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# Java 7 Manual Download

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Speed up the software delivery process and software productivity using the latest features of Jenkins Key Features Take advantage of a Continuous Integration and Continuous Delivery solution to speed up productivity and achieve faster software delivery See all the new features introduced in Jenkins 2.x, such as Pipeline as code, Multibranch pipeline, Docker Plugin, and more Learn to implement Continuous Integration and Continuous Delivery by orchestrating multiple DevOps tools using Jenkins Book Description In past few years, agile software development has seen tremendous growth.

There is a huge demand for software delivery solutions that are fast yet flexible to numerous amendments. As a result, Continuous Integration (CI) and Continuous Delivery (CD) methodologies are gaining popularity. This book starts off by explaining the concepts of CI and its significance in the Agile. Next, you'll learn how to configure and set up Jenkins in many different ways. The book exploits the concept of "pipeline as code" and various other features introduced in the Jenkins 2.x release to their full potential. We also talk in detail about the new Jenkins Blue Ocean interface and the features that help to quickly and easily create a CI pipeline. Then we dive into the various features offered by Jenkins one by one, exploiting them for CI and CD. Jenkins' core functionality and flexibility allows it to fit in a variety of environments and can help streamline the development process for all stakeholders. Next, you'll be introduced to CD and will learn how to achieve it using Jenkins. Through this book's wealth of best practices and real-world tips, you'll discover how easy it is to implement CI and CD using Jenkins. What you will learn Get to know some of the most popular ways to set up Jenkins See all the new features introduced in the latest Jenkins, such as pipeline as code, Multibranch pipeline, and more Manage users, projects, and permissions in Jenkins to ensure better security Leverage the power of plugins in Jenkins Learn how to create a CI pipeline using Jenkins Blue Ocean Create a distributed build farm using Docker and use it with Jenkins Implement CI and CD using Jenkins See

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the difference between CD and Continuous Deployment Understand the concepts of CI Who this book is for The book is for those with little or no previous experience with Agile or CI and CD. It's a good starting point for anyone new to this field who wants to leverage the benefits of CI and CD to increase productivity and reduce delivery time. It's ideal for Build and Release engineers, DevOps engineers, SCM (Software Configuration Management) engineers, developers, testers, and project managers. If you're already using Jenkins for CI, you can take your project to the next level—CD.

LibreOffice is a freely-available, full-featured office suite that runs on Windows, Linux, and macOS computers. This book is for anyone who wants to get up to speed quickly with LibreOffice 6.0. It introduces Writer (word processing), Calc (spreadsheets), Impress (presentations), Draw (vector drawings), Math (equation editor), and Base (database). This book was written by volunteers from the LibreOffice community. Profits from the sale of this book will be used to benefit the community. This series helps inculcate technical skills of computer and programming. It has

been designed strictly in accordance with the latest curriculum based on CCE scheme and written in simple and lucid language. A guide to the Java Desktop System covers such topics as networking, email, instant messaging, spreadsheets, word processing, and slide presentations.

Learning Continuous Integration with Jenkins Checking Java Programs Teach Yourself Java for Macintosh in 21 Days Java Power Tools Indispensable Apache Tomcat 7 User Guide

Know how to set up, defend, and attack computer networks with this revised and expanded second edition. You will learn to configure your network from the ground up, beginning with developing your own private virtual test environment, then setting up your own DNS server and AD infrastructure. You will continue with more advanced network services, web servers, and database servers and you will end by building your own web applications servers, including WordPress and Joomla!. Systems from 2011 through 2017 are covered, including Windows 7, Windows 8, Windows 10, Windows Server 2012, and Windows Server 2016 as well as a range of Linux distributions, including Ubuntu, CentOS, Mint, and OpenSUSE. Key defensive techniques are integrated throughout and you will develop situational awareness of your

network and build a complete defensive infrastructure, including log servers, network firewalls, web application firewalls, and intrusion detection systems. Of course, you cannot truly understand how to defend a network if you do not know how to attack it, so you will attack your test systems in a variety of ways. You will learn about Metasploit, browser attacks, privilege escalation, pass-the-hash attacks, malware, man-in-the-middle attacks, database attacks, and web application attacks. What You ' ll Learn Construct a testing laboratory to experiment with software and attack techniquesBuild realistic networks that include active directory, file servers, databases, web servers, and web applications such as WordPress and Joomla!Manage networks remotely with tools, including PowerShell, WMI, and WinRMUse offensive tools such as Metasploit, Mimikatz, Veil, Burp Suite, and John the RipperExploit networks starting from malware and initial intrusion to privilege escalation through password cracking and persistence mechanismsDefend networks by developing operational awareness using auditd and Sysmon to analyze logs, and deploying defensive tools such as the Snort intrusion detection system, IPFire firewalls, and ModSecurity web application firewalls Who This Book Is For This study guide is intended for everyone involved in or interested in cybersecurity operations (e.g., cybersecurity professionals, IT professionals, business professionals, and students) This Java book will guide you through Java development and help you build the knowledge and confidence to progress from the

