tiny applications, communicating via the web's uniform interface with single responsibilities and installed as well behaved operating system services. So, are you sick of wading through tens of thousands of lines of code to make a simple one line change? Of all that XML? Come along and check out what the cool kids are up to (and the cooler grey beards).

This is a talk about building micro-services using simple java tools <warning: contains some Architecture>

Hibernate puzzlers, Patrycja Węgrzynowicz

Hibernate is an elegant, straightforward, and easy to use library. This is undeniably true for simple domain models. What about more complex ones? It turns out that in case of complex domain models we usually run into interesting hibernate issues relating to performance or correctness.

Here, we will present several puzzles from hibernate and JPA to illustrate tricky use cases that have interesting side-effects, lead to incorrect behavior, or impose significant performance overhead. Come and see if you can solve them.

11:30 - 12:30

Concurrency without Pain in Pure Java, Venkat Subramaniam

Programming concurrency has turned into a herculean task. I call the traditional approach as the synchronized and suffer model. Fortunately, there are other approaches to concurrency and you can reach out to those directly from your Java code. In this presentation we will discuss the actor based concurrency and also the software transaction memory. We will then develop examples using AKKA and compare the power of these approaches in contrast to the traditional approach.

Play 2.0, a Web framework for a new era, Sadek Drobi

The Play framework revolutionized the Java Web application development, by bringing back simplicity and agility contrasting the so-called standard way of writing enterprise applications. Moving forward, technology and the Web have evolved. The Web has become the central point of all applications. The whole Web architecture is fast moving towards real-time, and the emerging requirements of project profiles have put into question the classic assumptions, like SQL as the exclusive datastore technology. At the programming language level we've witnessed some monumental changes with several JVM languages, including Scala, gaining popularity. In this talk I will introduce Play 2.0 a Java and Scala Web application framework, its asynchronous model, its extensibility, its scalable architecture and how does it address tomorrow challenges.

Agile Design, Paweł Lipiński

Software design is a tricky thing. Depending on a team and a project management method it may mean different things. Some teams do detailed design, with lots of UML diagrams and discussions on design patterns. Others say that TDD is enough and the proper design should emerge during the work. During the presentation I will show a blend of these that works for me. I will tell you when do I do up-front design, what kind of patterns do I choose, when do I rely on TDD only, and how I try to mix these approaches to make both my work and the software design agile.

Ścisły przewodnik po aspektach miękkich dla ekspertów IT (Polish), Sławomir Sobótko

Tak zwane "miękkie" kompetencje nie są siłą stroną nas - "informatyków" (dla niektórych z nas to słowo jest tak samo obraźliwe jak określenie znachor dla lekarza).

Podczas prezentacji będę chciał przekonać Was, że materię miękką daje się w pewnym zakresie zanalizować, zamodelować, skatalogować i sparametryzować - czyli w pewnym stopniu okiełznać i wykorzystać do własnych celów.

Wszyscy dążymy do miana eksperta w swoim fachu, dlatego na wstępie przyjrzymy się jednemu z modeli rozwoju kompetencji, prowadzącemu do poziomu eksperta aby stworzyć model postaw i strategii jakimi posługuje się ekspert. Następnie zajrzymy w głąb umysłu eksperta aby zrozumieć zachodzące w nim procesy. Przyjrzymy się umysłowi zarówno na poziomie "sprzętowym" jak i funkcjonalnym.

Na poziomie sprzętowym poznamy mechanizm tykania wewnętrznego zegara czasu oraz wpływ hormonów stresu na działanie tegoż mechanizmu (poczucie upływu czasu, ale również wpływ na motywację wewnętrzną). Przyjrzymy się kilku modelom architektonicznym mózgu, w tym modelowi 2 procesorów wykonujące odmienne (komplementarne) wraz z technikami aktywacji procesora Rich, który jest zdecydowanie zbyt wycofany w naszej branży.

Na poziomie funkcjonalnym przyjrzymy się strategiom uczenia się, których zrozumienie pozwala zoptymalizować wydatek energii poświęcany na własny rozwój. Przedstawię również kilka typowych dla naszej branży strategii podejścia do modelowania problemów i typowych błędów kognitywnych.

W drugiej części prezentacji przełączymy perspektywę zmieniając optykę z jednostki na grupę (zespół). Przedstawię kilka popularnych typologii osobowości z uwzględnieniem ich wpływu na rolę w zespole, optymalne zadania, komunikację i motywację - wszystko dostosowane do naszego profilu osobowości.

13:30 - 14:30

Continuous Delivery Best Practices, Ken Sipe

There is a new "movement" in software development circles called DevOps. It is about the automation of development best practices as well as the automation of the deployment pipeline. Answer this question, "How long does it take your organization or team to push 1 line code of change into production?" That's what this session is all about.

See what LinkedIn is doing... a company who is pushing production releases multiple times a day. Their approach may not be best for you, but we can learn from it. This session will look at all aspects of automating the delivery pipeline with a focus on "Continuous Delivery", a term coined in the Agile Manifesto.

Smarter Testing with Spock, Luke Daley

Spock is a developer testing framework for Java and Groovy applications. Even though it is fully JUnit-compatible on the outside, Spock isn't just another JUnit clone - its goal is to take developer testing to the next level! With its Groovy-powered and highly expressive testing language, Spock boosts productivity and brings back the fun to testing.

In the first part of this session, Spock's approach to state-based, data-driven, and behavior-based testing will be demonstrated. Next, we will explore some of Spock's extensions, in particular the Grails plugin and the Spring TestContext Framework integration. Finally, we will look under the covers of Spock and write our own extension. Along the way, expect to see lots of code and live demos.

Java, Kinect and Gestural Interfaces, Simon Ritter

The Kinect has delivered a low cost sensor aimed at games playing without a physical controller. From the beginning people have been hacking the Kinect and using it for all sorts of weird and wonderful applications. This session will look at how the Kinect sensor can be used from Java applications using an open source API. We'll also look at how the Kinect can be combined with other sensors like accelerometers, bend sensors and a compass to create a truly immersive application. The session will include plenty of exciting demos using JavaFX and JMonkeyEngine to drive the user interface.

8 klasycznych technik programistycznych leżących u podstaw nowoczesnej inżynierii oprogramowania (Polish), Sławomir Sobótko

Zdobycze współczesnej inżynierii oprogramowania są niczym innym jak syntezą sprawdzonych i ugruntowanych technik klasycznych. Przykładowo Domain Driven Design to profilowanie analizy i projektowania Object Oriented stricte na potrzeby systemów biznesowych. Command-query

Responsibility Segregation to naturalny wynik ewolucji klasycznych architektur warstwowych.

Niejednokrotnie bywa tak, że zespoły projektowe nie mogą pozwolić sobie na drastyczną zmianę metodyki tworzenia systemu obciążonego garbem historii.

Podczas prezentacji będę chciał przekonać uczestników, że o ile nagle zmiana metodyki może być kłopotliwa, to bez problemu możemy czerpać z DDD i CqRS poszczególne techniki po to aby metodą małych kroków zmieniać jakość kodu.

Myślą przewodnią prezentacji jest następująca teza: myślenie inżynieryjne (zdefiniujemy czym jest myślenie w stylu inżyniera) jest ważniejsze niż narzędzia i metodyka i brak tego stylu myślenia jest głównym powodem problemów technicznych w naszej branży.

Podczas prezentacji będą przedstawiane kolejne techniki programistyczne w odniesieniu do ich dosłownych odpowiedników ze świata inżynierii ładowej i mechaniki konstrukcyjnej. Innymi słowami będziemy inspirować się dokonaniem branży, które są nieco bardziej dojrzałe aby dostrzec, że pewne klasy problemów posiadają sprawdzone style rozwiązań.

