

## Java Se Web Netbeans

A new edition of a best-selling Java tutorial covers the latest developments in Java--with special emphasis on Android programming--as well as core Java programming topics for those familiar with the basics of programming but new to Java. Original.

Pro Netbeans IDE 6 Rich Client Platform EditionApress

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

Updated for Java SE 8, this book teaches the three most important topics in Java programming: the language syntax, object-oriented programming (OOP) and Java core libraries. This book introduces important programming concepts and is a guide to building real-world applications, both desktop and web-based. The coverage is the most comprehensive one can find in a beginner's book.

Computer programming with Java is easier than it looks. In just 24 lessons of one hour or less, you can learn to write computer programs in Java. Using a straightforward, step-by-step approach, popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, an Android app, and even Minecraft mods in Java. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Full-color figures and clear step-by-step instructions visually show you how to program with Java. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes, Tips, and Cautions provide related information, advice, and warnings. Learn how to...

- Set up your Java programming environment
- Write your first working program in just minutes
- Control program decisions and behavior
- Store and work with information
- Build straightforward user interfaces
- Create interactive web programs
- Use threading to build more responsive programs
- Read and write files and XML data
- Master best practices for object-oriented programming
- Use Java 9's new HTTP client
- Use Java to create an Android app
- Expand your skills with closures
- Create Minecraft mods with Java

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The Only Complete Guide and Reference for NetBeans(TM) IDE 5.0 The award-winning NetBeans(TM) IDE eases all aspects of Java application development, incorporating a wide range of powerful features into one well-designed package. NetBeans IDE is consistently first in supporting the latest Java technologies for developing desktop, web, enterprise, and mobile applications. "NetBeans(TM) IDE Field Guide" provides an introduction to the IDE and an extensive range of topics to help you with both everyday and advanced programming tasks, including Taking advantage of the Ant-based project system to create easily deployable projects Developing web applications with the built-in Apache Tomcat web server Constructing, assembling, and verifying large-scale Java EE applications Managing the Sun Java System Application Server through NetBeans IDE Developing mobile applications with the NetBeans Mobility Pack In this expanded second edition, you can also learn how to Build powerful and attractive desktop applications with the Matisse GUI Builder Profile your applications for performance issues Develop modules for NetBeans IDE and rich-client applications based on the NetBeans Platform Chat and share code with other developers using the NetBeans Collaboration Modules

This innovative approach to teaching Java language and programming uses game design development as the method to applying concepts. Instead of teaching game design using Java, projects are designed to teach Java in a problem-solving approach that is both a fun and effective. Learning Java with Games introduces the concepts of Java and coding; then uses a project to emphasize those ideas. It does not treat the object-oriented and procedure and loop parts of Java as two separate entities to be covered separately, but interweaves the two concepts so the students get a better picture of what Java is. After studying a rich set of projects, the book turns to build up a "Three-layer Structure for Games" as an architecture template and a guiding line for designing and developing video games. The proposed three-layer architecture not only merges essential Java object-oriented features but also addresses loosely coupled software architecture.

Take a detailed look at the NetBeans IDE and new features in the NetBeans Platform. Learn about support for JShell, the Jigsaw Module System, and Local Variable Type Inference, focusing on what this new version of NetBeans brings to developers who are working in Java and other supported languages. The book is a practical, hands-on guide providing a number of step-by-step recipes that help you take advantage of the power in the latest Java (and other) software platforms, and gives a good grounding on using NetBeans IDE for your projects. This book has been written by Apache community members who both use the IDE and actively contribute and develop Apache NetBeans as an open source project. Pro Apache NetBeans consists of three parts. The first part describes how to use the IDE as well as the new features that it brings to support the latest Java versions. The second part describes how you can extend NetBeans by creating plugins and writing your own applications using the Rich Client Platform. The third part describes how you can contribute to develop NetBeans IDE further, becoming part of the open source team that is driving future developments in the toolset. What You Will Learn Work faster and more effectively by applying expert tips and tricks Apply NetBeans' most cutting-edge features to your Java development Debug your applications using intuitive features built into the IDE Identify performance issues in your application by using the NetBeans profiler Develop using the latest API of the NetBeans Rich Client Platform Extend Apache NetBeans by creating plugins built on the Rich Client Platform Build NetBeans from source and understand the internals of NetBeans itself Contribute to the large community that supports and develops NetBeans Who This Book Is For Developers who want to know the latest features in NetBeans, as well as how the transition to Apache has affected the future of the NetBeans IDE. The book is also of interest to those desiring to become contributors to the NetBeans project and to influence its future development. Java developers who need to create a new desktop application from scratch also will benefit from this book. Java is the preferred language for many of today's leading-edge technologies—everything from smartphones and game consoles to robots, massive enterprise systems, and supercomputers. If you're new to Java, the fourth edition of this bestselling guide provides an example-driven introduction to the latest language features and APIs in Java 6 and 7. Advanced Java developers will be able to take a deep dive into areas such as concurrency and JVM enhancements. You'll learn powerful new ways to manage resources and exceptions in your applications, and quickly get up to speed on Java's new concurrency utilities, and APIs for web services and XML. You'll also find an updated tutorial on how to get started with the Eclipse IDE, and a brand-new introduction to database access in Java.

