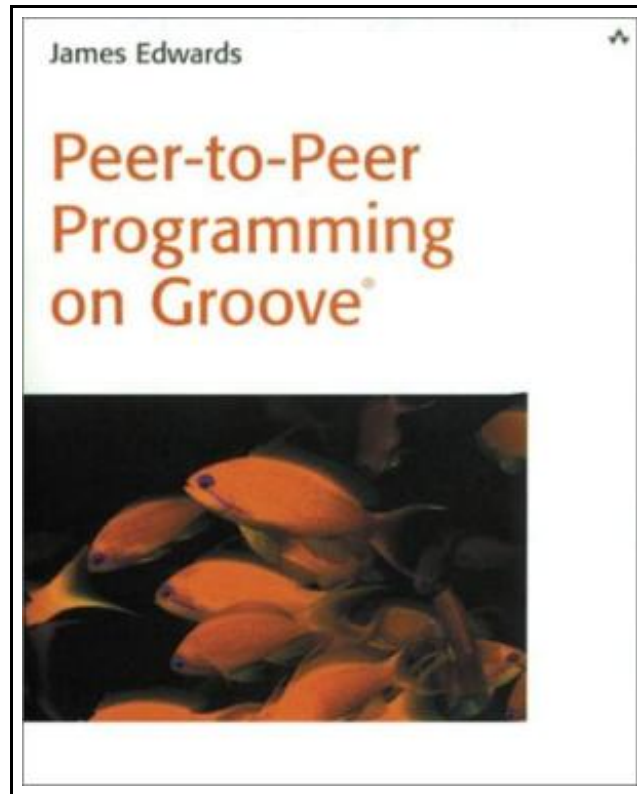


Peer-to-Peer Programming on Groove, w. CD-ROM (kaleidoscope (SAMS)) by Edward.



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Reviews


Simply no terms to explain. I am quite late in start reading this one, but better then never. Its been written in an remarkably easy way and is particularly merely soon after i finished reading this book where basically changed me, affect the way i really believe.
(Prof. Jedediah Kuhic DVM)


PEER-TO-PEER PROGRAMMING ON GROOVE, W. CD-ROM (KALEIDOSCOPE (SAMS)) BY EDWARD.



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Sams, 2002. Taschenbuch. Book Condition: Neu. Gebraucht - Wie neu Unbenutzt. Schnelle Lieferung, Kartonverpackung. Abzugsfähige Rechnung. Bei Mehrfachbestellung werden die Versandkosten anteilig erstattet. - The book is organized by first to actually produce and deploy peer-to-peer applications. After exploring the Groove platform. Next, the reader is eased into application development by customizing Groove with a 'skin.' This exercise will demonstrate how XML and external resources are used in Groove, and will detail a step that the reader will probably want to take for each application developed and deployed. The first tutorial will begin the creation of a peer-to-peer trivia game application, and will address User Interface (UI), persistence and dissemination issues. This part will require hand-coding of the XML for both understanding and experience. The completion of the second part will result in a working peer-to-peer application, a simple trivia game. Next, we will discuss some advanced topics that deal with administration and database integration. These topics address features provided in the premium version of Groove. Finally, we will include some comments about the future of peer-to-peer and the opportunities it creates for our readers. 504 pp. Deutsch.

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