

Drools Doentation

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Discover the power of Drools 6 and Business Rules for developing complex scenarios in your applications About This Book Implement and model different rules using the DRL full syntax Model complex business decisions and domain models in order to automate and improve your operational decisions with the Drools framework A practical, fast-paced, hands-on guide to help you use the different components provided by the Drools Rule Engine Who This Book Is For This book is for Java developers and architects who need to have a deep understanding of how to create or integrate your applications with the Drools Rules Framework. The book assumes that you know the Java language well and also have experience with some widely used frameworks, such as Spring. You should also know the basics of Maven-based applications. What You Will Learn Automate your application's decisions, such as promotion applying, discount policies, fraud detection, and more. Quickly get started with writing your first rules using the DRL full syntax. Discover the power of the new syntax components of the rule language. Define inferences in your business rules to simplify complex decisions. Write decision tables, templates, domain-specific languages, and scorecards, and learn how to map them to the Drools framework. Harness the full operational power of Drools through all of its configuration points. Use Drools configurations and architectures for different environments and scenarios. In Detail Mastering JBoss Drools 6 will provide you with the knowledge to develop applications involving complex scenarios. You will learn how to use KIE modules to create and execute Business Rules, and how the PHREAK algorithm internally works to drive the Rule Engine decisions. This book will also cover the relationship between Drools and jBPM, which allows you to enrich your applications by using Business Processes. You will be briefly introduced to the concept of complex event processing (Drools CEP) where you will learn how to aggregate and correlate your data based on temporal conditions. You will also learn how to define rules using domain-specific languages, such as spreadsheets, database entries, PMML, and more. Towards the end, this book will take you through the integration of Drools with the Spring and Camel frameworks for more complex applications. Style and approach Approached from a developer's perspective, the book teaches you all the advanced concepts of Business Rules applicable examples with helpful screenshots, diagrams, tutorials, and examples.

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Part of Packt's cookbook series, this book is packed with easy to follow recipes containing step-by-step instructions. The book is designed in such a way that you can read it chapter by chapter, or refer to the tasks in no particular order. This book is for Drools developers who want to improve their current working methods and discover new features to apply to their projects. Readers are expected to be familiar with the basics of the Drools platform as well as Java.

This book contains the refereed proceedings of the 7th International Conference on Exploring Service Science (IESS), held in Bucharest, Romania, in May 2016. Service science constitutes an interdisciplinary approach to systematic innovation in service systems, integrating managerial, social, legal, and engineering aspects to address the theoretical and practical challenges of the service industry and its economy. The 45 full papers and 13 short papers accepted for IESS were selected from 119 submissions. The papers consider the topics service exploration theories and processes; modeling service requirements and management of business processes; value co-creation through knowledge management and user-centric services; service design methodologies and patterns; service innovation and strategy; IT-based service engineering; servitization in sustainable manufacturing; product-service systems; business software services and data-driven service design; web service design and service-oriented agents; IoT and mobile apps for public transport service management; e-health services and medical data interoperability; and service and IT-oriented learning and education systems.

Fully Updated to Cover Major Enhancements to Seam 2.x In Seam Framework, Second Edition, the authors of the leading guide to Seam programming have systematically updated their text to reflect the major improvements introduced with Seam 2.x. This author team—all key Seam project contributors—teach Seam 2.x through detailed example applications that reveal how Seam simplifies many tasks that were previously difficult or impractical. Their robust descriptions are complemented by in-depth feature discussions that demonstrate how to use Seam's power to the fullest. Whether you're new to Seam programming or a seasoned Seam developer who wants to achieve deeper mastery of Seam 2.x, this book will be an indispensable resource. Coverage includes Using improvements to Seam's conversation model, transaction management, and other features Enhancing security, performing end-to-end validation, and providing custom exception pages Using Quartz to execute timer jobs in your application Generating bookmarkable RESTful Web pages the easy way Developing highly scalable applications with Seam 2.x's new multilayer caching Simplifying development with Groovy, the scripting language that runs directly on the JVM Using jBPM business processes to improve page flow Previewing Web Beans (JSR-299), the future core of Seam that will transform Java EE Web development *Download source code for this book's case study application at solutionsfit.com/seam.