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basics to become a skilled Java developer. All the key tools that you'll need to solve real-world problems are clearly explained and demonstrated with engaging, practical examples.

Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

Beginning Database-Driven Application Development in Java™ EE: Using GlassFish™ focuses on the open source GlassFish persistence engine. This book shows Java programmers how to develop applications utilizing relational database technologies with examples using Oracle and MySQL and the GlassFish application development framework and deployment platform all based on Java EE. The book explains in detail how you can organize your Java EE solution into a multilayer architecture, placing most emphasis on how to implement the persistence and database tiers of an application. Through many examples, this book shows how you can efficiently use the Java Persistence features available in the Java EE platform. Find out how you can greatly simplify the task of building the persistence layer of your Java EE application by moving some application logic into the underlying database, utilizing database views, stored programs, and triggers. The book also explains how to deploy Java EE applications to GlassFish, a free, open source Java EE 5 – compliant application server.

Learn object-oriented

programming and kickstart your career in software development  
Exploring the JDS Linux Desktop  
Mobile Applications Development with Android  
AdvancED Flash on Devices  
Develop a fully functional web application

The Java Tutorial

Master one of the world's most powerful enterprise workload automation tools? BMC Control-M 7 - using this book and eBook.

Discusses the evolution of WHOIS and how policy changes will affect WHOIS ' place in IT today and in the future This book provides a comprehensive overview of WHOIS. The text begins with an introduction to WHOIS and an in-depth coverage of its forty-year history.

Afterwards it examines how to use WHOIS and how WHOIS fits in the overall structure of the Domain Name System (DNS). Other technical topics covered include WHOIS query code and WHOIS server details.

The book also discusses current policy developments and implementations, reviews critical policy

documents, and explains how they will affect the future of the Internet and WHOIS. Additional resources and content updates will be provided through a supplementary website. Includes an appendix with information on current and authoritative WHOIS services around the world Provides illustrations of actual WHOIS records and screenshots of web-based WHOIS query interfaces with instructions for navigating them Explains network dependencies and processes related to WHOIS utilizing flowcharts Contains advanced coding for programmers Visit the book's companion website

<http://whois.knujon.com> for technical and policy documents concerning WHOIS, WHOIS code examples, internet locations for WHOIS databases and more. WHOIS Running the Internet: Protocol, Policy, and Privacy is written primarily for internet developers,

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policy developers, industry professionals in law enforcement, digital forensic investigators, and intellectual property attorneys. Garth O. Bruen is an Internet policy and security researcher whose work has been published in the Wall Street Journal and the Washington Post. Since 2012 Garth Bruen has served as the North American At-Large Chair to the Internet Corporation of Assigned Names and Numbers (ICANN). In 2003 Bruen created KnujOn.com with his late father, Dr. Robert Bruen, to process and investigate Internet abuse complaints (SPAM) from consumers. Bruen has trained and advised law enforcement at the federal and local levels on malicious use of the Domain Name System in the way it relates to the WHOIS record system. He has presented multiple times to the High Technology Crime Investigation Association (HTCIA) as well as other

cybercrime venues including the Anti-Phishing Working Group (APWG) and the National Center for Justice and the Rule of Law at The University of Mississippi School of Law. Bruen also teaches the Fisher College Criminal Justice School in Boston where he develops new approaches to digital crime.

**ASP.NET MVC 4 Recipes** is a practical guide for developers creating modern web applications, cutting through the complexities of ASP.NET, jQuery, Knockout.js and HTML 5 to provide straightforward solutions to common web development problems using proven methods based on best practices. The problem-solution approach gets you in, out, and back to work quickly while deepening your understanding of the underlying platform and how to develop with it. Author John Ciliberti guides you through the framework and development tools,

presenting typical challenges, along with code solutions and clear, concise explanations, to accelerate application development. Inside you will find recipes dealing with streamlined syntax, full control over HTML, a simple API for creating RESTful web services, writing support for test driven development, and more. Solve problems immediately by pasting in code from the recipes, or put multiple recipe solutions together to overcome challenging development obstacles. Dive head first into ASP.NET MVC web development with **ASP.NET MVC 4 Recipes**.

