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KEY=NETBEANS - SAVAGE DARIO

Desarrollo de software con netbeans 7.1 Programe para escritorio, web y dispositivos móviles Alpha Editorial Este libro está pensado para aquellas personas que quieran aprender o afianzar sus conocimientos en la programación básica, utilizando NetBeans, uno de los IDEs más importantes en el mundo de la programación que ofrece muchos controles y funcionalidades que permiten desde el diseño del flujo de ejecución de las diferentes pantallas de la aplicación móvil hasta componentes gráficos reutilizables. Muchas de las funcionalidades, ampliamente probadas de Java, se ven implementadas en estas herramientas de desarrollo. Con él podrá practicar la funcionalidad básica de la programación orientada a objetos, creando clases, interfaces, atributos, métodos, entre otros elementos y reforzar esa importante fase del desarrollo de aplicaciones informáticas. Podrá también desarrollar aplicaciones para al escritorio, web y para dispositivos móviles. Programación orienta a objetos en Java Universidad del Norte Este texto esta dirigido a personas con conocimientos previos en programacion que emplean el paradigma procedimental para la codificacion de soluciones (especialmente usan lenguaje c) y que, ademas, deseen aprender acerca del desarrollo de aplicaciones orientadas a objetos en java, sin necesidad de leer la abundante y extensa literatura que, por lo general, contienen los manuales y guías de usuarios. Precisamente, la síntesis y la precisión de la información, es uno de los atractivos de este texto que compila en 300 paginas los contenidos básicos para un curso de programación orientada a objetos en java Data Structures and Algorithms in Java John Wiley & Sons The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's

approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework. **Beginning NetBeans IDE For Java Developers Apress** **Beginning NetBeans IDE** is your authoritative tutorial for learning and using the open source NetBeans IDE platform backed by Oracle. Written by a NetBeans product manager at Oracle, Geertjan Wielenga shows you what NetBeans really is all about and how to install and set it up. Then, right away, he shows you how to write your first simple NetBeans Java application. In this book, you get a tour of the various, essential and key NetBeans wizards and plug-ins. Then, you start building a more complex Java-based application using the NetBeans IDE. And, you learn how to improve that application by exploring the NetBeans refactoring, testing/debugging, profiling and distribution tools. After reading and using this tutorial, you'll come away with a working case study that you can re-apply as a template for your own specific needs. You'll have an understanding of the key essentials of the popular NetBeans IDE. What you'll learn

What is NetBeans and how to use it
How to install and set up your NetBeans IDE and environment
How to write your first Java application using NetBeans
How to explore the key NetBeans wizards and plug-ins
How to build a complex Java-based application using NetBeans
How to improve applications by refactoring, testing, debugging, and profiling
Who this book is for
This book is for those who are new to NetBeans who may have prior Java coding experience. The Java Tutorial A Short Course on the Basics Addison-Wesley The Java® Tutorial, Fifth Edition, is based on Release 7 of the Java Platform Standard Edition. This revised and updated edition introduces the new features added to the platform, including a section on NIO.2, the new file I/O API, and information on migrating legacy code to the new API. The deployment coverage has also been expanded, with new chapters such as "Doing More with Rich Internet Applications" and "Deployment in Depth," and a section on the fork/join feature has been added to the chapter on concurrency. Information reflecting Project Coin developments, including the new try-with-resources statement, the ability to catch more than one type of exception with a single exception handler, support for binary literals, and diamond syntax, which results in cleaner generics code, has been added where appropriate. The chapters covering generics, Java Web Start, and applets have also been updated. In addition, if you plan to take one of the Java SE 7 certification exams, this guide can help. A special appendix, "Preparing for Java Programming Language Certification," lists the three exams available, details the items covered on each exam, and provides cross-references

