

Java Media Framework

- The Java Media Framework (JMF) is an application programming interface (API) for incorporating time-based media into Java applications and applets
 - The JMF 1.0 API (the Java Media Player API) enabled programmers to develop Java programs that presented time-based media
 - JMF 2.0 API extends the framework to provide support for
 - capturing and storing media data,
 - controlling the type of processing that is performed during playback,
 - performing custom processing on media data streams
 - JMF 2.0 defines a plug-in API to allow developers to customize and extend JMF functionality

Programming With The Java Media Framework

Yicheng Fang



Programming With The Java Media Framework:

Programming with the Java Media Framework Sean C. Sullivan,1998-04-20 The emerging Java Media framework specification suite is the first standards based multimedia programming environment The book introduces Phase 1 of this new technology to Java developers taking a detailed look at its uses and limitations and providing ready to use code and examples The CD ROM contains example source code Intel s Java Media framework SDK and more *Essential JMF* Rob Gordon,Stephen Talley,1999 PLEASE PROVIDE COURSE INFORMATION PLEASE PROVIDE **Core Java Media Framework** Linden DeCarmo,1999 PLEASE PROVIDE COURSE INFORMATION PLEASE PROVIDE Handbook of Software Engineering & Knowledge Engineering Shi Kuo Chang,2002 This is the first handbook to cover comprehensively both software engineering and knowledge engineering two important fields that have become interwoven in recent years Over 60 international experts have contributed to the book Each chapter has been written in such a way that a practitioner of software engineering and knowledge engineering can easily understand and obtain useful information Each chapter covers one topic and can be read independently of other chapters providing both a general survey of the topic and an in depth exposition of the state of the art Practitioners will find this handbook useful when looking for solutions to practical problems Researchers can use it for quick access to the background current trends and most important references regarding a certain topic The handbook consists of two volumes Volume One covers the basic principles and applications of software engineering and knowledge engineering Volume Two will cover the basic principles and applications of visual and multimedia software engineering knowledge engineering data mining for software knowledge and emerging topics in software engineering and knowledge engineering Programming with the Java Media Framework ,1998 **Handbook Of Software Engineering And Knowledge Engineering, Vol 2: Emerging Technologies** Shi-kuo Chang,2002-05-10 This is the first handbook to cover comprehensively both software engineering and knowledge engineering two important fields that have become interwoven in recent years Over 60 international experts have contributed to the book Each chapter has been written in such a way that a practitioner of software engineering and knowledge engineering can easily understand and obtain useful information Each chapter covers one topic and can be read independently of other chapters providing both a general survey of the topic and an in depth exposition of the state of the art Practitioners will find this handbook useful when looking for solutions to practical problems Researchers can use it for quick access to the background current trends and most important references regarding a certain topic The handbook consists of two volumes Volume One covers the basic principles and applications of software engineering and knowledge engineering Volume Two will cover the basic principles and applications of visual and multimedia software engineering knowledge engineering data mining for software knowledge and emerging topics in software engineering and knowledge engineering **Swing Hacks** Joshua Marinacci,Chris Adamson,2005-06 Swing Hacks helps Java developers move beyond the basics of Swing the graphical user interface GUI standard since Java 2

The unique Hacks format provides short advanced tricks that you can instantly apply to increase your competency with interface building tools

Java 1.2 Unleashed Jamie Jaworski, 1998 Extensive coverage is given of all the latest Java additions and third party development tools Ideal for the intermediate to expert level user this guide explores the new Java extensions and APIs Java Beans JavaOS and other new Java based technologies The CD ROM contains 20 custom Java applications created for this book

Multimedia Applications Ralf Steinmetz, Klara Nahrstedt, 2004-03-11 Multimedia Applications discusses the basic characteristics of multimedia document handling programming security human computer interfaces and multimedia application services The overall goal of the book is to provide a broad understanding of multimedia systems and applications in an integrated manner A user enjoys a multimedia application only if all pieces of the end to end solution fit together This means that a multimedia application and its user interface must be developed in an integrated fashion with underlying multimedia middleware operating systems networks security and multimedia devices In this book we will present fundamental information and properties of hypermedia document handling multimedia security and various aspects of multimedia applications Especially of interest to the readers will be information about document handling and their standards programming of multimedia applications design of multimedia information at human computer interfaces multimedia security challenges such as encryption and watermarking multimedia in education as well as multimedia applications to assist preparation processing and application of multimedia content Ralf Steinmetz is Professor of Multimedia Communications at the Technische Universität Darmstadt Germany and he is chairman of the Board of the Telemedia Center htc Together with more than 20 researchers he is working towards his vision of truly seamless multimedia communications He has co authored over 200 refereed publications serves as a member of the board of numerous professional committees is an ICCG Governor and is a Fellow of both the IEEE and the ACM Klara Nahrstedt is the Ralph and Catherine Fisher Professor at the department of Computer Science University of Illinois at Urbana Champagne USA She is an expert in the area of multimedia systems and networks and focuses on quality of service management problems Currently she serves as the editor in chief of the ACM Springer Multimedia Systems Journal

Core Web3D Aaron E. Walsh, Mikael Bourges-Sévenier, 2001

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Client/Server Programming with Java and CORBA Robert Orfali, Dan Harkey, 1997-02-13 Software Programming Languages

Java 2 Platform Unleashed Jamie Jaworski, 1999 This complete reference covers all the core APIs of the Java 2 platform as well as secondary topics that experienced Java programmers need to know The CD ROM contains Borland JBuilder 2 Kawa tools and all the applets and code examples from the book

PC Mag, 1998-03-24 PCMag.com is a leading authority on technology delivering Labs based independent reviews of the latest products and services Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology

Web Techniques, 1998

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analysis and practical solutions help you make better buying decisions and get more from technology *Java Programming on Linux* Nathan Meyers,2000 This detailed how to book on using Java on a Linux operating system covers installing and enabling a Java runtime environment under Linux Java development in Linux running Java applications and applets using Java with Linux based Web servers using Sun Components JCE and JAI in Linux and more The book points the way to a Web site with all the code from the book **IEEE Conference on Protocols for Multimedia Systems-Multimedia Networking** ,1997 This work contains proceedings from the 1997 Multimedia Networking International Workshop Features include ATM transport and PCS multimedia systems implementation frameworks computer supported co operative work adaptive applications and quality of service **An Introduction to Network Programming with Java** Jan Graba,2003 With the explosion in growth of the internet and the increasing use of intranets across a wide spectrum of business areas there has been a correspondingly large growth of interest in network programming particularly in the use of client server applications Java s inbuilt network programming capabilities and its platform independence have made it a natural choice for network applications and it has quite rightly been referred to as the language of the internet Exceptionally difficult and fraught with pitfalls in most languages the programming of network applications is greatly eased by the use of Java libraries An Introduction to Network Programming using Java is a streamlined text that provides clear guidance on all essential aspects of network programming that might be expected to appear on the syllabus of an undergraduate module in this area Areas covered include file handling JDBC servlets JavaBeans and Java Server Pages **A Programmer's Guide to Jini Technology** Jan Newmarch,2000-12-06 Up to date advances in Jini technology are presented here in a comprehensive style of how to make transparent distributed computing a reality Jini may make it possible to plug a notebook or Palm into a network at any location in the world and be instantly recognized enabling access to the services of that location a system of universal plug and play **Microtimes** ,1999

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