The age of 3D printing and personal fabrication is upon us! You've probably heard of the incredibly sophisticated, yet inexpensive 3D printers that can produce almost any creation you give them. But how do you become part of that revolution? Sandeep Singh takes you through the skills you need to learn and

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the services and technologies you need to know—explaining what 3D printing is, how it works, and what it can do for you. You'll find yourself rapidly prototyping and learning to produce complex designs that can be fabricated by online 3D printing services or privately-owned 3D printers—in your hands in no time. Beginning Google SketchUp for 3D Printing starts by explaining how to use SketchUp and its plugins to make your design products. You will learn how to present and animate 3D models, and how to use Google Earth and 3D Warehouse to sell and market your 3D models. You'll also catch a glimpse of the 3D printing's future so you can plan ahead while mastering today's tools. Beginning Google SketchUp for 3D Printing is the perfect book for 3D designers, hobbyists, woodworkers, craftspeople, and artists interested in the following: Designing in 3D using SketchUp

Using the online 3D printing pipeline  
Animating SketchUp 3D models  
Becoming familiar with rapid prototyping technology  
Navigating new 3D and personal fabrication technologies  
Working with Google Earth and 3D Warehouse with confidence  
Welcome to the era of 3D printing and personal fabrication!  
Mobile Development with Flash Lite and Flash 10  
Learn Java for Android Development  
WHOIS Running the Internet  
Building, Defending, and Attacking Modern Computer Networks  
The Definitive ANTLR 4 Reference  
Protocol, Policy, and Privacy  
Summary Neo4j in Action is a comprehensive guide to Neo4j, aimed at application developers and software architects. Using hands-on examples, you'll learn to model graph domains naturally with Neo4j graph structures. The book explores the full power of native Java APIs for graph data manipulation and querying. Purchase of the

print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Much of the data today is highly connected—from social networks to supply chains to software dependency management—and more connections are continually being uncovered. Neo4j is an ideal graph database tool for highly connected data. It is mature, production-ready, and unique in enabling developers to simply and efficiently model and query connected data. About the Book Neo4j in Action is a comprehensive guide to designing, implementing, and querying graph data using Neo4j. Using hands-on examples, you'll learn to model graph domains naturally with Neo4j graph structures. The book explores the full power of native Java APIs for graph data manipulation and querying. It also covers Cypher, Neo4j's graph query language. Along the way, you'll learn how to integrate Neo4j into your domain-driven app using Spring Data Neo4j, as well as how to use Neo4j in standalone server or embedded modes. Knowledge of Java basics is required. No prior

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experience with graph data or formats both are covered in Neo4j is assumed. What's Inside Graph database patterns How to model data in social networks How to use Neo4j in your Java applications How to configure and set up Neo4j About the Authors Aleksa Vukotic is an architect specializing in graph data models. Nicki Watt, Dominic Fox, Tareq Abedrabbo, and Jonas Partner work at OpenCredo, a Neo Technology partner, and have been involved in many projects using Neo4j. Table of Contents PART 1 INTRODUCTION TO NEO4J A case for a Neo4j database Data modeling in Neo4j Starting development with Neo4j The power of traversals Indexing the data PART 2 APPLICATION DEVELOPMENT WITH NEO4J Cypher: Neo4j query language Transactions Traversals in depth Spring Data Neo4j PART 3 NEO4J IN PRODUCTION Neo4j: embedded versus server mode "Construction-Operations Building information exchange (COBie) Quality Control" shows you how to check - and fix - COBie data during design and construction. COBie File requirements for .xlsx and .ifc

this book. Learn to: - Install and use free COBie QC software (on PC and Mac) - Customize checks for client-specific requirements - Develop COBie batch files to streamline high-quality exports - Demonstrate the quality of your COBie files - Clearly explain the requirements for COBie - Justify decisions about COBie content included, and not included - Communicate COBie requirements with stakeholders and owners Written by the inventor of COBie, Bill East, and his programming partner, Chris Bogen, this book provides 75 large-format figure sand 34 sets of step-by-step instructions to help you download, install, configure, use, and customize the leading free and open-source COBie QC software available today. Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer ' s rules of thumb: working, best-practice solutions for the

programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several " items " presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most