to where more information about each topic appears in the text. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date. Learning UML 2.0 "O'Reilly Media, Inc." With its clear introduction to the Unified Modeling Language (UML) 2.0, this tutorial offers a solid understanding of each topic, covering foundational concepts of object-orientation and an introduction to each of the UML diagram types. Concepts Of Programming Languages Pearson Education India The Definitive Guide to Jython Python for the Java Platform Apress 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. Java for Absolute Beginners Learn to Program the Fundamentals the Java 9+ Way Apress Write your first code in Java using simple, step-by-step examples that model real-world objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and

the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java. Java Web Services: Up and Running Up and Running "O'Reilly Media, Inc." This example-driven book offers a thorough introduction to Java's APIs for XML Web Services (JAX-WS) and RESTful Web Services (JAX-RS). Java Web Services: Up and Running takes a clear, pragmatic approach to these technologies by providing a mix of architectural overview, complete working code examples, and short yet precise instructions for compiling, deploying, and executing an application. You'll learn how to write web services from scratch and integrate existing services into your Java applications. With Java Web Services: Up and Running, you will: Understand the distinction between SOAP-based and REST-style services Write, deploy, and consume SOAP-based services in core Java Understand the Web Service Definition Language (WSDL) service contract Recognize the structure of a SOAP message Learn how to deliver Java-based RESTful web services and consume commercial RESTful services Know security requirements for SOAP- and REST-based web services Learn how to implement JAX-WS in various application servers Ideal for students as well as experienced programmers, Java Web Services: Up and Running is the concise guide you need to start working with these technologies right away. Sams Teach Yourself HTML, CSS, and JavaScript All in One Sams Publishing Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites. The Great Co-operation Arduino: A Quick-Start Guide Pragmatic Bookshelf Arduino is an open-source platform that makes

DIY electronics projects easier than ever. Gone are the days when you had to learn electronics theory and arcane programming languages before you could even get an LED to blink. Now, with this new edition of the bestselling *Arduino: A Quick-Start Guide*, readers with no electronics experience can create their first gadgets quickly. This book is up-to-date for the new Arduino Zero board, with step-by-step instructions for building a universal remote, a motion-sensing game controller, and many other fun, useful projects. This Quick-Start Guide is packed with fun, useful devices to create, with step-by-step instructions and photos throughout. You'll learn how to connect your Arduino to the Internet and program both client and server applications. You'll build projects such as your own motion-sensing game controller with a three-axis accelerometer, create a universal remote with an Arduino and a few cheap parts, build your own burglar alarm that emails you whenever someone's moving in your living room, build binary dice, and learn how to solder. In one of several new projects in this edition, you'll create your own video game console that you can connect to your TV set. This book is completely updated for the new Arduino Zero board and the latest advances in supporting software and tools for the Arduino. Sidebars throughout the book point you to exciting real-world projects using the Arduino, exercises extend your skills, and "What If It Doesn't Work" sections help you troubleshoot common problems. With this book, beginners can quickly join the worldwide community of hobbyists and professionals who use the Arduino to prototype and develop fun, useful inventions.

What You Need: This is the full list of all parts you'd need for all projects in the book; some of these are provided as part of various kits that are available on the web, or you can purchase individually. Sources include adafruit.com, makershed.com, radioshack.com, sparkfun.com, and mouser.com. Please note we do not support or endorse any of these vendors, but we list them here as a convenience for you.

Arduino Zero (or Uno or Duemilanove or Diecimila) board
USB cable
Half-size breadboard
Pack of LEDs (at least 3, 10 or more is a good idea)
Pack of 100 ohm, 10k ohm, and 1k ohm resistors
Four pushbuttons
Breadboard jumper wire / connector wire
Parallax Ping))) sensor
Passive Infrared sensor
An infrared LED
A 5V servo motor
Analog Devices TMP36 temperature sensor
ADXL335 accelerometer breakout board
6 pin 0.1" standard header (might be included with the ADXL335)
Nintendo Nunchuk Controller
Arduino Ethernet shield
Arduino Proto shield and a tiny breadboard (optional but recommended)
Piezo speaker/buzzer (optional)
Tilt sensor (optional)
A 25-30 Watts soldering iron with a tip (preferably 1/16")
A soldering stand and a sponge
A standard 60/40 solder (rosin-core) spool for electronics work