Podczas prezentacji zostaną przedstawione następujące techniki programistyczne:

- * adaptacja nieodpowiednich interfejsów: Value Objects jako adapter typów technicznych do koncepcji biznesowych; wpływa na testability
- * modelowanie ról i dynamicznych odpowiedzialności obiektów; podejście Extension Objects i Role Object
- * wariacja zachowań: Strategy Design Pattern jako odpowiednik funkcji; wpływ na testability
- * coupling - epicentrum wstrząsów w projekcie. Teoria trzech rodzajów couplingu oraz jego hermetyzacja w fabrykach.
- * zdarzenia - nie tylko kliknięcia w buttony. Zdarzenia jako część modelu biznesowego; wykorzystanie w celu uzyskania: skalowania, wydajności, decouplingu kontekstów, składowania modelu behawioralnego, budowy architektury pluginowej
- * maszyna stanów - naturalny model dla wielu problemów biznesowych
- * specyfikacje - jedyny racjonalny sposób na modelowanie złożonych, dynamicznych reguł; wpływ na testability
- * wizytator - sposób na instrukcje switch

13:30 - 17:00

Workshop: Exploring parallel programming in Java, Wolf Schlegel

In order to gain performance improvements from multicore processors, software needs to use multiple threads or multiple processes. With the fork-join framework, Java 7 introduces an addition to the Java concurrency package that supports parallel programming in Java.

When developing software using a parallel framework, the resulting design is likely to differ from a solution that has been developed in a single-threaded style. This session explores how parallel programming affects the design of software. It also allows participants to reflect on the impact of parallel programming on unit testing and test driven development.

After an introduction into the new concurrency classes coming with Java 7, participants work on three exercises. One of the exercises is about refactoring an existing single-threaded design to take advantage of the fork-join framework.

Participants should have a working knowledge of Java and come along with Java 7 installed on their machines.

Participants will gain hands-on experience with Java's new fork-join framework and understand its impact on unit testing and test driven development.

After an introduction into the new Java concurrency classes, participants form small groups or pairs to explore the exercises collaboratively.

14:40 - 15:40

What's new in Groovy 2.0?, Guillaume Laforge

After a quick look at the key features of Groovy 1.8, including more readable Domain-Specific Languages, concurrency capabilities with the GPars library, and built-in JSON support, we'll dive right into the most important features of Groovy 2.0!

A lot of the Groovy users are using the language as a Java scripting language, or sometimes as a better Java. First of all, not all of them need the dynamic capabilities, nor do they need all the library improvements provided by Groovy. For the latter, Groovy becomes more modular with smaller core modules that you can compose. For the former, in addition to its usual dynamic features, Groovy 2.0 adds static type checking, allowing you to ensure the correctness of your code before it ships and quickly spot early errors at compile time.

Also, not everybody needs dynamic features at all times, and the natural extension to static type checking is static compilation. With static compilation, Groovy 2.0 generates fast and performant bytecode like Java, and shields key parts of your code base from possible interferences of dynamic features, making critical paths both faster and immune to monkey patching. But when you need fast and performant dynamic logic, Groovy 2.0 also features the integration of the "invoke dynamic" support coming up with JDK 7 and beyond.

Mastering Java bytecode with ASM, Anton Arhipov

At first sight Java bytecode can seem an obscure piece of low-level magic. But there are tons of open-source Java frameworks in the wild that do bytecode instrumentation and all kind of magic. What if you'd like to contribute or fix a bug? Understanding Java bytecode may appear quite helpful once you have to solve problems that are related to binary weaving of Java classes, and some things you can do are just plain freakin' cool. This talk will introduce you the JVM and bytecode basics using live coding demo with ASM (<http://asm.ow2.org/>) and creating a cool application live.

Building hybrid mobile apps for iOS and Android with PhoneGap and JQueryMobile, Martin Burlinski

Java has delivered "write once, run anywhere" to the world of desktop software development. Can the same be done for mobile platform? Join us to explore how to use PhoneGap and JQueryMobile in an attempt to achieve the same for iOS and Android. During this talk we will build a hybrid application that will run on both platforms and have the non-trivial ability to access device's native APIs.

Dekonstrukcja architektury w czasach kryzysu (Polish), Jarosław Pałka

Napięte terminy, budżety na ścisłej diecie, eksplodujące metryki KLOC,CC,RFC, mgławice technologii, paradygmatów oraz manifestów. Rozproszony zespół, "nonsensownie" wielkie i złożone systemy. Czy w dobie globalnego kryzysu finansowego, jesteśmy też świadkami (a być może też sprawcami) kryzysu w naszej branży? Kryzysu, który ma o wiele dalej wciągające konsekwencje.

Podczas prezentacji spróbujemy zrozumieć czym jest kryzys architektury systemów IT, jakie są jego źródła i konsekwencje. Spróbujemy też wyjrzeć poza nasz "ogródek", i poszukać rozwiązań korzystając z "myślenia systemowego" i "teorii systemów złożonych". Przeglądniemy się archetypom systemów, zrozumiemy czym charakteryzują się "złożone systemy" i jakie rozwiązania proponują prezentowane podejścia. Czy zamiast analizować kolejne linijki kodu, próbując zrozumieć intencje autora, możemy usprawnić nasz system, niekoniecznie paraliżując nasz system nerwowy. Czy znajomość własności hierarchii systemów, źródeł tzw. "emerging behaviours" pozwoli nam uniknąć problemów w przyszłości. Czy może zamiast poznawać kolejne języki programowania, paradygmaty które z czasem przemijają lub okażą się niekompletne nie powinniśmy zainwestować naszego czasu w zgłębienie natury rzeczy? Natury "systemów" i ich "złożoności.

16:10 - 17:10

Scala for the Intrigued, Venkat Subramaniam

Scala is a statically typed, fully OO, hybrid functional language that provides highly expressive syntax on the JVM. It is great for pattern matching, concurrency, and simply writing concise code for everyday tasks. If you are a Java programmer intrigued by this language and are interested in exploring further, this section is for you. We will go through a rapid overview of the language, look at its key strengths and capabilities, and see how you can use this language for your day-to-day programming. This session will be coding intensive, so be ready for some serious Scala syntax and idioms.

Infinispan in 60 minutes, Manik Surtani

So you've heard about this cool Infinispan project and want to know what it is all about? Then this is definitely for you! Manik Surtani will give you an overview of the Infinispan ecosystem from which you'll take home:

- * what is Infinispan
- * the main use cases and how you can benefit from it
- * adding scalability and performance to data-centric applications using a distributed in-memory grid
- * its key features and differentiators in the data grid world

Designing for Mobile, Nathaniel Schutta

The word just came down from the VP - you need a mobile app and you need it yesterday. Wait, you've never built a mobile app...it's pretty much the same thing as you've built before just smaller right? Wrong. The mobile experience is different and far less forgiving. How do you design an application for touch? How does that differ from a mouse? Should you build a mobile app or a mobile web site? This talk will get you started on designing for a new, and exciting, platform. Whether that means iPhone, Android, Windows Phone or something else, you need a plan, this talk will help.

Developing for Web, In Web - Eclipse Orion, Szymon Brandys

Orion is an open tool integration platform entirely focused on developing for the web, in the web. It is one of the rookie projects of the year according to Black

Duck Software and a nominee for Most Innovative Project by Eclipse Foundation.

If you want to start developing in Web without installing any tools on your laptop or mobile device, Orion is for you. Hear about its current state, the design and plans for this year. See how you can extend it with additional capabilities including support for new languages or integrate it with other well-known services.

See wiki.eclipse.org/Orion for more information about Orion.

17:20 - 18:20

BOF: Groovy and Grails Meetup, Multiple Speakers

Meet and chat with Groovy and Grails gurus.