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fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, Effective Java™, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs. Written by the inventors of the technology, The Java® Virtual Machine Specification, Java SE 7 Edition, is the definitive technical reference for the Java Virtual Machine. The book provides complete, accurate, and detailed coverage of the Java Virtual Machine. It fully describes the invokedynamic instruction and method handle mechanism added in Java SE 7, and gives the formal Prolog specification of the type-checking verifier introduced in Java SE 6. The book also includes the class file extensions for generics and annotations defined in Java SE 5.0, and aligns the instruction set and initialization rules with the Java Memory Model. Technologies and Algorithms The Java Language Specification Vital techniques of Java 7 and polyglot programming Cyber Operations

**BMC Control-M 7**  
**Web Applications using JSP (Java Server Page)**  
Mobile Applications Development with Android: Technologies and Algorithms presents advanced techniques for mobile app development, and addresses recent developments in mobile technologies and wireless networks. The book covers advanced algorithms, embedded systems, novel mobile app architecture, and mobile cloud computing paradigms. Divided into three sections, the book explores three major dimensions in the current mobile app development domain. The first section describes mobile app design and development skills, including a quick start on using Java to run an Android application on a real phone. It also introduces 2D graphics and UI design, as well as multimedia in Android mobile apps. The second part of the book delves into advanced mobile app optimization,

including an overview of mobile embedded systems and architecture. Data storage in Android, mobile optimization by dynamic programming, and mobile optimization by loop scheduling are also covered. The last section of the book looks at emerging technologies, including mobile cloud computing, advanced techniques using Big Data, and mobile Big Data storage. About the Authors Meikang Qiu is an Associate Professor of Computer Science at Pace University, and an adjunct professor at Columbia University. He is an IEEE/ACM Senior Member, as well as Chair of the IEEE STC (Special Technical Community) on Smart Computing. He is an Associate Editor of a dozen of journals including IEEE Transactions on Computers and IEEE Transactions on Cloud Computing. He has published 320+ peer-reviewed journal/conference papers and won 10+

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data privacy, is a text book and to output the results  
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received three IEEE developed and tested programs are given to  
Best Paper Awards. with major IDE. First understanding the  
His research it takes the learner topic Developing  
interests include into the world of web fully functional  
cloud computing, application application is the  
cyber security, development through primary objective of  
combinatorial the introductory this, instead of  
optimization, chapter. Later on the teaching merely  
business process JSP is introduced to topics New areas such  
modeling, enterprise the learner to make as Apache POI,  
architecture, and the server-side Hibernate Dedicated  
Internet computing. . scripting easy and chapter for MVC  
Describes thirty open elegant. Two chapters design pattern WHAT  
source tools that are have been dedicated WILL YOU LEARN  
designed to improve entirely for database Fundamentals of Web  
Java development handling through JSP Application and Java  
practices, including using JDBC and Server Page  
build tools, quality Hibernate. MVC is Developing and  
metrics tools, unit given to let the Executing JSP Program  
testing tools, issue learner to integrate Scripting Elements  
management tools, and features of Servlets and Implicit Objects