The Definitive ANTLR 4 Reference Pragmatic Bookshelf
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 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)

The JHipster Mini-Book Lulu.com The things you need to do to set up a new software project can be daunting. First, you have to select the back-end framework to create your API, choose your database, set up security, and choose your build tool. Then you have to choose the tools to create your front end: select a UI framework, configure a build tool, set up Sass processing, configure your browser to auto-refresh when you make changes, and configure the client and server so they work in unison. If you're building a new application using Spring Boot and Angular, you can save days by using JHipster. JHipster generates a complete and modern web app, unifying:

- A high-performance and robust Java stack on the server side with Spring Boot
- A sleek, modern, mobile-first front-end with Angular and Bootstrap
- A robust microservice architecture with the JHipster Registry, Netflix OSS, the ELK stack, and Docker
- A powerful workflow to build your application with Yeoman, Webpack, and Maven/Gradle

SonarQube in Action Simon and Schuster Summary SonarQube in Action shows developers how to use the SonarQube platform to help them continuously improve their source code. The book presents SonarQube's core Seven Axes of Quality: design/architecture, duplications, comments, unit tests, complexity, potential bugs, and coding rules. You'll find simple, easy-to-follow discussion and examples as you learn to integrate SonarQube into your development process.

About the Technology SonarQube is a powerful open source tool for continuous inspection, a process that makes code quality analysis and reporting an integral part of the development lifecycle. Its unique dashboards, rule-based defect analysis, and tight

build integration result in improved code quality without disruption to developer workflow. It supports many languages, including Java, C, C++, C#, PHP, and JavaScript. About the Book **SonarQube in Action** teaches you how to effectively use SonarQube following the continuous inspection model. This practical book systematically explores SonarQube's core Seven Axes of Quality (design, duplications, comments, unit tests, complexity, potential bugs, and coding rules). With well-chosen examples, it helps you learn to use SonarQube's review functionality and IDE integration to implement continuous inspection best practices in your own quality management process. The book's Java-based examples translate easily to other development languages. No prior experience with SonarQube or continuous delivery practice is assumed. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. **What's Inside** Gather meaningful quality metrics Integrate with Ant, Maven, and Jenkins Write your own plugins Master the art of continuous inspection About the Authors Ann Campbell and Patroklos Papapetrou are experienced developers and team leaders. Both actively contribute to the SonarQube community. **Table of Contents** PART 1 WHAT THE NUMBERS ARE TELLING YOU An introduction to SonarQube Issues and coding standards Ensuring that your code is doing things right Working with duplicate code Optimizing source code documentation Keeping your source code files elegant Improving your application design PART 2 SETTling IN WITH SONARQUBE Planning a strategy and expanding your insight Continuous Inspection with SonarQube Letting SonarQube drive code reviews IDE integration PART 3 ADMINISTERING AND EXTENDING Security: users, groups, and roles Rule profile administration Making SonarQube fit your needs Managing your projects Writing your own plugins **APPLYING UML & PATTERNS 3RD EDITION** Larman covers how to investigate requirements, create solutions and then translate designs into code, showing developers how to make practical use of the most significant recent developments. A summary of UML notation is included. **John Zukowski's Definitive Guide to Swing for Java 2** Apress 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 JavaSoft's own web site and was the principal author of the "official" on-line Swing tutorial. **Java Homework Projects A Jfc Swing GUI Programming Tutorial** Kidware Software **AVA HOMEWORK PROJECTS** teaches Java GUI (Graphical User Interface) Swing programming concepts and provides detailed step-by-step instructions in building many fun and useful projects. Students learn about project design, the Java Swing controls, many elements of the Java language, and how to distribute finished projects. **Java Concurrency in Practice** Pearson Education Threads are a fundamental part of the Java platform. As