Real World Java EE Patterns - Rethinking Best Practices (<http://realworldpatterns.com>) discusses patterns and best practices in a structured way, with code from real world projects. The rewritten and re-edited version of this book covers: an introduction into the core principles and APIs of Java EE 6, principles of transactions, isolation levels, CAP and BASE, remoting, pragmatic modularization and structure of Java EE applications, discussion of superfluous patterns and outdated best practices, patterns for domain driven and service oriented components, custom scopes, asynchronous processing and parallelization, real time HTTP events, schedulers, REST optimizations, plugins and

monitoring tools, and fully functional JCA 1.6 implementation. Real World Java EE Patterns--Rethinking Best Practices will not only help experienced developers and architects to write concise code, but especially help you to shrink the codebase to unbelievably small sizes: -). PRACTICAL, EXAMPLE-RICH COVERAGE OF: Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces, Nested Classes Integrated OOP Case Studies: Time, GradeBook, Employee Industrial-Strength, 95-Page OOD/UML® 2 ATM Case Study JavaServer™ Faces, Ajax-Enabled Web Applications, Web Services, Networking JDBC™, SQL, Java DB, MySQL® Threads and the Concurrency APIs I/O, Types, Control Statements, Methods Arrays, Generics, Collections Exception Handling, Files GUI, Graphics, GroupLayout, JDIC Using the Debugger and the API Docs And more... VISIT WWW.DEITEL.COM For information on Deitel's Dive Into® Series corporate training courses offered at customer sites worldwide (or write to deitel@deitel.com) Download code examples Check out the growing list of programming, Web 2.0, and software-related Resource Centers To receive updates for this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at [www.deitel.com/newsletter/subscribe.html](http://www.deitel.com/newsletter/subscribe.html) Read archived issues of the DEITEL® BUZZ ONLINE The practicing programmer's DEITEL® guide to Java™ development and the Powerful Java™ Platform Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching programming and explores the Java language and Java APIs in depth. The book presents the concepts in the context of fully tested programs, complete with syntax shading, code highlighting, line-by-line code descriptions and program outputs. The book features 220 Java applications with over 18,000 lines of proven Java code, and hundreds of tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including GUI, graphics, exception handling, generics, collections, JDBC™, web-application development with JavaServer™ Faces, web services and more. You'll enjoy the Deitels' classic treatment of object-oriented programming and the OOD/UML® ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build object-oriented Java applications. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including Java™, C++, .NET, web services, Internet and web development and more. PRE-PUBLICATION REVIEWER TESTIMONIALS "Presenting software engineering side by side with core Java concepts is highly refreshing; gives readers insight into how professional software is developed."—Clark Richey (Java Champion), RABA Technologies, LLC. "The quality of the design and code examples is second to none!"—Terrell Hull, Enterprise Architect "The JDBC chapter is very hands on. I like the fact that Java DB/Apache Derby is used in the examples, which makes it really simple to learn and understand JDBC."—Sandeep Konchady, Sun Microsystems "Equips you with the latest web application technologies. Examples are impressive and real! Want to develop a simple address locator with Ajax and JSF? Jump to Chapter 22."—Vadiraj Deshpande, Sun Microsystems "Covers web services with Java SE 6 and Java EE 5 in a real-life, example-based, friendly approach. The Deitel Web Services Resource Center is really good, even for advanced developers."—Sanjay Dhamankar, Sun Microsystems "Mandatory book for any serious Java EE developer looking for improved productivity: JSF development, visual web development and web services development have never been easier."—Ludovic Chapenois, Sun Microsystems "I teach Java programming and object-oriented analysis and design. The OOD/UML 2 case study is the best presentation of the ATM example I have seen."—Craig W. Slinkman, University of Texas—Arlington "Introduces OOP and UML 2 early. The conceptual level is perfect. No other book comes close to its quality of organization and presentation. The live-code approach to presenting exemplary code makes a big difference in the learning outcome."—Walt Bunch, Chapman University/

