

The Definitive Guide To Java Swing Definitive Guides

The Definitive Guide to Java Swing
The Definitive Guide to Building Java Robots
Hadoop: The Definitive Guide
The Definitive Guide to NetBeans™ Platform 7
John Zukowski's Definitive Guide to Swing for Java 2
NetBeans: The Definitive Guide
Pro JavaFX 9
The Definitive Guide to JSF in Java EE 8
Java 11 Cookbook
The Definitive Guide to Spring Web Flow
Maven: The Definitive Guide
Oracle Jrookit
Closure: The Definitive Guide
The Definitive Guide to JasperReports
Definitive Guide to Swing for Java 2
Pro JavaFX 8
Ant
John Zukowski's Definitive Guide to Swing for Java 2
Tomcat: The Definitive Guide
Scalacheck
Java Performance
Ant: The Definitive Guide
The Definitive Guide to Java Swing, Third Edition
Jenkins
Java Performance
Cassandra: The Definitive Guide
Spark: The Definitive Guide
Java Programming For Developers: The Definitive Guide to Learn JDBC And Database Applications
The Definitive Guide to Spring Batch
The Definitive Guide to Modern Java Clients with JavaFX
The Definitive Guide to Grails 2
Kafka: The Definitive Guide
JavaScript
The Definitive Guide to SWT and JFace
Java Performance: The Definitive Guide
Pro JavaFX 2
Definitive Guide to Swing for Java 2
The Definitive Guide to db4o
JavaScript: The Definitive Guide
The Definitive Guide to Jython

The Definitive Guide to Java Swing

Grails is a full stack framework which aims to greatly simplify the task of building serious web applications for the JVM. The concepts within Grails, like interceptors, tag libs, and Groovy Server Pages (GSP), make those in the Java community feel right at home. Grails' foundation is on solid open source technologies such as Spring, Hibernate, and SiteMesh, which gives it even more potential in the Java space: Spring provides powerful inversion of control and MVC, Hibernate brings a stable, mature object relational mapping technology with the ability to integrate with legacy systems, and SiteMesh handles flexible layout control and page decoration. Grails complements these with additional features that take advantage of the coding-by-convention paradigm such as dynamic tag libraries, Grails object relational mapping, Groovy Server Pages, and scaffolding. Graeme Rocher, Grails lead and founder, and Jeff Brown bring you completely up-to-date with their authoritative and fully comprehensive guide to the Grails 2 framework. You'll get to know all the core features, services, and Grails extensions via plug-ins, and understand the roles that Groovy and Grails are playing in the changing Web.

The Definitive Guide to Building Java Robots

Build enhanced visual experiences and design and deploy modern, easy-to-maintain, client applications across a variety of platforms. This book will show you how these applications can take advantage of the latest user interface components, 3D technology, and cloud services to create immersive visualizations and allow high-value data manipulation. The Definitive Guide to Modern Java Clients with JavaFX is a professional reference for building Java applications for desktop, mobile, and embedded in the Cloud age. It offers end-to-end coverage of the latest features in JavaFX and Java 13. After reading this book, you will be

equipped to upgrade legacy client applications, develop cross-platform applications in Java, and build enhanced desktop and mobile native clients. What You Will Learn Create modern client applications in Java using the latest JavaFX and Java 13 Build enterprise clients that will enable integration with existing cloud services Use advanced visualization and 3D features Deploy on desktop, mobile, and embedded devices Who This Book Is For Professional Java developers who are interested in learning the latest client Java development techniques to fill out their skillset.

Hadoop: The Definitive Guide

"ScalaCheck is a library that facilitates automated specification-based testing of Scala or Java software applications, originally inspired by the QuickCheck library of Haskell. ScalaCheck: The Definitive Guide explains the big ideas behind ScalaCheck, and shows how to use it effectively to write tests at the higher level of property specifications." --

The Definitive Guide to NetBeans™ Platform 7

In Pro JavaFX 8 expert authors show you how to use the JavaFX platform to create rich-client Java applications. You'll discover how you can use this powerful Java-based UI platform, which is capable of handling large-scale data-driven business applications for PC as well as now mobile and embedded devices. Covering the JavaFX API, development tools, and best practices, this book provides code examples that explore the exciting new features provided with JavaFX 8 which comes as part of Oracle's new Java (SE) 8 release. This book also contains engaging tutorials that cover virtually every facet of JavaFX development and reference materials on JavaFX that augment the JavaFX API documentation. After reading and using this book, you'll have the authoritative knowledge that should give you an edge in your next JavaFX-based application projects for your job or your clients.