Groovy/Grails - Guillaume Laforge

Geb - Luke Daley

Gradle - Szczepan Faber

BOF: NoSQL and Data Grid, Manik Surtani

The purpose of this BoF is to discuss both NoSQL storage engines as well as in-memory data grids, discuss common overlaps and points of convergence, and discuss standardisation across APIs, wire protocols, and storage formats, to aid greater acceptance in the software development community.

BOF: Game Development with JavaFX, Michael Heinrichs, Simon Ritter

JavaFX is an environment for building rich client applications. Using a scenegraph at its core and providing many advanced features, e.g. effects, animations, media-support, it greatly simplifies the task of implementing expressive user interfaces with engaging user experience. The API is entirely provided as a Java API making it also available for other programming languages that run on top of the JVM.

During this BOF, a game will be developed that uses the new JavaFX 2.0 library. Starting with an empty project, step by step all parts are coded live while the underlying concepts are explained. At the end of the talk, we will have covered all fundamental components of the JavaFX library (e.g. scenegraph, animation, events, bindings) including example code that uses these components.

After this talk you will have a good impression of what developing with JavaFX 2.0 feels like.

BOF: Beautiful failures, Jakub Nabrdalik

"There is nothing either good or bad but thinking makes it so." William Shakespeare's Hamlet

We often come back from conferences like this full of good ideas, great examples and high hopes. Then we try to implement those freshly learned, fabulous concepts in our everyday work. Sometimes they work just like advertised. And sometimes they're like Dr Jekyll turning into Mr Hyde.

We'd like to talk about our failures with well recognized, highly recommended stuff. We would like to talk about why it happened, and what have we learned from that. There is nothing good or bad without a context, and we would like to share the circumstances under which things don't work.

Things like:

- * shared responsibility
- * self organized teams
- * gamification
- * open source
- * standards
- * metaprogramming
- * 'enterprise' technologies

We would like you to hear your stories. Let's learn from each other's mistakes.

Disclaimer: all projects we'll be talking about eventually ended up successfully ;)

Day 3 (21st March, Wednesday)

9:00 - 10:00

Integrating JVM Languages, Venkat Subramaniam

Quite a few languages have raised to prominence on the JVM. A frequently asked question is about integrating Java code with these. This session answers that very specific question. Learn how to integrate code written in Java, Clojure, Scls, and Groovy. We will discuss both language level integration and architectural boundaries.

Static Code Analysis and AST Transformations, Hamlet D'Arcy

The goal of static analysis is to let your computer find the bugs and problems in your code before your customers do.

This session covers several popular and open-source static analysis tools available in the Java ecosystem today, and shows how we can use them to improve the quality of our software projects. We'll take a look at IntelliJ IDEA's static analysis capabilities as well as other projects like CodeNarc, PMD, AndroidLint, and Groovy 2.0. We'll also take a deep dive into how these tools are built, and how they use a compiler's Abstract Syntax Tree to work their magic.

The Mobile App Smackdown: Native Apps vs. The Mobile Web, Nathaniel Schutta

Mobile is the next big thing and your company needs to there. But what does there actually entail? Should you build a native app? On which platforms? Do you have the skills for that? What about the web? Can you deliver an awesome experience using nothing but a mobile web browser? This talk will help you navigate these treacherous waters. We'll discuss the pros and cons of the various approaches and give you a framework for choosing.

Mobile is the next big thing and your company needs to there. But what does there actually entail? Should you build a native app? On which platforms? Do you have the skills for that? What about the web? Can you deliver an awesome experience using nothing but a mobile web browser? This talk will help you navigate these treacherous waters. We'll discuss the pros and cons of the various approaches and give you a framework for choosing.

(map Clojure everyday-tasks) - Clojure for real-world, day-to-day programming, Jacek Laskowski

Clojure is often described as a small Java library for some concurrency improvements. It's not easy to write a proper concurrent application on JVM and any help in this area is always warmly welcome. In general, Clojure is a Lisp-like functional programming language that runs on the Java Virtual Machine (JVM). During this presentation I'm going to show the language as a tool to build standalone as well as web applications. Many problems are much easier solved by functional

paradigm and not only does it give considerable time savings for its concise, almost free-rule syntax, but also for its take on concurrency. OOP techniques like polymorphism, encapsulation, design patterns and many more are a part of the language, despite it being functional language and seem extendable on an unprecedented scale, e.g. multiple dispatch. I'm going to show it using idiomatic Clojure code to tackle real-world, everyday programming challenges that ultimately turn out not to be so. The presentation is more practical than theoretical one, so be prepared for intense Clojure programming session. You'll be surprised how easy it is to use the small Java library called Clojure and make it your language of choice for the years to come. It's really that easy, and you'll have a chance during the presentation.

Lift from a JEE perspective, Andreas Krogh

How does Lift play with the JEE-stack? How to leverage value of existing frameworks in the JEE stack using Lift. How does Lift play together with common frameworks like JSF, Struts2, Spring and JPA? How to implement DomainDrivenDesign using JPA and JSR-303 validation using the Lift/Scala combination. In this presentation, Andreas Krogh tries to answer these questions with an example application and shows how Lift can co-exist with other frameworks and make the migration-path easier for anyone considering switching an existing JEE application to Lift.

10:10 - 11:10

MongoDB: Scaling Web Application, Ken Sipe

Google "MongoDB is Web Scale" and prepare to laugh your tail off. With such satire, it's easy to pass off MongoDB as a passing joke... but that would be a mistake. The humor is in the fact there seems to be no end to those who parrot the MongoDB benefits without a clue. This session is about getting a clue.

Get past the hype and hyperbole associated with NoSQL. This session will introduce MongoDB through live working sessions demonstrating the pros and cons of MongoDB development. The session will then focus on a recent short project focused on large scale. We'll discuss database design to support high scale read access. Throughout this case study we will discuss the consequences of the MongoDB choice. The session will finish with a review of the production topology to support growth in scale.

Gerrit, Luca Milanese

Gerrit is the Git repository and code-review engine behind the Google Android Development process, used by over hundreds of thousands of developers so far worldwide. Gerrit started as a simple code-review system used internally in Google, built from the experience of Google Mondrian (made by Guido van Rossum) and applied to Git SCM.

Gerrit revolutionised the way you organise your Git development by providing a natural and effective way to integrate patches, socialise with your team changes and define a workflow to promote code from prototype stage to production release.

Gerrit has a large ecosystem of integrations, starting from Jenkins build triggers to code-changes association with Jira artifacts.

See it in action and learn from Luca how to get started with Gerrit. You can make your development lifecycle better from now!

JavaFX 2.0 and Scala, Like Milk and Cookies, Stephen Chin

JavaFX 2.0 is the next version of a revolutionary rich client platform for developing immersive desktop applications. One of the new features in JavaFX 2.0 is a set of pure Java APIs that can be used from any JVM language, opening up tremendous possibilities. This presentation demonstrates the benefits of using JavaFX 2.0 together with the Scala programming language to provide a type-safe declarative syntax with support for lazy bindings and collections. Advanced language features, such as DelayedInit and @specialized will be discussed, as will ways of forcing prioritization of implicit conversions for n-level cases. Those who survive the pure technical geekiness of this talk will be rewarded with plenty of JavaFX UI eye candy.

Acceptance Test Driven Development with Arquillian, Bartosz Majsak

We all know that unit tests are great, but relying only on them is most of the times just an illusion of safety. Eventually we need to verify how our components are interacting or whether running in the target environment does not end up with some unexpected behaviour. Last but not least it all amounts to whether your application is providing the end user what he or she is really expecting. But how can Arquillian help us saving our users from frustration and keep them sane?