Build powerful back-end business logic and complex Enterprise JavaBeans (EJB)-based applications using Java EE 8, Eclipse Enterprise for Java (EE4J), Web Tools Project (WTP), and the Microprofile platform. Targeted at Java and Java EE developers, with or without prior EJB experience, this book is packed with practical insights, strategy tips, and code examples. As each chapter unfolds, you'll see how you can apply the new EJB spec to your own applications through specific examples. Beginning EJB in Java EE 8 serves not only as a reference, but also as a how-to guide and repository of practical examples to which you can refer as you build your own applications. It will help you harness the power of EJBs and take your Java EE 8 development to the next level. You'll gain the knowledge and skills you'll need to create the complex enterprise applications that run today's transactions and more. What You'll Learn Build applications with Enterprise JavaBeans (EJBs) in the new Java EE 8 platform Discover when to use EJBs over contexts and dependency injection Use message-driven beans to do tasks asynchronously Integrate EJBs with microservices using the new Eclipse Microprofile project Manage complex enterprise transactions and much more Who This Book Is For Java programmers new to enterprise development and for those who may have experience with EJBs but are new to Java EE 8, EE4J, and related Eclipse projects.

In just 21 days, you can acquire the knowledge and skills necessary to develop applications on your computer and apps that run on Android phones and tablets. With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 11 and 12, this book teaches you about the Java language and how to use it to create applications for any computing environment. By the time you have finished the book, you'll have well-rounded knowledge of Java and the Java class libraries. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans—an excellent programming platform Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Use Java for game programming Create a Slackbot with Java (Exclusive Bonus Chapter)

Netbeans is not only a great IDE and platform, it is also a community of programming enthusiasts. 100 NetBeans™ IDE Tips and Tricks is a collection of the best technical tips for the NetBeans IDE, collected from community blogs, forums, NetBeans evangelists, and the author's personal experience. It focuses on specific recipes that can make you more productive in your routine development tasks and provides answers to your most pressing questions. The default software version for these tips is NetBeans IDE 6.0, when a feature is specific to another version, it is called out. The default platform is Microsoft Windows; Mac OS keyboard shortcuts are noted in parentheses.

Develop professional enterprise Java EE applications quickly and easily with this popular IDE

This book will enable you to rapidly develop Java front ends of applications using API buttons, functions, and features mostly based in the Java SE 6 platform. It covers working with rich client platform features available in NetBeans for building web-based application front ends. The book also shows you the web-tier development plug-ins available including JSF, Struts Action Framework 2.0, and JRuby for bringing the Ruby on Rails feature set to Java via NetBeans.