John Zukowski's Definitive Guide to Swing for Java 2

Fully updated for the Java 2 Platform, Standard Edition version 5.0, the third edition of this praised book is a one-stop resource for serious Java developers. This book shows you the parts of Java Swing API that you will use daily to create graphical user interfaces (GUI). You will also learn about the Model-View-Controller architecture that lies behind all Swing components, and about customizing components for specific environments. Author John Zukowski also provides custom editors and renderers for use with tables, trees, and list components. You'll encounter an overview of Swing architecture, and learn about core Swing components, toggleable components, event handling with the Swing Component Set, Swing menus and toolbars, borders, pop-ups, choosers, and more.

NetBeans: The Definitive Guide

Work with all aspects of batch processing in a modern Java environment using a selection of Spring frameworks. This book provides up-to-date examples using the

latest configuration techniques based on Java configuration and Spring Boot. The Definitive Guide to Spring Batch takes you from the “Hello, World!” of batch processing to complex scenarios demonstrating cloud native techniques for developing batch applications to be run on modern platforms. Finally this book demonstrates how you can use areas of the Spring portfolio beyond just Spring Batch 4 to collaboratively develop mission-critical batch processes. You’ll see how a new class of use cases and platforms has evolved to have an impact on batch-processing. Data science and big data have become prominent in modern IT and the use of batch processing to orchestrate workloads has become commonplace. The Definitive Guide to Spring Batch covers how running finite tasks on cloud infrastructure in a standardized way has changed where batch applications are run. Additionally, you’ll discover how Spring Batch 4 takes advantage of Java 9, Spring Framework 5, and the new Spring Boot 2 micro-framework. After reading this book, you’ll be able to use Spring Boot to simplify the development of your own Spring projects, as well as take advantage of Spring Cloud Task and Spring Cloud Data Flow for added cloud native functionality. Includes a foreword by Dave Syer, Spring Batch project founder. What You'll Learn Discover what is new in Spring Batch 4 Carry out finite batch processing in the cloud using the Spring Batch project Understand the newest configuration techniques based on Java configuration and Spring Boot using practical examples Master batch processing in complex scenarios including in the cloud Develop batch applications to be run on modern platforms Use areas of the Spring portfolio beyond Spring Batch to develop mission-critical batch processes Who This Book Is For Experienced Java and Spring coders new to the Spring Batch platform. This definitive book will be useful in allowing even experienced Spring Batch users and developers to maximize the Spring Batch tool.

Pro JavaFX 9

Solutions for modular, functional, reactive, GUI, network, and multithreaded programming Key Features Explore the latest features of Java 11 to implement efficient and reliable code Develop memory-efficient applications, understanding new garbage collection in Java 11 Create restful webservices and microservices with Spring boot 2 and Docker Book Description For more than three decades, Java has been on the forefront of developing robust software that has helped versatile businesses meet their requirements. Being one of the most widely used programming languages in history, it’s imperative for Java developers to discover effective ways of using it in order to take full advantage of the power of the latest Java features. Java 11 Cookbook offers a range of software development solutions with simple and straightforward Java 11 code examples to help you build a modern software system. Starting with the installation of Java, each recipe addresses various problem by explaining the solution and offering insights into how it works. You’ll explore the new features added to Java 11 that will make your application modular, secure, and fast. The book contains recipes on functional programming, GUI programming, concurrent programming, and database programming in Java. You’ll also be taken through the new features introduced in JDK 18.3 and 18.9. By the end of this book, you’ll be equipped with the skills required to write robust, scalable, and optimal Java code effectively. What you will learn Set up JDK and understand what's new in the JDK 11 installation Implement object-oriented designs using classes and interfaces Manage operating system processes Create a

modular application with clear dependencies Build graphical user interfaces using JavaFX Use the new HTTP Client API Explore the new diagnostic features in Java 11 Discover how to use the new JShell REPL tool Who this book is for The book is for intermediate-to-advanced Java programmers who want to make their applications fast, secure, and scalable.

