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PETERSON HESS

Struts 2 im Einsatz Hanser Verlag
Das mobile Web brummt, und so wird es nicht mehr lange dauern, bis mehr Internetnutzer mit Smartphones und Tablets aufs Web zugreifen als mit Desktop-Rechnern. Für Webdesigner kann das nur eines bedeuten: die Ärmel hochkrempeln und ab ins mobile Web! Dieses Buch zeigt Ihnen, wie Sie mit gängigen Webtechnologien mobile Websites und Apps erstellen, die sich sehen lassen können - und das ganz unabhängig davon, ob mit einem Android-Smartphone, einem iPhone oder einem Tablet-PC auf sie zugegriffen wird. Dabei kommen moderne Ansätze wie Responsive Webdesign und smarte Technologien wie WURFL, HTML5, jQuery Mobile und PhoneGap zum Einsatz. Das Buch beschäftigt sich darüber hinaus mit wichtigen strategischen Fragen: Reicht es, eine Website aufs Smartphone zu

bringen oder muss eine eigene mobile Website her? Brauchen wir eine Web-App oder soll auf native Features der Mobilgeräte zugegriffen werden? Wieso sieht dieses Buch so anders aus? Wir glauben, dass Sie Besseres verdient haben, als sich im Alleingang durch neuen Stoff zu kämpfen. Anstatt Sie mit länglichen Bleiwüstentexten langsam in den Schlaf zu wiegen, haben wir ein visuell und inhaltlich abwechslungsreiches Buch zusammengestellt, in das die neuesten Erkenntnisse der Kognitionswissenschaft und der Lerntheorie eingeflossen sind. Wir wissen nämlich, wie Ihr Gehirn arbeitet.

Kill Decision Manning Publications Company

Taking the interested novice to proficient practitioner, this beautifully written tutorial begins with the basic steps to get readers' first Ruby program up and running and goes on to explore sophisticated topics like callable objects, reflection, and threading.

Blue Church □□□□

Anne langweilt ihr Leben und sie hat das Gefühl etwas Grundlegendes zu vermissen. Deshalb beschließt sie eine Reinkarnationstherapeutin aufzusuchen. Dieser Entschluss wird ihr ganzes Leben verändern. Plötzlich ist nichts mehr langweilig und vieles möglich.

Groovy in Action Pearson Deutschland GmbH

Dig deeper into Grails architecture and discover how this application framework works its magic. Written by a core developer on the Grails team, this

practical guide takes you behind the curtain to reveal the inner workings of its 2.0 feature set. You'll learn best practices for building and deploying Grails applications, including performance, security, scaling, tuning, debugging, and monitoring. Understand how Grails integrates with Groovy, Spring, Hibernate, and other JVM technologies, and learn how to create and use plugins to augment your application's functionality. Once you know how Grails adds behavior by convention, you can solve problems more easily and develop applications more intuitively. Write simpler, more powerful code with the Groovy language Manage persistence in Grails, using Hibernate or a NoSQL datastore Learn how Grails uses Spring's functionality and optional modules Discover how Hibernate handles details for storing and retrieving data Integrate technologies for messaging, mail, creating web services, and other JEE technologies Bypass convention and configure Grails manually Learn a general approach to upgrading applications and plugins Use Grails to develop and deploy IaaS and PaaS applications

Core JAVA 2 O'Reilly Media

Summary Making Java Groovy is a practical handbook for developers who want to blend Groovy into their day-to-day work with Java. It starts by introducing the key differences between Java and Groovy—and how you can use them to your advantage. Then, it guides you step-by-step through realistic development challenges, from web

applications to web services to desktop applications, and shows how Groovy makes them easier to put into production. About this Book You don't need the full force of Java when you're writing a build script, a simple system utility, or a lightweight web app—but that's where Groovy shines brightest. This elegant JVM-based dynamic language extends and simplifies Java so you can concentrate on the task at hand instead of managing minute details and unnecessary complexity. Making Java Groov is a practical guide for developers who want to benefit from Groovy in their work with Java. It starts by introducing the key differences between Java and Groovy and how to use them to your advantage. Then, you'll focus on the situations you face every day, like consuming and creating RESTful web services, working with databases, and using the Spring framework. You'll also explore the great Groovy tools for build processes, testing, and deployment and learn how to write Groovy-based domain-specific languages that simplify Java development. Written for developers familiar with Java. No Groovy experience required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Easier Java Closures, builders, and metaprogramming Gradle for builds, Spock for testing Groovy frameworks like Grails and Griffon About the Author Ken Kousen is an independent consultant and trainer specializing in Spring, Hibernate, Groovy, and Grails. Table of