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. In just 21 days you can acquire the knowledge and skills necessary to develop applications on your computer and apps that run on Android phones and tablets. With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 8, this book teaches you about the Java language and how to use it to create applications for any computing environment and Android apps. By the time you have finished the book, you'll have well-rounded knowledge of Java and the Java class libraries. Using your new skills, you will be able to develop your own programs for tasks such as web services, database connectivity, XML processing, and mobile programming. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 8 Learn to develop Java applications and Android apps using NetBeans and Google's new Android Studio -- two excellent (and free!) programming platforms Covers new features of Java 8 such as closures, the most eagerly anticipated language feature in years Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how Swing can help you quickly develop programs with a graphical user interface Find out about JDBC 4.2 programming with the Derby database and XML parsing with the open source XOM class library Learn how to use streams to write programs that communicate with the Internet, including socket programming, buffers, channels, and URL handling. Contents at a Glance WEEK 1: The Java Language DAY 1 Getting Started with Java DAY 2 The ABCs of Programming DAY 3 Working with Objects DAY 4 Lists, Logic, and Loops DAY 5 Creating Classes and Methods DAY 6 Packages, Interfaces, and Other Class Features DAY 7 Exceptions and Threads WEEK 2: The Java Class Library DAY 8 Data Structures DAY 9 Working with Swing DAY 10 Building a Swing Interface DAY 11 Arranging Components on a User Interface DAY 12 Responding to User Input DAY 13 Creating Java2D Graphics DAY 14 Developing Swing Applications WEEK 3: Java Programming DAY 15 Working with Input and Output DAY 16 Using Inner Classes and Closures DAY 17 Communicating Across the Internet DAY 18 Accessing Databases with JDBC 4.2 and Derby DAY 19 Reading and Writing RSS Feeds DAY 20 XML Web Services DAY 21 Writing Android Apps for Java APPENDIX A Using the NetBeans IDE APPENDIX B This Book's Website APPENDIX C Fixing a Problem with the Android Studio Emulator APPENDIX D Using the Java Development Kit APPENDIX E Programming with the Java Development Kit

A new edition of the bestselling guide to Java If you want to learn to speak the world's most popular programming language like a native, Java For Dummies is your ideal companion. With a focus on reusing existing code, it quickly and easily shows you how to create basic Java objects, work with Java classes and methods, understand the value of variables, learn to control program flow with loops or decision-making statements, and so much more! Java is everywhere, runs on almost any computer, and is the engine that drives the coolest applications. Written for anyone who's ever wanted to tackle programming with Java but never knew quite where to begin, this bestselling guide is your ticket to success! Featuring updates on everything you'll encounter in Java 9—and brimming with tons of step-by-step instruction—it's the perfect resource to get you up and running with Java in a jiffy! Discover the latest features and tools in Java 9 Learn to combine several smaller programs to create a bigger program Create basic Java objects and reuse code Confidently handle exceptions and events If you're ready to jump into Java, this bestselling guide will help keep your head above water!

Have you thought about building games for your cell phone or other wireless devices? Whether you are a first-time wireless Java developer or an experienced professional, Beginning Java™ ME Platform brings exciting wireless and mobile Java application development right to your door and device! Beginning Java™ ME Platform empowers you with the flexibility and power to start building Java applications for your Java-enabled mobile device or cell phone. The book covers sound HTTPS support, user interface API enhancements, the Mobile Media API, the Game API, 3D graphics, Bluetooth, and more. Furthermore, this book is easy to read and includes many practical, hands-on, and ready-to-use code examples.

Web Development with JavaScript and Ajax Illuminated provides readers with the cutting-edge techniques needed for web development in Web 2.0. It is ideal for the undergraduate student delving into the world of web development or novice web developers looking to further their understanding of JavaScript and Ajax. This text illustrates how to create dynamic, interactive web applications with ease, and interesting real-world case studies throughout the text offer students a glimpse of actual web development scenarios.

JavaFX is a software platform to create and deliver rich Internet applications (RIAs) that can run across a wide variety of devices. JavaFX Essentials will help you to design and build high performance JavaFX 8-based applications that run on a variety of devices. Starting with the basics of the framework, it will take you all the way through creating your first working application to discovering the core and main JavaFX 8 features, then controlling and monitoring your outside world. The examples provided illustrate different JavaFX and Java SE 8 features. This guide is an invaluable tutorial if you are

planning to develop and create JavaFX 8 applications to run on a variety of devices and platforms.

This project is a step-by-step guide to the development of a real project in the Python programming language and where several aspects of the language will be seen as well as its execution in different development environments. Project index Class 1: Definition of the problem and Development environment Class 2: Read content from a web page with urllib Class 3: Obtain internal links of a web page Class 4: Decode links and see accents Class 5: Create list of valid links Class 6: Search all internal links of the website Class 7: Get metatag title Class 8: Get metatag description Class 9: Task for the student: Get tag Class 10: Save results in a file Class 11: Conversion to Python version 3.6 Class 12: Task for the student: Generate HTML file to visualize in internet browser Class 13: Student task: Rewrite program with BeautifulSoup module Class 14: Analyze website for SEO

Describes the features and capabilities of servlets and JavaServer Pages in building enterprise-class applications.