multicore processors become the norm, using concurrency effectively becomes essential for building high-performance applications. Java SE 5 and 6 are a huge step forward for the development of concurrent applications, with improvements to the Java Virtual Machine to support high-performance, highly scalable concurrent classes and a rich set of new concurrency building blocks. In *Java Concurrency in Practice*, the creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them. However, developing, testing, and debugging multithreaded programs can still be very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load. *Java Concurrency in Practice* arms readers with both the theoretical underpinnings and concrete techniques for building reliable, scalable, maintainable concurrent applications. Rather than simply offering an inventory of concurrency APIs and mechanisms, it provides design rules, patterns, and mental models that make it easier to build concurrent programs that are both correct and performant. This book covers:

- Basic concepts of concurrency and thread safety
- Techniques for building and composing thread-safe classes
- Using the concurrency building blocks in `java.util.concurrent`
- Performance optimization dos and don'ts
- Testing concurrent programs
- Advanced topics such as atomic variables, nonblocking algorithms, and the Java Memory Model

Murach's Beginning Java with Netbeans Mike Murach & Associates Want to learn Java? This beginning book brings an exciting, new approach to Java instruction that eases the learning curve and uses the NetBeans IDE to make you productive as quickly as possible. In fact, in just 22 chapters, you will grow from beginner to entry-level professional! Along the way, this book presents all of the critical skills that you need to move on to web or mobile development with Java. It presents object-oriented features like inheritance, interfaces, and polymorphism in a way that is both understandable and useful in the real world. It covers the most important features introduced in Java 8 such as lambda expressions and the new date / time API. It provides realistic sample applications that put these skills into context. It provides exercises that you can use to gain valuable hands-on experience. And it is all done in the distinctive Murach style that has been training professional programmers for over 40 years.

Practical Node.js Building Real-World Scalable Web Apps Apress Learn how to build a wide range of scalable real-world web applications using a professional development toolkit. If you already know the basics of Node.js, now is the time to discover how to bring it to production level by leveraging its vast ecosystem of packages. With this book, you'll work with a varied collection of standards and frameworks and see how all those pieces fit together. *Practical Node.js* takes you from installing all the necessary modules to writing full-stack web applications. You'll harness the power of the Express.js and Hapi frameworks, the MongoDB database with Mongoose and MongoSkin and Mongoose. You'll also work with Pug and Handlebars template engines, Stylus and LESS CSS languages, OAuth