Along this journey we will see that the Arquillian ecosystem is way more than just integration testing. We will dive into the concept of ATDD and demonstrate how to build higher-level, end-to-end functional tests using the Arquillian Drone extension together with a WebDriver's concept called Page Objects. This concept makes our tests cleaner by providing reusable web testing components. To make it even better we will sugar coat our tests with a Groovy DSL for Behaviour Driven Development.

If you care about quality of your software you definitely shouldn't miss this talk!

Leading Individuals, Tomasz de Jastrzebiec Wykowski

Why people behave and react so differently? Why it's so hard for them to do what they're told to? Why it's so difficult to manage, motivate and change them? Why they just cannot learn the "people skills"? And finally, what statistical variation has to do with people's achievements and why you should abandon performance appraisal? If you'd like to hear answer to any of those questions join Tomasz in his walk through different science disciplines from statistical process control through psychology to cognitive science. This talk, based on researches, experiments, theories and experiences, explains some of the reasons behind people's behaviors, what drives them, what factors are impacting their effectiveness at work and why some of traditional methods does not work. Finally, you'll leave the session knowing how to make working and living together with others little easier.

11:30 - 12:30

The Three Laws of Test Driven Development, Robert C. Martin

The jury is in, the case is closed. TDD works, and works well. In this talk Uncle Bob makes the point that TDD is not a testing technique at all. Rather, TDD is a way to ensure good architecture, good design, good documentation, and that the software works as the programmer intended. TDD is a necessary discipline for those developers seeking to become professionals. This talk is half lecture and half demonstration. Examples are in Java and Junit.

Challenges in maintaining a high performance search engine written in Java, Simon Willnauer

During the last decade Apache Lucene became the de-facto standard in open source search technology. Thousands of applications from Twitter Scale Webservices to Computers playing Jeopardy rely on Lucene, a rock-solid, scaleable and fast information-retrieval library entirely written in Java.

Maintaining and improving such a popular software library reveals tough challenges in testing, API design, data-structures, concurrency and optimizations. This talk presents the most demanding technical challenges the Lucene Development Team has solved in the past.

It covers a number of areas of software development including concurrency & parallelism, testing infrastructure, data-structures & algorithms, API designs with respect to Garbage Collection and Memory efficiency and efficient resource utilization.

This talk doesn't require any Apache Lucene or information-retrieval background in general. Knowledge about the Java programming language will certainly be helpful while the problems and techniques presented in this talk aren't Java specific.

HTML5 For Developers, Nathaniel Schutta

Wonder what all the fuss is about HTML5? This session will show you how to leverage HTML5 in the applications you are building today. We'll start with a gentle overview describing just what HTML5 is all about and then we'll delve into the details. We'll look at the new elements HTML5 brings to the table, why canvas isn't just something you find in the art department, how geolocation can find Waldo and much much more.

After a brief overview, we'll talk all about feature detection then jump into web forms. We'll discuss the new elements that HTML5 brings to our toolbox. After a spin around the canvas API, we'll touch on geolocation, local storage/offline and finish up web sockets.

Gradle plugins - build automation evolved, Szczepan Faber

We'll kick off with a quickie intro to Gradle, powerful yet flexible build system for the jvm platform. Then we'll take a deeper dive into the Gradle plugins API. You'll learn how to develop plugins, the different ways to organize and distribute plugins, and the way you should use plugins as means of extending the Gradle DSL to describe your build domain in a concise and idiomatic way. Expect lots of interactive coding and little slides.

The Java EE 7 Platform: Developing for the Cloud, Arun Gupta

This talk introduces the Java EE 7 platform, the latest revision of the Java platform for the enterprise. The focus of Java EE 7 is on the cloud, and specifically it aims to bring Platform-as-a-Service providers and application developers together so that portable applications can be deployed on any cloud infrastructure and reap all its benefits in terms of scalability, elasticity, multitenancy, etc. The existing specifications in the platform such as JPA, Servlets, EJB, and others will be updated to meet these requirements.

Furthermore, Java EE 7 continues the ease of development push that characterized prior releases by bringing further simplification to enterprise development. It also adds new, important APIs such as the REST client API in JAX-RS 2.0 and the long awaited Concurrency Utilities for Java EE API. Expression Language 3.0 and Java Message Service 2.0 will under go extreme makeover to align with the improvements in the Java language. There are plenty of improvements to several other components. Newer web standards like HTML 5 and Web Sockets will be embraced to build modern web applications.

This talk will provide a complete introduction to the Java EE 7 platform, including different components, and provide a roadmap.

13:30 - 14:30

Code Craft, Nathaniel Schutta

Despite what some developers think, we spend a lot more of our time reading code, code that was often written by someone that isn't around anymore. How do we deal with this common scenario without resorting to burning our predecessor in effigy? Better, how can we write code in such a way that our successors will reap effusive praise upon us at the mere mention of our name? During this talk, we'll read actual code discussing ways it could be improved. As we work through real examples, we'll explore the importance of patterns, principles like SOLID and SLAP and essential practices like unit testing and continuous integration.

14:40 - 15:40

How to Change the World, Jurgen Appelo

"How do I make my managers more Agile?"

"How can I convince developers to educate themselves?"

"How can I make customers more cooperative?"

"How do I start a European network of Agile and Lean practitioners?"

When transforming organizations and other social systems people usually encounter obstacles. And these obstacles very often involve changing other people's behaviors. Of course, we cannot really _make_ people behave in a different way. We also cannot really make people laugh, and we cannot really make people happy. But... we can certainly try!

This session is about Change Management 3.0. It is a new change management "super model" which views organizations as complex adaptive systems and social networks. The Change Management 3.0 supermodel wraps various existing models (PDCA, ADKAR, Adoption Curve and The 5 I's). It lists a few dozen hard questions that can help people in their attempts to change the behaviors of other people in an organization and beyond. No matter whether you are a manager, Scrum Master, Product Owner, software developer or writer, anyone will find it useful to know how to change the world around them.

16:00 - 17:00

Demanding Professionalism, Robert C. Martin

The vast majority of software developers have yet to learn the practices and disciplines that constitute professional behavior. That's because those practices have only just recently been defined. The software industry is barely fifty years old. It has taken nearly that long to figure out what software professionalism is. It is only in the last few years that a set of generally accepted software practices have been defined. But now they are here, and it's time for management to demand that professional behavior. In this talk, Robert C. Martin will describe these disciplines, and practices, and will discuss how to raise the professionalism bar in your projects and teams.

Speakers

Jurgen Appelo



Jurgen Appelo is a writer, speaker, trainer, entrepreneur, illustrator, developer, manager, blogger, reader, dreamer, leader, freethinker, and... Dutch guy.

Since 2008 Jurgen writes a popular blog at www.noop.nl, which deals with development management, software engineering, business improvement, personal development, and complexity theory. He is the author of the book *Management 3.0: Leading Agile Developers, Developing Agile Leaders*, which describes the role of the manager in agile organizations. He is also a speaker, being regularly invited to talk at business seminars and conferences around the world.

After studying Software Engineering at the Delft University of Technology, and earning his Master's degree in 1994, Jurgen Appelo has busied himself starting up and leading a variety of Dutch businesses, always in the position of team leader, manager, or executive. Jurgen has experience in leading a horde of 100 software developers, development managers, project managers, business consultants, quality managers, service managers, and kangaroos, some of which he hired accidentally.

Nowadays he works full-time developing innovative courseware, books, and other types of original content. But sometimes Jurgen puts it all aside to do some programming himself, or to spend time on his ever-growing collection of science fiction and fantasy literature, which he stacks in a self-designed book case. It is 4 meters high.

