



# IT days

workshops

@GrandHotel Italia, Cluj-Napoca

23<sup>rd</sup> of Nobeber

09<sup>00</sup>-17<sup>00</sup>

23<sup>rd</sup> of Nobeber

09<sup>00</sup>-17<sup>00</sup>

## JAVA PERFORMANCE WORKSHOP

FOR SENIOR JAVA DEVELOPERS

**An advanced review of how the JVM really uses memory:**

- What are references,
- What is compressed OOPS,
- How are the fields in an object laid out.

**Pushing Java 8 Lambdas to their limits and beyond:**

- How can new features in Java 8 be used to make writing Low Latency application easier?
- How do you tune garbage creation in the use of Lambdas?

**Chronicle Engine** hands on:

- Publish/Subscribe and Key-Value store
- It supports building and wiring of objects with a simple configuration
- Remote access to those components for Java and C#.
- Real time updates to live queries via a streams like API using lambdas.
- Write lambdas on the client to be executed on the server atomically or asynchronously, for any purpose.
- Supports clustered applications.
- Support for millions of distributed actors per server.



**PETER LAWREY**  
Higher Frequency Trading

He has a popular blog "**Vanilla Java**" which gets 120K page views per months, is 3rd on StackOverflow.com for [Java] and 2nd for [concurrency], and is lead developer of the OpenHFT project which includes support for off heap memory, thread pinning and low latency persistence and IPC (as low as 100 nano-seconds)

Price: **250 euro** + TVA

## LEARNING BY HAVING FUN

PROJECT MANAGEMENT THROUGH PM GALAXY BOARDGAME

FOR TEAM LEADERS & PROJECT MANAGERS

**Come to learn and play! Join us on a learning journey, in a workshop about Project Management. Our guide is the first Romanian Project Management boardgame.**

This workshop is an introduction to project management and offers a clear structuring of projects: a simple approach, but not simplistic. Its goal is to guide participants through project management main stages: initiation, planning, executing, monitoring and controlling, and closing. Traps, challenges and best practices will be experienced with the help of a boardgame especially designed for this purpose: PM Galaxy.

The game aims to test your project management knowledge and skills on a fun, challenging route, where the only constant is the struggle for resources. There are five projects in the game, each coordinated by a player. Projects have their own objectives, but are interdependent.

The player who completes the project and meets the success criteria listed in the project description wins the game. The game follows closely a traditional Project Management approach, suitable for companies developing their own products or services. The players choose to respond or not to Quizzes, gaining Resources (in exchange for correct answers) and decide how to deal with Challenges and whether or not helping other projects. Resources are shared and – as in real life - limited!

**If you want to learn or simply recap your project management knowledge, join us for a colorful workshop, full of fun, challenges and AHA! moments related to Project Management best practices.**



**SIMONA BONGHEZ, PHD**  
Colors in Projects

Owner of Confucius Consulting, member of the PMI CMAG has over 15 years of experience as a trainer and consultant in management and project management. She truly believes that humour, games and metaphors are powerful tools for having interactive and enjoyable training sessions, thus enforcing the learning process.

Price: **90 euro** + TVA

23<sup>rd</sup> of Nobeber

09<sup>00</sup>-17<sup>00</sup>

26<sup>th</sup> of Nobeber

09<sup>00</sup>-17<sup>00</sup>

## FUNCTIONAL THINKING

FOR MEDIUM & SENIOR DEVELOPERS

**The most used languages now have functional programming features**

- Why is that a good thing?
- What is functional programming?
- How can we take advantage of these features?
- How does it relate to reactive programming?

**During this workshop we will write and discuss code with a functional style and see what the advantages / disadvantages are.**

The participants can use any of the following languages: Java8, C#, F# , Clojure or Scala.



**OVIDIU DEAC**  
Ullink

Ovidiu is a software engineer with a particular inclination towards code quality and agile development. He worked with imperative languages, C++, Python, Java and C# for more than 10 years before getting to functional programming. A few years ago he started the local FP community in Cluj and organized regular meetups with topics revolving around FP. Currently he works at Ullink, promoting the functional way of thinking. Ovidiu also orchestrates regular FP and TDD trainings.

Price: **100 euro** + TVA

## JAVA 8, MULTITHREADING AND PROFILING

FOR MEDIUM & SENIOR JAVA DEVELOPERS

**Java 8**

**Multithreading & Currency**

- How to base line the speed of one thread.
- How to identify when using multi-threading makes sense.
- What multi-threading model is appropriate for your use case.
- How to use thread pools and fork join.

**Profiling & Tuning**

- How to hide problems, how to find problems with performance profiling.
- Using JMH for benchmarks.
- Writing custom benchmarks, common pitfalls and how to avoid them.



**PETER LAWREY**  
Higher Frequency Trading

He has a popular blog "**Vanilla Java**" which gets 120K page views per months, is 3rd on StackOverflow.com for [Java] and 2nd for [concurrency], and is lead developer of the OpenHFT project which includes support for off heap memory, thread pinning and low latency persistence and IPC (as low as 100 nano-seconds)

Price: **250 euro** + TVA

WORKSHOP PARTNER:

Partners



Supporters



Organizer

