

SESSION TITLES	SESSION DESCRIPTIONS
1. WebObjects: State of the Union	A welcome and 'state of WebObjects' address, including product positioning, features of the latest product, and future directions. Includes recent press, success stories, and news from the community at large. Find out how you can get involved in the WebObjects community: building and reselling WebObjects applications.
2. WebObjects: Technical Overview	A technical overview of WebObjects for new developers and evaluators: what does it do, how, and why. Highlights the key aspects of its architecture, its numerous technological advantages, and its relevance for web application development. Includes 'what's new in 4.5', a roadmap of features; building a high-level application; and an introduction to EOF.
3. WebObjects: Designing Dynamic HTML Components Using WebObjects Builder	A comprehensive look at building dynamic HTML components using WebObjects Builder including essential component features and the tool features used to build them. Understand where HTML meets the dynamic world of your Java application.
4. WebObjects: Persistent Object Modeling with EOModeler	A comprehensive look at creating, editing and maintaining EOF models using EOModeler including essential model features and the tool used to construct them. Includes design tips & tricks for implementing robust object models. Clarifies how a WebObjects application dynamically interfaces with databases.
5. WebObjects: Deploying Applications	A tour of the WebObjects cross-platform runtime application server architecture including the key components, tunable features for scalability and robustness, and the preparation of a WebObjects application for deployment.
6. WebObjects: Rapid Development with Direct To Web	A tour of Direct to Web, a WebObjects application generation and modeling tool. Direct to Web offers an ideal practical introduction to WebObjects, an effective tool for rapid application development, and offers a rich set of components that you can integrate into your application. Includes the newest features for reusing Direct to Web components and demonstrates why Direct to Web is suitable for production applications.

7. WebObjects: Rapid Development with Direct to Java Client	An overview of this cutting-edge feature of WebObjects application development. Using Direct to Java Client you can build rich and intelligent Java Client applications for distribution amongst a wide and dispersed set of client platforms. Direct to Java Client is an automatic application generator and modeling tool analogous to Direct to Web.
8. WebObjects: EJB	A discussion of integrating WebObjects and EJB.
9. WebObjects: Converting Objective-C Applications to Java	A practical clinic covering the goals of Java in WebObjects, and the migration of Objective-C applications and frameworks to Java. Includes issues, tools, process, and deployment challenges.
10. WebObjects: Security	An overview of integrating various web security technologies with WebObjects including encryption, SSL, nonrepudiation, and authentication with B2C and B2B perspectives. Includes advanced design and implementation issues.
11. WebObjects: Optimization	A discussion of the WebObjects application server architecture with a focus on maximizing performance in a production environment. Covers common pitfalls and solutions, optimizations, sanity checks, and other issues related to scaling an application from the developer's desktop into a multi-server, thousands of users, deployment environment. Includes discussions of memory management, resource usage analysis, and effective stress testing.
12. WebObjects: Integrating Client-Side Technologies	A survey of various client-side web technologies such as JavaScript, Flash, PDF, QuickTime, SMIL, WAP and their integration with WebObjects applications for advanced user interfaces.
13. WebObjects: EOF Caching and Synchronization	An advanced discussion of database snapshot management for conflict detection and caching, including the balance between efficiency and data freshness in refreshing and synchronization across sessions or multiple application instances.
14. WebObjects: XML	A presentation of XML integration with WebObjects including archiving, parsing, and XML content in requests and responses. Using content syndication as an example, the session highlights using XML for inter-application communication.

15. WebObjects: Performance Metrics	A tour of tools and techniques for collecting and analyzing application performance metrics including statistics, events, record and playback.
16. WebObjects: Advanced EOF	An in-depth exploration of new and advanced 4.5 features in EOF. Includes shared editing contexts, deferred faults, and schema synchronization. Also covers batch faulting, prefetching, complex many-to-many, delete rules, and stored procedures.
17. WebObjects: Designing Reusable Components	A practical session on designing and packaging nested components for reuse including API, synchronization, validation, palettes, and frameworks.
18. WebObjects: Building Large-scale Applications	A discussion of design, implementation and management issues in large-scale WebObjects application development. Topics include system and application architecture design, data modeling, project organization and performance tuning. Learn from Apple's own WebObjects consulting experiences what makes the big ones different.
19. Feedback Forum: WebObjects	Meet the engineering team behind WebObjects. We want your feedback about what works for you, what you do and don't love, and what you'd like to see in the future.