The Definitive Guide to JSF in Java EE 8

Introduces the build tool for Java application development, covering both user defined and built-in tasks.

Java 11 Cookbook

In Pro JavaFX 2: A Definitive Guide to Rich Clients with Java Technology, Jim Weaver, Weiqi Gao, Stephen Chin, Dean Iverson, and Johan Vos show you how you can use the JavaFX platform to create rich-client Java applications. You'll see how JavaFX provides a powerful Java-based UI platform capable of handling large-scale data-driven business applications. Covering the JavaFX API, development tools, and best practices, this book provides code examples that explore the exciting new features provided with JavaFX 2. It contains engaging tutorials that cover virtually every facet of JavaFX development and reference materials on JavaFX that augment the JavaFX API documentation. Written in an engaging and friendly style, Pro JavaFX 2 is an essential guide to JavaFX 2.

The Definitive Guide to Spring Web Flow

Learn how to use, deploy, and maintain Apache Spark with this comprehensive guide, written by the creators of the open-source cluster-computing framework. With an emphasis on improvements and new features in Spark 2.0, authors Bill Chambers and Matei Zaharia break down Spark topics into distinct sections, each with unique goals. You'll explore the basic operations and common functions of Spark's structured APIs, as well as Structured Streaming, a new high-level API for building end-to-end streaming applications. Developers and system administrators will learn the fundamentals of monitoring, tuning, and debugging Spark, and explore machine learning techniques and scenarios for employing MLlib, Spark's scalable machine-learning library. Get a gentle overview of big data and Spark Learn about DataFrames, SQL, and Datasets—Spark's core APIs—through worked examples Dive into Spark's low-level APIs, RDDs, and execution of SQL and DataFrames Understand how Spark runs on a cluster Debug, monitor, and tune Spark clusters and applications Learn the power of Structured Streaming, Spark's stream-processing engine Learn how you can apply MLlib to a variety of problems, including classification or recommendation

Maven: The Definitive Guide

All set to become the one-stop resource for serious Java developers, this is the first comprehensive book to be based on released versions of the Java 1.2 Swing Set. While thorough in its treatment of the Swing set, the book avoids covering the minutia that is of no interest to programmers. John Zukowski is one of the best

known figures in the Java community, and one of the most popular columnists for JavaWorld Magazine. He provides significant content for JavaSofts own web site and was the principal author of the "official" on-line Swing tutorial.

Oracle Jrockit

For too long, developers have worked on disorganized application projects, where every part seemed to have its own build system, and no common repository existed for information about the state of the project. Now there's help. The long-awaited official documentation to Maven is here. Written by Maven creator Jason Van Zyl and his team at Sonatype, *Maven: The Definitive Guide* clearly explains how this tool can bring order to your software development projects. Maven is largely replacing Ant as the build tool of choice for large open source Java projects because, unlike Ant, Maven is also a project management tool that can run reports, generate a project website, and facilitate communication among members of a working team. To use Maven, everything you need to know is in this guide. The first part demonstrates the tool's capabilities through the development, from ideation to deployment, of several sample applications -- a simple software development project, a simple web application, a multi-module project, and a multi-module enterprise project. The second part offers a complete reference guide that includes: The POM and Project Relationships The Build Lifecycle Plugins Project website generation Advanced site generation Reporting Properties Build Profiles The Maven Repository Team Collaboration Writing Plugins IDEs such as Eclipse, IntelliJ, and NetBeans Using and creating assemblies Developing with Maven Archetypes Several sources for Maven have appeared online for some time, but nothing served as an introduction and comprehensive reference guide to this tool -- until now. *Maven: The Definitive Guide* is the ideal book to help you manage development projects for software, web applications, and enterprise applications. And it comes straight from the source.