Contents PART 1: UP TO SPEED WITH GROOVY Why add Groovy to Java? Groovy by example Code-level integration Using Groovy features in Java PART 2: GROOVY TOOLS Build processes Testing Groovy and Java projects PART 3: GROOVY IN THE REAL WORLD The Spring framework Database access RESTful web services Building and testing web applications
Java 6 Packt Publishing Ltd
Software engineering for complex systems requires abstraction, multi-domain expertise, separation of concerns, and reuse. Domain experts rarely are software engineers and should formulate solutions using their domain's vocabulary instead of general purpose programming languages (GPLs). Successful integration of domain-specific languages (DSLs) into a software system requires a separation of concerns between domain issues and integration issues while retaining a loose enough coupling to support DSL reuse in different contexts. Component-based software engineering (CBSE) increases reuse and separation of concerns by encapsulating functionalities in components. Components are GPL artifacts, which raises accidental complexities. Model-driven engineering (MDE) abstracts from GPLs by lifting models to primary development artifacts. Models can be abstract and better comprehensible by using domain vocabulary instead of a GPL. They can be platform-independent and translated into GPLs for different target platforms. Component & connector (C&C)

architecture description languages (ADLs) combine CBSE and MDE to compose of architectures from component models. We present concepts for engineering software systems with exchangeable component behavior languages. The concepts are realized in a software architecture modeling infrastructure that comprises modeling languages to develop applications based on C&C software architectures with exchangeable component behavior DSLs. It supports transformations from platform-independent to platform-specific software architectures and compositional code generation. With this, it enables domain experts to (re-)use the most appropriate component behavior DSL and facilitates composition of domain solutions through encapsulation in components.

Visionäre der Programmierung - Die Sprachen und ihre Schöpfer Pearson Deutschland GmbH

Summary Groovy in Action, Second Edition is a thoroughly revised, comprehensive guide to Groovy programming. It introduces Java developers to the dynamic features that Groovy provides, and shows how to apply Groovy to a range of tasks including building new apps, integration with existing code, and DSL development. Covers Groovy 2.4. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology In the last ten years, Groovy has become an integral

part of a Java developer's toolbox. Its comfortable, common-sense design, seamless integration with Java, and rich ecosystem that includes the Grails web framework, the Gradle build system, and Spock testing platform have created a large Groovy community About the Book Groovy in Action, Second Edition is the undisputed definitive reference on the Groovy language. Written by core members of the Groovy language team, this book presents Groovy like no other can—from the inside out. With relevant examples, careful explanations of Groovy's key concepts and features, and insightful coverage of how to use Groovy in-production tasks, including building new applications, integration with existing code, and DSL development, this is the only book you'll need. Updated for Groovy 2.4. Some experience with Java or another programming language is helpful. No Groovy experience is assumed. What's Inside Comprehensive coverage of Groovy 2.4 including language features, libraries, and AST transformations Dynamic, static, and extensible typing Concurrency: actors, data parallelism, and dataflow Applying Groovy: Java integration, XML, SQL, testing, and domain-specific language support Hundreds of reusable examples About the Authors Authors Dierk König, Paul King, Guillaume Laforge, Hamlet D'Arcy, Cédric Champeau, Erik Pragt, and Jon Skeet are intimately involved in the creation and ongoing development of the Groovy language and its ecosystem. Table of Contents PART 1 THE GROOVY

LANGUAGE Your way to Groovy Overture: Groovy basics Simple Groovy datatypes Collective Groovy datatypes Working with closures Groovy control structures Object orientation, Groovy style Dynamic programming with Groovy Compile-time metaprogramming and AST transformations Groovy as a static language PART 2 AROUND THE GROOVY LIBRARY Working with builders Working with the GDK Database programming with Groovy Working with XML and JSON Interacting with Web Services Integrating Groovy PART 3 APPLIED GROOVY Unit testing with Groovy Concurrent Groovy with GPars Domain-specific languages The Groovy ecosystem

An Extensible Component & Connector Architecture Description Infrastructure for Multi-Platform Modeling Diogenes Verlag AG