High-altitude pseudo-satellites currently require large crews of highly trained personnel. In order for these platforms to become commercially viable, it is imperative that mission-level tasks are automated in a mission management system, while maintaining flight safety. The new method of behavior trees is investigated for this purpose and extended with proper initialization, continuous-time processing, and modular stateful tasks. The approach is implemented in the Modelica environment and evaluated in a complex mission Simulation.

Document the architecture of your software easily with this highly practical, open-source template. Key Features Get to grips with leveraging the features of arc42 to create insightful documents Learn the concepts of software architecture documentation through real-world

examples Discover techniques to create compact, helpful, and easy-to-read documentation
Book Description When developers document the architecture of their systems, they often invent their own specific ways of articulating structures, designs, concepts, and decisions. What they need is a template that enables simple and efficient software architecture documentation. arc42 by Example shows how it's done through several real-world examples. Each example in the book, whether it is a chess engine, a huge CRM system, or a cool web system, starts with a brief description of the problem domain and the quality requirements. Then, you'll discover the system context with all the external interfaces. You'll dive into an overview of the solution strategy to implement the building blocks and runtime scenarios. The later chapters also explain various cross-cutting concerns and how they affect other aspects of a program. What you will learn Utilize arc42 to document a system's physical infrastructure Learn how to identify a system's scope and boundaries Break a system down into building blocks and illustrate the relationships between them Discover how to describe the runtime behavior of a system Know how to document design decisions and their reasons Explore the risks and technical debt of your system Who this book is for This book is for software developers and solutions architects who are looking for an easy, open-source tool to document their systems. It is a useful reference for those who are already using arc42. If you are new to arc42, this book is a great learning resource. For those of you who want to write better technical documentation will benefit from the general concepts covered in this book.

A practical, intuitive guide for modeling complex business processes as full-scale applications using the ease and power of Bonita Open Solution. If you are a business application developer looking forward to model business processes intuitively in a workflow, with various conditions and transitions then this book is for you. Basic knowledge of Java or Groovy is necessary to help you develop these applications. Knowledge of HTML and JavaScript/JQuery will be helpful but not mandatory.

Presents current trends and potential future developments by leading researchers in immersive media production, delivery, rendering and interaction The underlying audio and video processing technology that is discussed in the book relates to areas such as 3D object extraction, audio event detection; 3D sound rendering and face detection, gesture analysis and tracking using video and depth information. The book will give an insight into current trends and developments of future media production, delivery and reproduction. Consideration of the complete production, processing and distribution chain will allow for a full picture to be presented to the reader. Production developments covered will include integrated workflows developed by researchers and industry practitioners as well as capture of ultra-high resolution panoramic video and 3D object based audio across a range of programme genres. Distribution developments will include script based format agnostic network delivery to a full range of devices from large scale public panoramic displays with wavefield synthesis and ambisonic audio reproduction to 'small screen' mobile devices. Key developments at the consumer end of the chain apply to both passive and interactive viewing modes and will incorporate user interfaces such as gesture recognition and 'second screen' devices to allow manipulation of the audio visual content. Presents current trends and potential future developments by leading researchers in immersive media production, delivery, rendering and interaction. Considers the complete production, processing and distribution chain illustrating the dependencies and the relationship between different components. Proposes that a format-agnostic approach to the production and delivery of broadcast programmes will overcome the problems faced with the steadily growing number of production and delivery formats. Explains the fundamentals of media production in addition to the complete production chain, beyond current-state-of-the-art through to presenting novel approaches and technologies for future media production. Focuses

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on the technologies that will allow for the realization of an E2E media platform that supports flexible content representations and interactivity for users. An essential read for Researchers and developers of audio-visual technology in industry and academia, such as engineers in broadcast technology companies and students working toward a career in the rapidly changing area of broadcast both from a production and an engineering perspective.

"This book provides a comprehensive collection of state-of-the-art advancements in rule languages"--Provided by publisher.

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