Closure: The Definitive Guide

The Definitive Guide to JasperReports

Definitive Guide to Swing for Java 2

This step-by-step guide to explore database programming using Java is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a programmer. Each brief chapter covers the material for one week of a college course to help you practice what you've learned. As you would expect, this book shows how to build from scratch two different databases: MariaDB and SQLite using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In the first chapter, you will learn the basics of cryptography using Java. Here, you will learn how to write a Java program to count Hash, MAC (Message Authentication Code), store keys in a KeyStore, generate PrivateKey and PublicKey, encrypt / decrypt data, and generate and verify digital prints. In the second chapter, you will learn how to create and

store salt passwords and verify them. You will create a Login table. In this case, you will see how to create a Java GUI using NetBeans to implement it. In addition to the Login table, in this chapter you will also create a Client table. In the case of the Client table, you will learn how to generate and save public and private keys into a database. You will also learn how to encrypt / decrypt data and save the results into a database. In the third chapter, you will create an Account table. This account table has the following ten fields: account_id (primary key), client_id (primarykey), account_number, account_date, account_type, plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In this case, you will learn how to implement generating and verifying digital prints and storing the results into a database. In the fourth chapter, You create a table with the name of the Account, which has ten columns: account_id (primary key), client_id (primarykey), account_number, account_date, account_type, plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In the fifth chapter, you will create a Client_Data table, which has the following seven fields: client_data_id (primary key), account_id (primary_key), birth_date, address, mother_name, telephone, and photo_path. In chapter six, you will be shown how to create SQLite database and tables with Java. In chapter seven, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. Digital image techniques to extract image features used in this chapter are grascaling, sharpening, invertering, blurring, dilation, erosion, closing, opening, vertical prewitt, horizontal prewitt, Laplacian, horizontal sobel, and vertical sobel. For readers, you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching. In chapter eight, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. In chapter nine, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will have a BLOB data type, so that the image of the feature will be directly saved into this table. In chapter ten, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter eleven, you will add two tables: Victim and Case_File. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File has seven columns: case_file_id (primary key), suspect_id (foreign key), police_station_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/MariaDB/SQLite programmer.

Soon after its launch, Ant succeeded in taking the Java world by storm, becoming the most widely used tool for building applications in Java environments. Like most popular technologies, Ant quickly went through a series of early revision cycles. With each new version, more functionality was added, and more complexity was introduced. Ant evolved from a simple-to-learn build tool into a full-fledged testing and deployment environment. Ant: The Definitive Guide has been reworked, revised and expanded upon to reflect this evolution. It documents the new ways that Ant is being applied, as well as the array of optional tasks that Ant supports. In fact, this new second edition covers everything about this extraordinary build management tool from downloading and installing, to using Ant to test code. Here are just a few of the features you'll find detailed in this comprehensive, must-have guide: Developing conditional builds, and handling error conditions Automatically retrieving source code from version control systems Using Ant with XML files Using Ant with JavaServer Pages to build Web applications Using Ant with Enterprise JavaBeans to build enterprise applications Far exceeding its predecessor in terms of information and detail, Ant: The Definitive Guide, 2nd Edition is a must-have for Java developers unfamiliar with the latest advancements in Ant technology. With this book at your side, you'll soon be up to speed on the premiere tool for cross-platform development. Author Steve Holzner is an award-winning author who has been writing about Java topics since the language first appeared; his books have sold more than 1.5 million copies worldwide.

Ant

Counsels programmers and administrators for big and small organizations on how to work with large-scale application datasets using Apache Hadoop, discussing its capacity for storing and processing large amounts of data while demonstrating best practices for building reliable and scalable distributed systems.

John Zukowski's Definitive Guide to Swing for Java 2

Spring Web Flow is an exciting open-source framework for developing Java web applications. The framework improves productivity by addressing three major pain-points facing web application developers: user interface navigation control, state management, and modularity. The Definitive Guide to Spring Web Flow covers Spring Web Flow in detail by explaining its motivation and feature set, as well as providing practical guidance for using the framework to develop web applications successfully in a number of environments.