Summary Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to build a full-fledged, real-world project. Along the way, it touches on advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. About the Technology Gradle is a general-purpose build automation tool. It extends the usage patterns established by its forerunners, Ant and Maven, and allows builds that are expressive, maintainable, and easy to understand. Using a flexible Groovy-

based DSL, Gradle provides declarative and extendable language elements that let you model your project's needs the way you want. About the Book Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to establish an effective build process for a full-fledged, real-world project. Along the way, it covers advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. The book assumes a basic background in Java, but no knowledge of Groovy. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Whats Inside A comprehensive guide to Gradle Practical, real-world examples Transitioning from Ant and Maven In-depth plugin development Continuous delivery with Gradle About the Author Benjamin Muschko is a member of the Gradleware engineering team and the author of several popular Gradle plugins. Table of Contents PART 1 INTRODUCING GRADLE Introduction to project automation Next-generation builds with Gradle Building a Gradle project by example PART 2 MASTERING THE FUNDAMENTALS Build script essentials Dependency management Multiproject builds Testing with Gradle Extending Gradle Integration and migration PART 3 FROM BUILD TO DEPLOYMENT IDE support and tooling Building polyglot projects Code quality management and

monitoring Continuous integration Artifact assembly and publishing Infrastructure provisioning and deployment

Groovy in Action "O'Reilly Media, Inc." Professional SlickEditis the first guide to the award-winning SlickEdit tools, and is technically reviewed by the SlickEdit development team. SlickEdit expert John Hurst shares his years of experience in developing with SlickEdit to teach readers how to maximize the tool’s features, and to write and debug code faster than they have before. Additionally, the book includes a CD ROM with an extended trial version of SlickEdit not available anywhere else. Professional SlickEdit is heavy on examples, making this a hands-on guide that will get readers up and running with the tools quickly. Topics include: Customizing the environment Staying organized with Workspaces and Projects Understanding Tagging Quickly navigating code Power editing techniques for text, code and data Taking advantage of Aliases and File Templates Slick-C Macro Programming Custom Language Support DIFFzilla and other tools And More!

MontiCore: agile Entwicklung von domänenspezifischen Sprachen im Software-Engineering Simon and Schuster

- Erstellen reaktiver Anwendungen - Spring MVC für Webanwendungen und RESTful Web Services - Sicherheit für Anwendungen mit Spring Security - Behandelt Spring 5.0 Diese vollständig aktualisierte Ausgabe des Bestsellers

»Spring in Action« enthält alle Spring-5.0-Updates, neue Beispiele für reaktive Programmierung, Spring WebFlux und Microservices. Ebenfalls enthalten sind die neuesten Best-Practice-Methoden für Spring einschließlich Spring Boot. Das Spring Framework erleichtert Java-Entwicklern die Arbeit. Neue Features in Spring 5 übertragen den produktivitätsorientierten Ansatz auf Microservices, reaktive Entwicklung und andere moderne Anwendungskonzepte. Da Spring Boot nun vollständig integriert ist, können Sie auch komplexe Projekte sofort beginnen und müssen dafür nur minimalen Konfigurationscode schreiben. Das aktualisierte WebFlux-Framework unterstützt dabei reaktive Anwendungen, die sofort einsatzbereit sind. Das Buch führt Sie durch die Kernfunktionen von Spring, die Craig Walls in seinem berühmten klaren Stil erklärt. Erstellen Sie Schritt für Schritt eine sichere, datenbankgestützte Webanwendung. Auf dem Weg dorthin lernen Sie reaktive Programmierung, Microservices, Service Discovery, RESTful APIs und die Bereitstellung (Deployment) von Spring-Anwendungen kennen und bekommen außerdem zahlreiche Experten-Tipps. Ganz gleich, ob Sie Spring gerade entdecken oder auf die Version 5 migrieren – dieser Klassiker hilft Ihnen dabei! AUS DEM INHALT // Erste Schritte mit Spring/Webanwendungen entwickeln/Mit Daten arbeiten/ Zugriffskontrolle mit Spring Security/Mit Konfigurationseigenschaften

arbeiten/REST-Dienste erstellen und konsumieren/Nachrichten asynchron senden/Spring integrieren/Einführung in Reactor/Reaktive APIs entwickeln/Daten reaktiv persistent speichern/Service-Discovery/Konfiguration verwalten/Fehler und Latenzzeiten behandeln/Mit Spring Boot Actuator arbeiten/Spring verwalten/Spring mit JMX überwachen/Spring bereitstellen/Bootstrapping von Spring-Anwendungen