and Everyauth libraries, and the Socket.IO and Derby libraries, and everything in between. This exciting second edition is fully updated for ES6/ES2015 and also covers how to deploy to Heroku and AWS, daemonize apps, and write REST APIs. You'll build full-stack real-world Node.js apps from scratch, and also discover how to write your own Node.js modules and publish them on NPM. You already know what Node.js is; now learn what you can do with it and how far you can take it! What You'll Learn Manipulate data from the mongo console Use the Mongoskin and Mongoose MongoDB libraries Build REST API servers with Express and Hapi Deploy apps to Heroku and AWS Test services with Mocha, Expect and TravisCI Utilize sessions for authentication Implement a third-party OAuth strategy with Everyauth Apply Redis, domains, WebSockets, and clusters Write your own Node.js module, and publish it on NPM Who This Book Is For Web developers who have some familiarity with the basics of Node.js and want to learn how to use it to build apps in a professional environment. Pro RESTful APIs Design, Build and Integrate with REST, JSON, XML and JAX-RS Apress Discover the RESTful technologies, including REST, JSON, XML, JAX-RS web services, SOAP and more, for building today's microservices, big data applications, and web service applications. This book is based on a course the Oracle-based author is teaching for UC Santa Cruz Silicon Valley which covers architecture, design best practices and coding labs. Pro RESTful APIs: Design gives you all the fundamentals from the top down: from the top (architecture) through the middle (design) to the bottom (coding). This book is a must have for any microservices or web services developer building applications and services. What You'll Learn Discover the key RESTful APIs, including REST, JSON, XML, JAX, SOAP and more Use these for web services and data exchange, especially in today's big data context Harness XML, JSON, REST, and JAX-RS in examples and case studies Apply best practices to your solutions' architecture Who This Book Is For Experienced web programmers and developers. Effective Java Addison-Wesley Professional 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 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. Handbook of Cloud Computing Springer Science & Business Media Cloud computing has become a significant technology trend. Experts believe cloud computing is currently reshaping information technology and the IT marketplace. The advantages of using cloud computing include cost savings, speed to market, access to greater computing resources, high availability, and scalability. Handbook of Cloud Computing includes contributions from world experts in the field of cloud computing from academia, research laboratories and private industry. This book presents the systems, tools, and services of the leading providers of cloud computing; including Google, Yahoo, Amazon, IBM, and Microsoft. The basic concepts of cloud computing and cloud computing applications are also introduced. Current and future technologies applied in cloud computing are also discussed. Case studies, examples, and exercises are provided throughout. Handbook of Cloud Computing is intended for advanced-level students and researchers in computer science and electrical engineering as a reference book. This handbook is also beneficial to computer and system infrastructure designers, developers, business managers, entrepreneurs and investors within the cloud computing related industry. PrimeFaces Cookbook - Second Edition Packt Publishing Ltd This book is for everybody who would like to learn modern Java web development based on PrimeFaces and is looking for a quick introduction to this matter. Prerequisites for this book are basic JSF, jQuery, and CSS skills. Java 8 in Action "Java 8 in Action is a clearly written guide to the new features of Java 8. It begins with a practical introduction to lambdas, using real-world Java code. Next, it covers the new Streams API and shows how you can use it to make collection-based code radically easier to understand and maintain. It also explains other major Java 8 features including default methods, Optional, CompletableFuture, and the new Date and Time API ... This book/course is written for programmers familiar with Java and basic OO programming."-- Resource description page. Learning PHP, MySQL, JavaScript, and CSS A Step-by-Step Guide to Creating Dynamic Websites "O'Reilly Media, Inc." Learn how to build interactive, data-driven websites—even if you don't have any previous programming experience. If you know how to build static sites with HTML, this popular guide will help you tackle dynamic web programming. You'll get a thorough grounding in today's core open source technologies: PHP, MySQL, JavaScript, and CSS. Explore each technology separately, learn how to combine them, and pick up valuable web programming concepts along the way, including objects, XHTML, cookies, and session management. This book provides review questions in each chapter to help you