Tomcat: The Definitive Guide

Coding and testing are generally considered separate areas of expertise. In this practical book, Java expert Scott Oaks takes the approach that anyone who works with Java should be adept at understanding how code behaves in the Java Virtual Machine—including the tunings likely to help performance. This updated second edition helps you gain in-depth knowledge of Java application performance using both the JVM and the Java platform. Developers and performance engineers alike will learn a variety of features, tools, and processes for improving the way the Java 8 and 11 LTS releases perform. While the emphasis is on production-supported

releases and features, this book also features previews of exciting new technologies such as ahead-of-time compilation and experimental garbage collections. Understand how various Java platforms and compilers affect performance Learn how Java garbage collection works Apply four principles to obtain best results from performance testing Use the JDK and other tools to learn how a Java application is performing Minimize the garbage collector's impact through tuning and programming practices Tackle performance issues in Java APIs Improve Java-driven database application performance

Scalacheck

* While the promise of Java has always been "Write Once, Run Anywhere," SWT and JFace make it a reality. Write it once but run on all different platforms. * Major revision of Eclipse 3.0 is coming out (probably April or May, 2004)- this book will be up to date (3.0) with no "time bomb" shelf life. Covers SWT 3.0 (in development) and 2.1. * Eclipse is free and open source and will become even more important over next year or so/ Eclipse will be the editor of choice for all developers going forward - the standard IDE for open source development. * Offers GUI designers an alternative to developing with Swing.

Java Performance

MANY JAVA PROGRAMMERS ARE FAMILIAR with John Zukowskis popular Java AWT Reference, which concentrated on what professional programmers had to know in order to use the now-obsolete AWT component set. This book offers the same level of coverage for Swing. Zukowski helps Java programmers weed through the complex APIs of the Swing components. This book shows programmers those parts of the Swing Component Set they will use on a daily basis to create graphical user interfaces. Readers can learn about the Model-View-Controller architecture that lies behind all Swing components, and how to customize the components for specific environments. Zukowski also provides custom editors and renderers for use with tables, trees, and list components. You'll find an overview of the Swing architecture, event handling with the Swing Component Set, core Swing components, toggleable components, Swing menus and toolbars, borders, pop-ups and choosers, and more.

Ant: The Definitive Guide

If you're ready to use Closure to build rich web applications with JavaScript, this hands-on guide has precisely what you need to learn this suite of tools in depth. Closure makes it easy for experienced JavaScript developers to write and maintain large and complex codebases—as Google has demonstrated by using Closure with Gmail, Google Docs, and Google Maps. Author and Closure contributor Michael Bolin has included numerous code examples and best practices, as well as valuable information not available publicly until now. You'll learn all about Closure's Library, Compiler, Templates, testing framework, and Inspector—including how to minify JavaScript code with the Compiler, and why the combination of the Compiler and the Library is what sets Closure apart from other JavaScript toolkits. Learn how the Compiler significantly reduces the amount of JavaScript users have to

download when visiting your site Discover several ways to use the Compiler as part of your build process Learn about type expressions, primitives, and common utilities Understand how Closure emulates classes and class-based inheritance Use Closure Templates on the server and the client from either JavaScript or Java Test and debug your JavaScript code, even when it's compiled

The Definitive Guide to Java Swing, Third Edition

A revised and updated edition offers comprehensive coverage of ECMAScript 5 (the new JavaScript language standard) and also the new APIs introduced in HTML5, with chapters on functions and classes completely rewritten and updated to match current best practices and a new chapter on language extensions and subsets. Original.

Jenkins

Every enterprise application creates data, whether it's log messages, metrics, user activity, outgoing messages, or something else. And how to move all of this data becomes nearly as important as the data itself. If you're an application architect, developer, or production engineer new to Apache Kafka, this practical guide shows you how to use this open source streaming platform to handle real-time data feeds. Engineers from Confluent and LinkedIn who are responsible for developing Kafka explain how to deploy production Kafka clusters, write reliable event-driven microservices, and build scalable stream-processing applications with this platform. Through detailed examples, you'll learn Kafka's design principles, reliability guarantees, key APIs, and architecture details, including the replication protocol, the controller, and the storage layer. Understand publish-subscribe messaging and how it fits in the big data ecosystem. Explore Kafka producers and consumers for writing and reading messages Understand Kafka patterns and use-case requirements to ensure reliable data delivery Get best practices for building data pipelines and applications with Kafka Manage Kafka in production, and learn to perform monitoring, tuning, and maintenance tasks Learn the most critical metrics among Kafka's operational measurements Explore how Kafka's stream delivery capabilities make it a perfect source for stream processing systems

Java Performance

Readers will learn how to automate their build, integration, release, and deployment processes with Jenkins, the popular Java-based open source tool that has revolutionized the way teams think about continuous integration (CI).