Jurgen lives in Rotterdam (The Netherlands) -- and sometimes in Brussels (Belgium) -- with his partner Raoul. He has two kids, and an imaginary hamster called George.

Talk(s):

How to Change the World

Training: Management 3.0: Agile Leadership Practices

Anton Arhipov



Software Engineer and JRebel Product Lead at ZeroTurnaround. Professional interests include programming languages, middleware and tooling. Anton is also the Estonian JUG (www.jug.ee) leader and co-organizer of the large developer community in

Tallinn - Devclub.eu. Blogging at <http://arhipov.blogspot.com>. You can follow Anton at Twitter @antonarhipov

Talk(s):

Mastering Java bytecode with ASM

Michał Bartyzel



Michał Bartyzel is a consultant and trainer at BNS IT company. Every single day he works with software developers helping them dealing with legacy code and software architecture. His interests and experience covers domains such as: manufacturing execution, telecommunication, e-commerce and finances.

Michał effectively works for customers on business-IT communication issues.

His thoughts can be followed on twitter @MichalBartyzel or his blog <http://mbartyzel.blogspot.com>.

Talk(s):

BOF: O klientach, którzy wiedzą, czego chcą – czyli codzienne sprawy między biznesem a IT (Polish)

Szymon Brandys



Szymon is a software developer working for IBM Poland in Krakow. He leads a team working on the Platform Workspace components (http://wiki.eclipse.org/Workspace_Team). Recently along with his team he is involved in the Eclipse Orion project (<http://wiki.eclipse.org/Orion>).

Orion's objective is to create a browser-based open tool integration platform which is entirely focused on developing for the web, in the web.

Szymon is also an organizer of Eclipse Demo Camps in Krakow and speaker at conferences like EclipseCon and JDD.

Talk(s):

Developing for Web, In Web - Eclipse Orion

Andrey Breslav



Andrey is the lead language designer working on Project Kotlin at JetBrains. He started his career at Borland working on language implementations for MDA support. He spent a few years teaching in college and developed courses in Basics of OOP, Software Design and Programming Practice. Andrey joined JetBrains to start Project Kotlin in 2010. He serves as a Java Community Process expert in a group working on JSR-335 ("Project Lambda").

Andrey is a frequent conference speaker delivering talks at venues like OSCON, StrangeLoop and Devoxx.

Talk(s):

Kotlin: A cool way to program for JVM

Martin Burlinski



Martin Burlinski is a Software Developer Manager at Taleo Inc Poland. He has graduated from Computer Science at York University in Toronto, Canada. After a brief stint at IBM Canada he has decided to venture into a wild world of start-ups working for such famous companies as BeautifullyMisguided.com and Tucows. More recently he has been working for Taleo Inc, US and just now has transferred to Poland. He is a pragmatic software engineer and a great champion of open source solutions.

Talk(s):

Building hybrid mobile apps for iOS and Android with PhoneGap and JQueryMobile

Tomasz Cejner



Tomek is living two lives. In one life, he's Tomasz Cejner, program writer for a respectable software company, he has a social security, he pays his taxes, and he helps carry out garbage at home. The other life is lived in computers, where he goes by the hacker alias @tomekcejner doing iOS programming for fun, and explores virtually all buzzword technologies worth looking at. Fortunately for Enterprise Java world he didn't become a game programmer as he always wanted to be.

Talk(s):

Node.js: The Good, The Bad and The Ugly

Stephen Chin

Stephen Chin is a technical expert in client UI technologies, and Chief Agile Methodologist at GXS. He is lead author of the Pro Android Flash title and coauthored the Apress Pro JavaFX Platform title, which is the leading technical reference for JavaFX. In addition, Stephen runs the very successful Silicon Valley JavaFX User Group, which has hundreds of members and tens of thousands of online viewers, and also is co-organizer for the Flash on Devices User Group. Finally, he is a Java Champion, chair of the OSCON Java conference, and an internationally recognized speaker featured at Devoxx, Jazoon, and JavaOne, where he received a Rock Star Award. Stephen can be followed on twitter @steveonjava and reached via his blog: <http://steveonjava.com/>

Talk(s):

BOF: Cleaner APIs, Cleaner UIs with Visage

JavaFX 2.0 and Scala, Like Milk and Cookies

Luke Daley



Luke Daley is a Principal Engineer with Gradleware. At Gradleware Luke works to make Gradle an even better way to build and helps teams reach new levels of project automation and quality. When he's not working on Gradle, you'll find Luke hacking on other projects in the Groovy ecosystem like Grails (a Groovy web development framework), Spock (a next generation testing framework for the JVM) and Geb (a productivity focussed Groovy browser automation tool).

With a solid background in Enterprise Automation, Luke believes strongly that tools can and should empower software professionals to achieve and innovate, which puts him right at home at Gradleware.

Taking a break from the kangaroos and koalas of Australia, Luke is currently living the expat in London life and you'll often find him talking about Gradle and other topics at conferences and user groups throughout Europe and the World.

Talk(s):

GEB - Very Groovy browser automation

Smarter Testing with Spock

Hamlet D'Arcy



Hamlet D'Arcy has been writing software for over a decade, and has spent considerable time coding in C++, Java, and Groovy. He's passionate about learning new languages and different ways to think about problems. Hamlet is the founder of the Basel-based Hackergarten open source coding group, and regularly participates and speaks at local and international user groups and conferences. Hamlet is a committer on the Groovy and CodeNarc projects, and is a contributor on a few other open source projects (including JConch and the IDEA Groovy Plugin). He blogs regularly at <http://hamletdarcy.blogspot.com> and can be found on Twitter as HamletDRC (<http://twitter.com/hamletdrc>).

Talk(s):

Static Code Analysis and AST Transformations

Sadek Drobi



Sadek Drobi, CTO of Zenexity, a software engineer specialized in design and implementation of enterprise applications with a particular focus on bridging the gap between the problem domain and the solution domain. As a core Play developer, he works on the design and implementation of the framework.

twitter: @sachache blog: <http://sachache.tumblr.com> company: www.zenexity.com

Talk(s):

Non blocking, composable reactive web programming with Iteratees

Play 2.0, a Web framework for a new era

Szczepan Faber



Szczepan Faber is a busy crusader. He burns heretics of waterfall, gets rid of barbarians who shun developing proper Christian code or proper project automation (usually, both sins come together). He forged a powerful artifact called Mockito. The magical runes embedded in that weapon grant the bearer +3 to the unit testing skill and +5 to the developer happiness. Currently, Szczepan is busy getting Gradle 1.0 out, helping out enterprises with their project automation challenges in the meantime. Szczepan trained & practiced combat at ThoughtWorks/London and Sabre/Krakow. His diaries are hidden on the monkeyisland.pl. His and his team mates profiles can be found at <http://gradleware.com/team>

Talk(s):

Gradle plugins - build automation evolved

Arun Gupta



Arun Gupta is a Java evangelist working at Oracle. Arun has over 15 years of experience in the software industry working in the Java(TM) platform and several web-related technologies. In his current role, he works to create and foster the community around Java EE and GlassFish. He has been with the Java EE team since its inception and contributed to all releases. Arun has extensive world wide speaking experience on myriad of topics and loves to engage with the community, customers, partners, and Java User Groups everywhere to spread the goodness of Java.

He is a prolific blogger at <http://blogs.oracle.com/arungupta> with over 1200 blog entries and frequent visitors from all around the world with a cumulative page visits > 1.2 million. He is a passionate runner and always up for running in any part of the world. You can catch him at @arungupta.

Talk(s):

Workshop: Java EE 6 = Less Code + More Power

The Java EE 7 Platform: Developing for the Cloud

Michael Heinrichs



Michael Heinrichs has been part of the JavaFX development team right from its early days in 2008. During the early access phase until the release of JavaFX 1.0, he was part of the JavaFX Compiler team. After that he joined the JavaFX Mobile team where he was mainly responsible for performance tuning. In 2010 he became the technical lead for the core components of JavaFX: JavaFX Beans and Properties, the Binding API, the new collections and the Animation API.