apply what you've learned. Learn PHP essentials and the basics of object-oriented programming Master MySQL, from database structure to complex queries Create web pages with PHP and MySQL by integrating forms and other HTML features Learn JavaScript fundamentals, from functions and event handling to accessing the Document Object Model Pick up CSS basics for formatting and styling your web pages Turn your website into a highly dynamic environment with Ajax calls Upload and manipulate files and images, validate user input, and secure your applications Explore a working example that brings all of the ingredients together JRuby Cookbook O'Reilly Media If you're interested in JRuby, you probably don't need a tutorial on Ruby, Rails, or Java -- you just need to know how to get things done. This Cookbook offers practical solutions for using the Java implementation of the Ruby language, with targeted recipes for deploying Rails web applications on Java servers, integrating JRuby code with Java technologies, developing JRuby desktop applications with Java toolkits, and more. Using numerous reusable code samples, JRuby Cookbook shows you how to: Install and update JRuby on Windows, Mac OS X, and Linux, and IDEs such as NetBeans and Eclipse Package and deploy Rails apps on Java Servlet containers and Java EE application servers, including JBoss, Tomcat, and GlassFish Integrate Ruby and Rails applications with popular Java EE technologies such as JMS, JMX, JPA, Spring, and Hibernate Develop desktop and client applications with cross-platform Java UI technologies and toolkits such as Swing, SWT, and Java 2D Maximize the flexibility of your testing and build environment, using both existing Java-based tools such as Ant and Maven and newer Ruby-based tools such as Rake, Raven, and Buildr The JRuby interpreter combines Ruby's simplicity and ease of use with Java's extensive libraries and technologies, a potent blend that opens new possibilities for Ruby, Rails, and Java. This Cookbook helps you take full advantage of JRuby's potential. "The JRuby Cookbook is an excellent book for any polyglot who is trying to bridge the gap between Java and Ruby. It provides solutions to specific problems developers face in both their development and testing environments, along with the applications they're building." -- Bob McWhirter, Research & Prototyping, Red Hat Middleware Developing Multi-Agent Systems with JADE John Wiley & Sons Learn how to employ JADE to build multi-agent systems! JADE (Java Agent DEvelopment framework) is a middleware for the development of applications, both in the mobile and fixed environment, based on the Peer-to-Peer intelligent autonomous agent approach. JADE enables developers to implement and deploy multi-agent systems, including agents running on wireless networks and limited-resource devices. Developing Multi-Agent Systems with JADE is a practical guide to using JADE. The text will give an introduction to agent technologies and the JADE Platform, before proceeding to give a comprehensive guide to programming with JADE. Basic features such as creating agents, agent tasks, agent communication, agent discovery and GUIs are covered, as well as more advanced features including ontologies and content languages, complex behaviours,

interaction protocols, agent mobility, and the in-process interface. Issues such as JADE internals, running JADE agents on mobile devices, deploying a fault tolerant JADE platform, and main add-ons are also covered in depth. Developing Multi-Agent Systems with JADE: Comprehensive guide to using JADE to build multi-agent systems and agent orientated programming. Describes and explains ontologies and content language, interaction protocols and complex behaviour. Includes material on persistence, security and a semantics framework. Contains numerous examples, problems, and illustrations to enhance learning. Presents a case study demonstrating the use of JADE in practice. Offers an accompanying website with additional learning resources such as sample code, exercises and PPT-slides. This invaluable resource will provide multi-agent systems practitioners, programmers working in the software industry with an interest on multi-agent systems as well as final year undergraduate and postgraduate students in CS and advanced networking and telecoms courses with a comprehensive guide to using JADE to employ multi agent systems. With contributions from experts in JADE and multi agent technology. The J2EE Tutorial Addison-Wesley Professional Provides example programs and their source code to explore concepts and technologies including Enterprise JavaBeans, JavaServer Pages, Java Message Service, and Java Naming and Directory Interface. Java Swing "O'Reilly Media, Inc." Swing is a fully-featured user interface development kit for Java applications. Building on the foundations of the Abstract Window Toolkit (AWT), Swing enables cross-platform applications to use any of several pluggable look-and-feels. Swing developers can take advantage of its rich, flexible features and modular components, building elegant user interfaces with very little code. This second edition of Java Swing thoroughly covers all the features available in Java 2 SDK 1.3 and 1.4. More than simply a reference, this new edition takes a practical approach. It is a book by developers for developers, with hundreds of useful examples, from beginning level to advanced, covering every component available in Swing. All these features mean that there's a lot to learn. Even setting aside its platform flexibility, Swing compares favorably with any widely available user interface toolkit--it has great depth. Swing makes it easy to do simple things but is powerful enough to create complex, intricate interfaces. Java Swing, 2nd edition includes : A new chapter on Drag and Drop Accessibility features for creating a user interface meeting the needs of all users Coverage of the improved key binding infrastructure introduced in SDK 1.3 A new chapter on JFormattedTextField and input validation Mac OS X coverage and examples Coverage of the improved focus system introduced in SDK 1.4 Pluggable Look-and-Feel coverage Coverage of the new layout manager, SpringLayout, from SDK 1.4 Properties tables that summarize important features of each component Coverage of the 1.4 Spinner component Details about using HTML in components A new appendix listing bound actions for each component A supporting web site with utilities, examples, and supplemental materials Whether you're a seasoned Java developer or just trying to