Cassandra: The Definitive Guide

The NetBeans Platform is the world's only modular Swing application framework, used by very large organizations in mission-critical scenarios, such as at Boeing and Northrop Grumman, as well as in the financial sector and in the oil/gas industry. For these large customers in enterprises who are increasingly interested in Maven and OSGi, the book will have particular relevance. The Definitive Guide to NetBeans™ Platform 7 is a thorough and authoritative introduction to the open-

source NetBeans Platform, covering all its major APIs in detail, with relevant code examples used throughout. Provides a completely updated definitive guide to the NetBeans Platform, using the latest APIs, coding patterns, and methodologies. Focuses strongly on business features in an application, since Oracle's customers are particularly interested in business-related aspects. For example, how to use OSGi, how to add authentication/security, how to monetize from a modular application. The original German book on which this title is based was well received. The NetBeans Platform Community has put together this English translation, which covers the latest NetBeans Platform 7 APIs. With an introduction by known NetBeans Platform experts Jaroslav Tulach and Tim Boudreau, this is the most up-to-date book on this topic at the moment. All NetBeans Platform developers will gain something from this book, because several topics in the book have not been documented anywhere else.

Spark: The Definitive Guide

This guide provides developers with more tips, techniques and detailed coverage of issues related to Java programming using the Swing Component Set. It makes client-side programming in Java a real possibility by offering new information for the recent release of Java SDK version 1.3 and techniques for JTable, JList components, RepaintManager, Updating UIManager Property List, and much more.

Java Programming For Developers: The Definitive Guide to Learn JDBC And Database Applications

* With this book readers might well be able to build the next Mars Rover. * First book out on Java robotics. * The biggest selling point about this book is that no one else shows readers how to combine the power of their PC with a robust programming language in Java to create exciting robotics. * The book is a great teaching aid (in robotics or software) that establishes a new paradigm for thinking about robotics along with simpler ways to do things, i.e., vs. the old way using microcontrollers.

The Definitive Guide to Spring Batch

Develop and manage robust Java applications with Oracle's high-performance JRockit Java Virtual Machine with this book and eBook.

The Definitive Guide to Modern Java Clients with JavaFX

Use the JavaFX platform to create rich-client Java applications and discover how you can use this powerful Java-based UI platform, which is capable of handling large-scale data-driven business applications for PC as well as mobile and embedded devices. The expert authors cover the new more modular JavaFX 9 APIs, development tools, and best practices and provide code examples that explore the exciting new features provided with JavaFX 9, part of Oracle's new Java 9 release. Pro JavaFX 9: A Definitive Guide to Building Desktop, Mobile, and Embedded Java Clients also contains engaging tutorials that cover virtually every facet of JavaFX development and reference materials on JavaFX that augment the JavaFX API

documentation. What You'll Learn Create a user interface in JavaFX Use SceneBuilder to create a user interface Build dynamic UI layouts in JavaFX and using the JavaFX UI controls Create charts in JavaFX Leverage JavaFX languages and markup Who This Book Is For Experienced Java programmers looking to learn and leverage JavaFX 9 for rich client-side Java development.

The Definitive Guide to Grails 2

The ONLY complete, up-to-date guide to all aspects of Java performance • •The first one-stop guide to identifying, isolating, and fixing Java performance issues on multicore and multiprocessor processor platforms - from two of Sun's leading Java performance experts. •Includes crucial new insights into microbenchmarking found nowhere else. •Contains up-to-the-minute coverage of Java optimization, including migration of older applications. Given Java's ubiquity and indispensability, Java software performance is of crucial importance to millions of developers worldwide. The emergence of multi-core systems and the evolution of the Java platform give developers many new opportunities to optimize performance. Now, three of Sun's leading Java performance experts have written the first start-to-finish guide to optimizing Java performance in today's multi-core systems. Java Performance gives developers, designers, and architects all the information they need to leverage Java's performance and scalability abilities on any modern multicore or multiprocessor system. This book's end-to-end coverage addresses all these topics: monitoring and profiling; the effective use of garbage collection and other language features; adaptive and platform-specific tuning; techniques for maximizing scalability; and much more. The authors' extensive benchmarking coverage includes an indispensable introduction to effective microbenchmarks - including guidance on avoiding the common microbenchmarking mistakes that mislead developers into writing badlyperforming software. The book also contains a complete section on Java performance enhancement, including opportunities and challenges associated with migrating software from Java 1.4.2 and Java 5 - issues that more and more Java developers are now facing.