Talk(s):

BOF: Game Development with JavaFX

JavaFX for Business Application Developers

Raffi Krikorian



At Twitter, @raffi leads the Applications Services group, the custodians of Twitter's core logic – his teams manage, amongst other things, the business logic, scalable delivery, APIs, and authentication of Twitter's application. Previously, he was the lead of the public APIs as well as being the one of those behind Twitter's Geospatial APIs.

Before Twitter he used to create technologies to help people frame their personal energy consumption against global energy production (Wattzon – Business Week's "Best Idea" 2008), and also ran a consulting company building off-the-wall projects. At one point, he used to teach at NYU's ITP (created the class "Every Bit You Make") and spent way too much time as a student at MIT and the MIT Media Lab (Internet 0 – Scientific American September 2004).

Talk(s):

Twitter: From Ruby on Rails to the JVM

Andreas Krogh



Andreas has 14 years experience doing commercial software-development. The last 13 years he has been working almost exclusively with JAVA and JEE. He recognizes the importance of maintainability of software and follows closely technologies and frameworks suitable for building web-applications, both front-end and back-end. He has been working with Scala for the past 3 years and has successfully migrating several larger projects away from application-servers and fragile JEE web-frameworks over to light-weight frameworks and web-containers using Scala+Lift. Andreas is a committer on the Lift framework and in February 2012 he co-founded Lift Co. to provide enterprise-grade support for the Lift-framework.

Talk(s):

Lift from a JEE perspective

Guillaume Laforge



Guillaume Laforge is the project lead of Groovy, the highly popular and successful dynamic language for the JVM. He co-authored Manning's best seller "Groovy in Action" with Dierk König, and is working for SpringSource (a division of VMWare) where he's hacking full time on cool and Groovy stuff. You can meet Guillaume at conferences around the world where he evangelizes the Groovy dynamic language, Domain-Specific Languages in Groovy, the agile Grails web framework or the Gaelyk lightweight toolkit for Google App Engine.

Talk(s):

What's new in Groovy 2.0?

Jacek Laskowski



Jacek Laskowski has been getting the gist of the Java Enterprise Edition (JEE) specification and its ecosystem for years and will surely be spending some more to come. He's a committer of Apache OpenEJB and Apache Geronimo. He's recently been very interested in functional languages and the decision to study a few ones - Clojure, JavaScript, JRuby and Scala - shapes his current self-learning activities. He's the founder and a co-leader of the Warszawa Java User Group (Warszawa JUG) that hosts the jvarsovia and warsjava conferences in Poland. He's a IT Specialist for WebSphere at IBM Polska. He blogs at his latest endeavours at <http://blog.japila.pl>.

Talk(s):

(map Clojure everyday-tasks) - Clojure for real-world, day-to-day programming

Sylvain Lebresne



Sylvain is a committer and PMC member on the Apache Cassandra distributed database working at Datastax. He used to work at Yakaz, a real-time classified ads web service, where he developed the storage infrastructure built on Cassandra. He holds a Ph.D in Computer Science from the University of Paris 7.

Talk(s):

The Apache Cassandra storage engine

Joonas Lehtinen



Joonas Lehtinen is one of the core developers of Vaadin, a Java-based framework for building business-oriented Rich Internet Applications (RIAs). Joonas has been developing applications for the web since 1995 with a strong focus on Ajax and Java. He is the founder and CEO of Vaadin Ltd.

Talk(s):

Vaadin, Rich Web Apps in Server-Side Java without Plug-ins or JavaScript

James Lewis



James Lewis is a Principle Consultant for ThoughtWorks based in the UK and a member of the ThoughtWorks Technical Advisory Board. James studied Astrophysics in the 90's but got sick of programming in Fortran. Fourteen years of DBA, Java development, software design and software architecture later, he believes that writing software is the easy part of the problem. Most of the time it's about getting people thinking right. Most recently, James has been spending his time helping ThoughtWorks' clients develop enterprise software as a coding architect and is particularly interested in the design of distributed systems and the web as middleware.

Talk(s):

Micro services - Java, the Unix Way

Paweł Lipiński



Paweł is a software architect and an agile coach. For over ten years he has been working in the design, development, and auditing of projects in a multitude of fields like banking, insurance, telco, and media. Currently he helps teams succeed with their projects as a trainer, mentor and coach. He's an owner of Pragmatists, a Warsaw-based company which creates high quality software using agile methods. He's also a co-founder of the Agile Warsaw group, an author of a java BDD library called Tumbler, and a speaker on agile- and java-related events.

Talk(s):

Agile Design

Josh Long



Josh Long is the Spring developer advocate, an editor on the Java queue for InfoQ.com, and the lead author on several books, including Apress' Spring Recipes, 2nd Edition. Josh has spoken at many different industry conferences internationally including TheServerSide Java Symposium, SpringOne, OSCON, JavaZone, Devvix, Java2Days and many others. When he's not hacking on code for SpringSource, he can be found at the local Java User Group or at the local coffee shop. Josh likes solutions that push the boundaries of the technologies that enable them. His interests include scalability, BPM, grid processing, mobile computing and so-called "smart" systems. He blogs at blog.springsource.org or joshlong.com.

Talk(s):

A Walking Tour of Spring 3.1

Cloud Foundry and Spring, a marriage made in heaven

BOF: Spring and CloudFoundry, Josh Long

Bartosz Majsak



Bartosz Majsak works as a software developer and consultant at Cambridge Technology Partners based in Zurich, Switzerland. He is a passionate about open source technologies and testing methodologies. In the spare time he is contributing to open source projects and writing technical articles. He is a lead of two JBoss Arquillian modules - Persistence Extension which makes writing database oriented tests even easier and Spock Test Runner which gives your Arquillian tests some BDD and Groovy love. One thing which might prove that he is not a total geek is his addiction to alpine skiing.

Talk(s):

Acceptance Test Driven Development with Arquillian

Robert C. Martin



President and CEO Uncle Bob Consulting, Object Mentor

Robert C. Martin, aka, Uncle Bob has been a software professional since 1970 and an international software consultant since 1990. In the last 40 years, he has worked in various capacities on literally hundreds of software projects. In 2001, he initiated the meeting of the group that created Agile Software Development from Extreme Programming techniques. He is also a leading member of the Worldwide Software Craftsmanship Movement - Clean Code.

He has authored "landmark" books on Agile Programming, Extreme Programming, UML, Object-Oriented Programming, C++ Programming and most recently Clean Code and Clean Coder. He has published dozens of articles in various trade journals.

He has written, directed and produced numerous "Code Casts" videos for software professionals. Bob is a regular speaker at international conferences and trade shows. He is a former editor of the C++ Report. Mr. Martin is the founder, CEO, and president of Uncle Bob Consulting, LLC and Object Mentor Incorporated.

Talk(s):

Training: Clean Code

Demanding Professionalism

The Three Laws of Test Driven Development

Matthew McCullough



Matthew McCullough is an energetic 12 year veteran of enterprise software development, open source education, and co-founder of Ambient Ideas, LLC, a Denver consultancy. Matthew currently is a member of the JCP, reviewer for technology publishers including O'Reilly, author of the DZone Maven RefCard, and President of the Denver Open Source Users Group. His experience includes successful J2EE, SOA, and Web Service implementations for real estate, financial management, and telecommunications firms, and several published open source libraries.

Matthew jumps at opportunities to evangelize and educate teams on the benefits of open source. His current interests are Cloud Computing, Maven, iPhone, Distributed Version Control, and OSS Tools.