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<p>JSP Document and Action Elements, JSP with Hibernate, Database Access in JSP Exception Handling and Expression Language Session Management, Custom Tags and Filters JSTL (JSP Standard Tag Library) MVC based Web Application Apache POI, Generating PDF Document WHO THIS BOOK IS FOR Graduate, Post graduate, Academicians, Educationists, Professionals. Table of Contents 1. Fundamentals of Web Application 2. Fundamentals of Java Server Page 3. Developing and Executing JSP Program 4. Scripting Elements 5. Implicit Objects 6. JSP Document and Action Elements 7. Exception Handling and Expression Language 8. Session Management 9. Custom Tags and Filters 10. JSTL (JSP Standard Tag Library) 11. Database Access in JSP 12. MVC based Web Application 13. Apache POI 14. Generating PDF Document 15. JSP with Hibernate</p>	<p>Master the fundamentals of Gradle using real-world projects with this quick and easy-to-read guide About This Book Write beautiful build scripts for various types of projects effortlessly Become more productive by harnessing the power and elegance of the Gradle DSL Learn how to use Gradle quickly and effectively with this step-by-step guide Who This Book Is For This book is for Java and other JVM-based language developers who want to use Gradle or are already using Gradle on their projects. No prior knowledge of Gradle is required, but some familiarity with build-related terminologies and an understanding of the Java language would help. What You Will Learn Master the Gradle DSL by identifying the building blocks Learn just enough Groovy for Gradle Set up tests and reports for your projects to make them CI ready Create library, stand-alone, and web projects</p>	<p>Craft multi-module projects quickly and efficiently Migrate existing projects to a modern Gradle build Extract common build logic into plugins Write builds for languages like Java, Groovy, and Scala In Detail Gradle is an advanced and modern build automation tool. It inherits the best elements of the past generation of build tools, but it also differs and innovates to bring terseness, elegance, simplicity, and the flexibility to build. Right from installing Gradle and writing your first build file to creating a fully-fledged multi-module project build, this book will guide you through its topics in a step-by-step fashion. You will get your hands dirty with a simple Java project built with Gradle and go on to build web applications that are run with Jetty or Tomcat. We take a unique approach towards explaining the DSL using the Gradle API, which makes the DSL more accessible and</p>
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intuitive. All in all, this book is a concise guide to help you decipher the Gradle build files, covering the essential topics that are most useful in real-world projects. With every chapter, you will learn a new topic and be able to readily implement your build files. Style and approach This step-by-step guide focuses on being productive with every chapter. When required, topics are explained in-depth to give you a good foundation of the Gradle fundamentals. The book covers most aspects of builds required for conventional JVM-based projects, and when necessary, points you towards the right resources. The Definitive Guide Getting Started with LibreOffice 6.0 Construction-Operation Building information exchange (COBie) Quality Control The Java Workshop Using GlassFish The Java Virtual Machine Specification, Java

SE 7 Edition Shows Java developers everything they need to know to build Java database applications with MySQL. Takes a hands-on, code-intensive approach in which readers will learn how to build a sophisticated Web database management application. Begins with a review of the fundamentals of MySQL. Explains using Java's JDBC with MySQL, as well as servlet and JSP programming with MySQL. Provides a code-rich tutorial on how to build the sample Java database application using EJBs. The companion Web site provides the full code examples plus links to useful sites. Apache Tomcat (or Jakarta Tomcat or simply Tomcat) is an open source servlet container developed by the Apache Software Foundation (ASF). Tomcat implements the Java Servlet and the JavaServer Pages (JSP) specifications. Summary Netty in Action introduces the Netty framework and

shows you how to incorporate it into your Java network applications. You'll learn to write highly scalable applications without the need to dive into the low-level non-blocking APIs at the core of Java. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Netty is a Java-based networking framework that manages complex networking, multithreading, and concurrency for your applications. And Netty hides the boilerplate and low-level code, keeping your business logic separate and easier to reuse. With Netty, you get an easy-to-use API, leaving you free to focus on what's unique to your application. About the Book Netty in Action introduces the Netty framework and shows you how to incorporate it into your Java network applications. You will discover how to write highly scalable applications without

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getting into low-level APIs. The book teaches you to think in an asynchronous way as you work through its many hands-on examples and helps you master the best practices of building large-scale network apps. What's Inside Netty from the ground up

Asynchronous, event-driven programming

Implementing services using different protocols

Covers Netty 4.x

About the Reader

This book assumes readers are comfortable with Java and basic network architecture. About the Authors

Norman Maurer is a senior software engineer at Apple and a core developer of Netty. Marvin Wolfthal is a Dell Services consultant who has implemented mission-critical enterprise systems using Netty.

Table of Contents

PART 1 NETTY CONCEPTS AND ARCHITECTURE

Netty-asynchronous and event-driven

Your first Netty application

Netty components and design

Transports

ByteBuf

ChannelHandler and ChannelPipeline

EventLoop and threading model

Bootstrapping Unit

testing

PART 2 CODECS

The codec framework

Provided

ChannelHandlers and codecs

PART 3 NETWORK PROTOCOLS

WebSocket

Broadcasting events with UDP

PART 4 CASE STUDIES

Case studies, part 1

Case studies, part 2

Summary

The Well-Founded Java Developer offers a fresh and practical look at new Java 7 features, new JVM languages, and the array of supporting technologies you need for the next generation of Java-based software. About the Book

The Well-Founded Java Developer starts with thorough coverage of Java 7 features like try-with-resources and NIO.2. You'll then explore a cross-section of emerging JVM-based languages, including Groovy, Scala, and Clojure. You will find clear examples that are practical and that help you dig into dozens of valuable development techniques showcasing modern approaches to the dev process, concurrency, performance, and much more. Written for readers familiar with Java. No experience with Java 7 or new JVM languages required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside

New Java 7 features

Tutorials on Groovy, Scala, and Clojure

Discovering multicore processing and concurrency

Functional programming with new JVM languages

Modern approaches to testing, build, and CI

Table of Contents

PART 1 DEVELOPING WITH JAVA 7

Introducing Java 7

New I/O

PART 2 VITAL TECHNIQUES

Dependency Injection

Modern concurrency

Class files and bytecode

Understanding performance tuning

PART 3 POLYGLOT PROGRAMMING ON THE JVM

Alternative JVM languages

Groovy: Java's dynamic friend

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<p>Scala: powerful and concise Clojure: safer programming</p> <p>PART 4 CRAFTING THE POLYGLOT PROJECT Test-driven development Build and continuous integration Rapid web development Staying well-grounded Effective Java A Short Course on the Basics : Sixth Edition Flash CS6: The Missing Manual A beginner's guide to implementing Continuous Integration and Continuous Delivery using Jenkins 2, 2nd Edition LibreOffice 6.2 Calc Guide Beginning Database-Driven Application Development in Java EE This step-by-step, highly visual text provides a comprehensive introduction to managing and maintaining computer hardware and software. Written by best-selling author and educator Jean Andrews, A+ Guide to IT Technical Support, 9th Edition closely integrates the CompTIA+ Exam objectives to prepare you for the 220-901</p>	<p>and 220-902 certification exams. The new Ninth Edition also features extensive updates to reflect current technology, techniques, and industry standards in the dynamic, fast-paced field of PC repair and information technology. Each chapter covers both core concepts and advanced topics, organizing material to facilitate practical application and encourage you to learn by doing. The new edition features more coverage of updated hardware, security, virtualization, new coverage of cloud computing, Linux and Mac OS, and increased emphasis on mobile devices. Supported by a wide range of supplemental resources to enhance learning with Lab Manuals, CourseNotes online labs and the optional MindTap that includes online labs, certification test prep and interactive exercises and activities, this proven text offers students an ideal way to prepare for success as a professional IT support technician and administrator. Important Notice: Media content referenced within the product</p>	<p>description or the product text may not be available in the ebook version. FishStatJ is a desktop application designed to disseminate FAO Fishery Statistical data to the world. FishStatJ's primary aim is to display, refine and export data. However, unlike a spreadsheet software it cannot modify the data, create graphs or perform advanced data analysis. One of FishStatJ's greatest strength is that it can display species according to several authoritative classifications, such as the International Standard Statistical Classification of Aquatic Animals and Plants (ISSCAAP) or the UN's Central Product Classification (CPC); and show the scientific name. Advanced Flash on Devices begins with a discussion of the mobile development landscape—the different players, tools, hardware, platforms, and operating systems. The second part of the book covers Flash Lite and how to take advantage newer features supported in Flash Lite 3.x. Then, the book covers AIR applications for multiple screens and</p>
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includes topics such as: How to utilize new features of AIR 1.5 and Flash 10 as well as pitfalls to be aware of when building an AIR application for mobile and context awareness for better adaptation How to adopt an application on multiple devices using dynamic graphical GUI Creating two full working real life touch screen mobile application The last part of the book covers creating Flex applications running Flash 9 and 10 in mobile device browsers and includes topics such as: How to adopt Flex for multiple mobile device browsers How to create various video players for Flash Lite and Flash 10 and optimize your content. How to take advantage of Flash Media Server Experienced Flash and ActionScript programmers who want to extend their skills to mobile platforms should find this book a great help in developing in this exciting and expanding marketplace. This Short Cut tells you about tools that will improve the quality of your Java code, using checking above and beyond what the standard tools do, including: Using javac options, JUnit and assertions Making your IDE work harder Checking your source code with PMD Checking your compiled code (.class files) with FindBugs Checking your program's run-time behavior with Java Pathfinder Neo4j in Action ICSE Computer Applications 09 FishStatJ Manual Practical Java Machine Learning The Well-Grounded Java Developer A+ Guide to IT Technical Support (Hardware and Software) You can build everything from simple animations to full-fledged iPhone, iPad, and Android apps with Flash CS6, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With Flash CS6: The Missing Manual, you'll move from the basics to power-user tools with ease. The important stuff you need to know: Learn animation basics. Turn simple ideas into stunning animations—in the very first chapter. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps that work anywhere. Create apps just for iOS or Android devices—or one app that works on mobile devices and desktops. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples. For nearly five years, one book has served as the definitive reference to Java for all serious developers: The Java Language Specification, by James Gosling, Bill Joy, and Guy Steele. Now, these world-renowned Java authorities (along with new co-author Gilad Bracha) have delivered a monumental update. This completely revised Second Edition covers the Java 2 Platform Standard Edition Version 1.3 with unprecedented depth and

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precision, offering the invaluable insights of Java's creators to every developer. There is no better source for learning everything about the Syntax and Semantics of the Java programming language. Developers will turn to this book again and again.