Kafka: The Definitive Guide

Imagine what you could do if scalability wasn't a problem. With this hands-on guide, you'll learn how the Cassandra database management system handles hundreds of terabytes of data while remaining highly available across multiple data centers. This expanded second edition—updated for Cassandra 3.0—provides the technical details and practical examples you need to put this database to work in a production environment. Authors Jeff Carpenter and Eben Hewitt demonstrate the advantages of Cassandra's non-relational design, with special attention to data modeling. If you're a developer, DBA, or application architect looking to solve a database scaling issue or future-proof your application, this guide helps you harness Cassandra's speed and flexibility. Understand Cassandra's distributed and decentralized structure Use the Cassandra Query Language (CQL) and cqlsh—the CQL shell Create a working data model and compare it with an equivalent relational model Develop sample applications using client drivers for languages including Java, Python, and Node.js Explore cluster topology and learn how nodes exchange data Maintain a high level of performance in your cluster Deploy Cassandra on site, in the Cloud, or with Docker Integrate Cassandra with Spark,

Hadoop, Elasticsearch, Solr, and Lucene

JavaScript

For web developers and other programmers interested in using JavaScript, this bestselling book provides the most comprehensive JavaScript material on the market. The seventh edition represents a significant update, with new information for ECMAScript 2020, and new chapters on language-specific features. JavaScript: The Definitive Guide is ideal for experienced programmers who want to learn the programming language of the web, and for current JavaScript programmers who want to master it.

The Definitive Guide to SWT and JFace

This is the authoritative reference for understanding and using the NetBeans Integrated Development Environment for creating new software with Java. Contains a detailed tutorial.

Java Performance: The Definitive Guide

Learn and master the new features in the JSF 2.3 MVC web framework in this definitive guide written by two of the JavaServer Faces (JSF) specification leads. The authors take you through real-world examples that demonstrate how these new features are used with other APIs in Java EE 8. You'll see the new and exciting ways JSF applications can use to communicate between a client and a server, such as using WebSockets, invoking bean methods directly from Ajax, executing client-side JavaScript when Ajax calls complete, and more Along the way you'll broaden your knowledge of JSF components and web APIs best practices, and learn a great deal about the internals of JSF and the design decisions that have been made when building the JSF API. For example, you'll see what artefacts are now CDI injectable, how CDI changed JSF internally, and what some of the caveats are when working with the CDI versions of a JSF artefact. Furthermore, you'll build an example application from scratch. After reading The Definitive Guide to JSF in Java EE 8, you'll be ready to build your own efficient and secure web applications. What You Will Learn Leverage the new features in JSF 2.3 in your existing applications Integrate JSF and CDI Use the brand new Component Search Expression framework, which enables you to more easily locate components from your template Extend the Component Search Expression framework with your own search operators Work with the different ways of mapping requests to JSF, make your application use extensionless URLs, and programmatically inspect which resources are present in your application Master the best practices for web application development and see which are obsolete Who This Book Is For Existing JSF or Java developers who need to create a web UI. No prior knowledge of JSF is required, but the book does skew towards the more experienced developer. Concepts such as dependency injection and MVC are assumed to be known, as is a general knowledge about HTML, HTTP and other web standards.

Pro JavaFX 2

Jython is an open source implementation of the high-level, dynamic, object-oriented scripting language Python seamlessly integrated with the Java platform. The predecessor to Jython, JPython, is certified as 100% Pure Java. Jython is freely available for both commercial and noncommercial use and is distributed with source code. Jython is complementary to Java. The Definitive Guide to Jython, written by the official Jython team leads, covers Jython 2.5 (or 2.5.x)—from the basics to more advanced features. This book begins with a brief introduction to the language and then journeys through Jython's different features and uses. The Definitive Guide to Jython is organized for beginners as well as advanced users of the language. The book provides a general overview of the Jython language itself, but it also includes intermediate and advanced topics regarding database, web, and graphical user interface (GUI) applications; Web services/SOA; and integration, concurrency, and parallelism, to name a few.