Matthew resides in Denver with his beautiful wife and baby daughter, who all are active in nearly every outdoor activity Colorado offers.

Talk(s):

Economic Games in Software Projects

Workshop: Git

Luca Milanese



Luca Milanese is the co-founder of GerritForge (<http://www.gerritforge.com>) and has more than 20 year of Software Development and Application Lifecycle Management experience. He is contributor of Jenkins CI project (www.jenkins-ci.org), Gerrit code-review (<http://code.google.com/p/gerrit/>) and co-founder of the Mobile Client project for Jenkins CI (<http://www.jenkins-ci.mobi>).

Luca is an enthusiast developer and contributor of Git and Gerrit; fuelled innovation in large enterprises in Northern Europe and Canada by introducing them in the company code-lifecycle alongside with tools and technologies.

He moved to London UK and founded his own company (<http://www.limitssoftware.com>) to actively support all the technologies behind Agile ALM, from SCM, issue-tracking, continuous integration and code-review.

Talk(s):

Gerrit

Jakub Nabrdalik



Jakub is a Solution Architect at TouK, which means completely nothing except that he jumps into all the roles in software development: from answering RFPs, analyzing requirements, leading teams, to his favorite: programming. As he does almost everything in the process of software development, he is equally bad at everything. Because he's not too smart and he has hard times understanding anything complex, he prides himself on writing simple, readable and maintainable code, something other folks call "craftsmanship" (not to be mistaken with "crapmanship"). You can meet him at Agile Warsaw, Warsaw Java User Group or find his blog at blog.solidcraft.eu.

Talk(s):

BOF: Beautiful failures

Barry O'Reilly

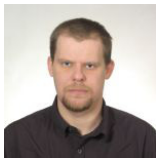


Barry started out as a developer working in startups using Agile and Lean practices and principles. Overtime his interest has led walk from the keyboard towards consulting and project delivery. He have worked for a number of companies in the US, UK, Australia and Ireland and is now based in London with ThoughtWorks.

Talk(s):

Agile, Lean and Startups practice & principles to create the ultimate value creation machine

Jarosław Pałka



Jarek spent last 12 years of his life in IT working as database and system administrator, developer, architect, manager and "on site disaster engineer". He was involved in small, medium and horribly and nonsense large systems, from "waterfall" through Agile to "no methodology" methodology. It all lead him to conclusion that it doesn't matter what you do as long as you do it right, keep it simple and use the right tool to do the job for you. In the meantime he fell in love it TDD, Software Craftmanship and beautiful and simple ideas like REST, JavaScript and NOSQL. From time to time you can hear his low quality jokes about architecture on conferences in Poland. He is trying to make a world a better place as member of SSEE and blog author at <http://primitive.jogger.pl>.

Talk(s):

Dekonstrukcja architektury w czasach kryzysu (Polish)

Maciej Próchniak



Long time ago Maciek was doing algebraic topology, struggling hard to compute some crazy homotopy inverse limits of contravariant functors of group cohomologies (or sth like that). Then he joined TouK and started to dabble with SOA, Drools, Servicemix, OSGi, Camel, Activiti and other "enterprisy" stuff. Currently he spends some time doing more frontend development and hopes to get back to his functional programming roots: ML, currying, functors and other pleasant things. Meanwhile he struggles to test things that are more often than not regarded as "untestable": starting from BPEL, through GWT to Javascript.

Talk(s):

BOF: Beautiful failures

Simon Ritter



Simon Ritter is a Java Technology Evangelist at Oracle Corporation. Simon has been in the IT business since 1984 and holds a Bachelor of Science degree in Physics from Brunel University in the U.K.

Originally working in the area of UNIX development for AT&T UNIX System Labs and then Novell, Simon moved to Sun in 1996. At this time he started working with Java technology and has spent time working both in Java technology development and consultancy. Having moved to Oracle as part of the Sun acquisition he now specialises in looking at emerging technologies including cloud computing, wireless sensor networks, and gestural interfaces.

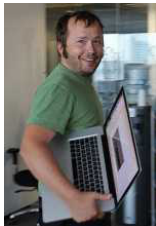
Talk(s):

Java, Kinect and Gestural Interfaces

The Future of the Java Platform: Java SE 8 & Beyond

BOF: Game Development with JavaFX

Toomas Rõmer



Toomas is the co-founder of ZeroTurnaround and an hackepreneur. Once a Linux junkie, he was fooled by Apple into proprietary OS and devices. He is a big fan of JUGs, OSS communities and beer. He blogs at dow.ngra.de, tweets from @toomasr and also runs the chesspastebin.com website. In his spare time he crashes Lexuses when test driving them, plays chess, Go and Starcraft. Looks can fool you; he will probably beat you in Squash.

Talk(s):

import continuous.delivery.*;

Wolf Schlegel



Wolf is a professionally qualified software engineer with over 18 years of international consulting experience. He has worked throughout the software lifecycle as a software engineer, software systems architect, team lead, business analyst and enterprise IT architect delivering major software systems. His primary professional interests are continuous delivery and devops, software architecture, software development methodologies and test automation. Wolf also has a strong interest in business processes and domain modelling with a special focus on the mobile telecommunication domain. Besides telecommunications, Wolf has worked across several industries, such as finance and insurance, the public sector and the steel industry.

Talk(s):

Workshop: Exploring parallel programming in Java

Nathaniel Schutta



Nathaniel T. Schutta is a senior software engineer focussed on making usable applications. A proponent of polyglot programming, Nate has written two books on Ajax and speaks regularly at various worldwide conferences, No Fluff Just Stuff symposia, universities, and Java user groups. In addition to his day job, Nate is an adjunct professor at the University of Minnesota where he teaches students to embrace dynamic languages.

Talk(s):

Code Craft

HTML5 For Developers

The Mobile App Smackdown: Native Apps vs. The Mobile Web

Designing for Mobile

Wojciech Seliga



Wojciech Seliga is a seasoned software developer. Except for coding for about 30 years, he has been responsible for fostering agile practices, managing and staffing software projects, business development and mentoring.

Currently he runs agile and Atlassian consulting business in the company he co-founded – SPARTEZ. Besides working on Atlassian JIRA on a daily basis, Wojciech contributed to several open source projects and is an author of ScreenSnipe – a commercial screenshotting tool sold globally.

Wojciech was presenting at several international conferences including Devovx, Agile, AgileEE, EclipseCon, AtlasCamp, Javarsovia, 33rd Degree, AgileByExample and smaller technical/business events in Poland and abroad.

Talk(s):

“Every Rose Has Its Thorn”: Taming automated tests beast.

Mariusz Sierackiewicz



Has been a software professional for more than 8 years. Passionate about learning from experience especially when dealing with real-life software projects. As a trainer and consultant works with top Polish teams on process agility, clean code, architecture and effective software practices. Co-conducts in-depth researches on critical success factors in software development. At top of that Mariusz has published dozens of articles in Software Developer Journal.

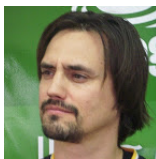
His motto is “In most cases it’s all about people” what drives his focus towards communication and team members cooperation. Domain experience: Telco, Finances, Insurance, Manufacturing, E-commerce.

His thoughts can be followed on twitter @ms_bnsit_pl or his blog <http://msierackiewicz.blogspot.com>.

Talk(s):

Ewolucyjna architektura (Polish)

Frederic Simon



JFrog Ltd co-founder in 2008, and of AlphaCSP in 1998.

My development experience goes back to 1992 around early Video encoding and server. I’m a Java (SE and EE) architect and consultant since 1999.

Since 2006, JFrog is serving the Java community with its flagship open source software Artifactory and its ecosystem plugins.

