The Roles of Digital Libraries in Education

- Dynamic content: LOM (Learning Object Metadata)
- User Profiles: IMS Learner Models
- A powerful search engine: Emerge
- A community-based collection service: LOVE (Learning Object Virtual Exchange)
- Evaluation and assessment capabilities
Using Information Technology to Enhance Sharing of Education Programs
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LOVE (Learning Object Virtual Exchange) is a suite of user-centered services for supporting users and community-based collection providers that provide the linkage from users and communities to the primary NSDL core integration systems, collection, and services. LOVE is a collaborative learning space for sharing educational materials by authors and from diverse collections of NSDL. LOVE supports community-based collection providers and local authors, teachers, students, and parents. In addition to primary NSDL resources, LOVE supports locally operated valuable resources, interconnected to primary NSDL resources.

The objectives of LOVE include the following:

- Contributing educational materials by authors and teachers,
- Sharing teaching materials by teachers,
- Using educational materials by students,
- Accessing user-profiling by teachers and parents,
- Peer review for quality assurance by reviewers,
- Provision of cataloging tool by system administrators,
- Associating commentary and other annotations with resources by all users,
- Logging usage patterns by system administrators.
The following instructions will help you write your first program. These instructions are for users of Win32 platforms, which include Windows 95/98 and Windows NT/2000. We start with a checklist of what you need to write your first program. Next, we cover the steps to creating an application, steps to creating an applet, and explanations of error messages you may encounter.

Your first program, HelloWorldApp, will simply display the greeting "Hello World". To create this program, you will:
- Create a source file. A source file contains text, written in the Java programming language, that you and other programmers can understand. You can use any text editor to create and edit source files.
- Compile the source file into a bytecode file. The compiler, javac, takes your source file and translates its text into instructions that the Java Virtual Machine (Java VM) can understand. The compiler converts these instructions into a bytecode file. Run the program contained in the bytecode file. The Java interpreter installed on your computer implements the Java VM. This interpreter takes your bytecode file and carries out the instructions by translating them into instructions that your computer can understand.

Java Program

a. Create a source file as shown:

```java
/** * The HelloWorldApp class implements an application that displays * "Hello World!" to the standard output. **/```
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a. Create a Source File as shown:

```java
/** The HelloWorldApp class implements an application that displays “Hello World!” to the standard output. **/
public class HelloWorldApp {  
    public static void main(String[] args) {  
        // Display “Hello World!”  
        System.out.println("Hello World!");  
    }  
}
```

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