Definitive Guide to Swing for Java 2

Coding and testing are often considered separate areas of expertise. In this comprehensive guide, author and Java expert Scott Oaks takes the approach that anyone who works with Java should be equally adept at understanding how code behaves in the JVM, as well as the tunings likely to help its performance. You'll gain in-depth knowledge of Java application performance, using the Java Virtual Machine (JVM) and the Java platform, including the language and API. Developers and performance engineers alike will learn a variety of features, tools, and processes for improving the way Java 7 and 8 applications perform. Apply four principles for obtaining the best results from performance testing Use JDK tools to collect data on how a Java application is performing Understand the advantages and disadvantages of using a JIT compiler Tune JVM garbage collectors to affect programs as little as possible Use techniques to manage heap memory and JVM native memory Maximize Java threading and synchronization performance features Tackle performance issues in Java EE and Java SE APIs Improve Java-driven database application performance

The Definitive Guide to db4o

This book covers the JavaOne award winning JasperReports tool at length. Written by JasperForge's Teodor Danciu, Founder and Architect JasperReport, this authoritative book: Shows the power that this open source Java reporting tool has and its ability to deliver rich content onto the screen, to the printer, or into PDF, HTML, XLS, CSV and XML files Demonstrates how JasperReports can be used in a variety of Java-enabled applications, including Java EE or web applications, to generate dynamic content Teaches you how to create page-oriented, ready-to-print documents in a simple and flexible manner

JavaScript: The Definitive Guide

Jakarta Tomcat is not only the most commonly used open source servlet engine today, it's become the de facto standard by which other servlet engines are measured. Powerful and flexible, it can be used as a stand-alone web server or in conjunction with another server, like Apache or IIS, to run servlets or JSPs. But

mastery of Tomcat is not easy: because it's as complex as it is complete. Tomcat: The Definitive Guide answers vexing questions that users, administrators, and developers alike have been asking. This concise guide provides much needed information to help harness Tomcat's power and wealth of features. Tomcat: The Definitive Guide offers something for everyone who uses Tomcat. System and network administrators will find detailed instructions on installation, configuration, and maintenance. For users, it supplies insightful information on how to deploy Tomcat. And seasoned enterprise Java developers will have a complete reference to setting up, running, and using this powerful software. The book begins with an introduction to the Tomcat server and includes an overview of the three types of server configurations: stand-alone, in-process, and out-of-process. The authors show how directories are laid out, cover the initial setup, and describe how to set the environment variables and modify the configuration files, concluding with common errors, problems, and solutions. In subsequent chapters, they cover: The server.xml configuration file Java Security manager Authentication schemes and Tomcat users The Secure Socket Layer (SSL) Tomcat JDBC Realms Installing servlets and Java Server Pages Integrating Tomcat with Apache Advanced Tomcat configuration and much more. Tomcat: The Definitive Guide covers all major platforms, including Windows, Solaris, Linux, and Mac OS X, contains details on Tomcat configuration files, and has a quick-start guide to get developers up and running with Java servlets and JavaServer Pages. If you've struggled with this powerful yet demanding technology in the past, this book will provide the answers you need.

The Definitive Guide to Jython

This is the first book to cover db4o programming in comprehensive detail. Readers are briefed on all of the topics necessary to begin using it in production environments, including installation and configuration, querying and managing objects, performing transactions, and data replication. Newcomers to the topic aren't forgotten, as early chapters are devoted to object database fundamentals, in addition to technical considerations and migration strategies. Complete with numerous C# and Java examples, readers will be able to follow along with the examples regardless of their chosen language.

[ROMANCE](#) [ACTION & ADVENTURE](#) [MYSTERY & THRILLER](#) [BIOGRAPHIES & HISTORY](#) [CHILDREN'S](#) [YOUNG ADULT](#) [FANTASY](#) [HISTORICAL FICTION](#) [HORROR](#) [LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE FICTION](#)