JFrog products support the build and Application Lifecycle Management (ALM) of all kind of software projects.

My personal open source activities are:

- The realistic sky rendering stellarium4Java.sourceforge.net
- And the Java 7 playground project kijaro.dev.java.net where I implemented the “abstract enum” language change

Talk(s):

Build Trust in Your Build to Deployment Flow!

Ken Sipe



Ken has been a practitioner and instructor of RUP since the late 1990s, and an extreme programmer and coach since the middle 2000s. Ken has worked with Fortune 500 companies to small startups in the roles of developer, designer, application architect and enterprise architect. Ken's current focus is on enterprise system automation and continuous delivery systems.

Ken is an international speaker on the subject of software engineering speaking at conferences such as JavaOne, JavaZone, Jax-India, and The Strange Loop. He is a regular speaker with NFJS where he is best known for his architecture and security hacking talks. In 2009, Ken was honored by being awarded the JavaOne Rockstar Award at JavaOne in SF, California and the JavaZone Rockstar Award at JavaZone in Oslo, Norway as the top ranked speaker.

Talk(s):

Complexity of Complexity

Continuous Delivery Best Practices

MongoDB: Scaling Web Application

Sławomir Sobótko



Hands-on systems designer, head coach at Bottega IT Solutions specialized in Enterprise Java technologies and effective utilization of modern software engineering techniques. He is interested in wide spectrum of software engineering: web systems architectures, business modeling, patterns and agile methodics.

As a hobby he is keen on psychology and cognitive science.

In his spare time he participates in community as a president of Polish Software Engineering Professionals Association, lider of the Lublin Java User Group, publisher, speaker and blogger.

Talk(s):

8 klasycznych technik programistycznych leżących u podstaw nowoczesnej inżynierii oprogramowania (Polish)

Training: Domain Driven Design (Polish)

Ścisły przewodnik po aspektach miękkich dla ekspertów IT (Polish)

Venkat Subramaniam



Dr. Venkat Subramaniam, founder of Agile Developer, Inc., has trained and mentored thousands of software developers in the US, Canada, Europe, and Asia. Venkat helps his clients effectively apply and succeed with agile practices on their software projects, and speaks frequently at international conferences and user groups. He is author of "NET Gotchas," coauthor of 2007 Jolt Productivity Award winning "Practices of an Agile Developer," author of "Programming Groovy: Dynamic Productivity for the Java Developer" and "Programming Scala: Tackle Multi-Core Complexity on the Java Virtual Machine" (Pragmatic Bookshelf).

Talk(s):

Concurrency without Pain in Pure Java

Integrating JVM Languages

Pointy haired bosses and pragmatic programmers: Facts and Fallacies of Software Development

Scala for the Intrigued

Manik Surtani



Manik Surtani is a core R&D engineer at JBoss, a division of Red Hat. He is the founder of the Infinispan project, which he currently leads. He is also the spec lead of JSR 347 (Data Grids for the Java Platform), and represents Red Hat on the Expert Group of JSR 107 (Temporary caching for Java). His interests lie in cloud and distributed computing, autonomous systems and highly available computing. He has a background in artificial intelligence and neural networks, a field he left behind when he moved from academic circles to the commercial world. Since then, he's been working with Java-related technologies, first for a startup focusing on knowledge management and information exchange, and later for a large London-based consultancy as a tech lead focused on e-commerce applications on large Java EE and peer-to-peer technology. Surtani is a strong proponent of open source development methodologies, ethos, and collaborative processes, and has been involved in open source since his first forays into computing.

Talk(s):

Infinispan in 60 minutes

BOF: NoSQL and Data Grid

Lars Vogel



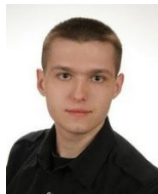
Lars Vogel maintains the website vogella.de with many Android and Eclipse related tutorials and with more than 35 000 daily visitors.

He works as an independent Android and Eclipse consultant and trainer and as an employee of SAP AG in the role of a product owner and Android developer. He is a regular speaker at international conferences, as for example EclipseCon, Devvoox, Droidcon and O'Reilly's Android Open. Lars received 2010 the "Eclipse Top Contributor Award".

Talk(s): **Training: Android Development**

What is so cool about Android. 4.x

Rafał Wasielewski



Software Engineer at TouK. Scala programming language enthusiast. GIS maniac. He spent an about 3 years as Java/Scala Lead Developer at building from scratch GIS system with thin clients on iOS and Android platforms where he experienced concurrency performance problems, multi-threaded complexity.

Then in 2009 he heard about Scala and Akka it changed whole concept and approach.

Holds SCJP, SCWCD, SCBCD certificates and more...

Now he start trying to expand Polish Scala Community.

Website: <http://scala.net.pl>

Talk(s): **BOF: TypeSafe stack 2.0 and Scala Community Talk**

Mike West



Mike is a philosophy student cleverly disguised as a developer advocate on the Chrome team in Munich, Germany. Since it was relatively clear early on that it would be slightly more than difficult to make a living sitting under a tree while reading Kant, he's focused his energies on the web, which happily has proven itself to be a wonderful decision. He's a Chromium committer, and has worked as a web developer at companies like Yahoo! and the Süddeutsche Zeitung.

Talk(s):

Dart

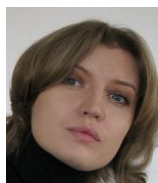
Simon Willnauer



Simon Willnauer is the Apache Lucene PMC Chair, a Lucene core committer and Apache Software Foundation Member. He has been involved with Lucene and Solr since 2006 and has contributed to several other open source projects within and without the Apache Software Foundation. During the last couple of years he worked on design and implementation of scalable software systems and search infrastructure. His main interests are performance optimizations and concurrency. He studied Computer Science at the University of Applied Science Berlin. He is a member of technical staff at SearchWorkings and a co-founder of the BerlinBuzzwords conference on Scalability in June 2012 in Berlin (Germany).

Talk(s): **Challenges in maintaining a high performance search engine written in Java**

Patrycja Węgrzynowicz



Patrycja Węgrzynowicz is a software visionary and expert specialized in automated software engineering and Java technologies. She is the founder and CTO of Yonita, Inc., a California-based start-up with focus on automated detection and refactoring of software defects, including security vulnerabilities, performance and concurrency anti-patterns, and database issues.

She is also associated with Warsaw University of Technology, where she serves as Technical Manager of Passim/Synat, an intelligent search platform. Patrycja is finalizing PhD in Computer Science at University of Warsaw. She is a regular speaker at major academic as well as industrial conferences, including JavaOne, Devvoox, JavaZone, Jazoon, OOPSLA, ASE, and others.

Patrycja's interests focus on patterns and anti-patterns in software along with automated software engineering, particularly static and dynamic analysis techniques to support program verification, comprehension, and optimization.

You can follow her on Twitter at @yonlans.

Talk(s): **Hibernate puzzlers**

Tomasz de Jastrzebiec Wykowski



Tomasz is an independent Agile trainer and coach at ProCognita. He has technical background with experience of working in software projects as developer, configuration manager, quality engineer and project manager. In his projects Tomasz has successfully implemented Agile and Lean culture, utilizing best practices of Scrum, Extreme Programming and Kanban. He's coordinated multinational, multicultural and distributed teams. Owned certificates of Project Management Professional (PMP) and Certified Scrum Professional (CSP) allow him to effectively combine traditional techniques with adaptive approach, and select processes and tools that best suits organizations' needs. Tomasz studies human factor of software development, analyzing how people and their interactions impact the way we make products and how to employ this knowledge to deliver better solutions. He's always eager to share his knowledge and learn something new by organizing and actively participating in international events and conferences.

Talk(s): **Leading Individuals**