Beginning Java 8 Games Development, written by Java expert and author Wallace Jackson, teaches you the fundamentals of building a highly illustrative game using the Java 8 programming language. In this book, you'll employ open source software as tools to help you quickly and efficiently build your Java game applications. You'll learn how to utilize vector and bit-wise graphics; create sprites and sprite animations; handle events; process inputs; create and insert multimedia and audio files; and more. Furthermore, you'll learn about JavaFX 8, now integrated into Java 8 and which gives you additional APIs that will make your game application more fun and dynamic as well as give it a smaller footprint; so, your game application can run on your PC, mobile and embedded devices. After reading and using this tutorial, you'll come away with a cool Java-based 2D game application template that you can re-use and apply to your own game making ambitions or for fun.

The Java EE 7 Tutorial: Volume 2, Fifth Edition, is a task-oriented, example-driven guide to developing enterprise applications for the Java Platform, Enterprise Edition 7 (Java EE 7). Written by members of the Java EE documentation team at Oracle, this book provides new and intermediate Java programmers with a deep understanding of the platform. This guide includes descriptions of platform features and provides instructions for using the latest versions of NetBeans IDE and GlassFish Server Open Source Edition. The book introduces Enterprise JavaBeans components, the Java Persistence API, the Java Message Service (JMS) API, Java EE security, transactions, resource adapters, Java EE Interceptors, Batch Applications for the Java Platform, and Concurrency Utilities for Java EE. The book culminates with three case studies that illustrate the use of multiple Java EE 7 APIs.

The Java® Tutorial, Sixth Edition, is based on the Java Platform, Standard Edition (Java SE) 8. This revised and updated edition introduces the new features added to the platform, including lambda expressions, default methods, aggregate operations, and more. An accessible and practical guide for programmers of any level, this book focuses on how to use the rich environment provided by Java to build applications, applets, and components. Expanded coverage includes a chapter on the Date-Time API and a new chapter on annotations, with sections on type annotations and pluggable type systems as well as repeating annotations. In addition, the updated sections "Security in Rich Internet Applications" and "Guidelines for Securing Rich Internet Applications" address key security topics. The latest deployment best practices are described in the chapter "Deployment in Depth." If you plan to take one of the Java SE 8 certification exams, this book can help. A special appendix, "Preparing for Java Programming Language Certification," details the items covered on the available exams. Check online for updates. 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. This book is based on the online tutorial hosted on Oracle Corporation's website at <http://docs.oracle.com/javase/tutorial>.

Get up to speed on the principal technologies in the Java Platform, Enterprise Edition 7, and learn how the latest version embraces HTML5, focuses on higher productivity, and provides functionality to meet enterprise demands. Written by Arun Gupta, a key member of the Java EE team, this book provides a chapter-by-chapter survey of several Java EE 7 specifications, including WebSockets, Batch Processing, RESTful Web Services, and Java Message Service. You'll also get self-paced instructions for building an end-to-end application with many of the technologies described in the book, which will help you understand the design patterns vital to Java EE development. Understand the key components of the Java EE platform, with easy-to-understand explanations and extensive code samples Examine all the new components that have been added to Java EE 7 platform, such as WebSockets, JSON, Batch, and Concurrency Learn about RESTful Web Services, SOAP XML-based messaging protocol, and Java Message Service Explore Enterprise JavaBeans, Contexts and Dependency Injection, and the Java Persistence API Discover how different components were updated from Java EE 6 to Java EE 7

This book contains the step by step information about the NetBeans 6.0 IDE. This book is for you if you are familiar with java programming and are looking for a book that effectively explains the concepts of the NetBeans IDE. This book gives the core information about features of the NetBeans IDE and developing applications using the same. This book contains lots of examples and helps you to learn about the NetBeans IDE in an easier way. It is a precise yet complete book that helps you understand different concepts and methodologies involved in developing scalable and distributed applications using NetBeans IDE 6. The book covers all advanced concepts of NetBeans IDE 6 and each concept is explained through simple steps and supported by numerous examples. This makes the book unique in itself. Covers: Features of NetBeans 6.0 IDE Installation of NetBeans 6.0 Exploring NetBeans 6.0 IDE Creating a Java Application Developing Web Applications in NetBeans Developing Enterprise Projects in NetBeans Developing Web Services in NetBeans Developing NetBeans Plug In Modules Refactoring Source Code Debugging the Applications Performing Junit Testing Generating and Accessing Javadocs Implementing Ant Script