Groovy□□□□□□□□ Simon and Schuster

Joe Coughlin, geachteter Bürger von Tampa, Florida, und Consigliere des Bartolo-Syndikats, hat seine kriminelle Vergangenheit hinter sich gelassen wie Amerika die Prohibition. Bis eines Tages aus heiterem Himmel ein Kopfgeld auf ihn ausgesetzt wird und auf dem Spiel steht, was ihm am wichtigsten ist: sein Sohn – und der einzige Freund, den er hat. Die atemlose Geschichte von ›In der Nacht‹ geht weiter.

Gradle Recipes for Android Simon and Schuster

Android adopted Gradle as the preferred build automation system a few years ago, but many Android developers are still unfamiliar with this open source tool. This hands-on guide provides a collection of Gradle recipes to help you quickly and easily accomplish the most common build tasks for your Android apps. You'll learn how to customize project layouts, add dependencies, and generate many different versions of your app. Gradle is based on Groovy, yet very little knowledge of the JVM language is required for you to get started. Code

examples use Android SDK version 23, with emulators from Marshmallow (Android 6) or Lollipop (Android 5). If you're comfortable with Java and Android, you're ready. Understand Gradle's generated build files for Android apps Run Gradle from the command line or inside Android Studio Add more Java libraries to your Android app Import and export Eclipse ADT projects Digitally sign a Release APK for the Google Play store Use product flavors to build many versions of the same app Add custom tasks to the Gradle build process Test both your app's Android and non-Android components Improve the performance of your Gradle build

Gradle in Action O'Reilly Germany

Use Java to create a diverse range of Data Science applications and bring Data Science into production About This Book An overview of modern Data Science and Machine Learning libraries available in Java Coverage of a broad set of topics, going from the basics of Machine Learning to Deep Learning and Big Data frameworks. Easy-to-follow illustrations and the running example of building a search engine. Who This Book Is For This book is intended for software engineers who are comfortable with developing Java applications and are familiar with the basic concepts of data science. Additionally, it will also be useful for data scientists who do not yet know Java but want or need to learn it. If you are willing to build efficient data science applications and bring them in the enterprise environment without changing the existing stack, this book is

for you! What You Will Learn Get a solid understanding of the data processing toolbox available in Java Explore the data science ecosystem available in Java Find out how to approach different machine learning problems with Java Process unstructured information such as natural language text or images Create your own search engine Get state-of-the-art performance with XGBoost Learn how to build deep neural networks with DeepLearning4j Build applications that scale and process large amounts of data Deploy data science models to production and evaluate their performance In Detail Java is the most popular programming language, according to the TIOBE index, and it is a typical choice for running production systems in many companies, both in the startup world and among large enterprises. Not surprisingly, it is also a common choice for creating data science applications: it is fast and has a great set of data processing tools, both built-in and external. What is more, choosing Java for data science allows you to easily integrate solutions with existing software, and bring data science into production with less effort. This book will teach you how to create data science applications with Java. First, we will revise the most important things when starting a data science application, and then brush up the basics of Java and machine learning before diving into more advanced topics. We start by going over the existing libraries for data processing and libraries with machine learning algorithms. After that, we cover

topics such as classification and regression, dimensionality reduction and clustering, information retrieval and natural language processing, and deep learning and big data. Finally, we finish the book by talking about the ways to deploy the model and evaluate it in production settings. Style and approach This is a practical guide where all the important concepts such as classification, regression, and dimensionality reduction are explained with the help of examples.