Over 50 recipes to help you build dynamic and powerful real-time Java Hibernate applications

About This Book Learn to associate JDBC and Hibernate with object persistence Manage association mappings, implement basic annotations and learn caching Get to grips with Hibernate fundamentals from installation to developing a business application with this step-by-step guide Who This Book Is For This is book for Java developers who now want to learn Hibernate. Good knowledge and understanding of Java is preferred to allow efficient programming of the core elements and applications; it would be helpful if readers are familiar with the basics of SQL. What You Will Learn Set up and install Hibernate on your system and explore different ways in which Hibernate can be configured Learn the basic concepts and fundamentals of Java Hibernate Define mappings without a use of XML file using Annotations Persist collection elements such as list, map, set and array Explore the various mapping options and learn to work with Hibernate associations Understand advanced Hibernate concepts such as caching and inheritance Develop an engaging and robust real-world hibernate application based on a common business scenario Integrate Hibernate with other frameworks to develop robust enterprise applications In Detail Hibernate is a database independent technology, so the same code will work for all databases. It helps a Java developer write a query by mapping Java bean to database tables and help create tuned queries that boost performance. Even with limited SQL knowledge one can easily perform database operations. This makes the development faster and more accurate than JDBC. Hibernate supports useful features like connection pooling, caching, and inheritance etc. This book will provide a useful hands-on guide to Hibernate to accomplish the development of a real-time Hibernate application. We will start with the basics of Hibernate, which include setting up Hibernate - the pre-requisites and multiple ways of configuring Hibernate using Java. We will then dive deep into the fundamentals of Hibernate such as SessionFactory, session, criteria, working with objects and criteria. This will help a developer have a better understanding of how Hibernate works and what needs to be done to run a Hibernate application. Moving on, we will learn how to work with annotations, associations and collections. In the final chapters, we will see explore querying, advanced Hibernate concepts and integration with other frameworks. Style and approach This book is a practical guide filled with carefully organized step-by-step instructions. All recipes are arranged in an easy-to understand and clear manner allowing you to apply the solutions to other situations. Android development is

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hot, and many programmers are interested in joining the fun. However, because this technology is based on Java, you should first obtain a solid grasp of the Java language and its foundational APIs to improve your chances of succeeding as an Android app developer. After all, you will be busy learning the architecture of an Android app, the various Android-specific APIs, and Android-specific tools. If you do not already know Java fundamentals, you will probably end up with a massive headache from having to quickly cram those fundamentals into your knowledge base. Learn Java for Android Development, Second Edition teaches programmers of any skill level the essential Java language and foundational Java API skills that must be learned to improve the programmer's chances of succeeding as an Android app developer. Each of the book's 14 chapters provides an exercise section that gives you the opportunity to reinforce your understanding of the chapter's material. Answers to the book's more than 500 exercises are provided in an appendix. A second appendix provides a significant game-oriented Java application, which you can convert into an Android app. Once you complete this book, you should be ready to dive into beginning Android app development. Maybe, start that journey with Apress' Beginning Android. A Problem-Solution Approach Microsoft Dynamics CRM 4 Integration Unleashed, December 2019 MySQL and Java Developer's Guide Java Hibernate Cookbook Programming Android Presents instructions for creating Android applications for mobile devices using Java. In Microsoft® Dynamics CRM 4 Integration Unleashed, two leading experts present proven techniques, best practices, and example code for going far beyond the out-of-the-box capabilities of Dynamics CRM 4. Using these solutions and sample applications, you will enhance all of your company's relationships—with vendors, distributors, employees, users, affiliates, and customers. Authors Marc J. Wolenik and Rajya Vardhan Bhaiya walk you step by step through integrating Dynamics CRM with SharePoint, Office Communicator, PerformancePoint, BizTalk, Silverlight, VoIP phone systems, and both Google and MSN mapping tools. They also present a full analysis of the CRM Accelerators and advanced topics and three full chapters on integration using Scribe's state-of-the-art adapters and templates. You'll discover how to extend Dynamics CRM 4 with enterprise dashboards, stronger "deep-dive" data analysis, and much more. Wolenik and Bhaiya even demonstrate how to make custom Dynamics CRM applications available directly to your customers, without compromising security. Use Dynamics CRM 4 as an