find out what Java can do, you'll find Java Swing, 2nd edition an indispensable guide. Crystal Clear A Human-Powered Methodology for Small Teams Pearson Education Carefully researched over ten years and eagerly anticipated by the agile community, Crystal Clear: A Human-Powered Methodology for Small Teams is a lucid and practical introduction to running a successful agile project in your organization. Each chapter illuminates a different important aspect of orchestrating agile projects. Highlights include Attention to the essential human and communication aspects of successful projects Case studies, examples, principles, strategies, techniques, and guiding properties Samples of work products from real-world projects instead of blank templates and toy problems Top strategies used by software teams that excel in delivering quality code in a timely fashion Detailed introduction to emerging best-practice techniques, such as Blitz Planning, Project 360°, and the essential Reflection Workshop Question-and-answer with the author about how he arrived at these recommendations, including where they fit with CMMI, ISO, RUP, XP, and other methodologies A detailed case study, including an ISO auditor's analysis of the project Perhaps the most important contribution this book offers is the Seven Properties of Successful Projects. The author has studied successful agile projects and identified common traits they share. These properties lead your project to success; conversely, their absence endangers your project. Mastering Microservices with Java 9 Build domain-driven microservice-based applications with Spring, Spring Cloud, and Angular Packt Publishing Ltd Master the art of implementing scalable microservices in your production environment with ease About This Book Use domain-driven design to build microservices Use Spring Cloud to use Service Discovery and Registration Use Kafka, Avro and Spring Streams for implementing event based microservices Who This Book Is For This book is for Java developers who are familiar with the microservices architecture and now wants to take a deeper dive into effectively implementing microservices at an enterprise level. A reasonable knowledge level and understanding of core microservice elements and applications is expected. What You Will Learn Use domain-driven design to design and implement microservices Secure microservices using Spring Security Learn to develop REST service development Deploy and test microservices Troubleshoot and debug the issues faced during development Learning best practices and common principals about microservices In Detail Microservices are the next big thing in designing scalable, easy-to-maintain applications. It not only makes app development easier, but also offers great flexibility to utilize various resources optimally. If you want to build an enterprise-ready implementation of the microservices architecture, then this is the book for you! Starting off by understanding the core concepts and framework, you will then focus on the high-level design of large software projects. You will gradually move on to setting up the development environment and configuring it before implementing continuous integration to deploy your microservice architecture. Using Spring security, you will secure microservices and test them effectively

