

Top 10 Downloads from ACM's Digital Library

THE TOP 10 MOST POPULAR PAPERS FROM ACM'S REFEREED JOURNALS AND CONFERENCE PROCEEDINGS DOWNLOADED IN AUGUST 2006

Month Rank	Year Rank	Title, Author, Publication, Date
1	4	"A Feature-based Algorithm for Detecting and Classifying Scene Breaks." Ramin Zabih, Justin Miller, Kevin Mai. <i>Proceedings of the 3rd ACM International Conference on Multimedia</i> . Jan. 1995.
2	2	"Architectures for a Temporal Workflow Management System." Carlo Combi, Giuseppe Pozzi. <i>Proceedings of the 2004 ACM Symposium on Applied Computing</i> . Mar. 2004.
3	38	"Marshaling and Unmarshaling Models using the Entity-Relationship Model." Fei Cao, Barrett R. Bryant, Wei Zhao, Carol C. Burt, Rajeev R. Raje, Andrew M. Olson, Mikhail Auguston. <i>Proceedings of the 2005 ACM Symposium on Applied Computing</i> . Mar. 2005.
4	5	"dbSwitch." Shaul Dar, Gil Hecht, Eden Shochat. <i>Proceedings of the 2004 ACM SIGMOD International Conference on Management of Data</i> . June 2004.
5	10	"Events not Equal to GUIs." Stuart Hansen, Timothy Fossum. <i>Proceedings of the 35th SIGCSE Technical Symposium on Computer Science Education</i> . Mar. 2004.
6	523	"A View of 20 th and 21 st Century Software Engineering." Barry Boehm. <i>Proceeding of the 28th International Conference on Software Engineering</i> . May. 2006.
7	85	"The Babel Experiment." Vladimir L. Pavlov, Anton Yatsenko. <i>Proceedings of the 36th SIGCSE Technical Symposium on Computer Science Education</i> . Feb. 2005.
8	7	"Evolution of Web Site Design Patterns." Melody Y. Ivory, Rodrick Megraw. <i>ACM Transactions on Information Systems</i> . Oct. 2005.
9	71	"An Example Oriented On-line Java Tutorial for University Students." Jianna J. Zhang, Huy Nguyen. <i>Proceedings of the 3rd International Symposium on Principles and Practice of Programming in Java</i> . June 2004.
10	16	"Low-cost Multi-touch Sensing through Frustrated Total Internal Reflection." Jefferson Y. Han. <i>Proceedings of the 18th Annual ACM Symposium on User Interface Software and Technology</i> . Oct. 2005.

THE 10 MOST POPULAR COURSES AT THE ACM PROFESSIONAL DEVELOPMENT CENTRE FOR AUGUST 2006

Month Rank	Year Rank	Course Title	Month Rank	Year Rank	Course Title
1	3	C++ Programming—Part I	6	4	OOAD: Introduction to Object-Oriented Concepts
2	1	Java 2 Programming for SDK 1.4—Part I: Language Fundamentals I	7	7	Enterprise Connectivity with J2EE V1.4 Overview
3	2	C Programming—Part I	8	8	Managing IT Projects: Project Initiation and Fundamentals
4	5	C# Programming for the Microsoft .NET Platform—Part I: Introduction to C#	9	41	Moving from Technical Professional to Manager: Getting Started
5	6	Database Technologies—Part I: Relational Database Fundamentals	10	10	OOAD: Unified Modeling Language (UML) 2.0

Statistics for these tables were compiled Sept. 12, 2006.

Hot Links

TOP 10 MOST POPULAR MAGAZINE AND COMPUTING SURVEYS ARTICLES DOWNLOADED IN AUGUST 2006

Month Rank	Year Rank	Title, Author, Publication, Date
1	32	"Personal Information Management: Introduction." Jaime Teevan, William Jones, Benjamin B. Bederson. <i>Communications of the ACM</i> . Jan. 2006.
2	48	"Neo-tribes." Grace J. Johnson, Paul J. Ambrose. <i>Communications of the ACM</i> . Jan. 2006.
3	1	"Data Clustering." A K. Jain, M.N. Murty, P.J. Flynn. <i>ACM Computing Surveys</i> . Sept. 1999.
4	9	"Service-Oriented Computing: Introduction." M.P. Papazoglou, D. Georgakopoulos. <i>Communications of the ACM</i> . Oct. 2003.
5	172	"Death by UML Fever." Alex E. Bell. <i>Queue</i> . Mar. 2004.
6	695	"A Survey of Image Registration Techniques." Lisa Gottesfeld Brown. <i>ACM Computing Surveys</i> . Dec. 1992.
7	8	"Face Recognition." W. Zhao, R. Chellappa, P.J. Phillips, A. Rosenfeld. <i>ACM Computing Surveys</i> . Dec. 2003.
8	3	"Building Consumer Trust Online." Donna L. Hoffman, Thomas P. Novak, Marcos Peralta. <i>Communications of the ACM</i> . Apr. 1999.
9	27	"A Survey of Peer-to-Peer Content Distribution Technologies." Stephanos Androutsellis-Theotokis, Diomidis Spinellis. <i>ACM Computing Surveys</i> . Dec. 2004.
10	2	"The Productivity Paradox of Information Technology." Erik Brynjolfsson. <i>Communications of the ACM</i> . Dec. 1993.

This list does not include downloads for the July and August issues as those statistics tend to reflect e-subscribers downloading current issues.

Coming Next Month in **COMMUNICATIONS**

December SOFTWARE PRODUCT LINE

Software Product Lines (SPLs) represent a family of systems where individual systems are generated based on a core set of assets that capture the systems' variations and commonalities, enabling organizations to design and develop new systems relatively quickly and efficiently. As research on the SPL foundation technologies has progressed and matured, the application of these technologies to enable efficient systems development is of increasing importance to the professional and academic communities. This section will examine the SPL approach to systems development, covering the three broad areas of SPL: core asset development, product development, and management.

Also in December:

- What Can Context Do For Web Services?
- RFID and the End of Cash?
- Software Frameworks for Advanced Procurement Auction Markets
- How SMEs are Managed