The comprehensive Wrox guide for creating Java web applications for the enterprise This guide shows Java software developers and software engineers how to build complex web applications in an enterprise environment. You'll begin with

an introduction to the Java Enterprise Edition and the basic web application, then set up a development application server environment, learn about the tools used in the development process, and explore numerous Java technologies and practices. The book covers industry-standard tools and technologies, specific technologies, and underlying programming concepts. Java is an essential programming language used worldwide for both Android app development and enterprise-level corporate solutions As a step-by-step guide or a general reference, this book provides an all-in-one Java development solution Explains Java Enterprise Edition 7 and the basic web application, how to set up a development application server environment, which tools are needed during the development process, and how to apply various Java technologies Covers new language features in Java 8, such as Lambda Expressions, and the new Java 8 Date & Time API introduced as part of JSR 310, replacing the legacy Date and Calendar APIs Demonstrates the new, fully-duplex WebSocket web connection technology and its support in Java EE 7, allowing the reader to create rich, truly interactive web applications that can push updated data to the client automatically Instructs the reader in the configuration and use of Log4j 2.0, Spring Framework 4 (including Spring Web MVC), Hibernate Validator, RabbitMQ, Hibernate ORM, Spring Data, Hibernate Search, and Spring Security Covers application logging, JSR 340 Servlet API 3.1, JSR 245 JavaServer Pages (JSP) 2.3 (including custom tag libraries), JSR 341 Expression Language 3.0, JSR 356 WebSocket API 1.0, JSR 303/349 Bean Validation 1.1, JSR 317/338 Java Persistence API (JPA) 2.1, full-text searching with JPA, RESTful and SOAP web services, Advanced Message Queuing Protocol (AMQP), and OAuth Professional Java for Web Applications is the complete Wrox guide for software developers who are familiar with Java and who are ready to build high-level enterprise Java web applications.

Pro NetBeans IDE 6 Rich Client Platform Edition is the second Apress book to cover the agile, open source NetBeans IDE platform. The book focuses on the new features of NetBeans 6 as well as what has changed since NetBeans 5.5, empowering you to be a more effective and productive developer. Enables you to click and use any of the Java Swing and other desktop Java graphical user interface (GUI) APIs available in Java SE 6 or prior Covers working with rich client platform features available in NetBeans for building web-based application front ends Shows you the web-tier development plug-ins available including JSF, Struts Action Framework 2.0, and JRuby for bringing the Ruby on Rails feature set to Java via NetBeans For building back-end, server-side Java applications, pick up Pro NetBeans IDE 5.5 Enterprise Edition, which is based on APIs found in the Java EE 5. What you'll learn Easily install and set up your NetBeans IDE platform environment, and organize your projects Use the NetBeans source editor, code compiler, refactoring, software development, profiler, collaboration, database, and debugger tools Develop your Java Swing application for your desktop from start to finish Deploy your Java Swing or other GUI application using Java Web Start features embedded in NetBeans Build rich client applications using NetBeans plug-in module tools/features from start to finish Extend your NetBeans IDE wish list to building Struts 2 and even JRuby (Ruby on Rails) based Java web application front ends Who this book is for Intended for Java developers of varying skill who may or may not be familiar with NetBeans IDE or Java IDEs in general.