using REST Java clients and other tools like RxJava 2.0. We'll show you the best patterns, practices and common principals of microservice design and you'll learn to troubleshoot and debug the issues faced during development. We'll show you how to design and implement reactive microservices. Finally, we'll show you how to migrate a monolithic application to microservices based application. By the end of the book, you will know how to build smaller, lighter, and faster services that can be implemented easily in a production environment. Style and approach This book starts from the basics, including environment setup and provides easy-to-follow steps to implement the sample project using microservices. Java Power Tools "O'Reilly Media, Inc." Describes thirty open source tools that are designed to improve Java development practices, including build tools, quality metrics tools, unit testing tools, issue management tools, and continuous integration tools. UML for Java Programmers Prentice Hall The Unified Modeling Language has become the industry standard for the expression of software designs. The Java programming language continues to grow in popularity as the language of choice for the serious application developer. Using UML and Java together would appear to be a natural marriage, one that can produce considerable benefit. However, there are nuances that the seasoned developer needs to keep in mind when using UML and Java together. Software expert Robert Martin presents a concise guide, with numerous examples, that will help the programmer leverage the power of both development concepts. The author ignores features of UML that do not apply to java programmers, saving the reader time and effort. He provides direct guidance and points the reader to real-world usage scenarios. The overall practical approach of this book brings key information related to Java to the many presentations. The result is an highly practical guide to using the UML with Java. JavaScript Quick Syntax Reference Apress JavaScript Quick Syntax Reference is a condensed syntax reference to the JavaScript language. It presents the essentials of JavaScript in a well-organized format that can be used as a handy reference. This includes the latest ECMAScript 5, JSON (JavaScript Object Notation) and DOM (Document Object Model) specifications and implementations. You won't find any technical jargon, bloated samples, drawn out history lessons or witty stories in this book. What you will find is a JavaScript reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any JavaScript programmer or Web developer. In JavaScript Quick Syntax Reference, you will find a concise reference to JavaScript programming language syntax; has short, simple and focused code examples; and includes a well laid out table of contents and a comprehensive index allowing easy review. Hadoop: The Definitive Guide "O'Reilly Media, Inc." Ready to unlock the power of your data? With this comprehensive guide, you'll learn how to build and maintain reliable, scalable, distributed systems with Apache Hadoop. This book is ideal for programmers looking to analyze datasets of any size, and for administrators who want to set up and run Hadoop clusters. You'll find illuminating case studies that

demonstrate how Hadoop is used to solve specific problems. This third edition covers recent changes to Hadoop, including material on the new MapReduce API, as well as MapReduce 2 and its more flexible execution model (YARN). Store large datasets with the Hadoop Distributed File System (HDFS) Run distributed computations with MapReduce Use Hadoop's data and I/O building blocks for compression, data integrity, serialization (including Avro), and persistence Discover common pitfalls and advanced features for writing real-world MapReduce programs Design, build, and administer a dedicated Hadoop cluster—or run Hadoop in the cloud Load data from relational databases into HDFS, using Sqoop Perform large-scale data processing with the Pig query language Analyze datasets with Hive, Hadoop's data warehousing system Take advantage of HBase for structured and semi-structured data, and ZooKeeper for building distributed systems Starting Out with Java: Early Objects PDF eBook, Global Edition Pearson Higher Ed This text is intended for use in the Java programming course Tony Gaddis's accessible, step-by-step presentation helps beginning students understand the important details necessary to become skilled programmers at an introductory level. Gaddis motivates the study of both programming skills and the Java programming language by presenting all the details needed to understand the "how" and the "why"—but never losing sight of the fact that most beginners struggle with this material. His approach is both gradual and highly accessible, ensuring that students understand the logic behind developing high-quality programs. In Starting Out with Java: Early Objects, Gaddis looks at objects—the fundamentals of classes and methods—before covering procedural programming. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students. Enhance Learning with the Gaddis Approach: Gaddis's accessible approach features clear and easy-to-read code listings, concise real-world examples, and exercises in every chapter. Keep Your Course Current: Content is refreshed to provide the most up-to-date information on new technologies for your course. Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text. Linux Linux Command Line, Cover All Essential Linux Commands.: A Beginner's Guide CreateSpace This book is a beginner's guide for fast learning Linux commands which are frequently used by Linux administrators or beginners. The book covers all essential Linux commands as well as their operations, examples and explanations. It also includes Linux Helping commands, symbols, shortcut keys, run levels and Vi commands. From this book, you can easily learn: How to run all essential Linux commands. How to copy, move, and delete files and directories. How to create, remove, and manage users and groups. How to access Linux server, and use SSH commands. How to operate the run levels and change the run levels. How to navigate at the command line by helping commands. How to compare files, find out a file,

manipulate file contents. How to start a job, stop a job and schedule a job. How to manage permissions, ownership of files, directories. How to connect across network, communicate with network. How to transfer files over network, send network messages And much more skill..... There is a long chart containing all common Linux commands in this book, which can give you a great help in your job or study. You can learn all essential Linux commands quickly.