Anne und die schwarzen Katzen □□□□□

In Visionäre der Programmierung - Die Sprachen und ihre Schöpfer werden exklusive Interviews mit den Entwicklern von historischen wie auch von hoch aktuellen Programmiersprachen veröffentlicht. In dieser einzigartigen Zusammenstellung erfahren Sie über die Hintergründe, die zu den spezifischen Design-Entscheidungen in den Programmiersprachen geführt haben und über die ursprüngliche Ziele, die die Entwickler im Kopf hatten, als sie eine neue Programmiersprache entwarfen. Ebenso können Sie lesen, wieso Abweichungen zum ursprünglichen Design entstanden und welchen Einfluß die jeweilige Sprache auf die heutige Softwareentwicklung noch besitzt. Adin D. Falkoff: APL Thomas E. Kurtz: BASIC Charles H. Moore: FORTH Robin Milner: ML Donald D. Chamberlin: SQL Alfred Aho, Peter Weinberger und Brian Kernighan: AWK Charles Geschke und John Warnock: PostScript Bjarne Stroustrup: C++ Bertrand Meyer: Eiffel Brad Cox und Tom Love: Objective-C

Larry Wall: Perl Simon Peyton Jones, Paul Hudak, Philip Wadler und John Hughes: Haskell Guido van Rossum: Python Luiz Henrique de Figueiredo und Roberto Ierusalimschy: Lua James Gosling: Java Grady Booch, Ivar Jacobson und James Rumbaugh: UML Anders Hejlsberg: Delphi-Entwickler und führender Entwickler von C#

Ajax in action Shaker Verlag GmbH

A guide to the Groovy programming language covers such topics as shell scripting, dynamic programming, Grails, GDK, and XML.

Am Ende einer Welt Manning Publications Company

Java professionals long for the productivity of a framework like Ruby on Rails provides without having to leave the Java platform. The new open source lightweight Grails Framework provides the missing link by using the best aspects of the Java-based Groovy scripting language as well as the Java platform itself. This Rails-like framework gives dynamic Java a boost; Java developers now have a viable Java-based solution instead of the non-Java-based Ruby on Rails, which can create more problems than it solves. Learn all about this in The Definitive Guide to Grails, written by the Grails project founder and lead. Grails is a fast-emerging area of much interest.

Grails 1.2 Simon and Schuster

Groovy□□□□□□□□□□□□□□□□□□□□□□□□□□□□□Grails□□

Mastering Java for Data Science Manning Publications Company

Summary Griffon in Action is a comprehensive tutorial written for Java developers who want a more productive approach to UI development. After a quick Groovy tutorial, you'll immediately dive into Griffon and start building examples that explore its high productivity approach to Swing development. About the Technology You can think of Griffon as Grails for the desktop. It is a Groovy-driven UI framework for the JVM that wraps and radically simplifies Swing. Its declarative style and approachable abstractions are instantly familiar to developers using Grails or JavaFX. About the Book Griffon in Action gets you going quickly. Griffon's convention-over-configuration approach requires minimal code to get an app off the ground, so you can start seeing results immediately. You'll learn how SwingBuilder and other Griffon "builders" provide a coherent DSL-driven development experience. Along the way, you'll explore best practices for structure, architecture, and lifecycle of a Java desktop application. Written for Java developers—no experience with Groovy, Grails, or Swing is 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 Griffon from the ground up Full compatibility with Griffon 1.0 Using SwingBuilder and the other "builders" Practical, real-world examples Just enough Groovy ========== ========== Table of Contents PART 1 GETTING STARTED

Welcome to the Griffon revolution A closer look at Griffon PART 2 ESSENTIAL GRIFFON Models and binding Creating a view Understanding controllers and services Understanding MVC groups Multithreaded applications Listening to notifications Testing your application Ship it! Working with plugins Enhanced looks Griffon in front, Grails in the back Productivity tools

IBATIS in Action Simon and Schuster

Your success—and sanity—are closer at hand when you work at a higher level of abstraction, allowing your attention to be on the business problem rather than the details of the programming platform. Domain Specific Languages—"little languages" implemented on top of conventional programming languages—give you a way to do this because they model the domain of your business problem. DSLs in Action introduces the concepts and definitions a developer needs to build high-quality domain specific languages. It provides a solid foundation to the usage as well as implementation aspects of a DSL, focusing on the necessity of applications speaking the language of the domain. After reading this book, a programmer will be able to design APIs that make better domain models. For experienced developers, the book addresses the intricacies of domain language design without the pain of writing parsers by hand. The book discusses DSL usage and implementations in the real world based on a suite of JVM languages like Java, Ruby, Scala, and Groovy. It contains code snippets that implement real world

DSL designs and discusses the pros and cons of each implementation. 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 Tested, real-world examples How to find the right level of abstraction Using language features to build internal DSLs Designing parser/combinator-based little languages *1001 Ideen, die unser Denken beeinflussen* Simon and Schuster