Design scalable and robust RESTful web services with JAX-RS and Jersey extension APIs About This Book Get to grips with the portable Java APIs used for JSON processing Design solutions to produce, consume, and visualize RESTful web services using WADL, RAML, and Swagger A step-by-step guide packed with many real-life use-cases to help you build efficient and secure RESTful web APIs in Java Who This Book Is For If you are a web developer with a basic understanding of the REST concepts but are new to the idea of designing and developing RESTful web services, this is the book for you. As all the code samples for the book are written in Java, proficiency in Java is a must. What You Will Learn Introduce yourself to the RESTful software architectural style and the REST API design principles Make use of the JSR 353 APIs and Jackson API for JSON processing Build portable RESTful web APIs, making use of the JAX-RS 2.0 API Simplify API development using the Jersey extension APIs Secure your RESTful web services with various authentication and authorization mechanisms Get to grips with the various metadata solutions to describe, produce, and consume RESTful web services Understand the design and coding guidelines to build well-performing RESTful APIs See how the role of RESTful web services changes with emerging technologies and trends In Detail REST (REpresentational State Transfer) is a simple yet powerful software architecture style to create scalable web services and allow them to be simple, lightweight, and fast. The REST API uses HTTP and JSON, so that it can be used with many programming languages such as Ruby, Java, Python, and Scala. Its use in Java seems to be the most popular though, because of the API's reusability. This book is a guide to developing RESTful web services in Java using the popular RESTful framework APIs available today. You will begin with gaining an in-depth knowledge of the RESTful software architectural style and its relevance in modern applications. Further, you will understand the APIs to parse, generate, transform, and query JSON effectively. Then, you will see how to build a simple RESTful service using the popular JAX-RS 2.0 API along with some real-world examples. This book will introduce you to the Jersey framework API, which is used to simplify your web services. You will also see how to secure your services with various authentication mechanisms. You will get to grips with various solutions to describe, produce, consume, and visualize RESTful web services. Finally, you will see how to design your web services to equip them for the future technological advances, be it Cloud or mobile computing. By the end of this book, you will be able to efficiently build robust, scalable, and secure RESTful web services, making use of the JAX-RS and Jersey framework extensions. Style and approach This book is written as a step-by-step guide to designing and developing robust RESTful web services. Each topic is explained in a simple and easy-to-understand manner with lots of real-life use-cases and their solutions.

The book is aimed at Java developers who wish to develop Java EE applications while taking advantage of NetBeans functionality to automate repetitive tasks. Familiarity with NetBeans or Java EE is not assumed.

Summary: "Written for programmers with a background in high level language programming, the book applies the Deitel

signature live code approach to teaching programming and explores the Java language in depth ... "

A series of Book of Computers . The ebook version does not contain CD.

With the entry of many global players and tie-up of Indian finance companies with multinational insurance companies, the Indian insurance sector is making rapid strides. This book provides an insight into the operational policies, practices and issues relating to the insurance business, with the latest trends in this sector. Divided into two parts and containing 21 chapters, the book has contributions from experts in their area of specialization. The first part contains an overview of insurance and its role in the services sector. It also examines the current status of development and future prospects of insurance industry in India, and proceeds to discuss factors affecting selection of life insurance products. The second part deals in details with rural, social and health insurance. It also covers the Gratuity system and Bancassurance. The book is intended as a text for postgraduate students of management (Finance specialization), and finance and professionals who have an interest in the increasingly expanding area.

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.

Master the Java EE 8 and JSF (JavaServer Faces) APIs and web framework with this practical, projects-driven guide to web development. This book combines theoretical background with a practical approach by building four real-world applications. By developing these JSF web applications, you'll take a tour through the other Java EE technologies such as JPA, CDI, Security, WebSockets, and more. In Practical JSF in Java EE 8, you will learn to use the JavaServer Faces web framework in Java EE 8 to easily construct a web-based user interface from a set of reusable components. Next, you add JSF event handling and then link to a database, persist data, and add security and the other bells and whistles that the Java EE 8 platform has to offer. After reading this book you will have a good foundation in Java-based web development and will have increased your proficiency in sophisticated Java EE 8 web development using the JSF framework. What You Will Learn Use the Java EE 8 and the JavaServer Faces APIs to build Java-based web applications through four practical real-world case studies Process user input with JSF and the expression language by building a calculator application Persist data using JSF templating and Java Persistence to manage an inventory of books Create and manage an alumni database using JSF, Ajax, web services and Java EE 8's security features. Who This Book Is For Those new to Java EE 8 and JSF. Some prior experience with Java is recommended.

In just 21 days, you can acquire the knowledge and skills necessary to develop applications on your computer, web servers, and mobile devices. With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 11 and 12, this book teaches you about the Java language and how to use it to create applications for any computing environment. By the time you have finished the book, you'll have well-rounded knowledge of Java and the Java class libraries. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans—an excellent programming platform Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Learn rapid application development with Apache NetBeans Create a game using Java

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