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"xRM" platform for developing custom applications to enhance any type of business relationship. Leverage new Azure cloud computing solutions for Microsoft Dynamics CRM Design infrastructure to efficiently run your customized Microsoft Dynamics CRM implementation. Extend CRM internally, with plug-ins, source-to-source integration, IFRAME-based custom application integration, and CRM JScript. Extend CRM externally, with CRM Accelerators, public Web services, direct SQL interaction, and customer-facing Web sites. Implement KPIs and gain deeper business insight by integrating Dynamics CRM 4 with Microsoft Office PerformancePoint. Create dashboards and other visual CRM tools with Microsoft Silverlight. Develop custom CRM applications with Visual Studio. Integrate CRM with Team Foundation Server. Use Scribe templates and

adapters to streamline data integration and migration. On the web: Download all examples and source code presented in this book from [informit.com/title/9780672330544](http://informit.com/title/9780672330544). Programmers run into parsing problems all the time. Whether it's a data format like JSON, a network protocol like SMTP, a server configuration file for Apache, a PostScript/PDF file, or a simple spreadsheet macro language--ANTLR v4 and this book will demystify the process. ANTLR v4 has been rewritten from scratch to make it easier than ever to build parsers and the language applications built on top. This completely rewritten new edition of the bestselling Definitive ANTLR Reference shows you how to take advantage of these new features. Build your own languages with ANTLR v4, using ANTLR's new advanced parsing technology. In this book, you'll learn how ANTLR

automatically builds a data structure representing the input (parse tree) and generates code that can walk the tree (visitor). You can use that combination to implement data readers, language interpreters, and translators. You'll start by learning how to identify grammar patterns in language reference manuals and then slowly start building increasingly complex grammars. Next, you'll build applications based upon those grammars by walking the automatically generated parse trees. Then you'll tackle some nasty language problems by parsing files containing more than one language (such as XML, Java, and Javadoc). You'll also see how to take absolute control over parsing by embedding Java actions into the grammar. You'll learn directly from well-known parsing expert Terence Parr, the ANTLR creator and project lead. You'll master ANTLR grammar

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construction and learn how to build language tools using the built-in parse tree visitor mechanism. The book teaches using real-world examples and shows you how to use ANTLR to build such things as a data file reader, a JSON to XML translator, an R parser, and a Java class->interface extractor. This book is your ticket to becoming a parsing guru! What You Need: ANTLR 4.0 and above. Java development tools. Ant build system optional(needed for building ANTLR from source) Build machine learning (ML) solutions for Java development. This book shows you that when designing ML apps, data is the key driver and must be considered throughout all phases of the project life cycle. Practical Java Machine Learning helps you understand the importance of data and how to organize it for use within your ML project. You will be introduced to tools which can help you identify and manage your data including JSON, visualization, NoSQL databases, and cloud platforms including Google Cloud Platform and Amazon Web Services. Practical Java Machine Learning includes multiple projects, with particular focus on the Android mobile platform and features such as sensors, camera, and connectivity, each of which produce data that can power unique machine learning solutions. You will learn to build a variety of applications that demonstrate the capabilities of the Google Cloud Platform machine learning API, including data visualization for Java; document classification using the Weka ML environment; audio file classification for Android using ML with spectrogram voice data; and machine learning using device sensor data. After reading this book, you will come away with case study examples and projects that you can take away as templates for re-use and exploration for your own machine learning programming projects with Java. What You Will Learn Identify, organize, and architect the data required for ML projects Deploy ML solutions in conjunction with cloud providers such as Google and Amazon Determine which algorithm is the most appropriate for a specific ML problem Implement Java ML solutions on Android mobile devices Create Java ML solutions to work with sensor data Build Java streaming based solutions Who This Book Is For Experienced Java developers who have not implemented machine learning techniques before. Beginning Google Sketchup for 3D Printing Gradle Essentials Enterprise Components and PowerBuilder 7 Projects with Google Cloud Platform and Amazon Web Services

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A Journey from  
Traditional Batch  
Scheduling to  
Workload Automation  
Netty in Action